

Vive Input Utility Tutorial



Vive Input Utility

ViveSoftware

Vive Input Utility is a tool based on SteamVR plugin that allows developers to access Vive device status in handy way.

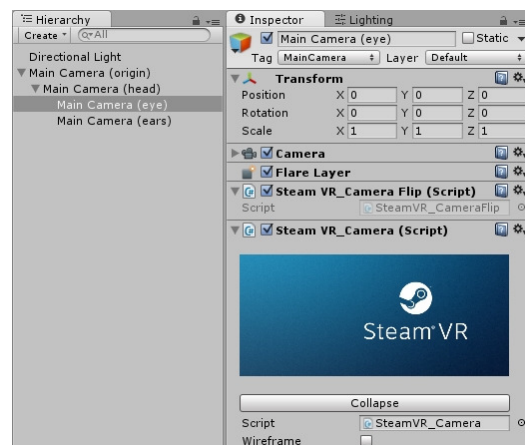
We also introduce a mouse pointer solution that works in 3D space and compatible with Unity Event System.

By importing this extension, developers can save lots of time in writing redundant code to manage Vive devices.

STEP BY STEP TUTORIAL

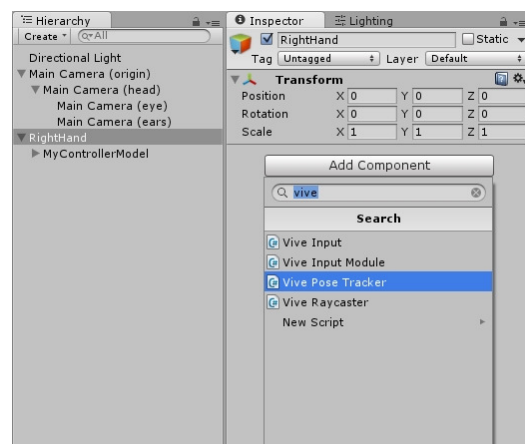
Step 1

- Follow the SteamVR Unity Plugin Quickstart Guide to setup a basic VR supported scene.



Step 2

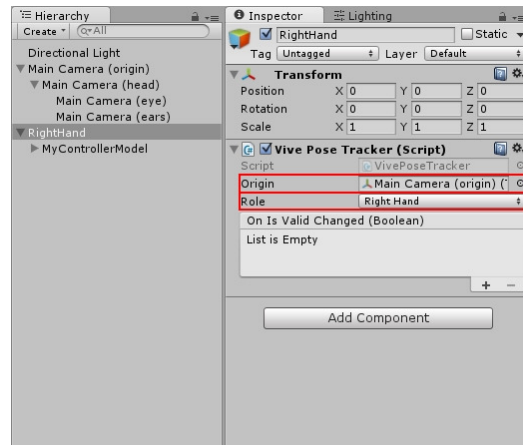
- Create and select your right hand object.
- Click "Add Component" to add the VivePoseTracker script.



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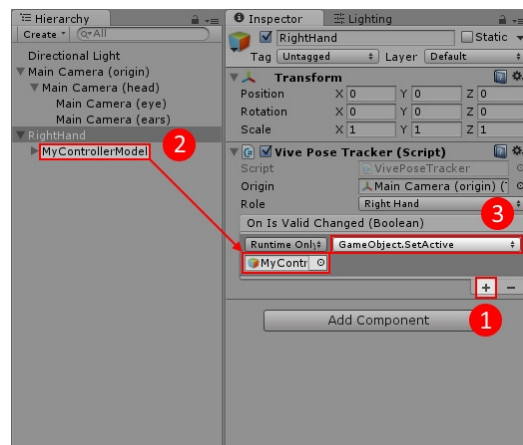
Step 3

- Set origin to VR camera origin.
- Set hand role to "Right Hand".



