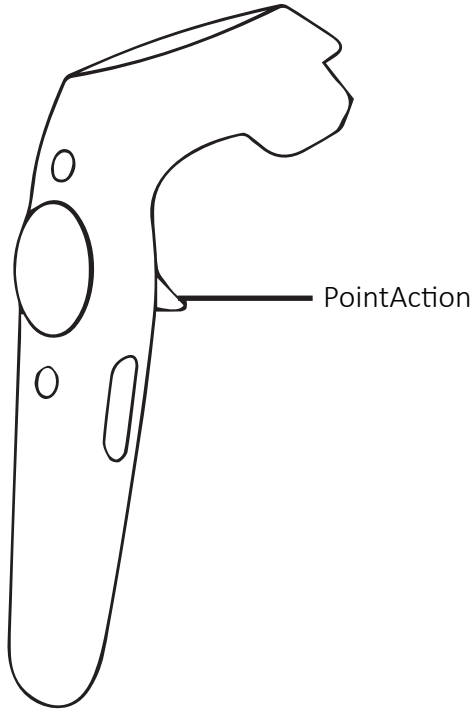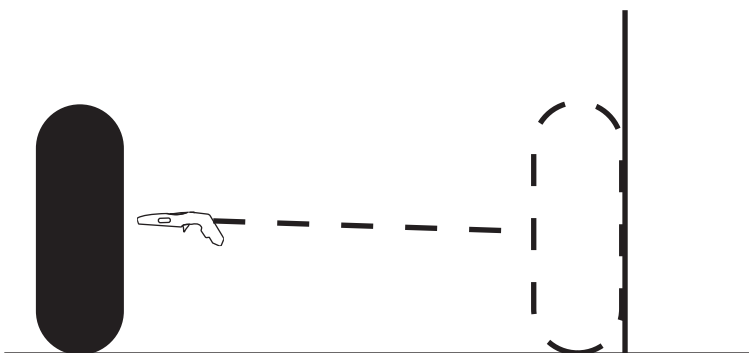## Utility
Point-Follow

PointAction

Description

This form of locomotion draws a straight line from the controller to a point a predefined distance away from the controller. Upon contact with a surface, the player will begin moving at a constant speed toward the point.

Required Actions

Count: 1

PointAction
OnPress:
 - Draws a ray to a point and if that ray hits, begins moving the player

Benefits   Constraints

- Straight-forward   - Difficult changing direction while in
- Low button count   motion

- High precision

- Variable Speed

Demo

Import Instructions

Drag the "PointController Variant" found in "Assets/Resources/Items/Controllers/Utility/" into your scene.

An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.

Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)

Utility

Touch Pad

TouchAction
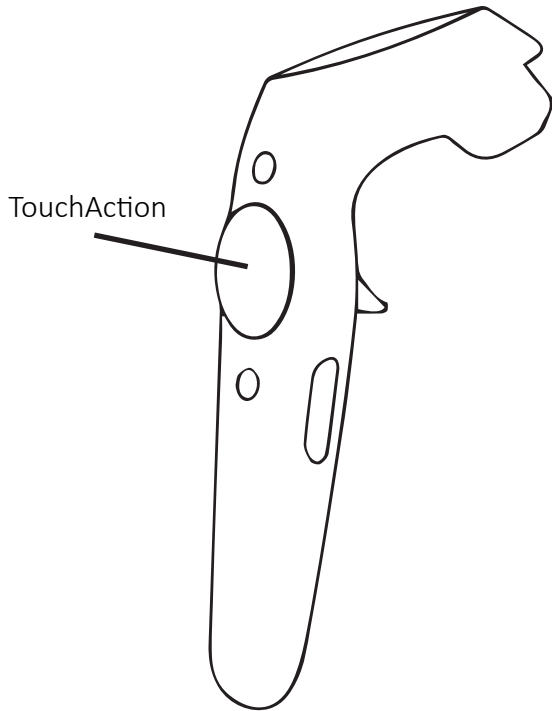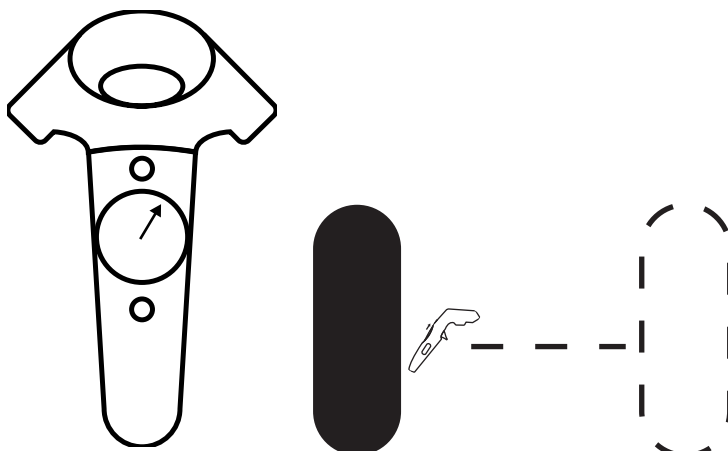
Description

