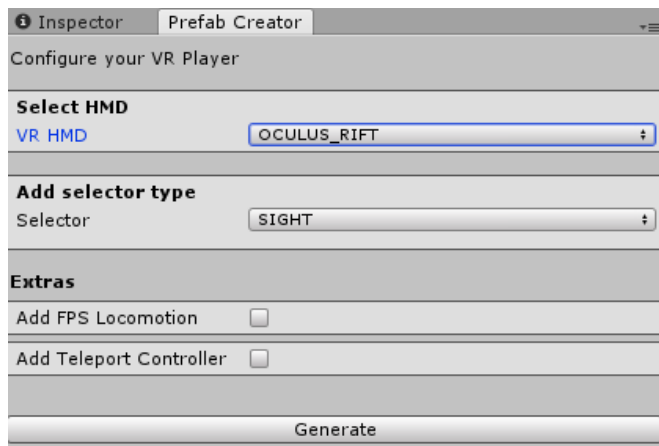


VREasy 1.6 changes

VR prefab creator

With VREasy 1.6 we are shipping a brand new automatic system to create VR Players with an easy-to-use -GUI, the Prefab Creator. With the Prefab Creator you can add a VR enabled character to your scene and pre-configure it to be able to interact with VR elements (such as having selectors, or being able to teleport).

To access the Prefab Creator, open the top menu VREasy and select Prefab Creator. A new panel will appear:



The panel is divided in three sections: Select HMD, Add selector type, and Extras.

Select HMD allows you to configure your VR player based on the headset. Currently supported headsets are:

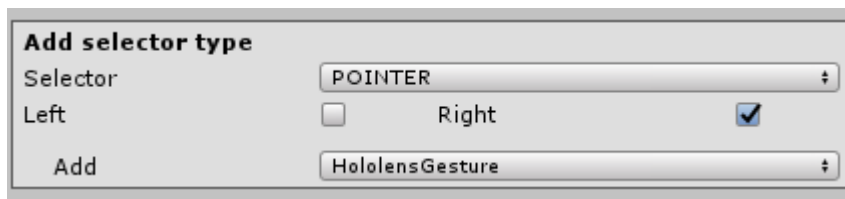
OCULUS_RIFT,
OCULUS_GO,
OCULUS_QUEST,
HTC_VIVE,
VIVE_FOCUS,
GOOGLE_DAYDREAM,
GOOGLE_CARDBOARD,
WINDOWS_MIXED_REALITY

Some headsets are only functional with the use of proprietary external plugins (such as the Vive Focus). In those cases, the Prefab Creator will prompt you to download and import the necessary packages.

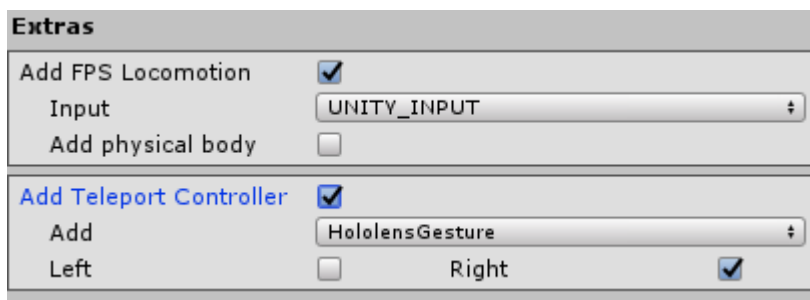


Add selector type facilitates the process of setting up selectors, which are ways to interact with VR Elements. You can easily select the selector needed via the dropdown menu. If required, the Prefab

Creator will allow you to preconfigure a trigger to activate the selector. If two-handed controllers are supported, the panel will allow you to select which hand you need the selector in.

