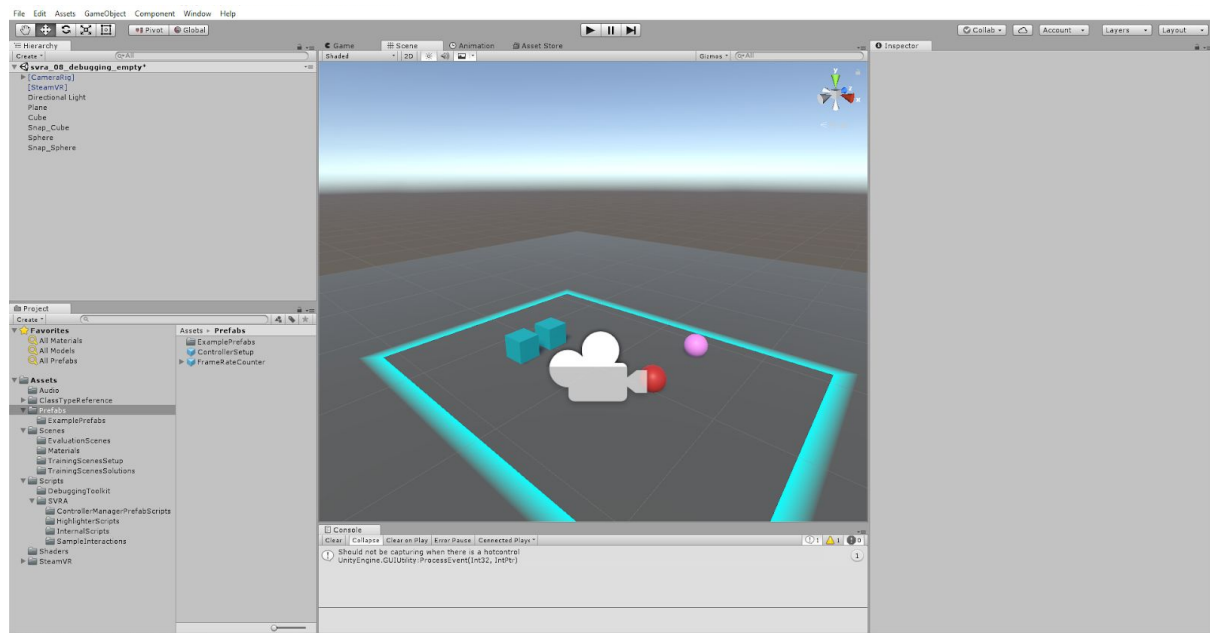


SVRA Tutorial 8: Debugging Modifiers

This tutorial introduces the debugging modifiers included with the SVRA toolkit.

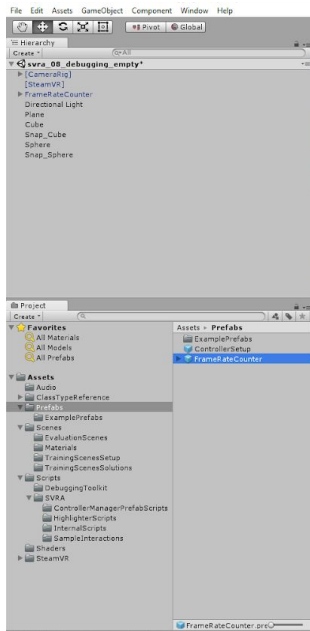


The two debugging modifiers introduced with this tutorial are the active frame rate display and the ability to modify the play area dynamically from within the application.

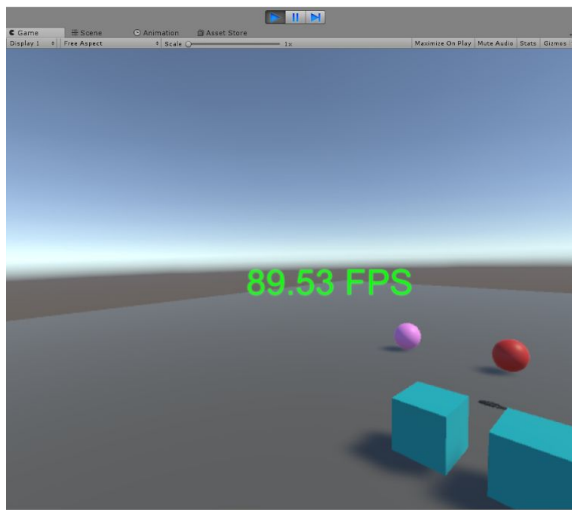
To initiate the active frame rate display drag and drop the “FrameRatePrefab” into the scene [1]. This will display the active frame rate to the user whilst playing the application [2]. It can be toggled on and off using the ‘f’ key on the keyboard.