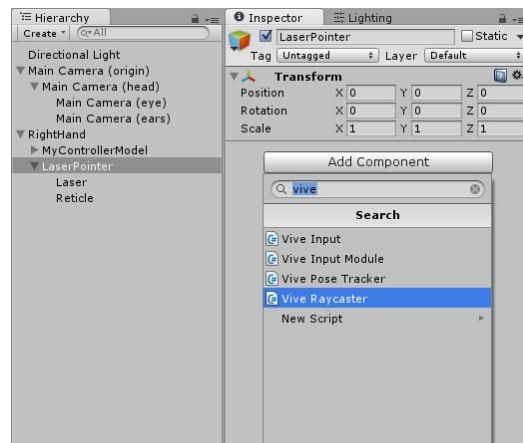
Step 4

- You may want to hide your model when the device loses tracking or is disconnected.
- To do so:
 1. Add an item to "On Is Valid Changed" list by clicking "+".
 2. Drag your model object to the item.
 3. Pick the callback function "SetActive".



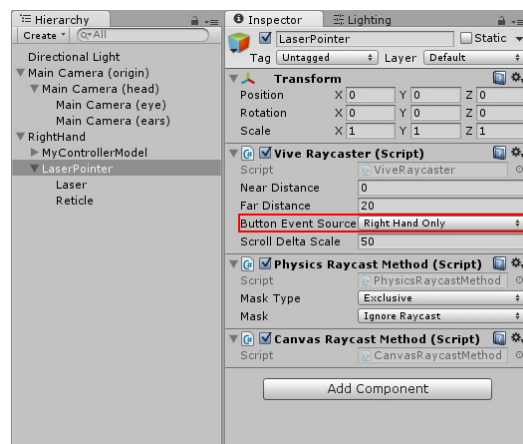
Step 5

- Create and select your laser pointer object under the right hand object.
- Click "Add Component" to add the ViveRaycaster script.



Step 6

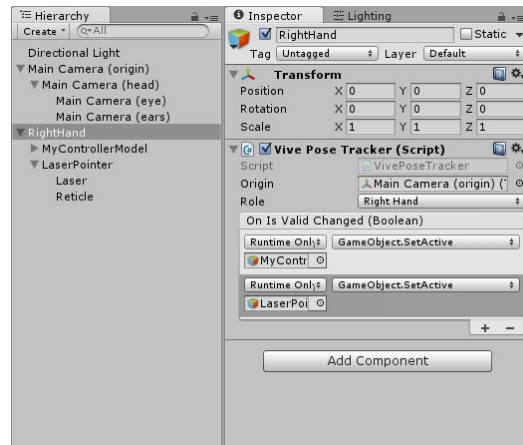
- Set button event source to "Right Hand Only".



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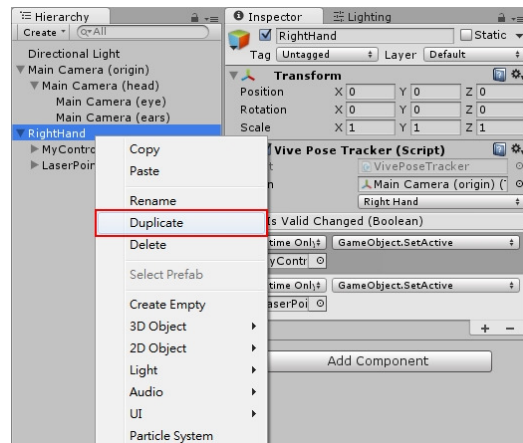
Step 7

- Repeat step 4 but drag laser pointer object to the new callback item this time.



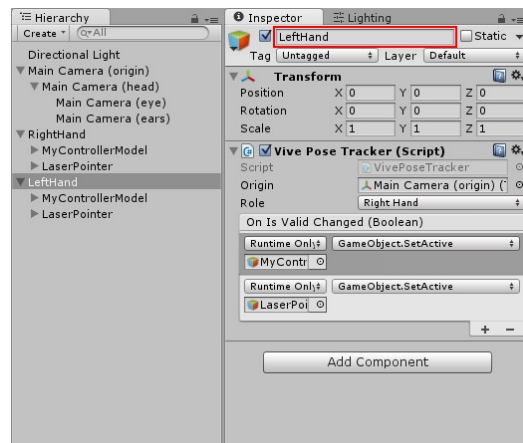
Step 8

- Right click on right hand object and click "Duplicate" to duplicate it.



