

AUTHOR	Cardboard Buddies
CONTACT	michael.soler.beatty@gmail.com
Unity Ver.	2019.3.3.f1

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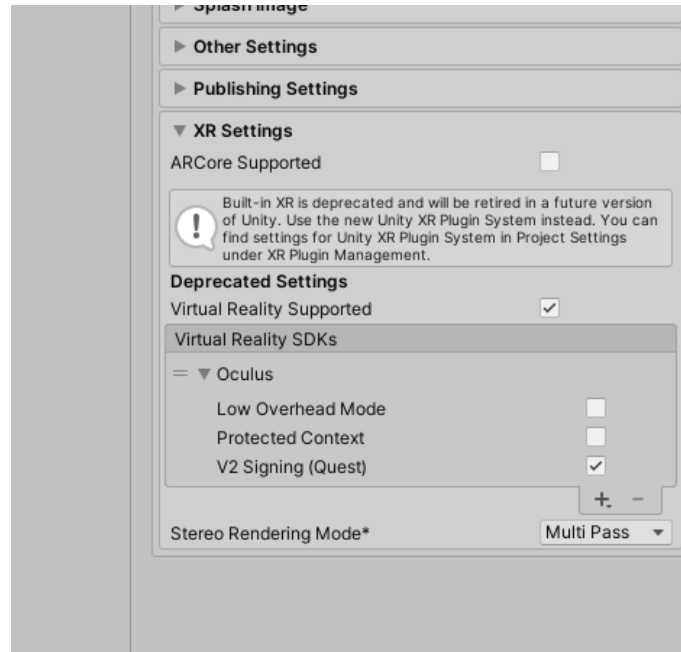
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1. Dependencies

This package needs to following packages:

<https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022>

Oculus must also be configured in the XR setting.



2. Description of the package.

Works with Unity editor 2019.3.3f1

Works with Oculus Integration package.

This is a package that allows the developer to have the basic tools to create different keyboard styles and interaction dynamics with screens and texts. The package includes the following scenes:

- 1) Multiple raycaster scene in which the user can select the different input using both controller at the same time in a very robust way.
- 2) Physical keyboard simulating a computer. In this case rigid body physics are used in order to create buttons that the user can press.
- 3) A tablet/mobile phone based keyboard. Thanks to dragging scripts the user can select the input characters using picking up the tablet and using the secondary/primary hand to write their texts.

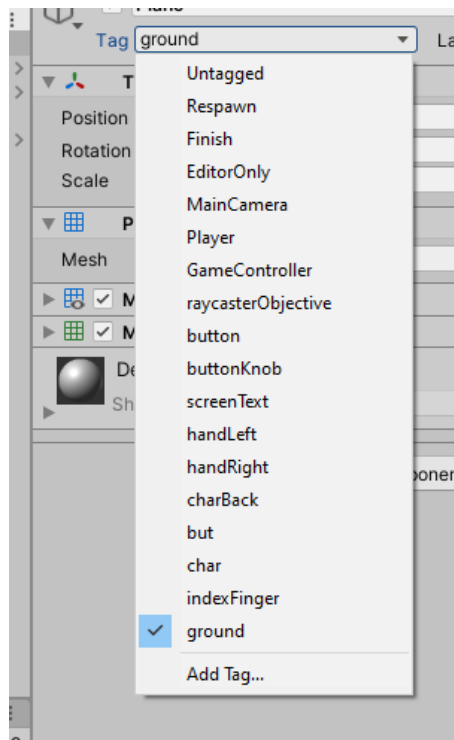
All keyboard scripts are easily understandable and prepared for external event calls.

From cardboard buddies we want to give the best customer service, so we are available 24/7 for all doubts, errors in code development and potential modifications.