Moves the player along the ground in the direction that the touchpad is pressed. The player's forward velocity is proportional to the Y distance away from the center of the touchpad. The player's velocity to the side is proportional to the X distance away from the center of the touchpad.

Required Actions

Count: 1

TouchAction
OnChange:
    - Gets coordinates of touch and translates the coordinates to velocity.

Benefits   Constraints

- Straight-forward

- Low button count

- Variable speed

- Limited vertical mobility

- Requires analog stick or touchpad

Demo

Import Instructions

Drag the "TouchPadController Variant" found in "Assets/Resources/Items/Controllers/Utility/" into your scene.

An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.

Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)

ManeuVR

Game-Style

Climbing

ClimbAction

Demo
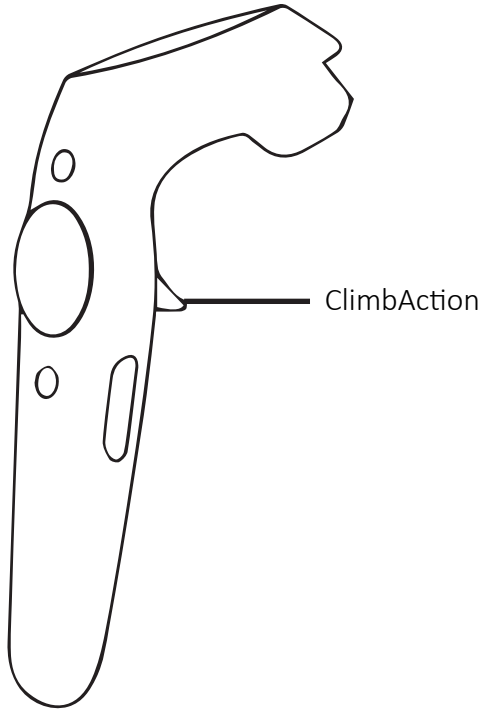
Description

Anchors the player to the controller's position and moves them in the opposite direction of their hand's motion to simulate climbing.

Required Actions

Count: 1

ClimbAction
OnPressDown:
   - Anchors the controller in position
OnPress:
   - Detects translations and moves the player accordingly
OnPressUp:
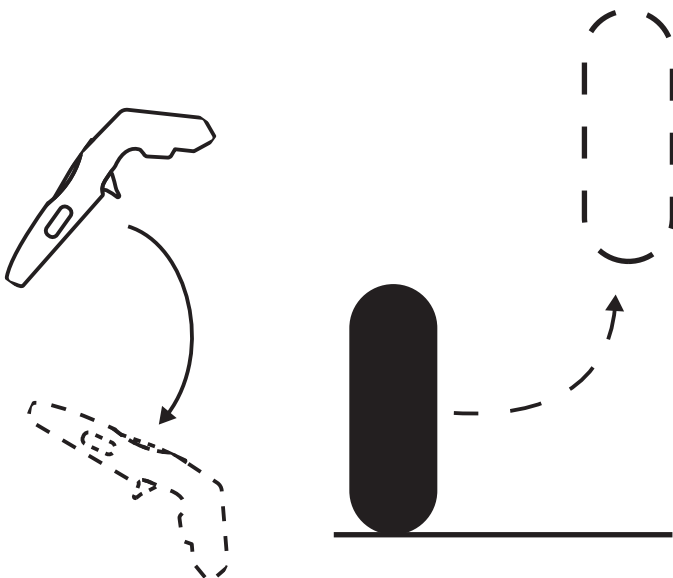   - Estimates player velocity and continues the motion

