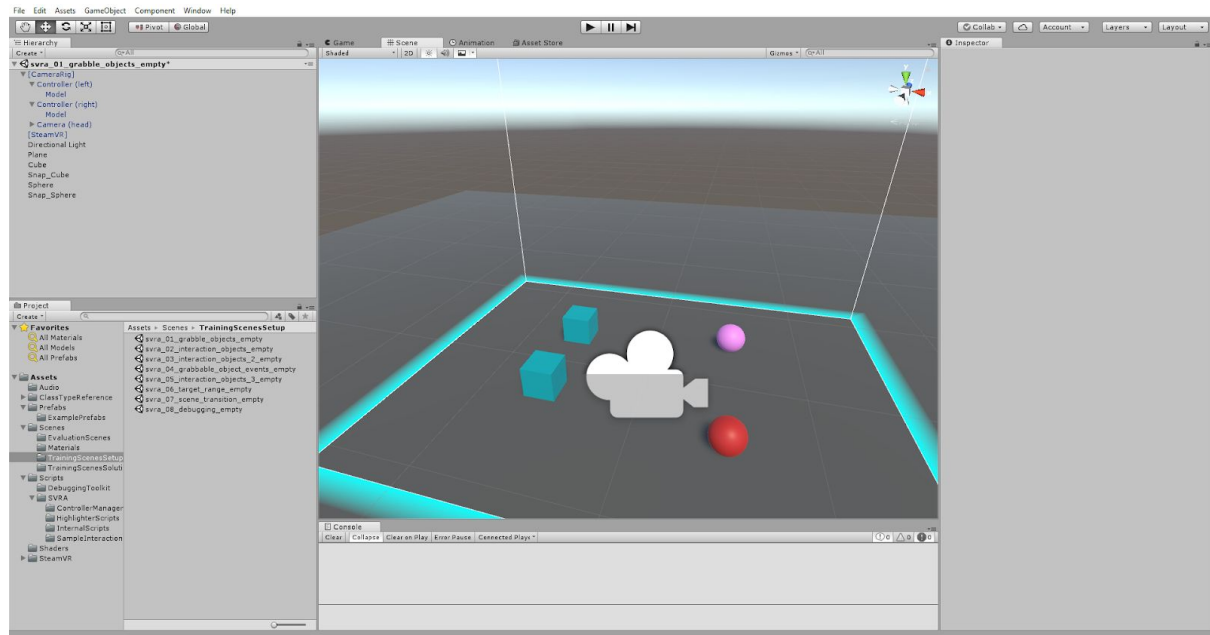
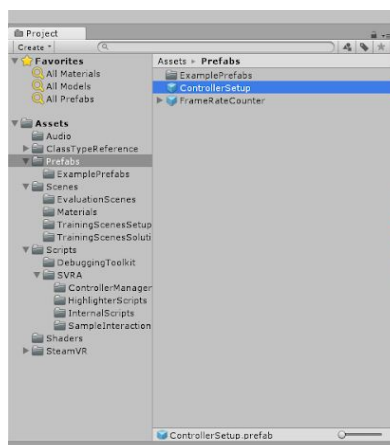


Tutorial 1: SVRA Grabbable Objects & Controller Configuration

In this example we will learn to configure the Vive controllers using the SVRA controller setup prefab and learn to make objects grabbable.



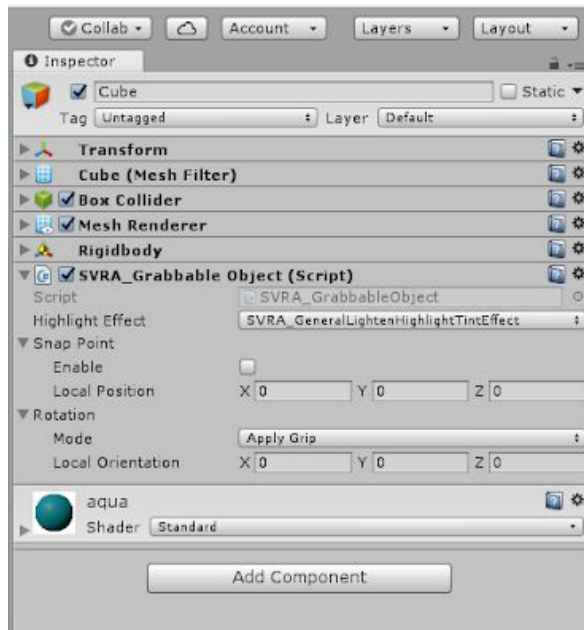
First ensure that the SteamVR [CameraRig] and [SteamVR] prefabs are included in the scene. Next we must add the SVRA “ControllerSetup” prefab onto both of the controllers included with the SteamVR [CameraRig] prefab. Attach one to the left controller and one to the right controller and setup the “Tracked Controller Object” for each controller in the Inspector window.



