VR Beats Kit

Hello and thanks for your purchase of **VR Beats Kit**

***Important
If you have any question, please let me know to **james@unity3dninja.com** I always try to answer all the emails and in our discord channel you can get a good support too, so if you have any problem just let me know right away so I can see how to solve it.

In this small document I pretend to show how you can create levels and add more sabers to VR Beats Kit so you build your own creations.
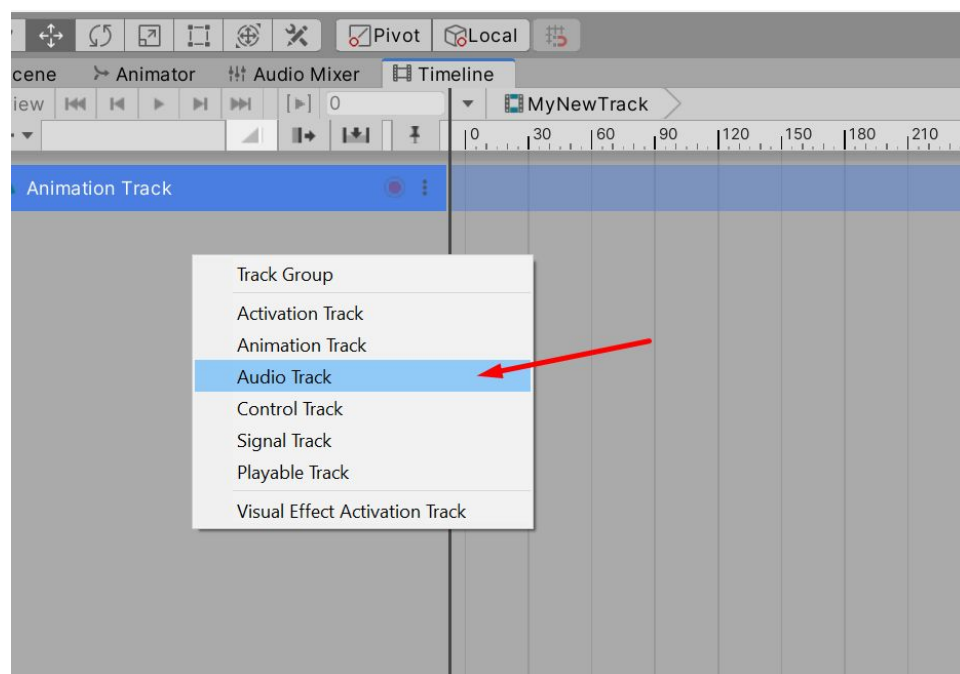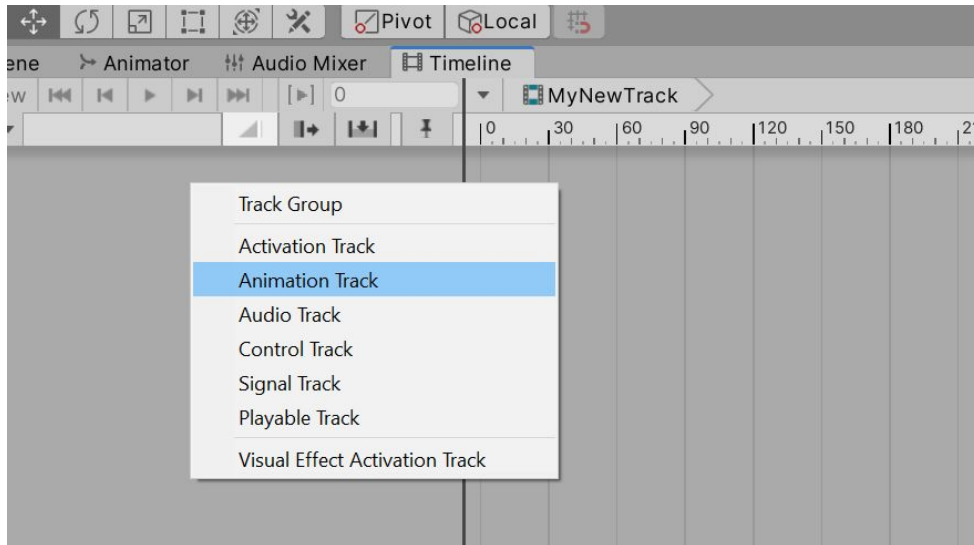
Create a Track

