(v1.0)

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This document will walk you through the entire "VR Telekinesis" package and how to best take advantage of it.

Important: VR Telekinesis uses SteamVR libraries. So you need to import SteamVR Plugin from Unity Asset Store.

INTRODUCTION

Interact your objects with telekinesis in VR! Levitate, push/pull, rotate the objects and you can do all these with physics. In VR, interaction is one the most important part projects and "telekinesis interaction" is convenient, fun and intuitive. With Telekinesis, you can feel the mass of an object, take or place it to the distant positions.
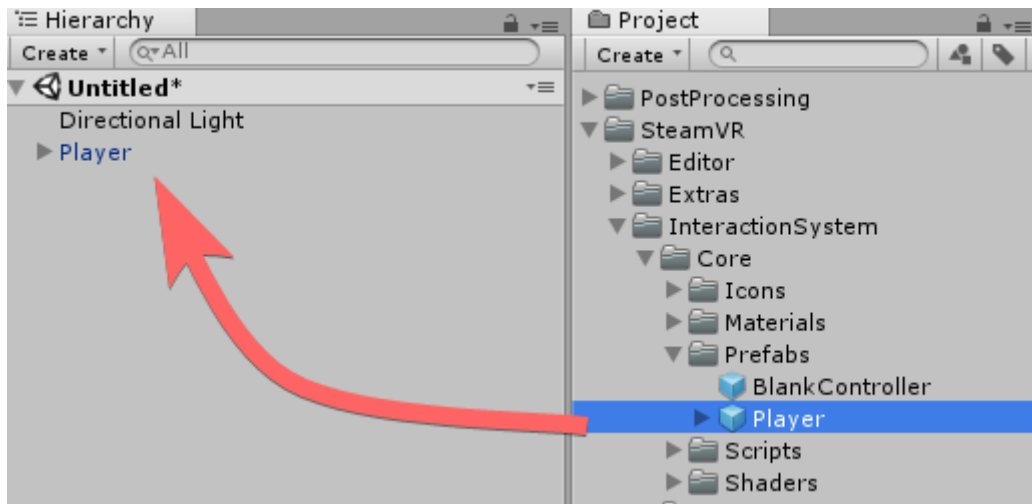
VR Telekinesis;

- Is easy to use
- Is blazingly fast, optimized
- Intuitive and elegant
- Compatible with Vive, Oculus Rift and all Windows Mixed Reality controllers.
- Full source code included
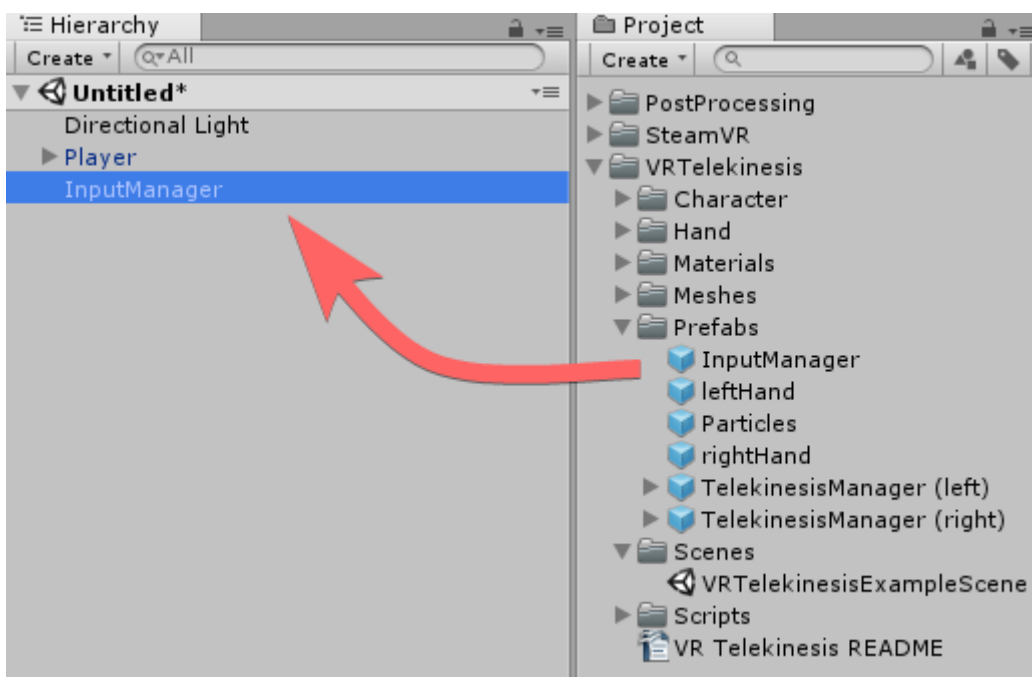- Uses haptic feedback to achieve more realistic feel

