

日期

BLUE TOOTH CONTROLLER

Slide in headset has a built-in blue tooth module, when setup a blue tooth connection, it happens between the head set's blue tooth module and the controller, the phone does not require blue tooth privilege.

Slide in blue tooth module supports all of the Ximmerse controller:

- Flip
- Cube
- Neon
- Light-Saber for Jedi challenge
- Mirage Controller.

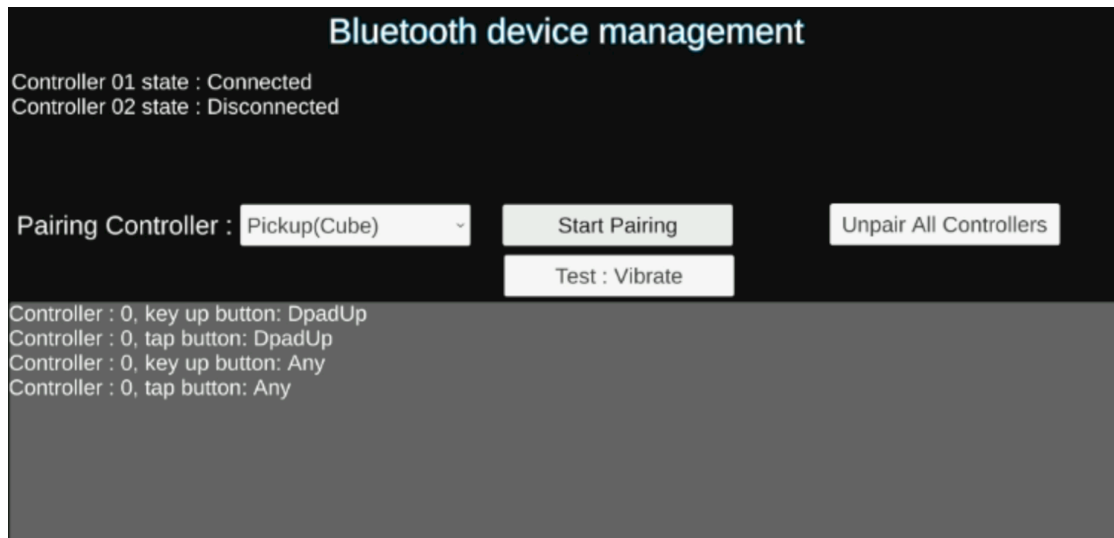


CONTROLLER MANAGER

SDK has a scene “Controller Management” at folder “Assets/ Controller Management”, you can build the app via build manager :

Tools/PolyEngine/Build Manager -> preset “Controller Manager”

Plug in mobile into slide in headset, connect USB cable, run the apps with visor :



Every headset can cache connection with two devices , you can click “Unpair All Controllers” to drop all existing connections.

By clicking “Start pairing” button the headset will start pairing any visible Bluetooth controller. Once get paired , the bottom panel display the button event.

To access button event, refers to class
“Ximmerse.SlideInSDK..XimmerseControllerInput” :

XimmerseControllerInput.IsKey(),
XimmerseControllerInput.IsKeyUp (),
XimmerseControllerInput.IsTap(),

Note: to have access to Ximmerse controller API, you must make sure there’s an instance “XimmerseInput Module” in scene:

