Using VR controllers

[Переключить на русский](https://docs.google.com/document/d/1Rdx0wPDI8pDRWhKYmDF_w4OefUSKc5qWwZzO9NZ0INM)

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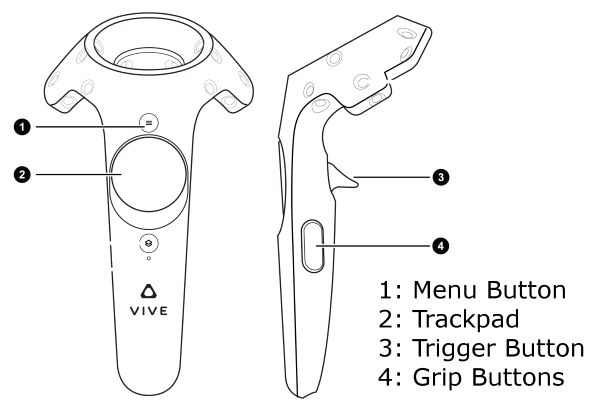
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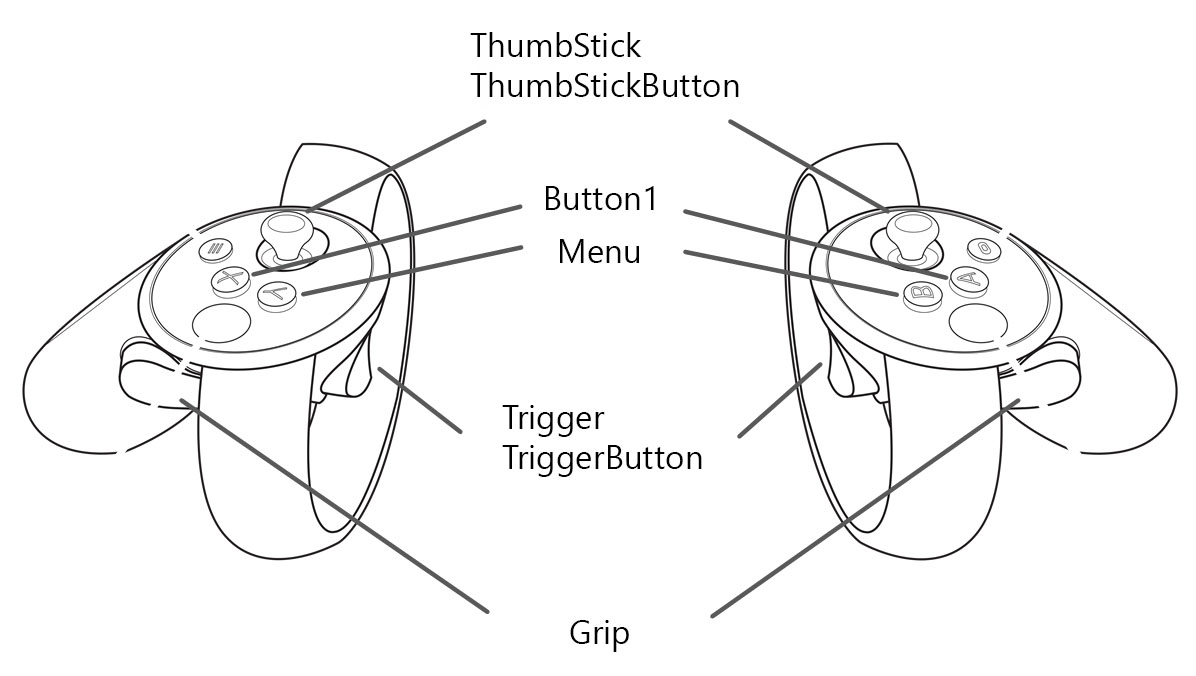
# Equipment

Varwin platform can be managed with the following controllers:

* **HTC Vive**



* **Oculus**



* **Windows Mixed Reality (WMR)** *(any manufacturer)*



# HTC Vive controllers

## Grab object

* Press Grip
* To carry the grabbed object:
  + Preview, View mode: Hold down Grip button
  + Edit mode: No need to hold down Grip button
* To put the object down:
  + Preview, View mode: Release Grip button
  + Edit mode: Press Trigger button



## Action

* Press Trigger



## Teleportation

* Press the **central area** of trackpad.
* The pointer will appear. While holding down the trackpad, point the ray to the area where you need to teleport to. If the ray is colored green, teleportation is possible.
* For teleportation, release the trackpad.



## Turn

* Press the left side of the trackpad for an incremental turn to the left, right side - for an incremental turn to the right.



## Menu

* Menu button on the **left** controller:
  + Edit mode: press to display menu, press again to exit menu
  + Preview mode: displays button for switching to Edit mode.



## Also

* System button displays Vive system menu (unconnected to Varwin platform)
* If pressed by mistake: press again to get back.



# Oculus controllers

## Grab object

* Press Grip
* To carry the grabbed object:
  + Preview, View mode: Hold down Grip button
  + Edit mode: No need to hold down Grip button
* To put the object down:
  + Preview, View mode: Release Grip button
  + Edit mode: Press Trigger button



## Action

* Press Trigger



## Teleportation

* Press Thumbstick.
* The pointer will appear. While holding down the thumbstick, point the ray to the area where you need to teleport to. If the ray is colored green, teleportation is possible.
* For teleportation, release the thumbstick.



## Turn

* Press thumbstick leftward for an incremental turn to the left, rightward - for an incremental turn to the right.



## Menu

* Y button (left controller) displays the menu.



## Also

* System button displays Oculus system menu (unconnected to Varwin platform)
* If pressed by mistake: press again to get back.



# WMR controllers

## Grab object

* Press Grab
  + To carry the grabbed object:
    - Preview, View mode: Hold down Grab button
    - Edit mode: No need to hold down Grab button
  + To put the object down:
    - Preview, View mode: Release Grab button
    - Edit mode: Press Trigger button



## Action

* Press Trigger



## Teleportation

* Press the **central area** of the touchpad.
* The pointer will appear. While holding down the touchpad, point the ray to the area where you need to teleport to. If the ray is colored green, teleportation is possible.
* For teleportation, release the touchpad.



## Turn

* Press the left side of the touchpad for an incremental turn to the left, right side - for an incremental turn to the right.



## Menu

* Menu button on the **left** controller:
  + Edit mode: press to display menu, press again to exit menu,
  + Preview mode: displays button for switching to Edit mode.



## Also

* System button displays the Windows system menu (unconnected to Varwin platform)
* If pressed by mistake: press again to get back.



# Further reading

[About the VIVE controllers (vive.com)](https://www.vive.com/us/support/vive/category_howto/about-the-controllers.html)

[Controllers in Windows Mixed Reality (support.microsoft.com)](https://support.microsoft.com/en-us/help/4040517/windows-10-controllers-windows-mixed-reality)