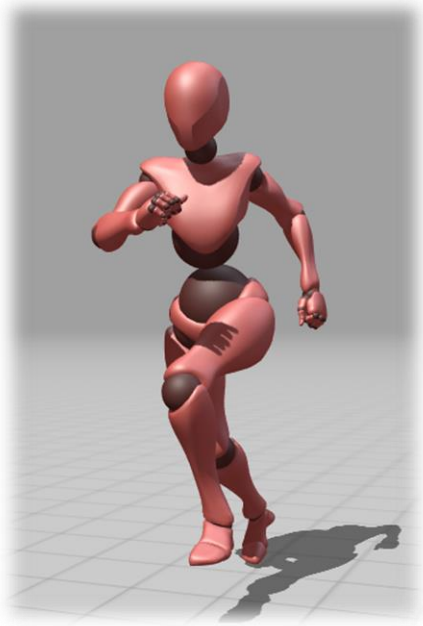


# Walk in Place, Modern VR Gait Locomotion



- Dead simple drag and drop system!
- Immerse your players without motion sickness
- Plenty of adjustable settings, from tortoise walk to superhuman runner

## GabeSoft - contacts

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## GETTING STARTED

To get started, either add the GaitLocomotion component to your XR rig, or drag and drop the Player prefab in the scene and set your player as a child of it.

## MODES

The system can work with 4 modes:

- Camera
- Direction
- Forward
- Path

### Camera

The player will walk and will steer according to the HMD's forward vector.

### Direction

The player will walk and steer according to an arbitrary Transform's forward vector.

### Forward

The player will walk and just move forward.

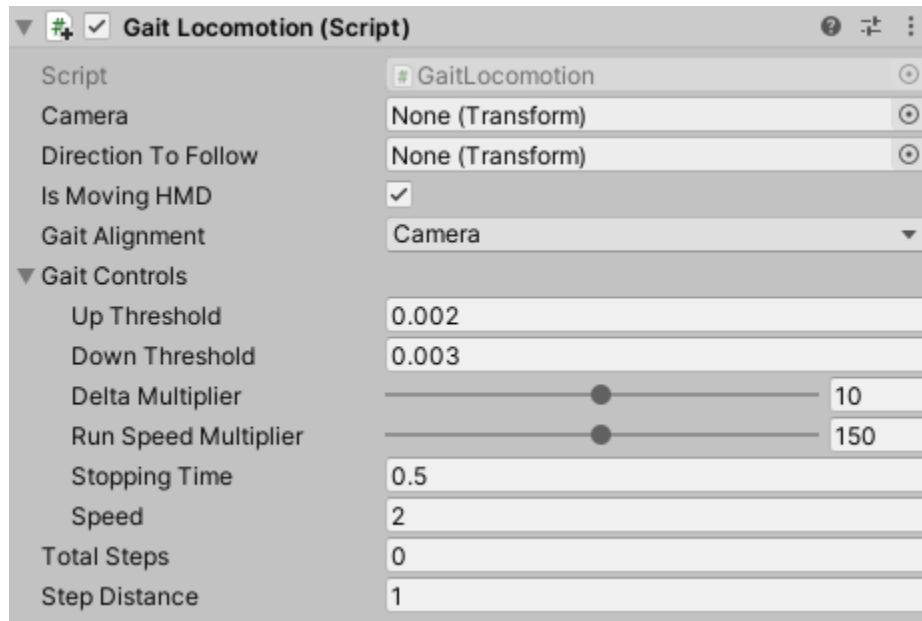
### Path

The player will walk and just move along a path.



Find more at:  
[www.gabe.software](http://www.gabe.software)

# PARAMETERS



## Camera

This Transform will be taken into consideration to calculate whether a player is walking or running, based on the bobbing of the head. It will also determine where a player is going, if **GaitAlignment** is set to **Camera**.

## Directions to follow

These Transforms will be taken into consideration (and averaged) to calculate where a player is going, if **GaitAlignment** is set to **Direction**. This allows the player to look around whilst moving forward (works best with two controllers).

## Is Moving HMD

This setting has to be checked for HMDs that have spatial tracking (I.E. the Oculus Rift, Vive, Quest, etc...). It should be left unchecked for non tracked HMDs (Oculus GO, Daydream, Cardboard, etc..).

## Gait Alignment

This setting can be set to 4 modes, the only two left are:

- **Forward:** Will move the player in the forward direction of the attached Transform.
- **Path:** Will move the player along a path if the **PathCreatorRunner** Component is present.