VR Telekinesis is a "must-have" interaction system for a physic based VR project.
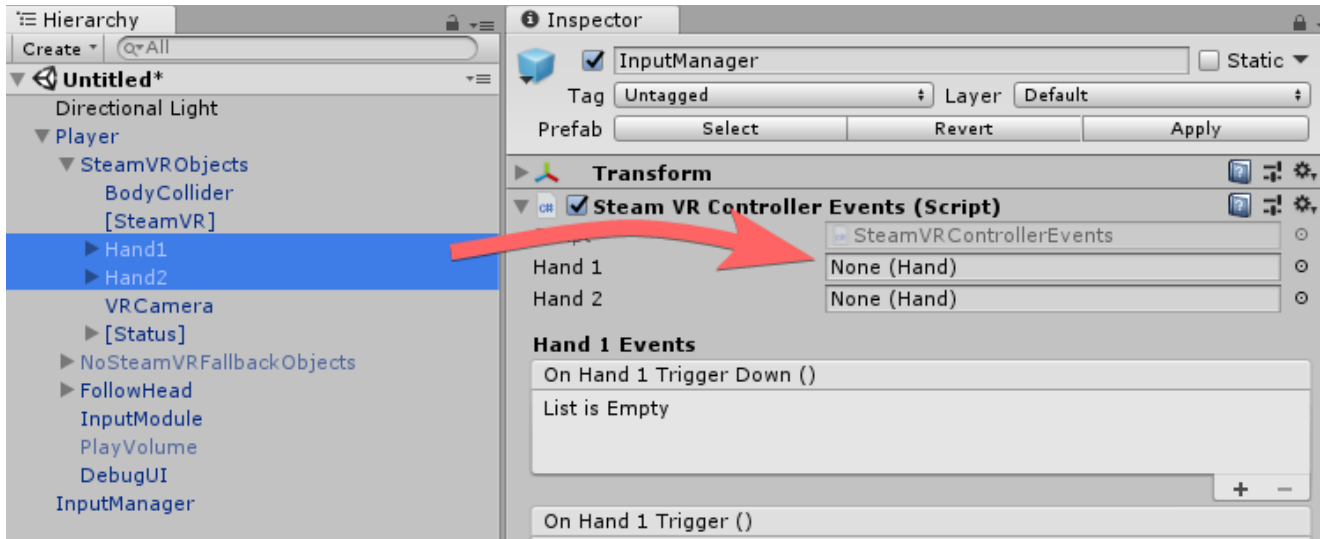
QUICK SETUP

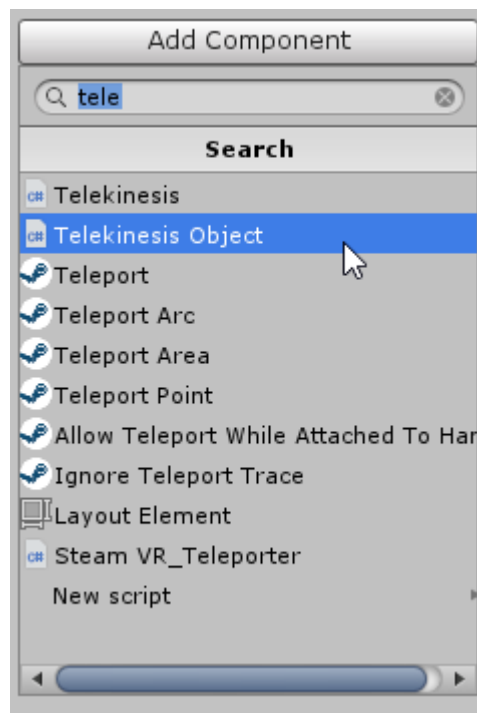1. Add "Player" Prefab to you hierarchy from "SteamVR/InteractionSystem/Core/Prefabs"