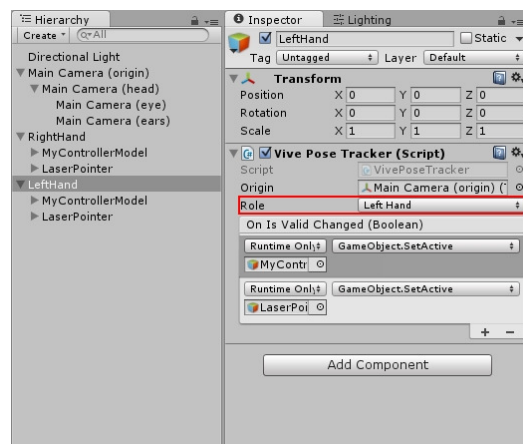
Step 9

- Select the duplicated object and rename to "Left Hand" as left hand object.



Step 10

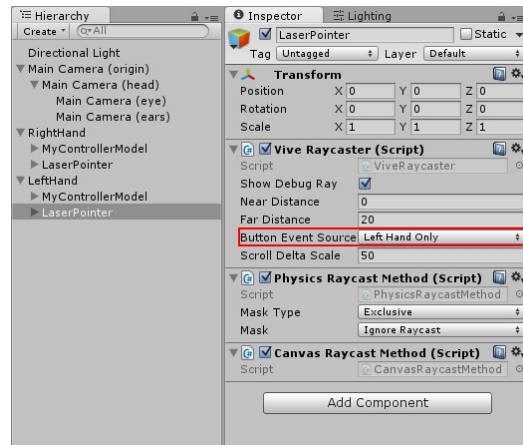
- Set hand role to "Left Hand" in VivePoseTracker script.



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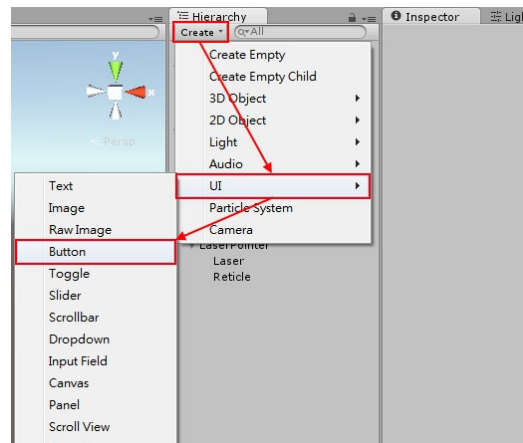
Step 11

- Select laser pointer object in left hand object.
- Set button event source to "Left Hand Only" in ViveRaycaster script.



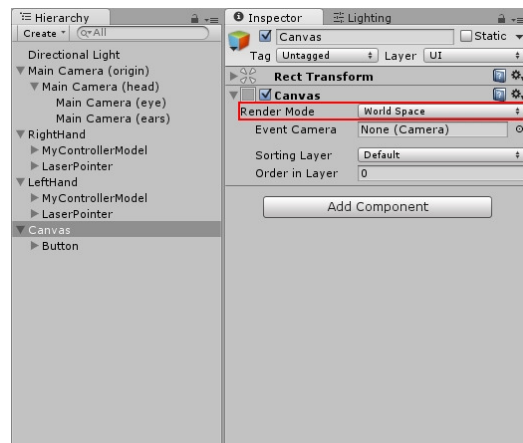
Step 12

- Create an UI button in hierarchy.



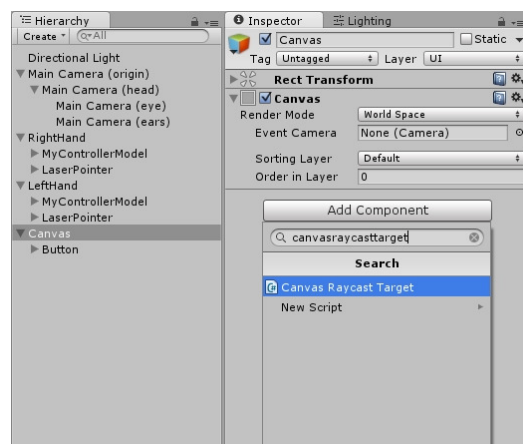
Step 13

- Remove default event system object (Optional).
- Select default canvas.
- Remove canvas scalar component (Optional).
- Remove graphic raycaster component (Optional).
- Set render mode to "World Space".