In VR Beats Kit a track can be described as a level, this is how you add new songs and decide what will happens while the song is playing.
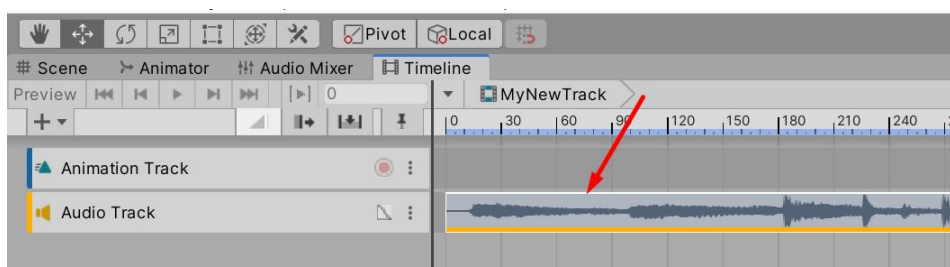
In order to start we will need to create a new Timeline asset
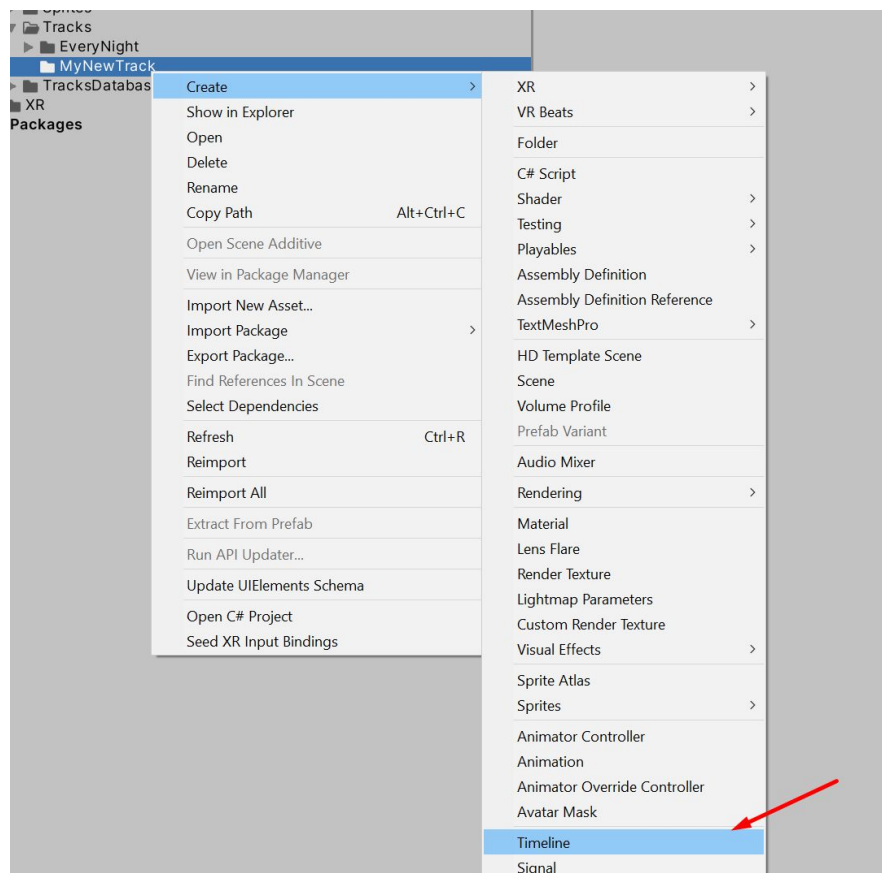
Then we can open it and we will see the timeline editor window, then right click on the window in order to create an animation track and a audio track.

In the audio track we can just drag and drop whatever song we want to use for this track.

If we right click on the animation track timeline, we can see all the markers we can use in order to create our tracks, a marker can be described as an event that will be trigger in a specific time in the timeline, example you can spawn a beat cube in second 2 or change environment color in second 5.

The VR_Beat Spawn Marker

This is the marker or event we will be using most of the time you can use to create things inside the scene those things can be beat cubes, walls a mine or whatever you can want to create.