Next add the SVRA_PlayAreaModifier to the SteamVR [CameraRig] prefab. This will present various attributes for modification within the Inspector window [3]. The list of keyboard commands and how they can be used to modify the scene are included below:

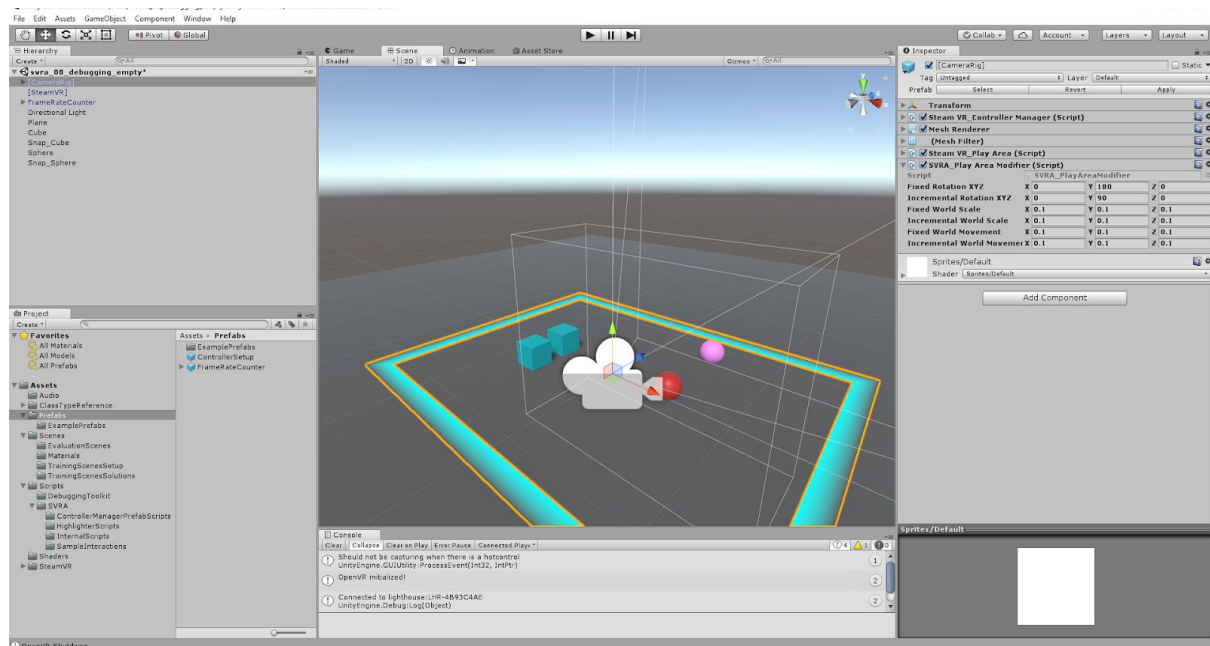
- Press 'A' key to toggle the rotate to some fixed rotation XYZ
- Press 'Z' key to rotate play area +N degrees
- Press 'X' key to rotate play area -N degrees
- Press 'C' key to reset the play area to the original rotation
- Press 'V' key to toggle the play area scale by a fixed value
- Press 'B' and 'N' keys to change the play area scale + or - by an incremental value
- Press 'M' key to reset the play area to its default scale
- Press 'H' key to toggle the play area position by a fixed value
- Press 'J' and 'K' keys to move the play area position by the fixed value
- Press 'L' key to reset the play area position to its default value



[1] Drag and drop the FrameRatePrefab into the scene to initiate the frame rate detector



[2] Example of the frame rate display



[3] The Inspector window for the play area modifier attached to the [CameraRig]