## Total Steps

This variable keeps track of the total amount of steps taken from the beginning of the run

## Step Distance

This variable keeps track of how far a step can take the player (useful for distance calculation but does not factor into gameplay).

# METHODS

## IsMoving()

Returns whether or not the player is walking/running.

## GetDistance()

Returns the total distance the player has travelled, considering total steps and step distance.

## GetSpeed()

Returns the current player speed, useful for following paths for example.

# VIDEO TUTORIAL

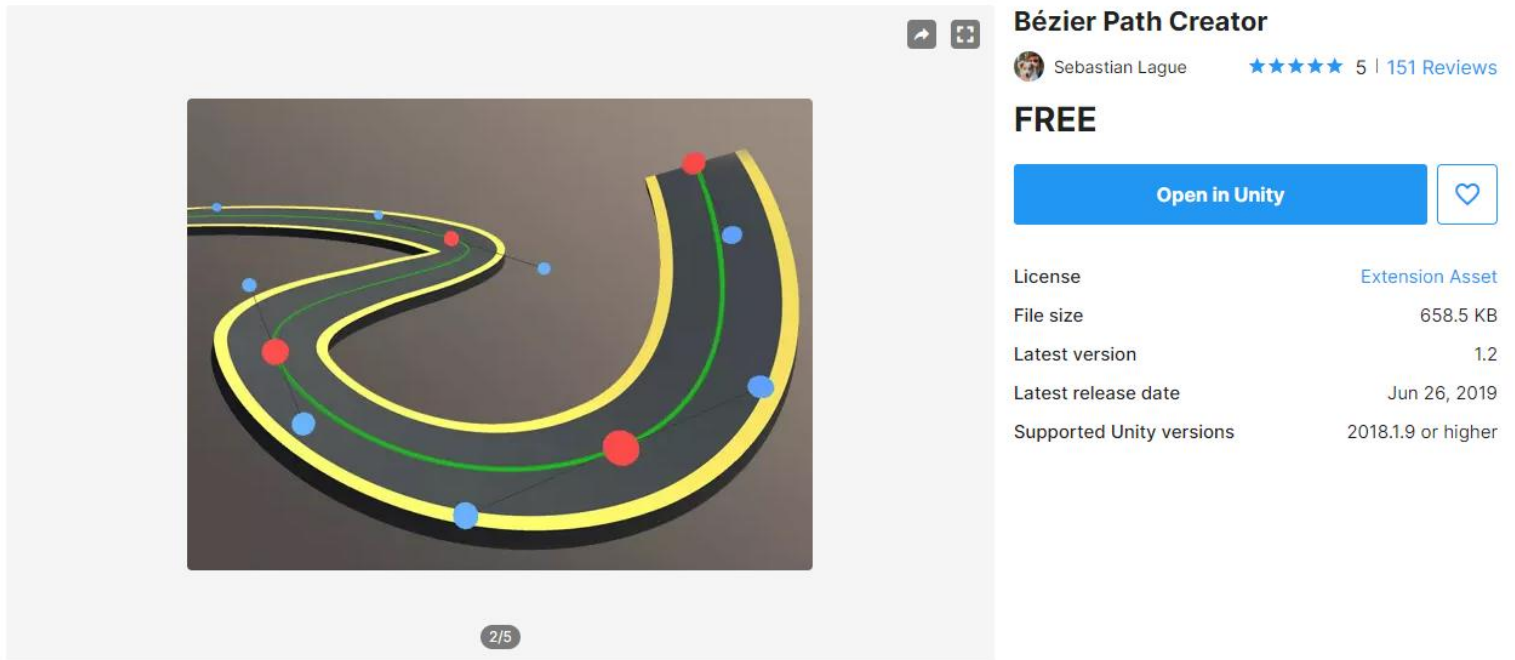
A video tutorial of this component can be found here:

<https://youtu.be/D5BrjpjHscg>

# EXTRAS

## PATHS

The example path scene uses Sebastian Lague's **Bezier Path Creator**, it's free on the asset store and it's a must have in projects requiring curves. I have included a slightly modified version of in in the project, so don't worry!



It is a super simple system to use but it does get the job done excellently, tutorials can be found here:

<https://www.youtube.com/watch?v=saAQNRSYU9k>

The example comes with a script that allows for setting the position of the player based on the gait speed, the script is called **PathCreatorRunner**.

To use it, just add it as a Component to the same GameObject that has the **GaitLocomotion** Component on and select the path you have created. No additional settings are required.