Email: michael.soler.beatty@gmail.com

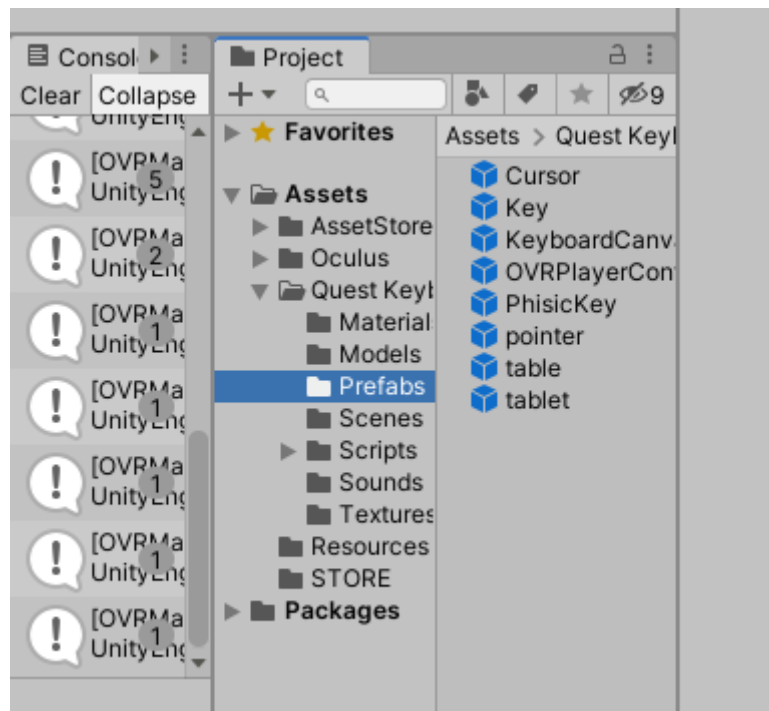
3.Colliders and tags

The tags that are used are the following:



3.Prefabs

The prefabs used for the package are:



4.Scripting

The scripts are arranged in different folders according to their functionalities/scenes they refer to.

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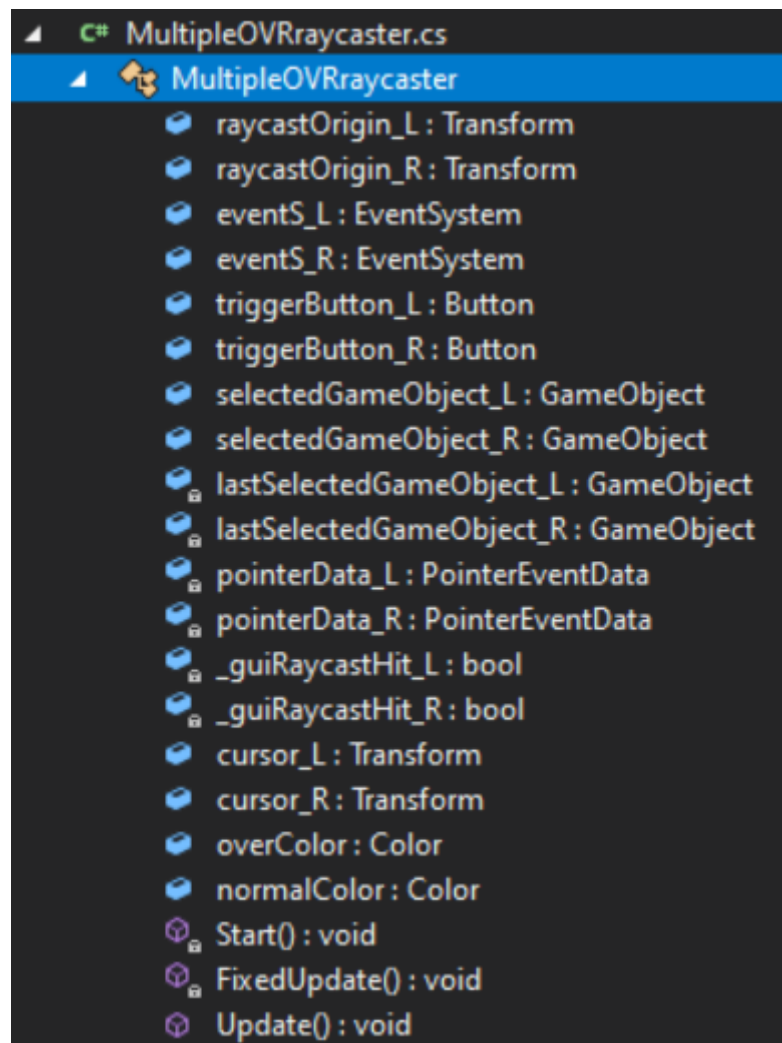
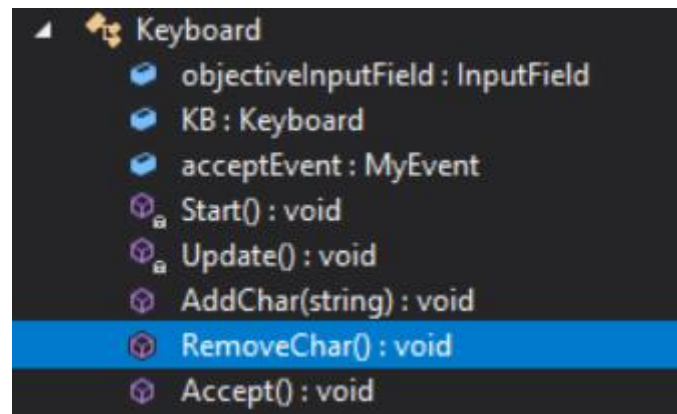
C# HandGrabbing.cs
HandGrabbing
    objectInHand : GameObject
    potentialOnjectInHand : GameObject
    grabButton : Button
    filteredSpeed : Vector3
    filterValue : float
    speed : Vector3
    pos_i : Vector3
    pos_i_1 : Vector3
    filteredAngularSpeed : Vector3
    filteredQuat : Quaternion
    angularSpeed : Quaternion
    rot_i : Quaternion
    rot_i_1 : Quaternion
    otherHand : HandGrabbing
    Start() : void
    Update() : void
    FixedUpdate() : void
    SetParent() : void

```

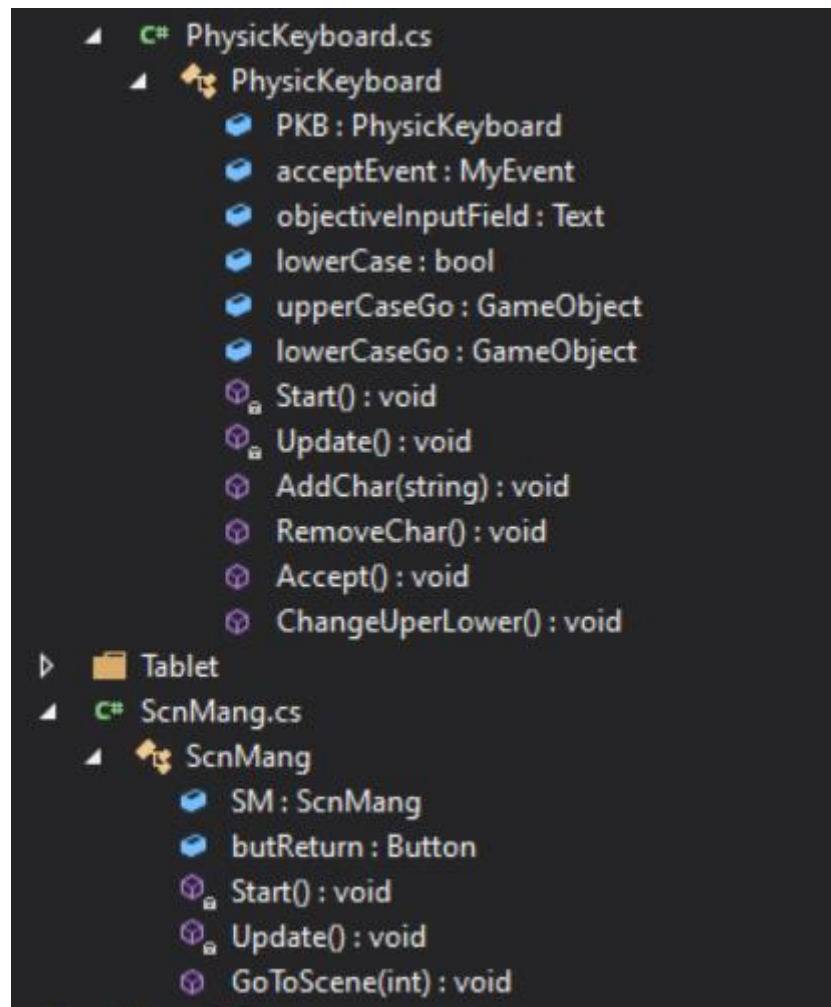
```