Step 14

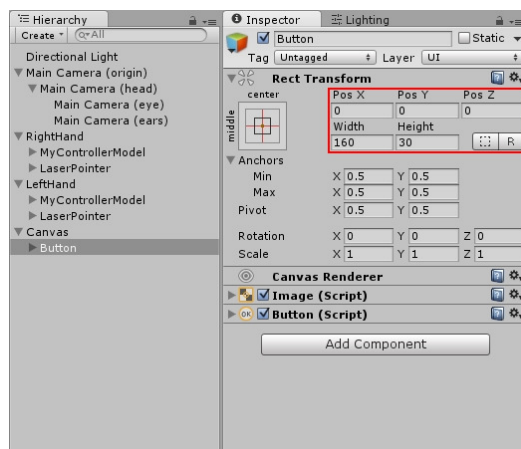
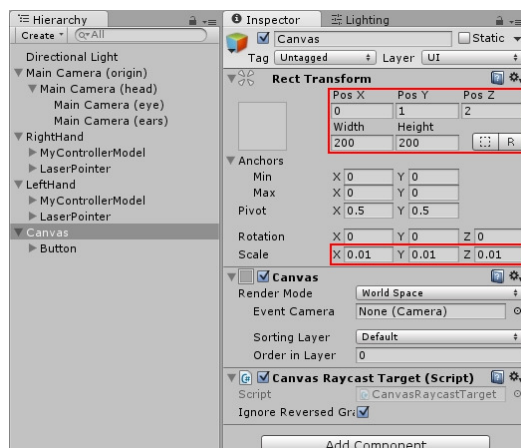
- Click "Add Component" to add the CanvasRaycastTarget script.



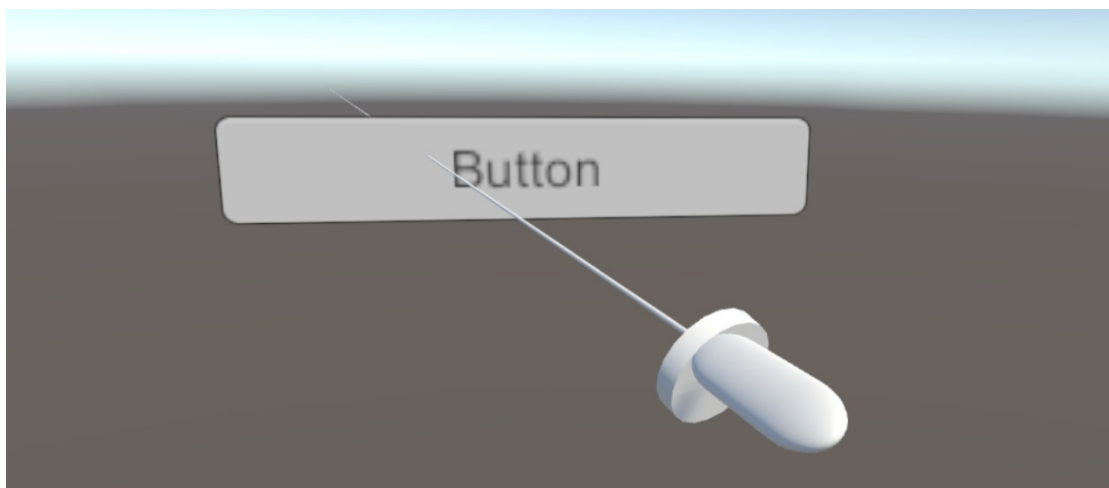
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Step 15

- Set rect transform on canvas and button to locate them into your VR camera's sight.



Well Done!



- UGUI now catches events from your Vive controllers!
- You can find this tutorial scene in Asset/HTC.UnityPlugin/ViveInputUtility/Examples/0.Tutorial