

Nodesk Keyboard Documentation

Nodesk Keyboard Documentation	1
Dependencies	1
Description	1
Prefabs	1
Components	3
General	3
Output Components	4
Input Sources	4
Demo Scenes	4

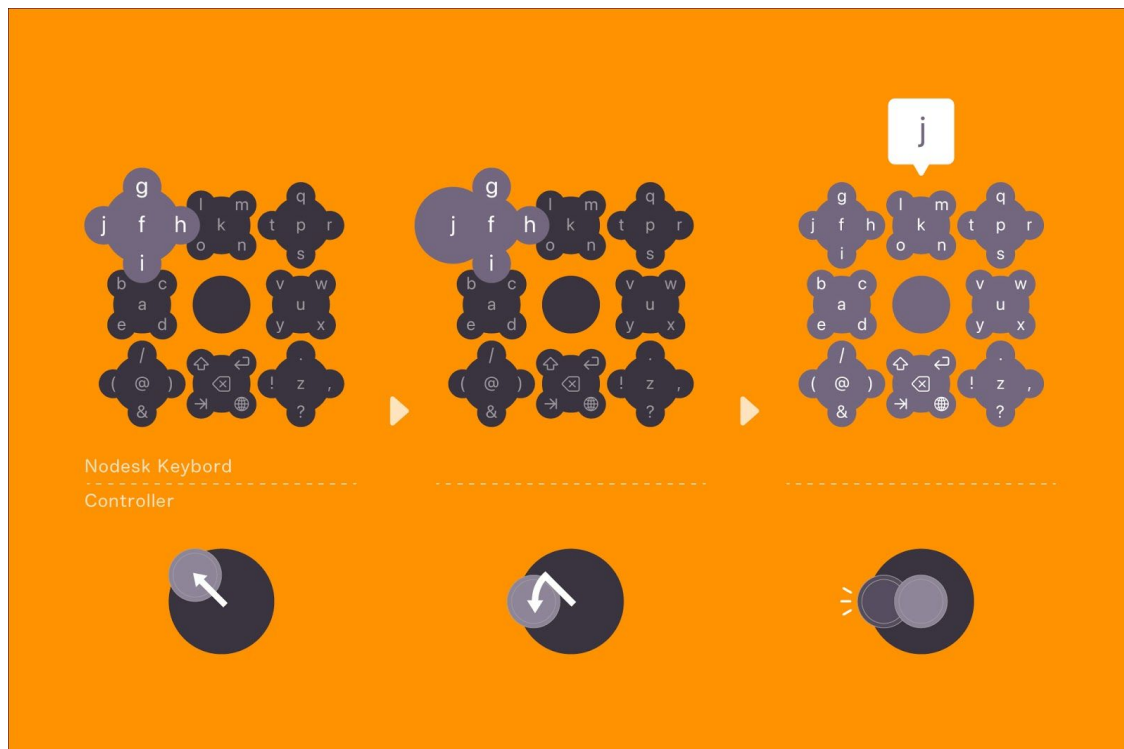
The latest version of this document is here:

https://docs.google.com/document/d/1A0P-CUtRIKICZrpqOaP_OQVkJJsE0vP_EyTZV-r2Hn0/

Discord Community is here:

<https://discord.gg/R6DfShDng5>

Any comments and feedback are welcome!



Dependencies

This package needs Text Mesh Pro.

If you use Oculus, this needs the following package:

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

This package is built on Unity 2019.4.17f.

Description

This package is built on Unity 2019.4.17f.

This package allows you to include a faster and less tiring typing system in your application.

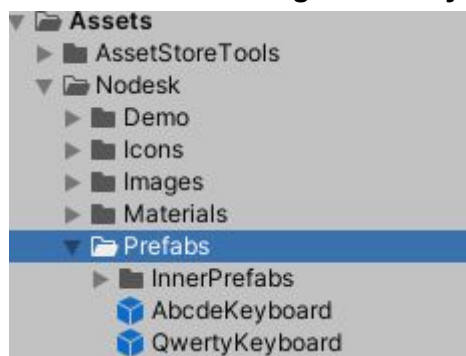
You can use it easily.

Prefabs

You only need one prefab.

Please put the AbcdeKeyboard Prefab or QwertyKeyboard Prefab into your scenes.

We recommend using AbcdeKeyboard Prefab.