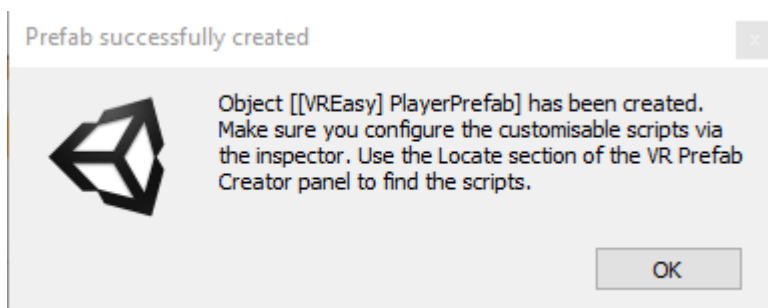


Extras: you can add FPS locomotion and Teleport functionality to your VR players by ticking the appropriate checkbox in the Extras section.



As with selectors, the Prefab Creator will guide you through adding necessary triggers, or any other preconfiguration for locomotion and teleportation.

Once the options are finalised, you can click on Generate Prefab. VREasy will instantiate a player in your scene named *[VREasy] PlayerPrefab*.



The selectors, triggers, locomotion and teleport systems **may need further fine-configuration** which can be done via the scripts inspectors. To make it easy to locate them, the Prefab Creator lists them and allows you to locate them by clicking on the Locate button.

Inspector

Prefab Creator

Configure your VR Player

Select HMD

VR HMD

OCULUS_RIFT

Add selector type

Selector

SIGHT

Extras

Add FPS Locomotion

☒

Input

UNITY_INPUT

Add physical body

☐

Add Teleport Controller

☒

Add trigger

HololensGesture

Left

☐

Right

☒

Generate

[VREasy] PlayerPrefab created successfully!

Locate scripts

Object: [VREasy] PlayerPrefab

Locate

Right teleport script: RightController

Locate

Locomotion script: [VREasy] PlayerPrefab

Locate

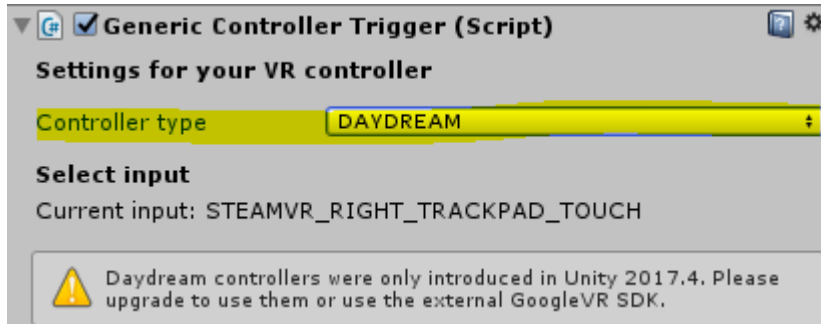
LOS Selector: Head

Locate

More input support

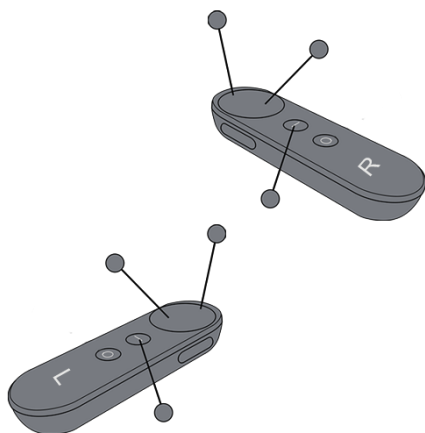
Generic Daydream controller and Left and right daydream controllers

We now support the Daydream controller input detection for triggers without requiring an external SDK via the GenericControllerTrigger.



