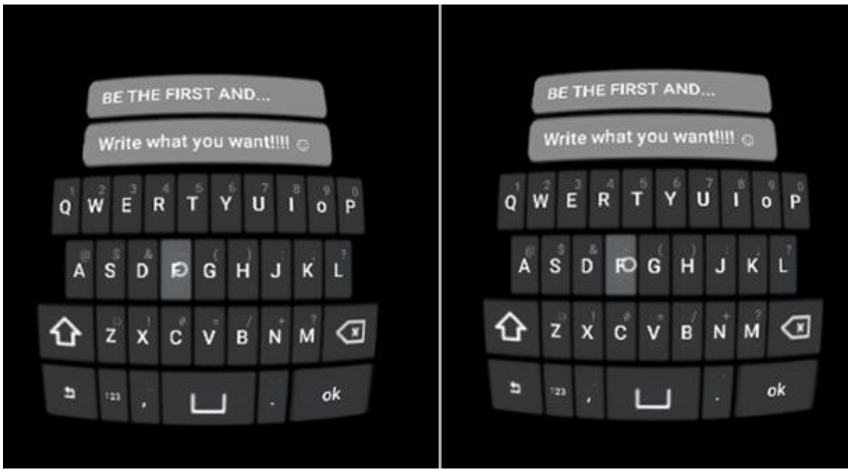
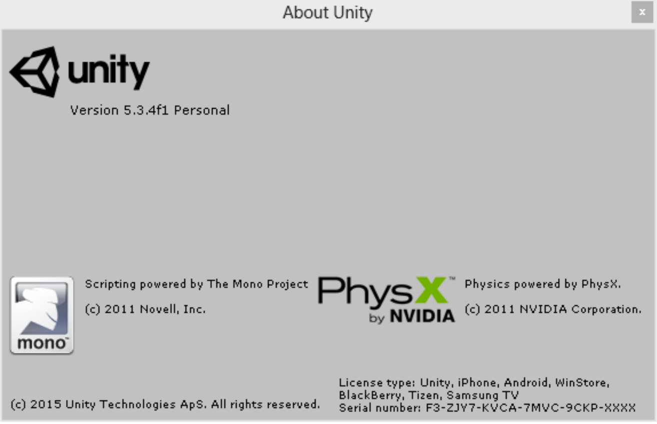
Cardbaord VR Keyboard Input Samsung Style



1. GENERAL INFORMATION

DATE OF DOCUMENT	4/23/2016
NAME OF THE PROJECT	Cardbaord VR Keyboard Input Samsung Style
AUTHOR	Michael Soler
UNITY VERSION	5.3.4.F1 PERSONAL



Version 5.3.4f1 Personal

Scripting powered by The Mono Project
(c) 2011 Novell, Inc.

Physics powered by PhysX.
(c) 2011 NVIDIA Corporation.

(c) 2015 Unity Technologies ApS. All rights reserved.

License type: Unity, iPhone, Android, WinStore, BlackBerry, Tizen, Samsung TV
Serial number: F3-ZJY7-KVCA-7MVC-9CKP-XXXX