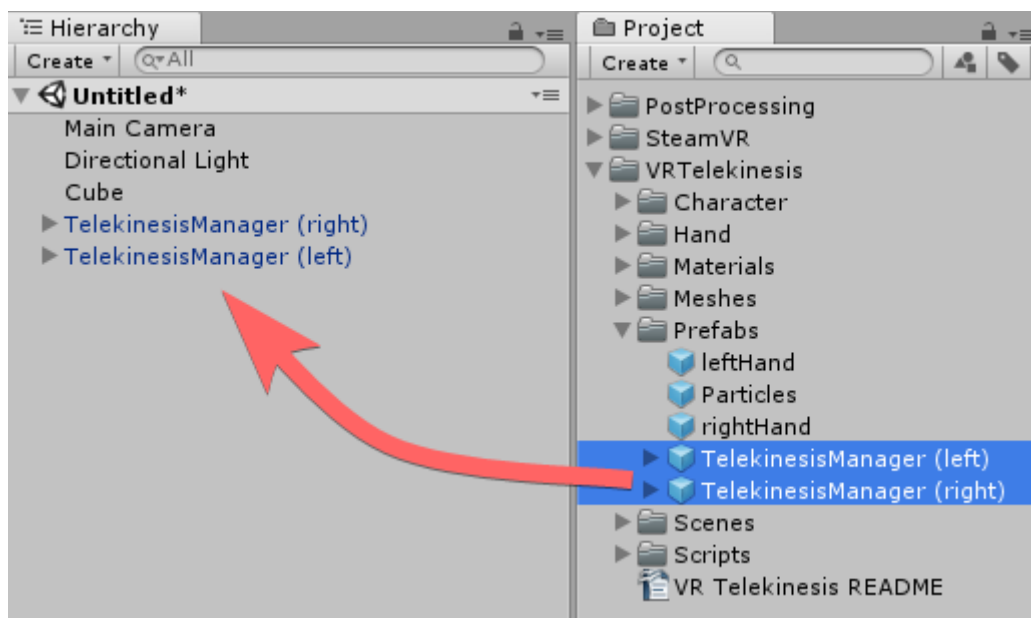2. Add "Input Manager" prefab to your hierarchy from "VRTelekinesis/Prefabs"
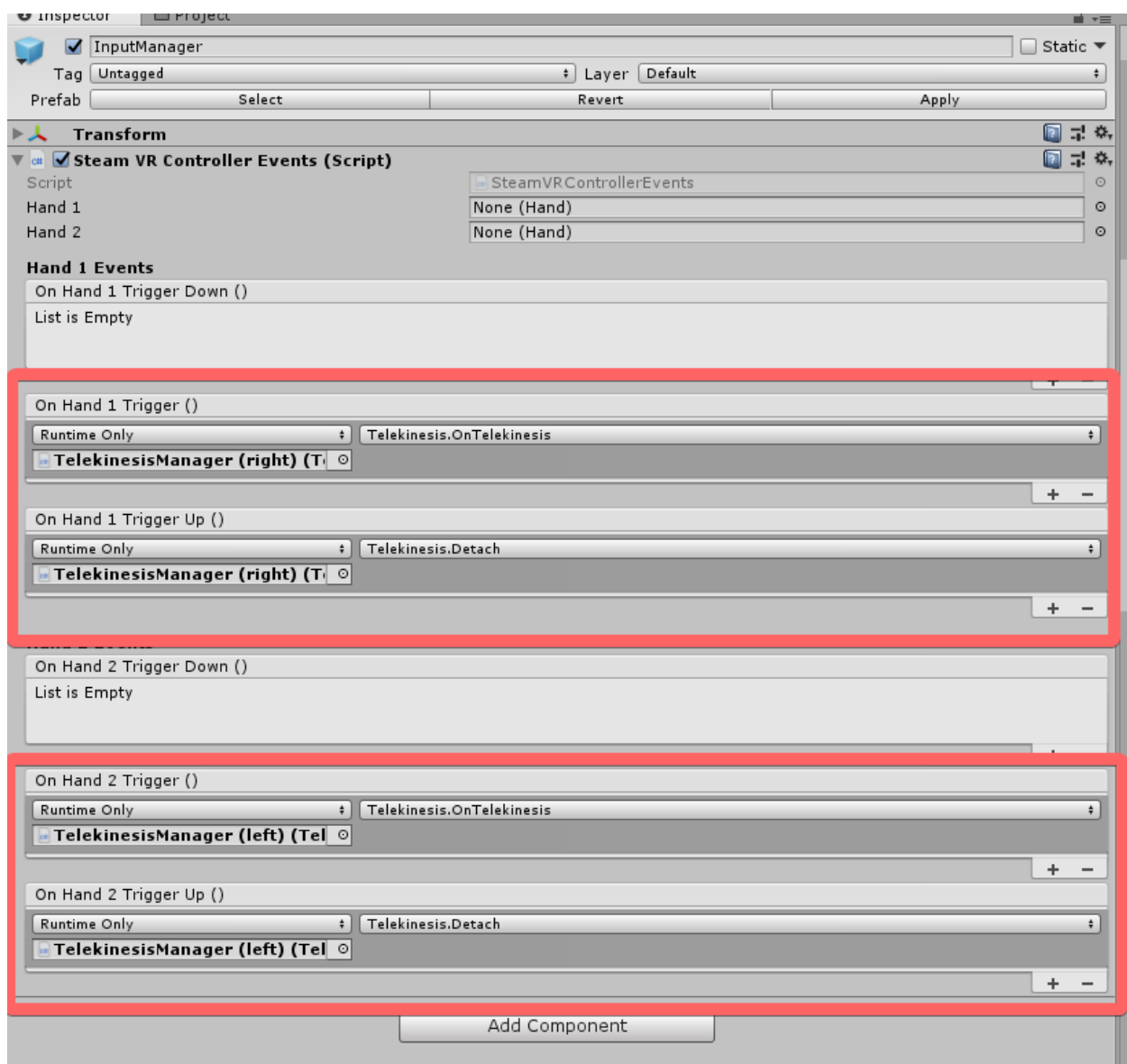
3. Add Hands to your Input Manager.