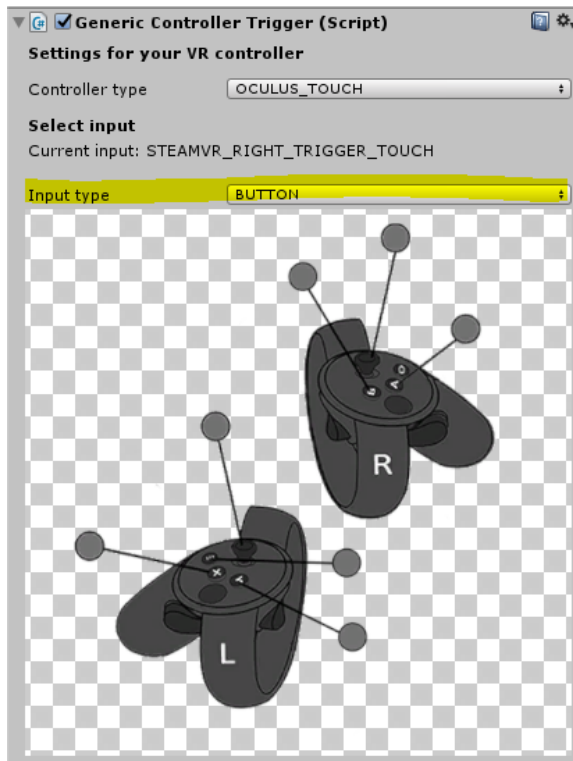
Please note that you must have Unity 2017.4 and above to be able to use the Daydream native integration.

In addition, both our generic support and the external daydream support offered through GoogleVRControllerTrigger now include both left and right controllers if users have them.



Touch and button interaction for oculus touch (generic)

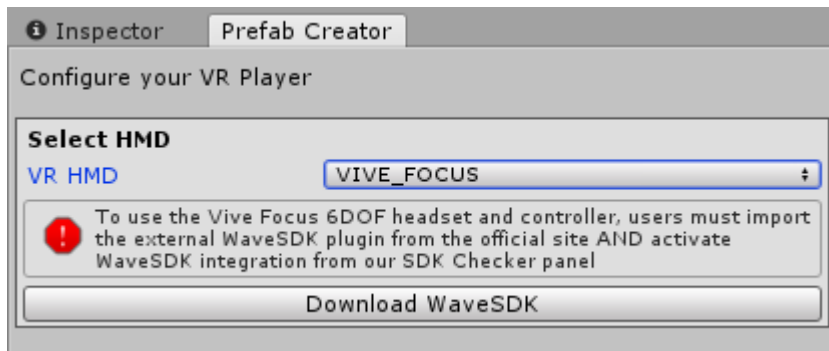
Our generic support for Oculus touch controllers via the GenericControllerTrigger now offers the possibility to read button and touch input separately.



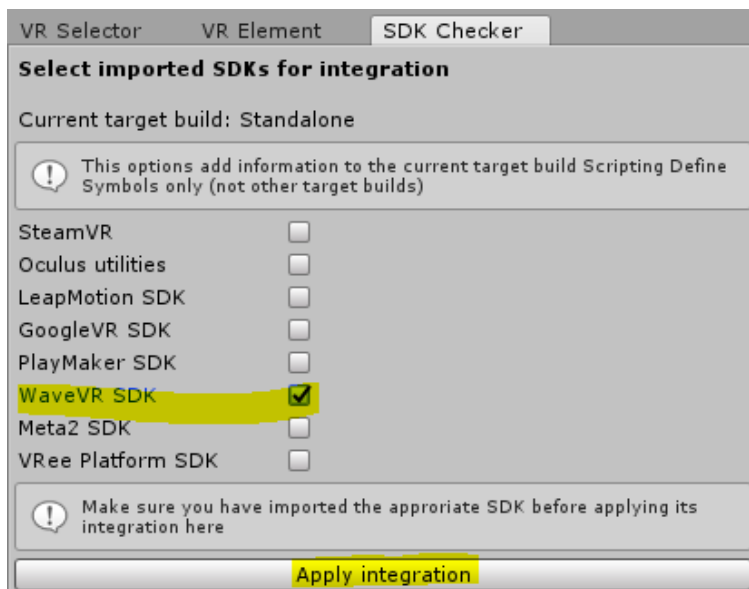
More support for WaveVR SDK

Support for headset and controllers via the VR prefab creator.

