VR Console

Purpose of this plugin

The purpose of this plugin is to provide easy to use runtime console that can be used with any VR device and project or regular desktop project. Console can be used with touching or through Unity's event system.

Setup

Project contains the ConsoleCanvas-prefab at the following folder: Assets/VRConsole/Prefabs.
ConsoleCanvas can be drag and dropped anywhere in the scene. Prefabs-folder also has "UITriggerActivator"-prefab that can be used to interact with the VRConsole. To use this prefab add it to your scene. When UITriggerActivator gets close to the buttons of ConsoleCanvas the buttons will activate. Good use of this is to attach the UITriggerActivator to your motion controller and move it by hand. If for some reason the UITriggerActivator isn't tagged "UIActivator" it must be tagged as that. To create custom interactors all that is needed is a gameobject that has a trigger collider and that it is tagged as "UIActivator".

In version 1.1 ability to scale the UI panel horizontally and vertically was added. When Console canvas width or height is changed the contents will scale accordingly.

In version 1.2 new option toggles were added to the VR Console. These toggles can be found in the Console prefab root. Toggles include toggle to choose if console jumps to the newest message. There is also toggles to choose what types of messages to show by default.

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