

Vehicle Control Setup for Carla VR Chair Addon

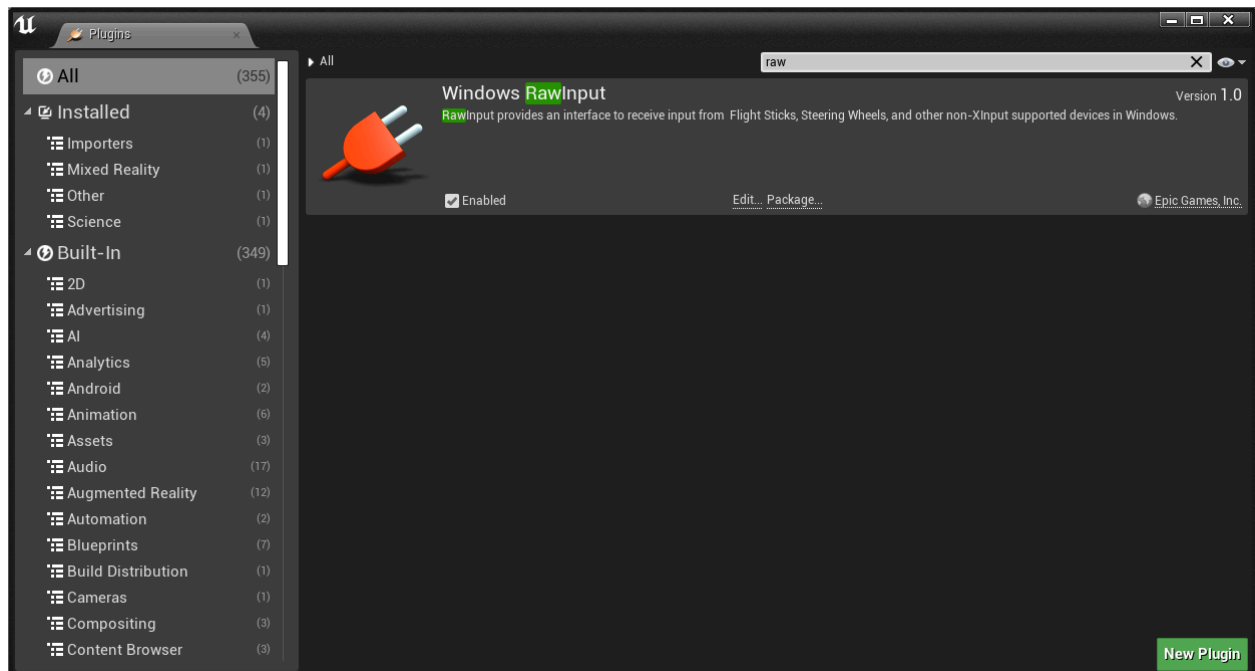
This document provides a summary of how to configure the steering wheel and pedal system for use within the **Carla VR Chair Addon**, using **Unreal Engine's Raw Input Plugin**. This setup enables precise integration of real-world input devices into the simulation.

1. Raw Input Integration

The **Raw Input Plugin** allows Unreal Engine to capture data directly from input devices such as steering wheels and pedals, enabling accurate control and smoother gameplay.

Enable Raw Input Plugin:

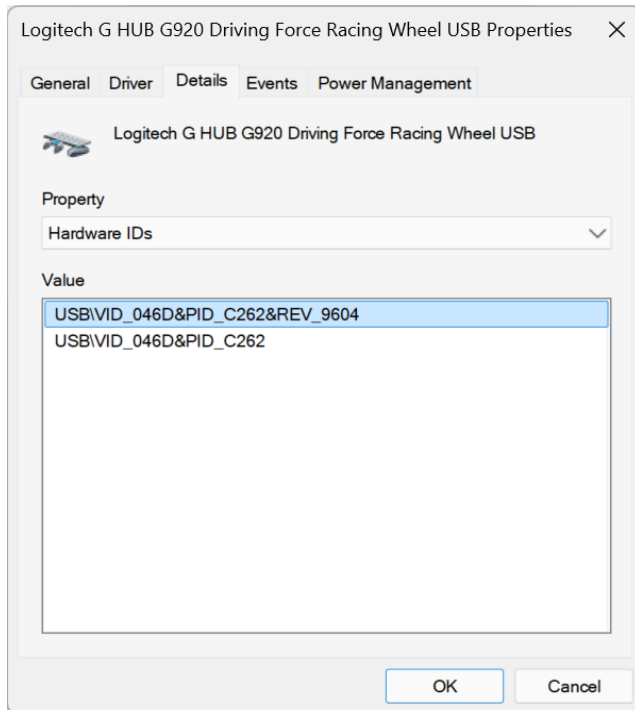
- In **Unreal Editor**, go to **Edit** → **Plugins**
- Search for **Raw Input**
- Enable the plugin and restart the editor if prompted



2. Identifying Device Vendor and Product IDs

To bind a physical input device correctly, you must identify its **Vendor ID** and **Product ID**:

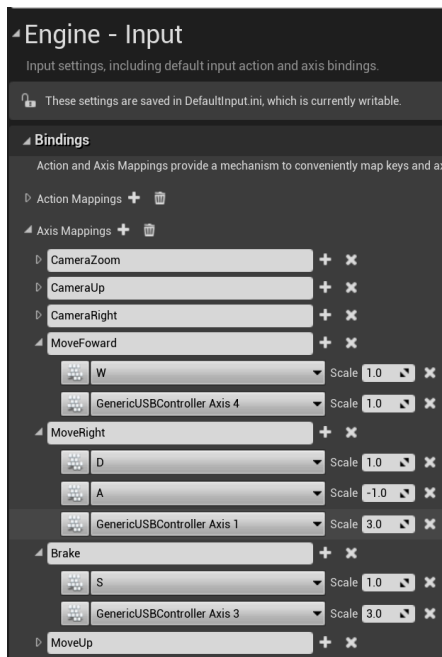
1. Open **Device Manager** in Windows
2. Expand **Human Interface Devices**



3. Locate your wheel or pedal device
4. Right-click and choose **Properties**
5. Under **Details**, select **Hardware IDs**
6. Record the **VID** (Vendor ID) and **PID** (Product ID)

You will need to enter these IDs in Unreal's **Raw Input configuration** panel.