4. Pick your object that you want to interact with the VR Telekinesis and add the "Telekinesis Object" component. (The object must has a collider)
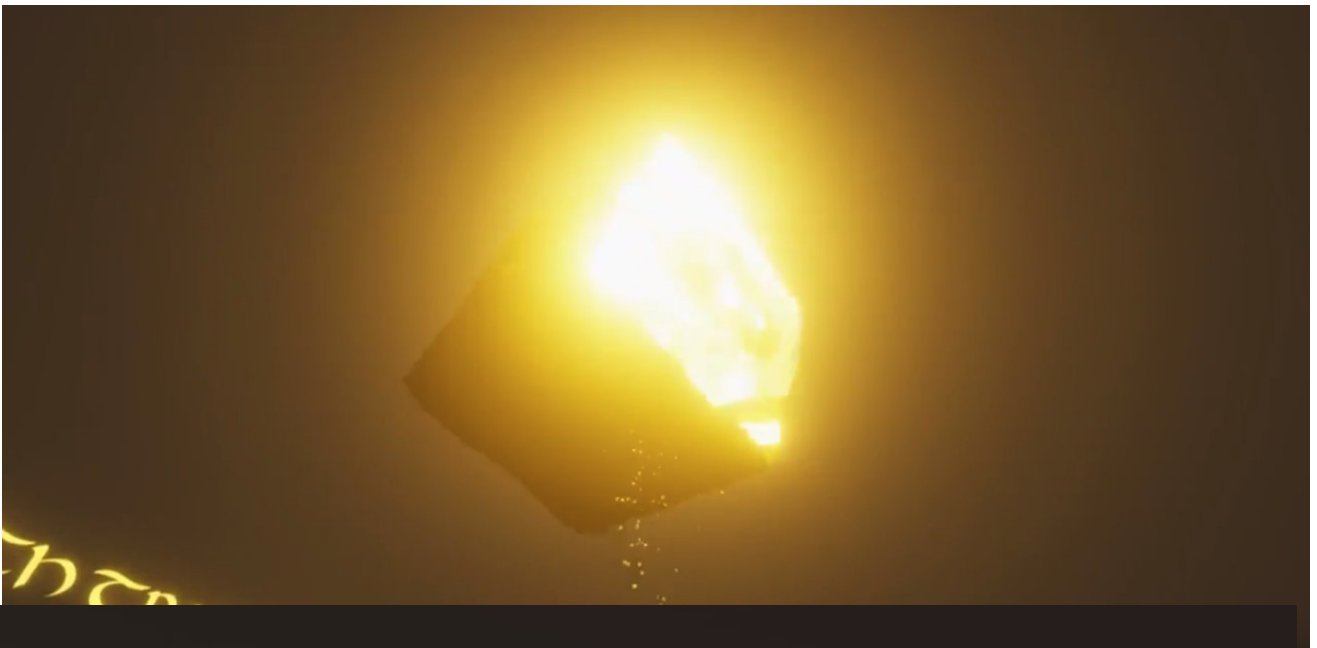