In order to see it on action lets create a spawn marker.
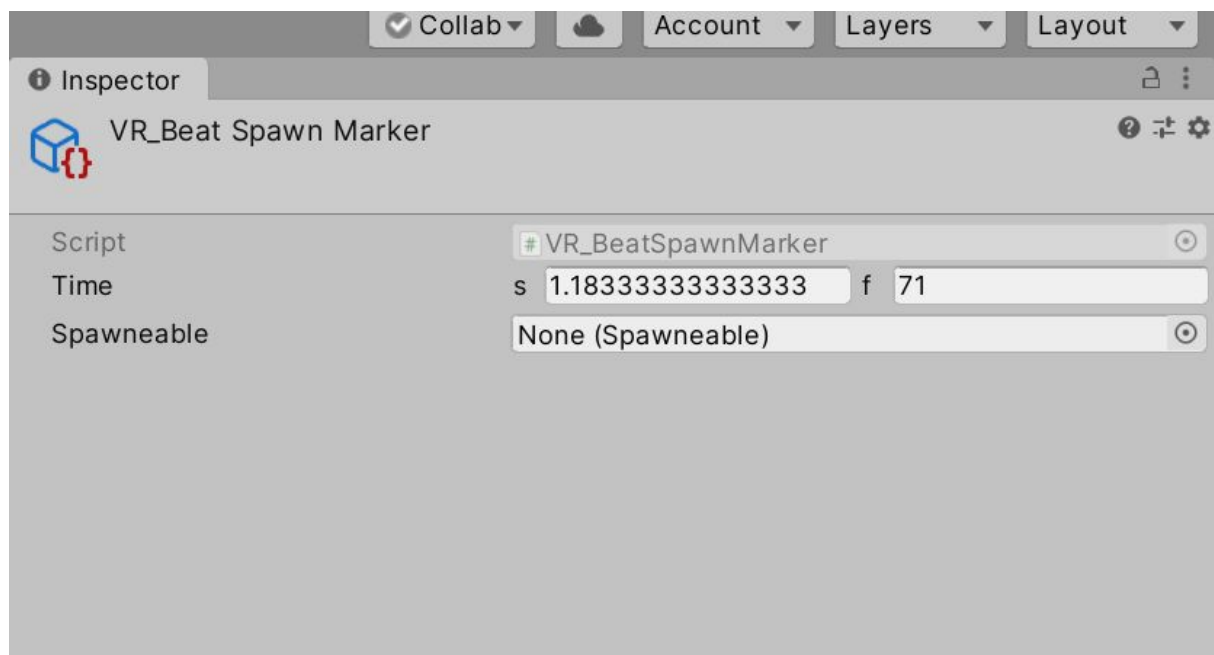
If we select the marker we just created we can see this on the inspector no much to be honest, the first thing we should do is set the spawnable we wish to create.
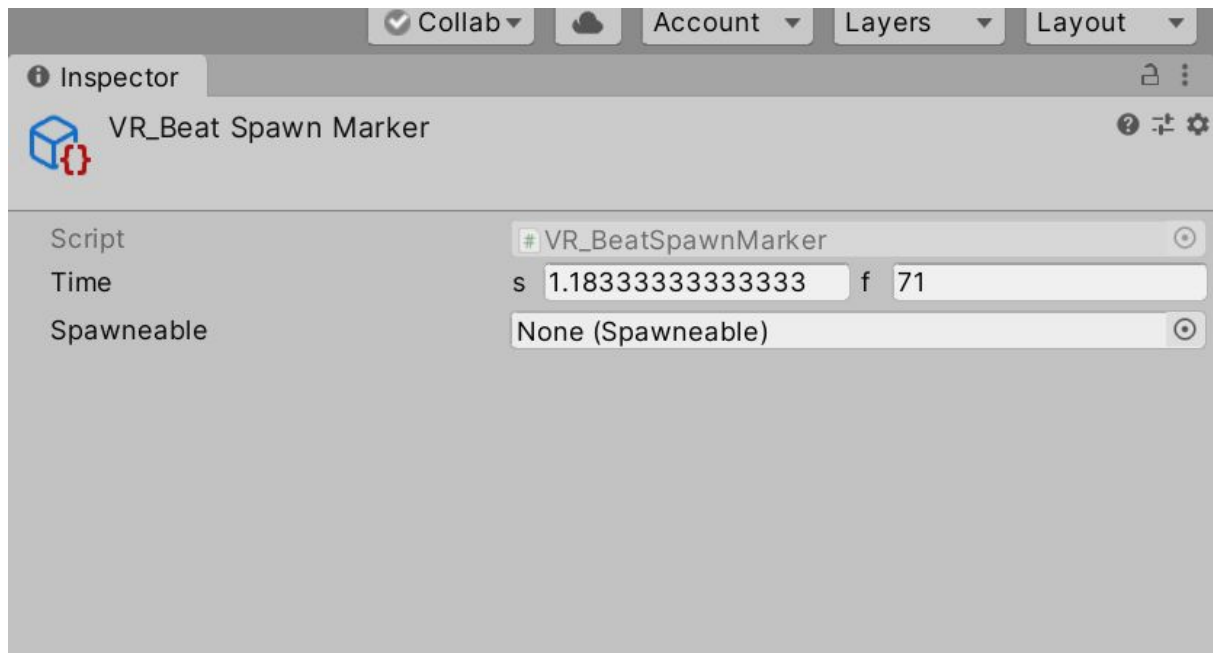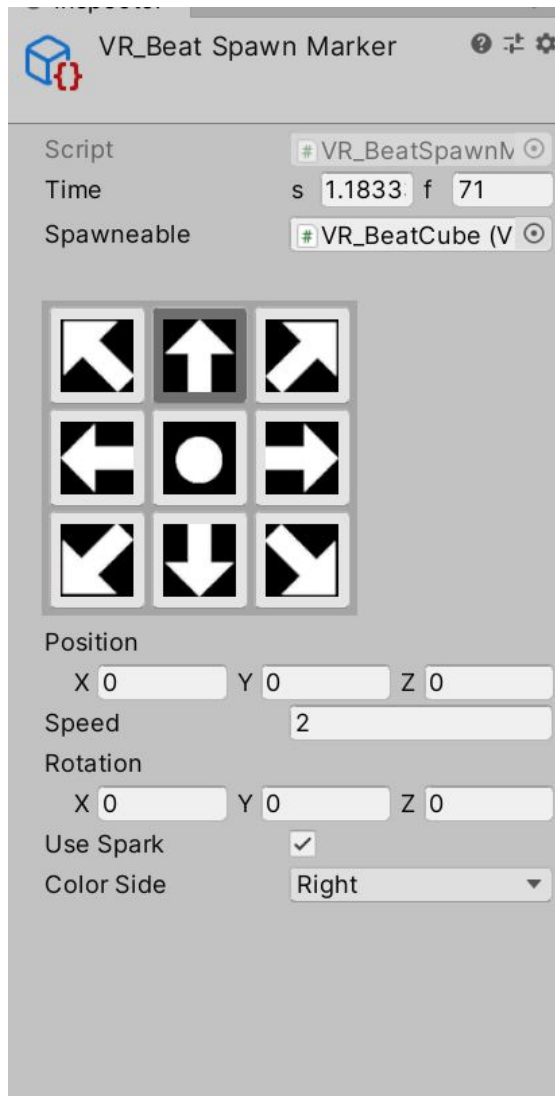