C# ObjectGrabbing.cs
ObjectGrabbing
    _rb : Rigidbody
    offsetR : Transform
    offsetL : Transform
    deltaOffsetR : Vector3
    deltaOffsetL : Vector3
    handGrabScp : HandGrabbing
    maskDefault : int
    releaseSpeedFactor : float
    Start() : void
    Update() : void
    LateUpdate() : void
    OnTriggerStay(Collider) : void
    OnTriggerExit(Collider) : void
    Release() : void
    RigidbodyToKn() : void

```



- ▲ C# RaycastKey.cs
 - ▲ RaycastKey
 - charText : Text
 - Start() : void
 - Update() : void
 - OnTriggered() : void
 - Delete() : void
 - Accept() : void
- ▲ C# ResultText.cs
 - ▶ ResultText
- ▲ PhysicKeyboard
 - ▲ C# DynamicButton.cs
 - ▲ DynamicButton
 - springs : SpringJoint[]
 - d : float
 - k : float
 - minDistance : float
 - _rb : Rigidbody
 - audioS : AudioSource
 - min : float
 - max : float
 - keyText : Text
 - Start() : void
 - LateUpdate() : void
 - OnTriggerEnter(Collider) : void
 - Action() : void



5.INTERACTIVE VIDEO TUTORIALS

We want to give our customer the best service. To this aim, we upload tutorial videos of the asset always:

<https://youtu.be/3O24OHwXNfo>