Benefit   Constraints

- Versatile movement   - High arm movement
                           required for motion

- Aerial control

                           - No inherited limita-
- Low button count   tion on range of motion

Import Instructions

Drag the "ClimbingController Variant" found in "Assets/Resources/Items/Controllers/Game-Style/" into your scene.

An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.

Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)

Game-Style   Sliding

Description

Anchors the player to the controller's position and moves them along a flat plane in the opposite direction of their hand's motion.

Required Actions

Count: 1

SlideAction
OnPressDown:
   - Anchors the controller in position
OnPress:
   - Detects translations and moves the player accordingly
OnPressUp:
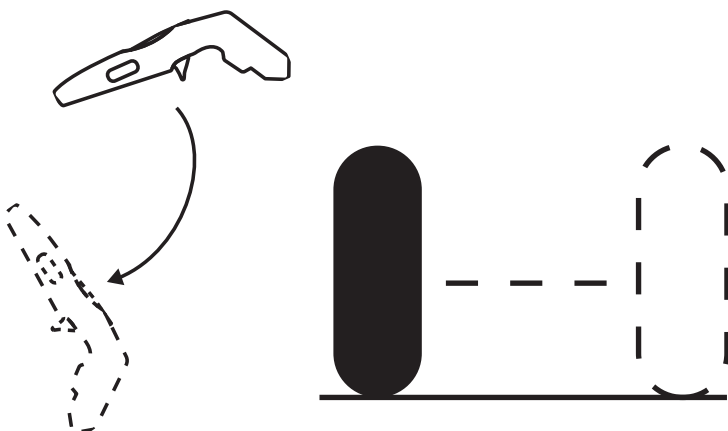   - Estimates player velocity and continues the motion

SlideAction

Benefits   Constraints

- Allows for limited speed without unnatural restraints

- Limited vertical mobility

- Low button count

- High arm movement required for motion
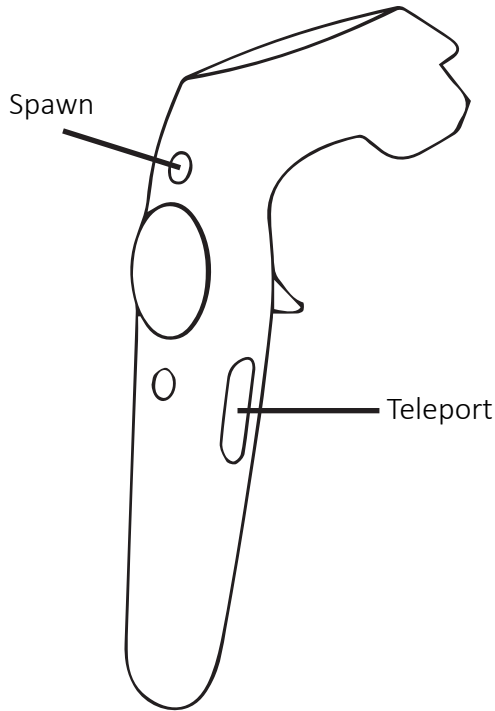
Demo

Import Instructions

Drag the "SlideController Variant" found in "Assets/Resources/Items/Controllers/Game-Style/" into your scene.