3. Mapping Axes and Buttons



By default, Carla vehicles do **not respond** to external input from the player. Vehicles are controlled through PythonAPI.

To enable **manual control**, you need to configure input bindings and integrate them into the vehicle's **Blueprint Event Graph**.

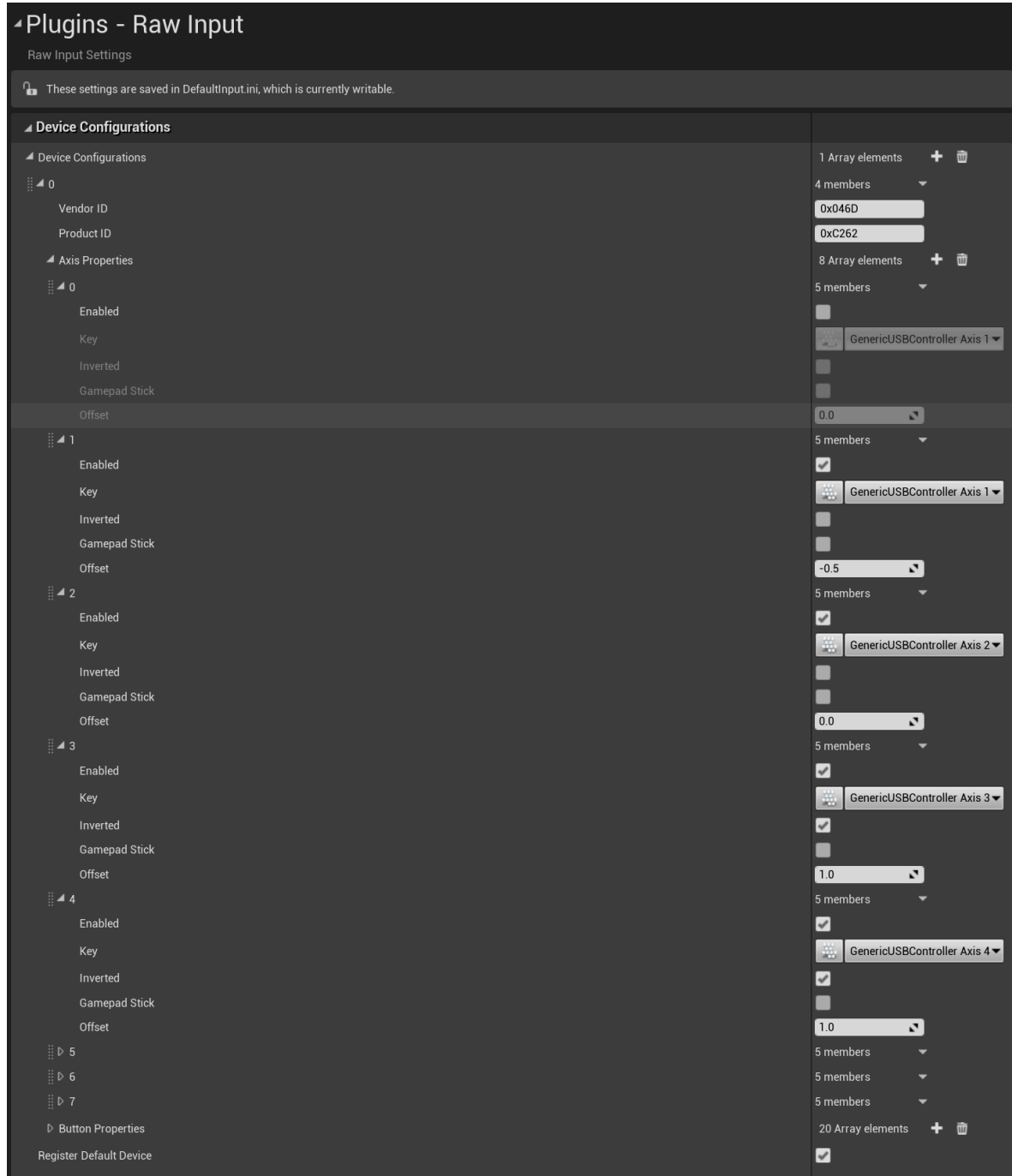
Step 1: Configure Input Bindings

1. Open **Edit** → **Project Settings** in the Unreal Editor.
2. In the left panel, go to the **Engine** → **Input** section.
3. Under **Bindings**, add or modify:
 - **Action Mappings** (for buttons like brake, handbrake)
 - **Axis Mappings** (for continuous input like steering, throttle)

4. Device Configuration

After the mapping:

- Use **Raw Input** settings in **Project Settings** to map the correct axes and buttons.
- Associate each axis with a named input action or axis in Unreal.
- Test input feedback to confirm signal from each control (steering wheel, throttle, brake, etc.)



Tip: If you see no change in the printed value, try assigning a different axis/button name (see previous chapter) or checking that the device is connected properly.

Notes

- The correct setup will depend on your specific hardware model.
- If your hardware behaves inconsistently, ensure that other device drivers or software (e.g., Logitech G Hub, Thrustmaster Control Panel) are not interfering with Raw Input.