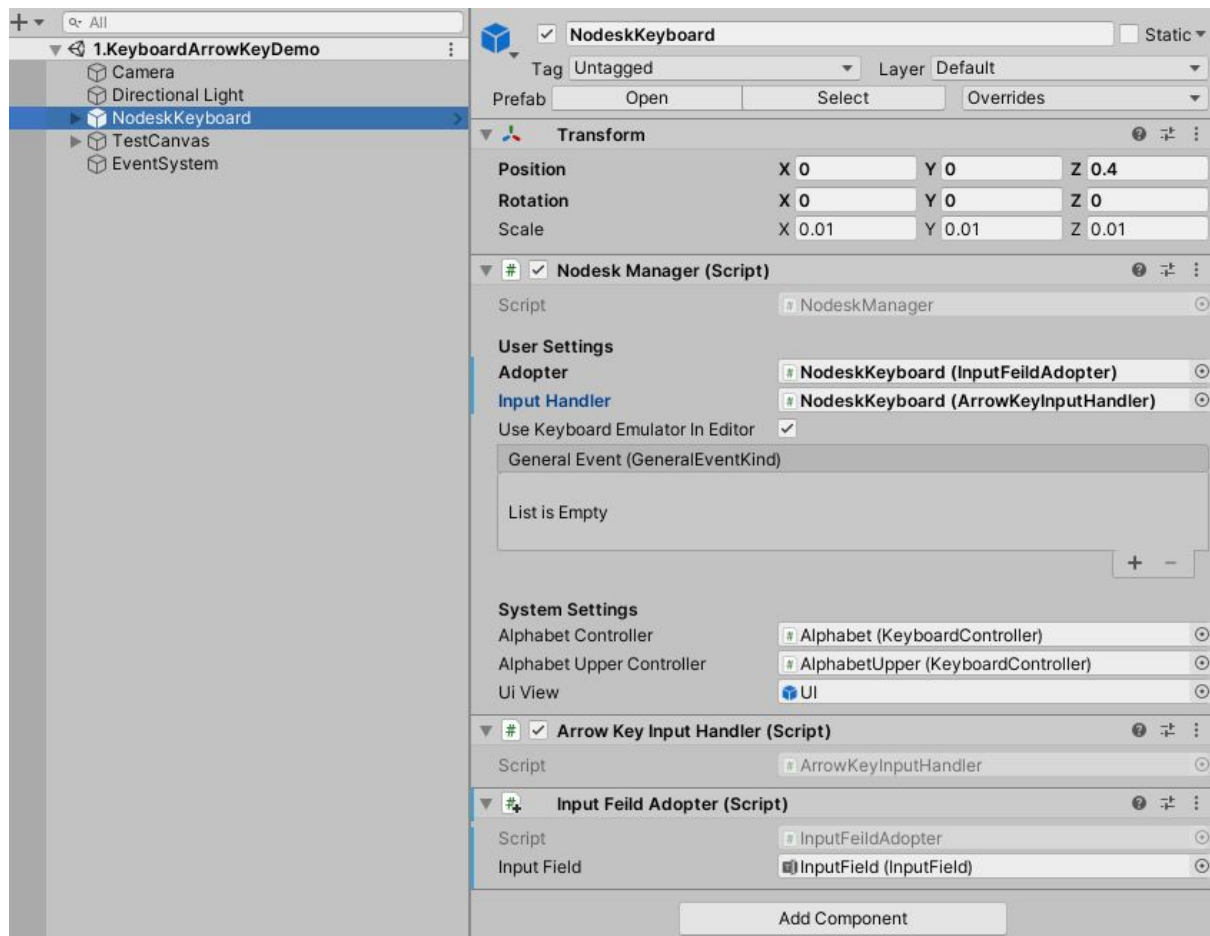


Components

General

You can customize Settings, Output Components, Input Sources.

A NodeskManager component attached to Node Keyboard includes settings.



- When the Use Keyboard Emulator in Editor is on, Arrow keys on the keyboard will be enabled in execution in Unity Editor.
- (Optional) The callbacks registered for the general event are called when the following events happen:
 - The keyboard turns visible. ("Open" value is set in the argument of the callback)
 - The keyboard turns hidden. ("Close" value is set in the argument of the callback)
 - The enter key is typed. ("Enter" value is set in the argument of the callback)
 - The delete key is typed. ("Delete" value is set in the argument of the callback)
 - The tab key is typed. ("Tab" value is set in the argument of the callback)
- Do not change System Settings.

Output Components

The adopter component in user settings enables change Output Components.

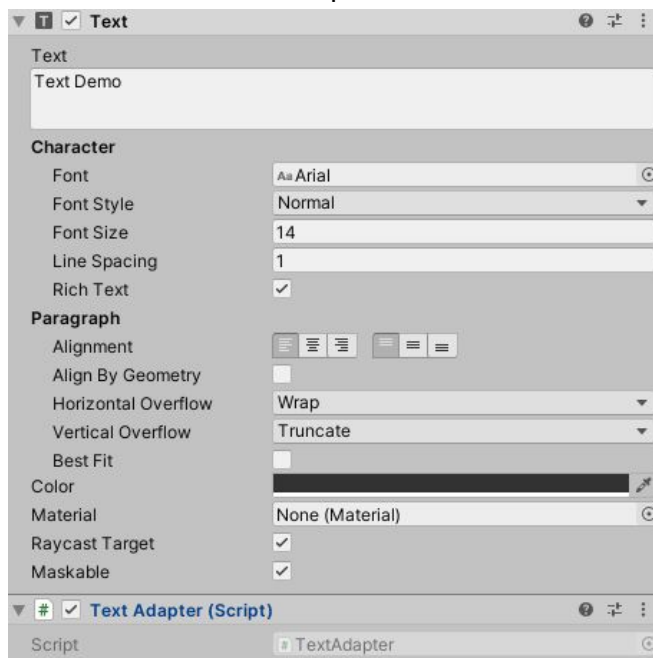
Commonly use components that we prepared are:

- Input Field Adapter adapts to an InputField in Unity.UI package.(**This is not working with oculus at the current version.**)
- Text Adapter adapts to a Text in Unity.UI package.
- Components prefixed TMP adapt to Text Mesh Pro Components.



You can use these components with the target component.

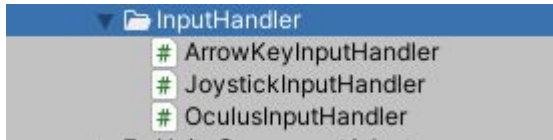
- IsEnableAutocomplete is enable to the autocomplete.



Input Sources

The input handler component in user settings enables change Input Sources.

- Arrow Key Input Handler is for the keyboard debug in Unity Editor.
- Joystick Input Handler is for the Joystick Inputs.
- Oculus Input Handler is for the Oculus Touch.



Demo Scenes

This package includes the following samples:

- KeyboardArrowKeyDemo is working with only the arrow keys of the physical keyboard in Unity Editor.
- JoystickInputDemo is working with the joystick in Unity Editor.
- OculusDemo is working with the Oculus Touch on Oculus Quest.

