The chair’s quirks

Limitations -

Speed range = 20-100  
Turn degree range = 5-355

Any speed below 20 doesn’t work at all no matter the angle, due to the mechanics not being efficient and needing more juice to 'kick-start' movement. Roto 2.0 that is coming out deals with this issue.

The chair doesn’t do 360 turns no matter the speed or if it’s been calibrated to 0 and its output rotation is 0, the best it can do is 355 degrees.

Executing commands -

The chair tends to need 1 practice execution of the turn to warm up so might not turn at the right speed (especially if this turn is at a high speed) but then on the second time executing the same command it will turn at the right speed.

If you were wanting to run an automatic route (RandomAuto() or Drive()) test it first, sometimes the chair will not listen to the command and you will need to press it the command button twice.

In general the chair can be temperamental and just not listen to you, if this keeps happening just restart Unity and if it’s still being awkward, turn off the chair and turn it back on again.

When the chair starts a turn command there is no way to stop it mid turn unless you stop the program executing in Unity.