5. Add the "TelekinesisManager" prefabs into your hierarchy

6. Set events on Input Manager to use telekinesis with your controller. (Like the picture below)
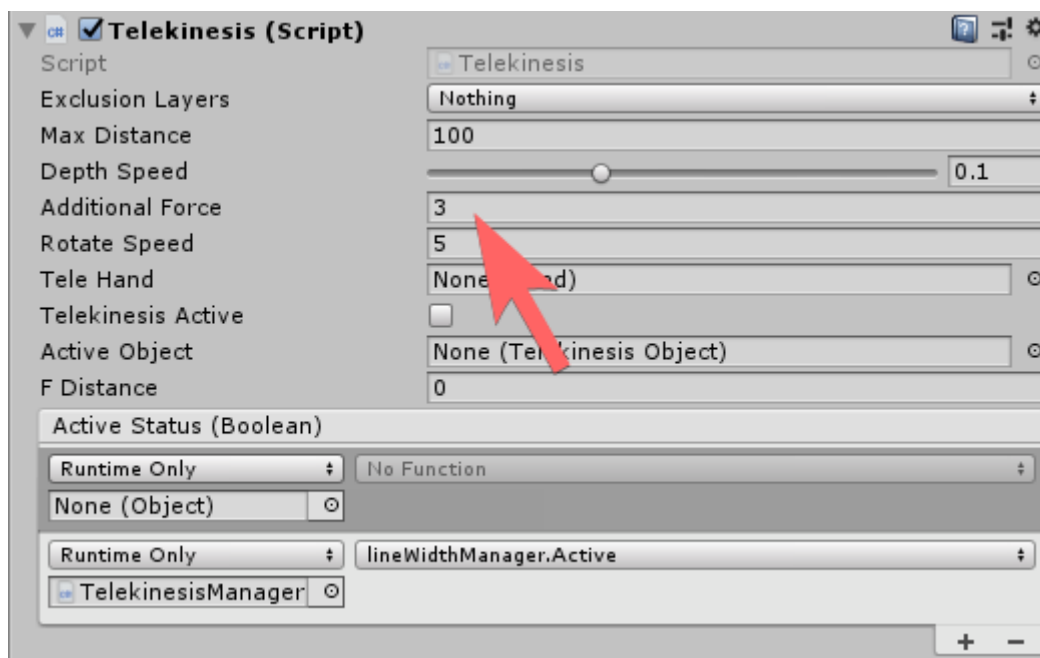
7. Hit the play and point your controller your Telekinesis obj
    Pull the trigger and voila!

Pro-tip 1: You can adjust "Haptic Strenght" from telekinesis object.

Pro-tip 2: When you press the touchpad's up and down you ca move object to far and close in the air while telekinesis.

Pro-tip 3: You can adjust telekinesis strenght amount from Telekinesis Manager objects.

VR Telekinesis

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