An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.
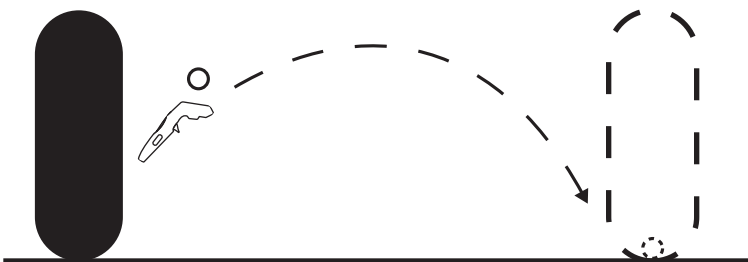
Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)

Novelty

Teleport Ball

Spawn

Teleport

Demo

Description

Allows the player to spawn a ball which can be thrown and teleported to. Upon teleporting, the player assumes the ball's velocity.

Required Actions

Count: 2

Spawn
OnPressDown:
  - Spawns or destroys the teleport-ball

Teleport
OnPressDown:
  - Teleports the player to the position of the teleport-ball

Benefits   Constraints

- Allows the player to access locations the size of the teleport ball

- Allows for limited speed without unnatural restraints

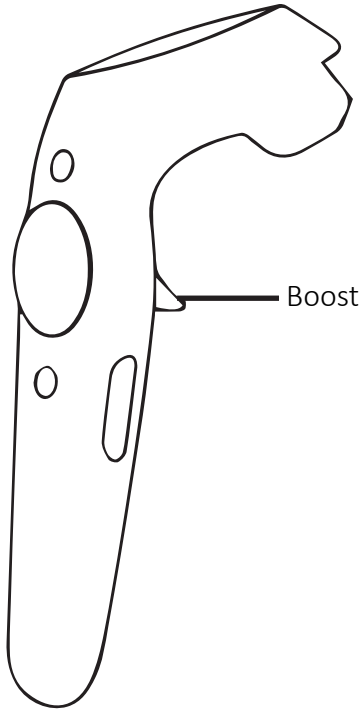- High button count

- Low control over mobility

- Low precision

Import Instructions

Drag the "TeleBallController Variant" found in "Assets/Resources/Items/Controllers/Novelty/" into your scene.
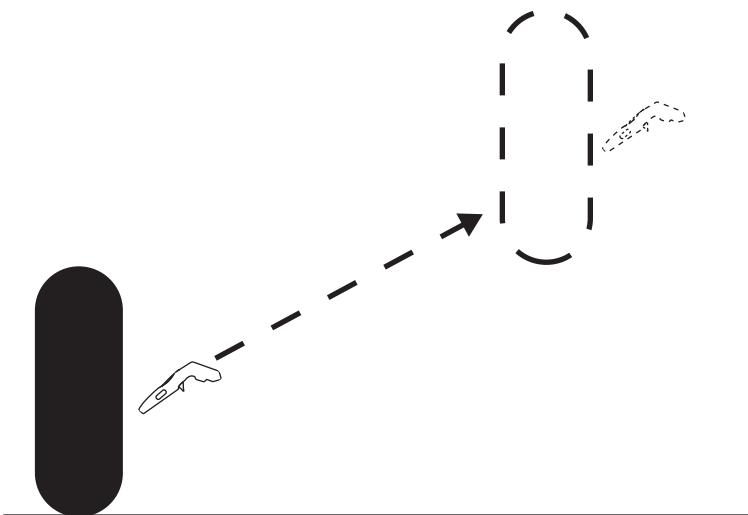
An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.

Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)

M:ManeuVR

Novelty   Thruster

Description

Applies a force to the player in the direction that they are pointing the controller.

Required Actions

Count: 1

Boost
OnPressDown:
  - Display visuals
OnPress:
  - Applies force in the direction the controller is pointed
OnPressUp:
  - Removes visuals

Benefits   Constraints

- Aerial control   - Difficult to manage maximum speed

- Low button count
                            - Low precision

Boost

Demo

Import Instructions

Drag the "ThrusterController Variant" found in "Assets/Resources/Items/Controllers/Novelty/" into your scene.

An Interactable script is attached to each prefab controller. Ensure an actionset is activated on attach in the Interactable script.

Each "Action" is invoked through a "SteamVR_Behaviour" script. Ensure each SteamVR_Behavior has all associated actions bound. Each method to be called has been named for its associated "SteamVR_Action" call. (Ex. The OnPress() function should be placed in the OnPress section in the "SteamVR_Behaviour" script)