In VR Beats you can a couple of premade spawnables, mine, wall and VR_BeatCube, the most important here is VR_BeatCube, so let's use it.

Just drag and drop the desire spawnable
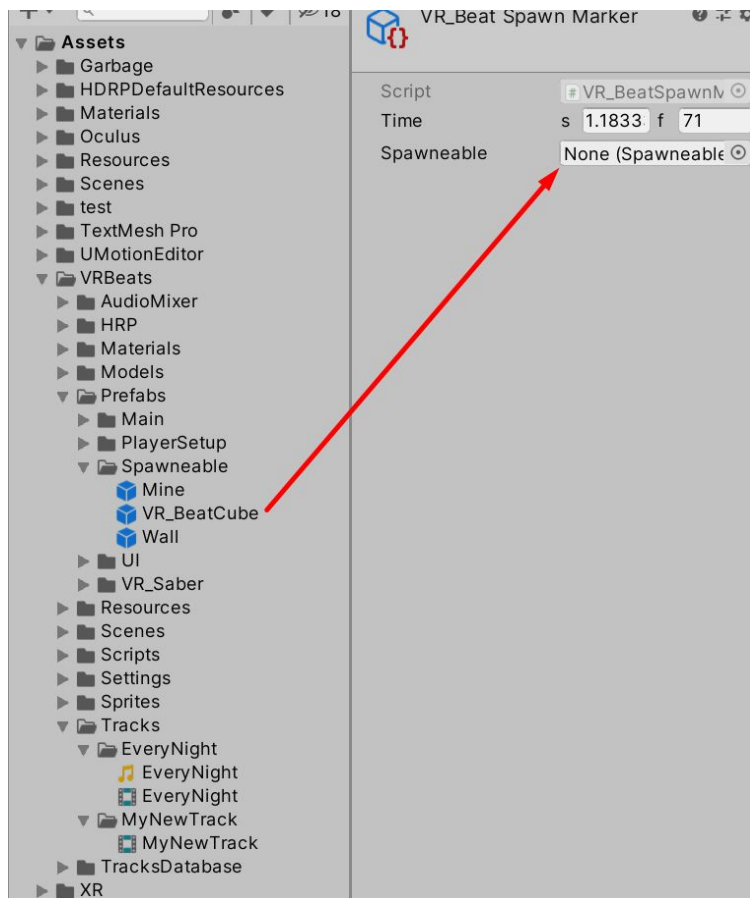
And we will see a couple more settings