The Inspector window is also used to configure the buttons of the controller and the collision and detachment radius for objects[1]. Buttons are configured by selecting the action to associate with the button from a dropdown list of all possible actions. Set one of the buttons to the “grab” action to enable object pickup by pressing that button.

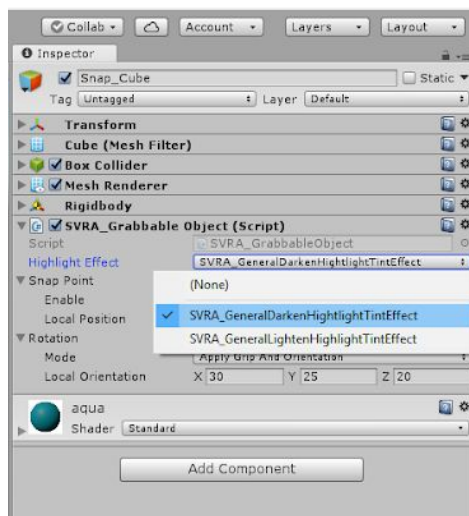
Furthermore a sphere can be displayed to show the collision radius setup for the controller. Finally “toggle grabbing” can also be activated so that rather the user need only press the button once to pickup an object and press it again to release the object opposed to the default system which requires the user hold the button to continue holding the object.

Next we will make the objects within the scene grabbable so they can be picked up by the user. This is done by attaching the SVRA_GrabbableObject script onto the object. Do this to the 4 objects within scene.

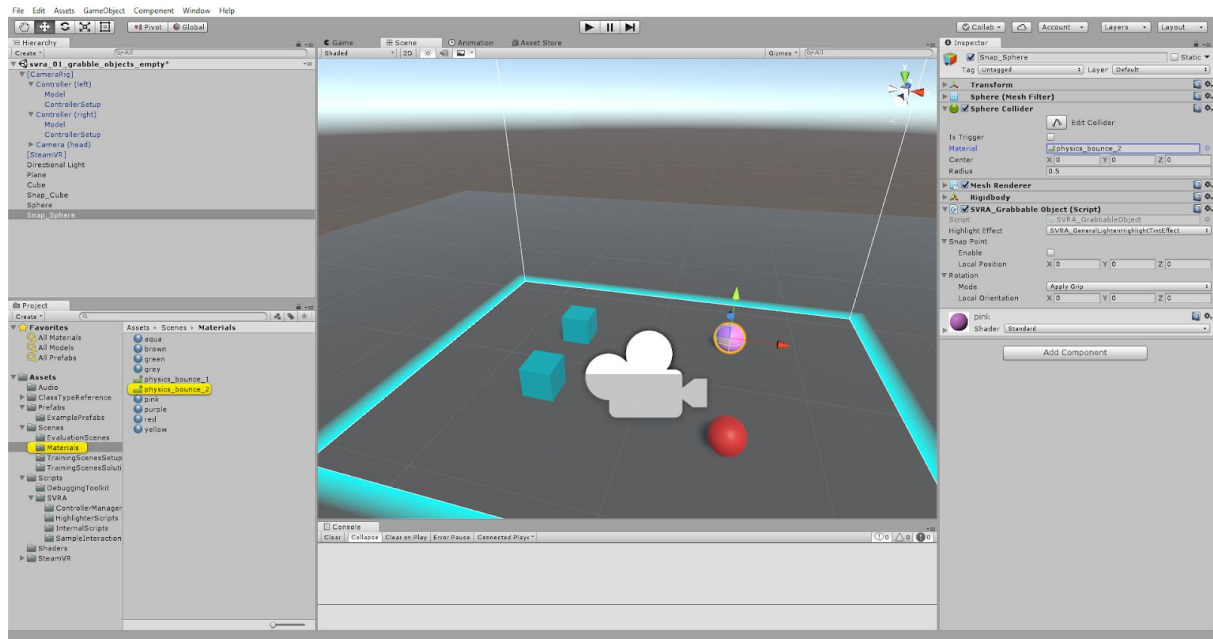


- Highlight Effect: Select a script from the dropdown menu to apply a highlighting effect to the object when it is within touching radius of the controller
- Snap Point: Snap the object to the specified local position upon pickup
- Rotation Mode: Select a rotation pick up style. This is used to orient the object on pickup.

