

Interaction System documentation

useful during development when not everyone on the team had a VR headset on controllers with them at all times.

- The Player also includes a few useful properties:

Interaction System documentation

- The attached object can set AttachmentFlags

LinearDrive

- This allows an object to be moved by the hand between a starting and ending position.
- The object's current position is used to set a LinearMa 7(4i3)34TBT710f102m[Li]TBT101m[)TBTMC

DistanceHaptics

- Triggers haptic pulses based on a distance between 2 transforms.

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IgnoreTeleportTrace

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