I think they pretty self explanatory but we will talk about then anyway.

With the arrow grid buttons you can choose the slide direction for this cube, example if you choose right the player will need to slash right in order to properly hit the cube.

With the **position** you choose the starting position of this cube they are no real world space position values just percent values base on the play area, I recommend you just use values from -1 to 1 for x y and z, you are free to use whatever value you want but maybe your player will be unable to reach or see then if they are to far away.

the **Speed** is just the movement speed.

and the **Rotation** just the rotation of the object I recommend you just leave like this for all cubes, so they can face player view.

The **use Spark** is really simple it is just a light animation that gets played when the cube gets spawned you can use it if you want your cube to look more fancy, but no needed at all.

Then the last one but maybe the more important one is **Color Side** this one decides if the player should hit this using the left hand or right hand, and it decides the cube color base on the settings, we will talk about settings later here.

And then you can create more and more markers and match the musing timing so you can create something enjoyable.
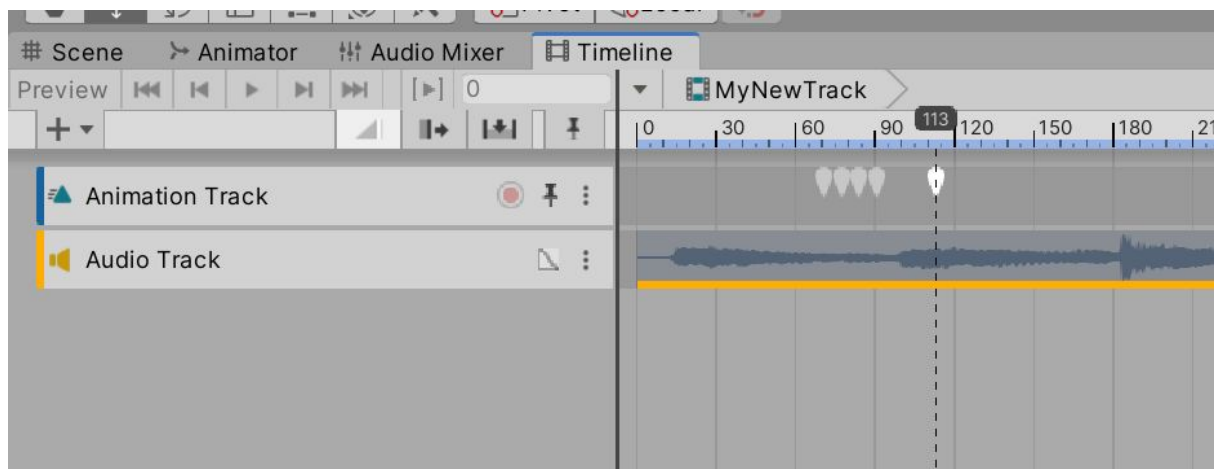
Then if have been played VR Saber before you maybe know what does the mine and the wall, if you don't know just lets see it.

The mine and the wall has almost the same settings as the VR_BeatCube just more limited

but this settings has the same effect as the ones from VR_BeatCube, and if the player hits a mine it is automatic game over, and if the player stay to much time inside a wall it is a game over too, so you can put those obstacles in order to make you player move around and have fun.

VR_Beats Environment Color and Emission

There still 2 markers left Environment Color and Emission, but those are very easy to understand, using the Environment Color you can change the color of the player environment and with the Emission one you can change the Emission value.

In the inspector of those markers you can set the desire Emission value and color


The fade time is the time that those change will take in order to be complete so you can do a nice fade instead of just a color swap, and the Ease is just a little of animation that you can apply to those changes.

