

Table of Contents

1. Installation.....	1
2. Updating.....	1
3. Introduction.....	1
4. Quick Start Guide.....	2
5. Prefabs.....	2
6. Code.....	2
7. Upcoming features.....	3

1. Installation

First install Steam VR plugin.

You can drag and drop the asset package into Unity or load it using the import asset function in Unity or install it using the asset manager in the asset store window.

2. Updating

Ensure you backup your scripts / assets you have modified as they **might get overwritten** when updating. Import the up-to-date assets using the import package feature.

3. Introduction

This document gives general usage instructions for the the components in this kit. All of the scripts are well commented.

Please remember to review the kit in the asset store!

If you are having any troubles then contact me here: dev@utilityfunction.co.uk

or use the forum post

<http://forum.unity3d.com/threads/vr-interactions-buttons-and-levers.415943/>

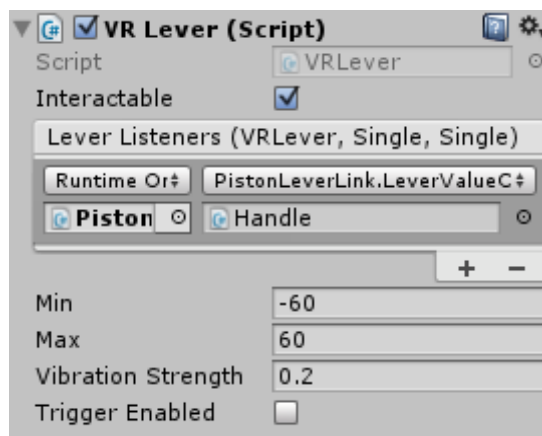
4. Quick Start Guide

Drag and drop a VR Lever or VR Lever Gripped prefab into your scene. Add a rigidbody2d and VR Gripper your controller object.

Now you can use the lever in the game!

To make the lever do something add an event listener to the VR Lever event box.

The event box is the same as you would use for a UI component like a button/



when the lever value changes your function is called, passing in the lever and new values.

5. Prefabs

The main prefabs are in the VRInteractions/Prefabs folder. There are more prefabs in the examples folder which are here to illustrate how levers can be used, but feel free to play with those too.

VRLever prefab is a *physics* lever. Physics levers are pushed by physics objects. Use these if you don't want any special connectors. Also allows switches and buttons to be tripped by other objects like balls and debris. Your controller will need an attached rigidbody in order for you to interact with the lever

VRButton prefab is a physics button, like the VRLever it can be pressed by word objects.

VRLeverGripped prefab is a lever that allows you to grab the handle of the lever by pressing down the trigger. This lever can't be moved by physics objects

VRGrippedButton prefab is a button that is triggered by pressing the trigger down. This also can not be triggered by physics.

6. Code

VRInteractable is the base class for the interactable components, which are currently buttons and levers – more will be added soon.

This keeps track of colliders and keeps the *Interactable*. Like the Unity UI you can set this to false if you do not want the object to be usable.

Has the function *IgnoreColliders(Rigidbody _rb)* which will make the button / lever ignore any colliders attached to the specified Rigidbody.

VRLever

This script updates *Value* to match the physical position of the lever and will update the position of the lever if it is set via script. You can set the vibration strength and the joint min and max angle on this component. It automatically updates the lever constraints if you set them on either the joint or this component.

VRHandle

This extends VRLever to add a grip-able handle to the lever.

AttachTo can be used to connect a controller to a rigidbody. Attach to is called if the player has the controller in range of the handle and presses down the trigger button. The controller releases the handle when the trigger button is lifted.

VRButton

Acts like a UI button, is triggered by the button object hitting the switch inside the button housing. Keeps tracks of controllers that are interacting with it. You can activate the switch by throwing an object at it.

VRGrippedButton

Extends button to add the ability to trigger the button with a controller key press. This triggers an animation that makes the button move on it's own. The button can not be pressed physics objects.

7. Upcoming features

In a later release I will be adding some of the following features:

- Allow setting of the which controller button to use through a drop down in editor
- Configurable haptic responses (allows for layer, overriding or ignoring)
- Optional "break at end" for levers
- Stepped levers

More interactables:

- Drawers, Cupboards
- Dials
- Doorhandles

If you have suggestions drop by the forum

<http://forum.unity3d.com/threads/vr-interactions-buttons-and-levers.415943/>

Thanks for reading. Please don't forget to review the kit in the asset store.

You can see my other Assets here:

<https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:13067>

If you have any issues or feature requests drop me a line here: dev@utilityfunction.co.uk