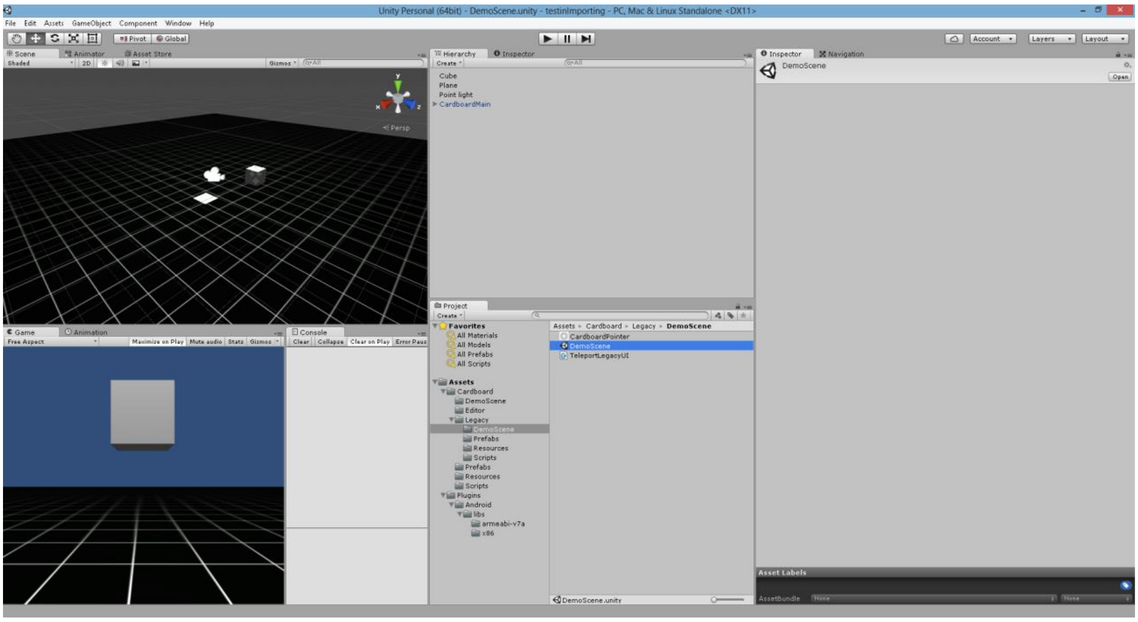
Index

2. IMPORTING INFORMATION

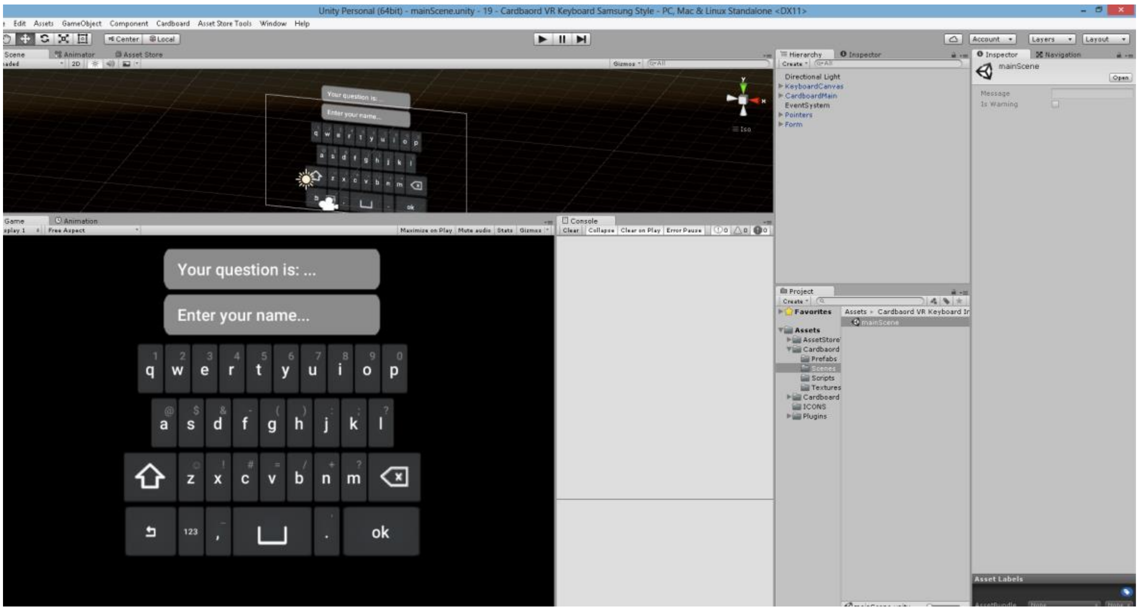
This package works with the "google cardboard" for UNITY that must be downloaded first using the following link:

https://developers.google.com/cardboard/

Once downloaded and imported to unity, your project should look like this:



Then, import our package to the project, which will leave you the following configuration:



NOTE

It is important to import the cardboard package correctly. Check if the gaze GameObjec (or collider) is disabled.

3. PROJECT DESCRIPTION

This is a complete Keyboard pack ready for 2D/3D and VR experiences. You will be able to select different input texts and modify the content. The cursor will blink and move when writing and the effect is very similar to native Samsung keyboard input. This package contains the following assets:

- One script that controls the actions of the keyboard. It controls the characters added to the main string, as well as symbols, return and submit events.
- Two input forms to change the text and understand how the code works.
- A simple demo scene (same that in the video).
- Proper documentation.

This package works with the "google cardboard" for UNITY that must be downloaded first using the following link:

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4.LAYERS, TAGS AND COLLIDERS

4.1LAYERS

All objects are placed on the default layer.

4.2TAGS:

- “But”→ it is used to find all the button-text objects.

4.3COLLIDERS

Only graphic raycasters are used for the buttons.

NOTE

It is important to import the cardboard package correctly, and check if these colliders are working properly.

5.SCRIPTING INFORMATION

- Bullet:
    - BulletMovement.cs

      This script controls the movement and color of the bullet:

IMPORTANT VARIABLES
public float blinkingTime=1.5f; → it is the time it takes the cursor to blink.
public Text objectiveText; → it is the text where the script will apply the modifications.
public float distPos=0.1f; → it the inter-character distance for placing the cursor.
public Canvas mainCanvas; → it the main canvas of the keyboard.
public bool conserveText=false; → it is a variable that allows to conserve text or modify all.
string previousText; → it is a temporal variable to store the text before eviting it for blinking.
public Text[] charText; → it is the container for all the character references.
public Text[] charSymbol; → it is the container for all the symbol references.
string blinckTXT,actualTXT; → these are the strings that the program uses to simulate the blinking effect. (blinkTXT=actualTXT+" I")
IMPORTANT FUNCTIONS
public void writeChar(Text txt) → it writes a string to the objectiveText.
public void errase() → it erases the last character of the selected text.
acceptText() → it submits the text.
public void cancelText() → it restores the text.