COMPLEMENTARY DOC V10.0

We have improved the scripts in order to make it easier for user to implement their games in VR. The changes are referred to the walking script, that now implements a filtering (high-low frequency filters).

Walking parameters	
F Low Filter	0.12
F High Filter	18
Low Threshold	0.006
Walking Threshold	0.09
Time Walk	0.5
Speed factors	
Speed Factor	2.2
A	9
B	-3
stepsCount	
Steps Count	0
Min Time Step	0.001
Max Time Step	4
Jumping parameters	
Jumping Threshold	0.21
Jump Speed	1
Jump Forward	4
Time Jump	0.4
HUD parameters	
Acc	None (Text)
Condition parameters (used for animations)	
Transition Speed	2
Is Walking	☐
Is Running	☐
Is Jumping	☐
Is Grounded	☐

Each variable is well described and commented in the code, using a tooltip attribute.

```
[Header("Walking parameters")]
    [TooltipAttribute("This is used for the low-pass filter")]
    public float fLowFilter = 0.12f;
    [TooltipAttribute("This is used for the high-pass filter")]
    public float fHighFilter = 18.0f;
    [TooltipAttribute("Used to know if we change state from low-high")]
    public float lowThreshold = 0.006f;
    [TooltipAttribute("Used to know if we change state from low-high")]
    public float walkingThreshold = 0.1f;
    [TooltipAttribute("Used in the corrutine to move the player")]
    public float timeWalk = 0.5f;

    [Header("Speed factors")]
    [TooltipAttribute("The speed factor of the player during movement")]
    public float speedFactor=2.2f;
    [TooltipAttribute("The parameter used in the function Ae^(Bx)")]
    public float A=9.0f;
    [TooltipAttribute("The parameter used in the function Ae^(Bx)")]
    public float B=-3.0f;

    [Header("stepsCount")]
    [TooltipAttribute("The number of steps")]
    public int stepsCount = 0;
```

```
[Header("Running parameters")]
private float t0, t1;
private float timeBetweenSteps;
[TooltipAttribute("Clamp time of the steps between these two parameters")]
public  float minTimeStep = 0.001f, maxTimeStep = 4;


[Header("Jumping parameters")]
[TooltipAttribute("It is compared with the value of acceleration")]
public float jumpingThreshold = 0.17f;
[TooltipAttribute("It is the vertical speed")]
public float jumpSpeed = 0.6f;
[TooltipAttribute("Set to true=allows forwad movement for jumping")]
public float jumpForward = 4;
[TooltipAttribute("It is the time while the player jumps")]
public float timeJump = 0.25f;


[Header("HUD parameters")]
[TooltipAttribute("Where the steps will be displayed")]
public Text acc;


[Header("Condition parameters (used for animations) ")]
public float transitionSpeed = 2;
public bool isWalking;
public bool isRunning;
public bool isJumping;
public bool isGrounded;
```
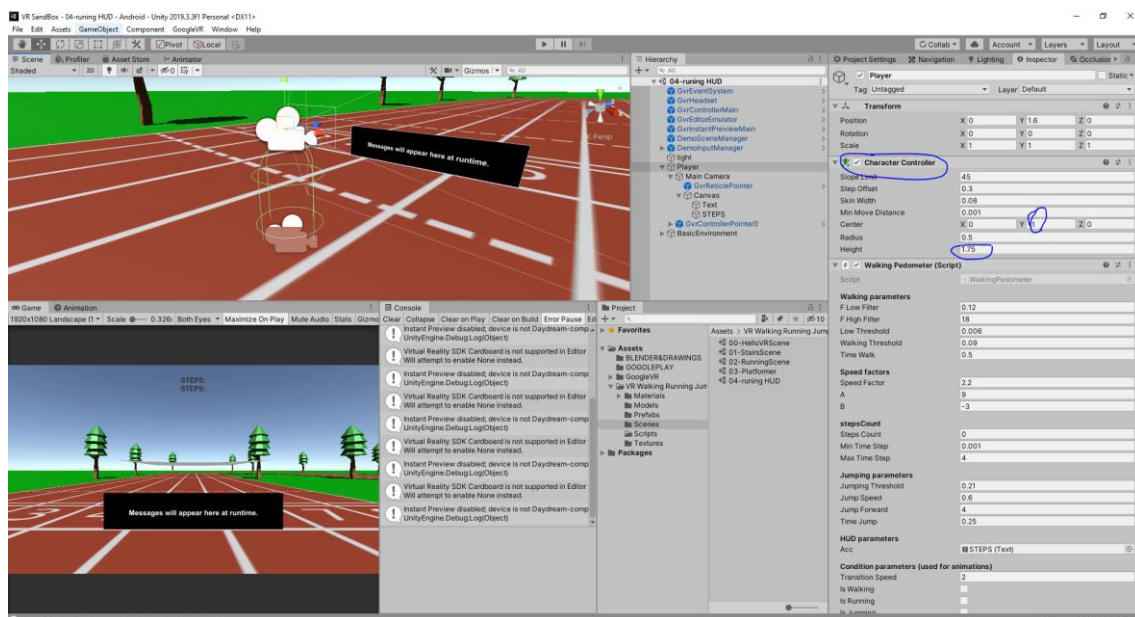
To add the behavior to the player, drag our walking script into the player game object. Then adjust the value of the character controller to fit your height.

It is recommended to use the walking parameters that come by default.