After you have decide what music use and the events you want in your track don't forget to save the project so you can save you track.
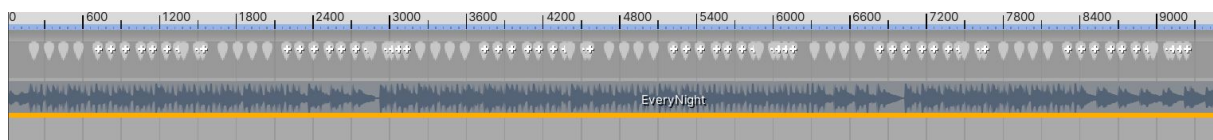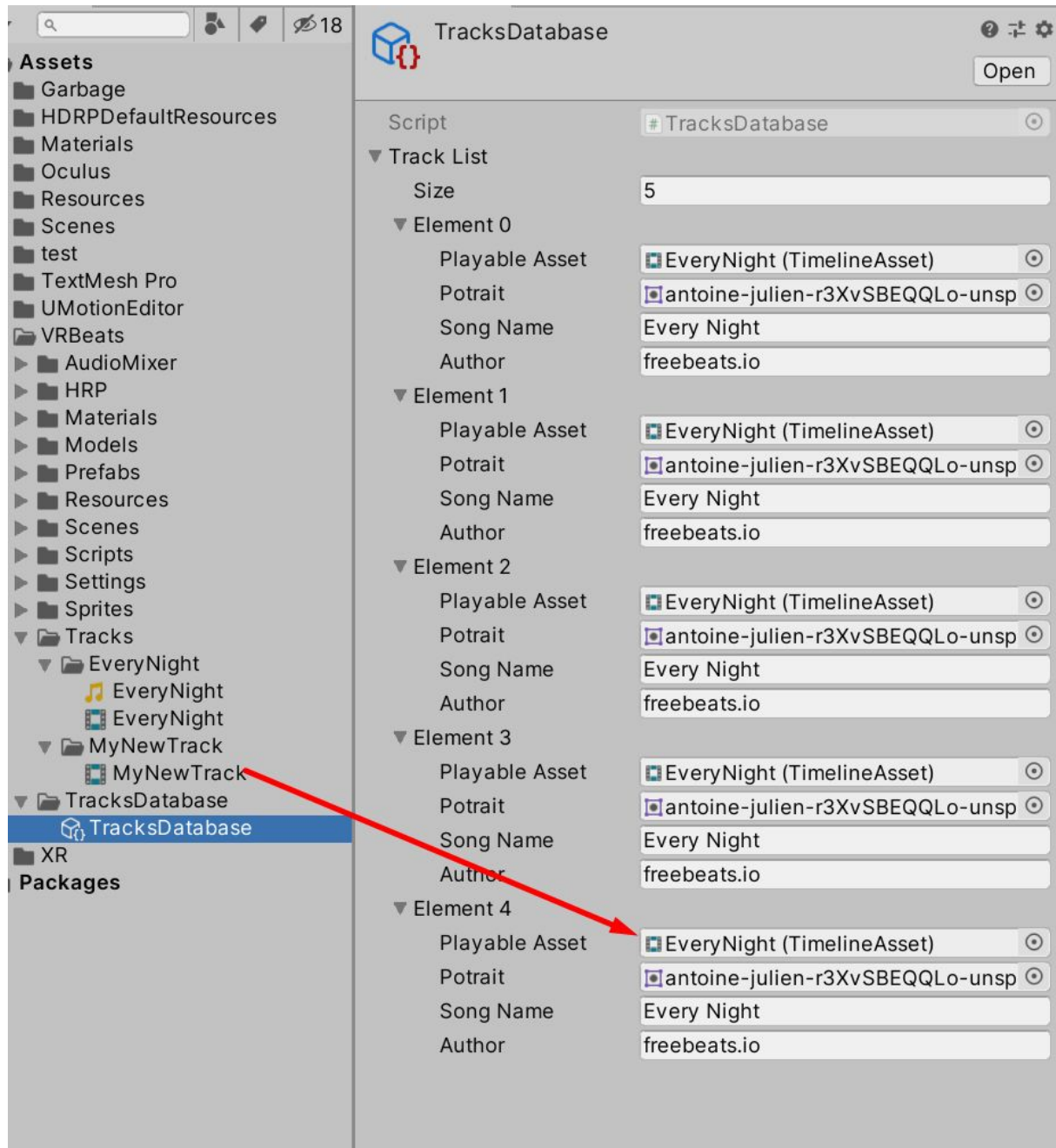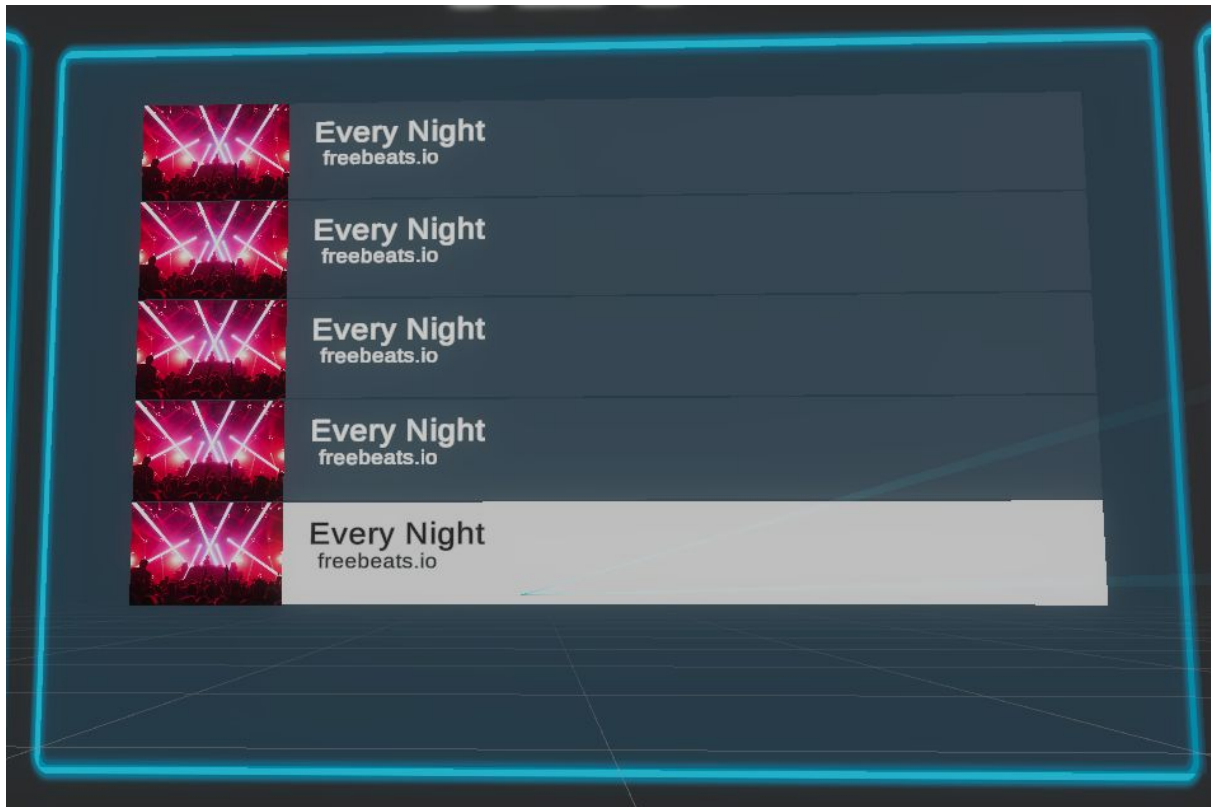
Add my new track to the track database