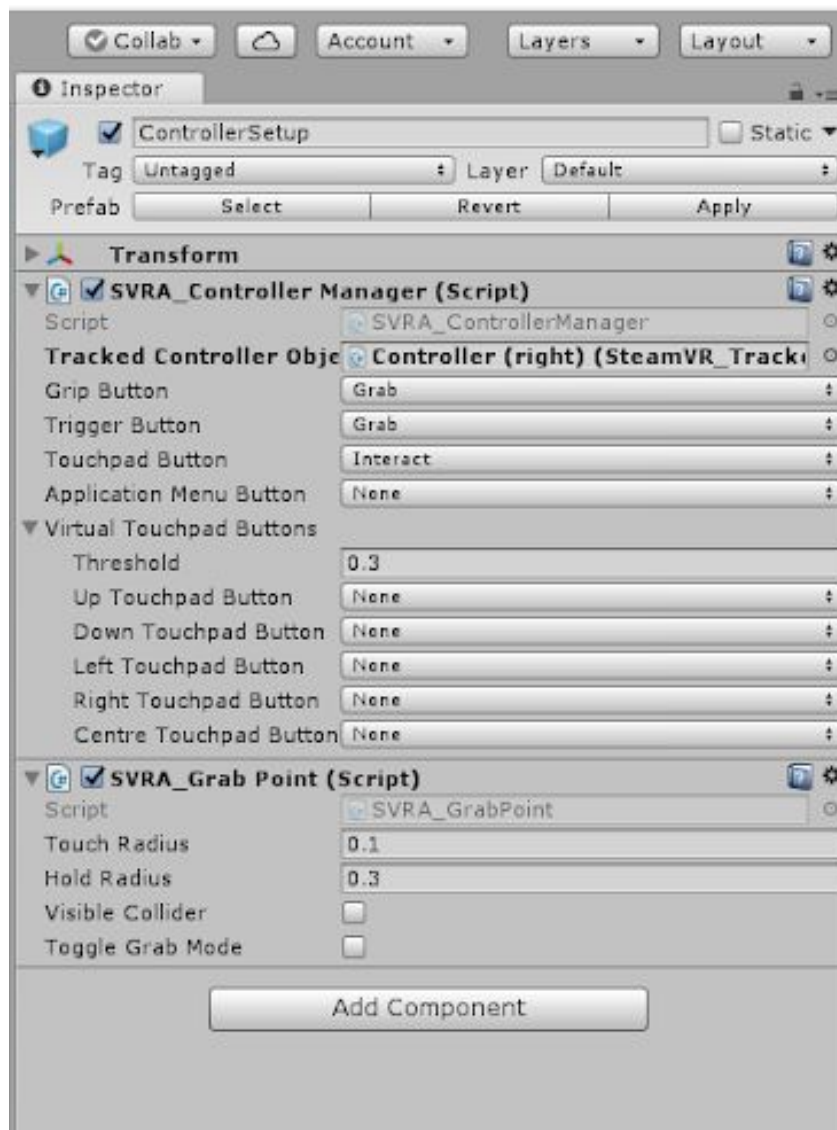
For one of the cubes within the scene change the highlighting effect and the rotation mode and orientation used for pickup. Keep one of the cubes at the default settings for now as a form of comparison.



Do the same for the spheres within the scene but add a physics material onto the object. Some example physics materials are included but feel free to experiment and create your own.



[1] Controller Setup Inspector Window



- Touch Radius: The collision detection radius for interacting with objects
- Hold Radius: The detachment radius for held objects before the connection with the object and the controller is broken
- Visible Collider: Display the collision detection radius visibly
- Toggle Grab Mode: Toggle grab pick up mode