Haptic Glove Unity Notes

**UIManager.cs**

Purpose:

* Create HandController object and populate fingers list
* Function for

Status:

Dependencies: none

**FingerController.cs**

Purpose:

* Declares 3 joints of Finger as GameObject’s
* Puts the joints in a list
* Creates and fills list of jointController’s (one for every joint in joint list)
* Define functions to set rotation values to each joint
* Define an empty Update function

Status: functional but I would clean up variables passed into rotation functions

Dependencies: JointController

**HandController.cs**

Purpose:

* Declares 5 Fingers and hands as objects
* Set hand rotation orgin
* Add fingers to list and create/fill fingerControllers list
* Define rotation setting functions which call FingerController’s rotation setting functions for each joint
* Define RotateHand function
* Define Rotate finger function which rotates entire finger (not sure if this is effective)
* Define Empty update function

Status:

// TODO: convert proximal rotation to allow for 3D proximal rotation

Dependencies: FingerController

**JointController.cs**

Purpose: define JointController Class

* Declate isInteracting, forcePresent, ConfigurableJoint
* Define collisionTrigger functions
* Define SetRotation function to assign a targetRot
* Defines verify, which makes sure rotation values are within limits
* Define set velocity function which compares actual with target rotation and sets a target angular velocity

Status:

TODO: make forcePresent value dynamic

TODO: change MaterialToForce to NOT be based on material name

Dependencies: ConfigurableJoint, Collider

**MiddleController.cs**

Purpose: define MiddleController Class

Status: Empty

Dependencies: none

**ProximalController.cs**

Purpose: define ProximalController Class

Status: Empty

Dependencies: none

**DistalController.cs**

Purpose: define DistalController Class

Status: Empty

Dependencies: none