Once you create your track add it into the VR Beats database is very easy, just find the TracksDatabse inside the TracksDatabse folder.
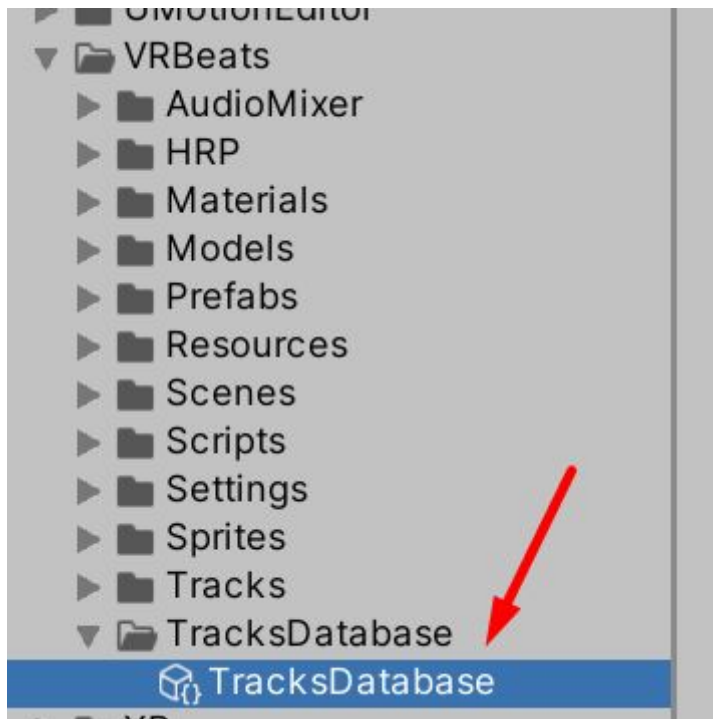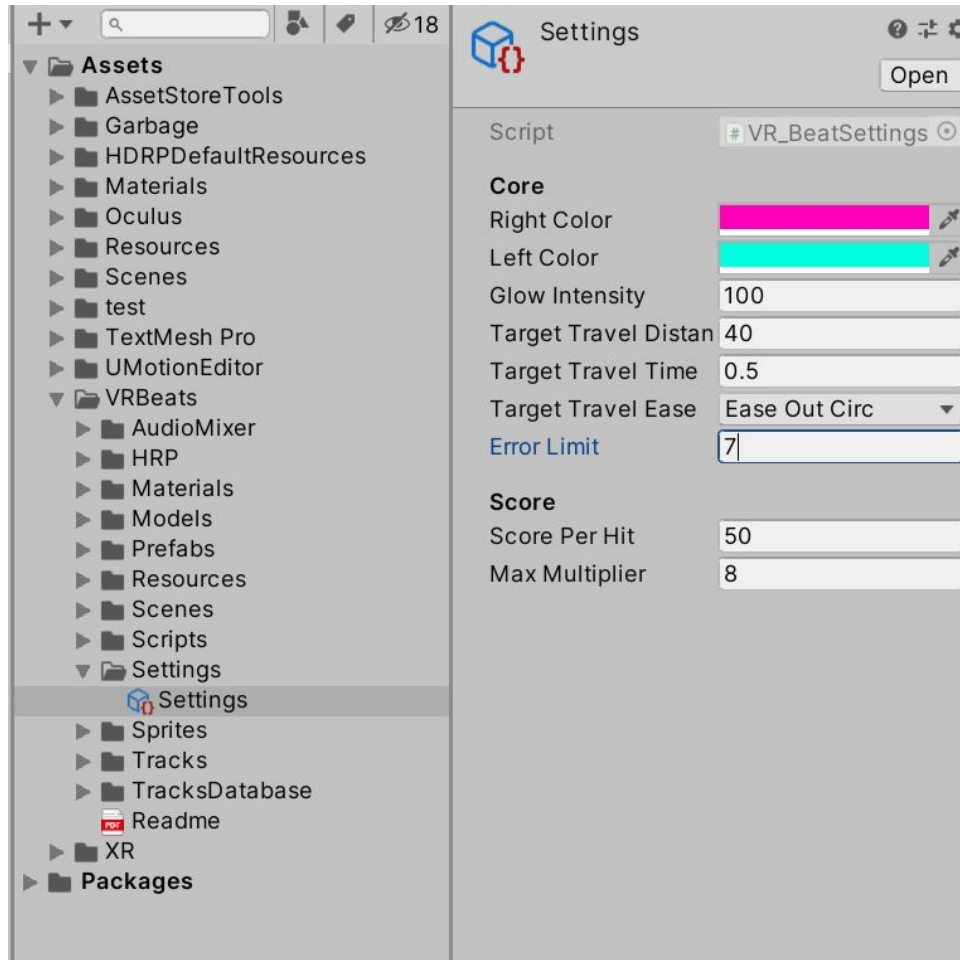
and add your new track into the Database

you are required to put too a portrait image, song name and author in order to display it into the track list.

Other important settings

In VR Beats you have a couple more of settings you can edit in order to get your desire result, you can see those settings just inside the settings folder.

You can edit the Right and Left hand color, and the glow intensity.

Target Travel Distance, is the distance all the respawnables has to travel in order to get inside the player play area, so the player can see the spawnables coming very far away and no like spawning right in front of the player, so as you increase this value the player will have the feeling that this are coming from very far away if that is what you intent.

Target Travel Time, is the time a spawnable takes in order to travel the **Target Travel Distance.**

Target Travel Ease, is the ease apply when the spawneables are traveling the target travel distance, you can play with this around and you will get different animations for spawning.

Error Limit, this is the max amount of errors a player can do consecutive without getting a game over.

Score Per Hit, the score the player will gain per each hit.
Max Multiplier, the max multiplier value.