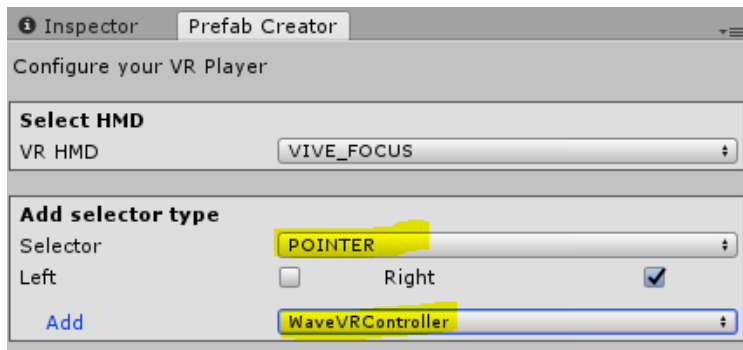
- Open Prefab Creator and select VR HMD Vive Focus.



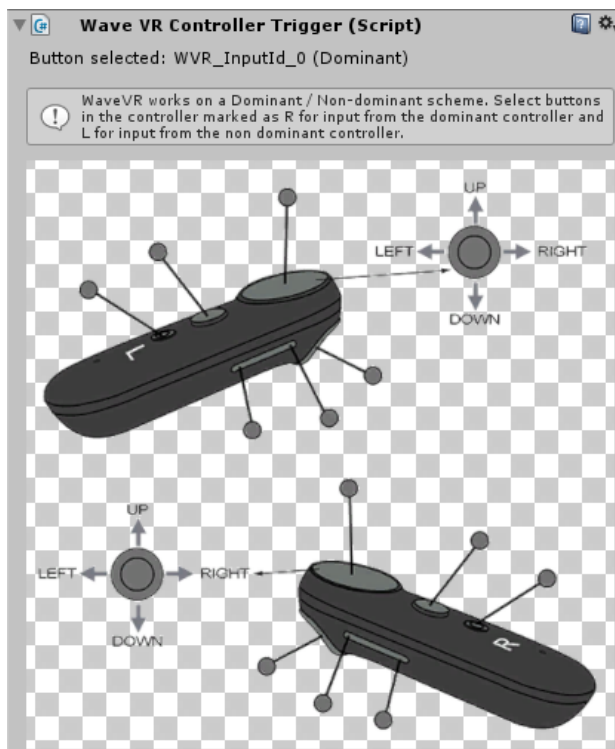
- If you don't have the WaveSDK imported, it will point you to the download page. Download and import
- Activate the WaveVR SDK integration in the SDK Checker and click on Apply integration. This settings are done per targeted platform, so you may have to switch to Android build platform in your Build Settings before this step



- Now you can progress with the VR Prefab creator to add selectors and any other extras. For example, if you want to add a Pointer selector that will be activated using the Vive Focus controller input, you can first select a Pointer as Selector and Add a WaveVRController trigger as shown:



We have also improved the support for Vive Focus input control via the WaveVRControllerTrigger, which can be used with any VREasy that requires a trigger (Pointer and Touch selectors, VRSimpleFPSLocomotion, TeleportController, etc.)

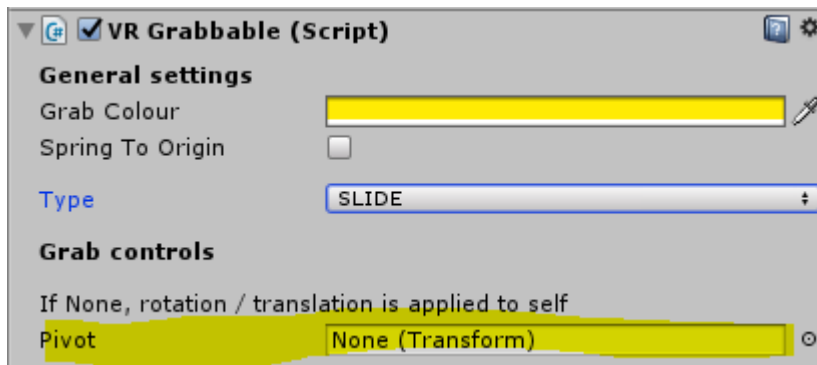


Compatibility with SteamVR 2.2

VREasy is now fully compatible with the external Steam VR 2.2 plugin.

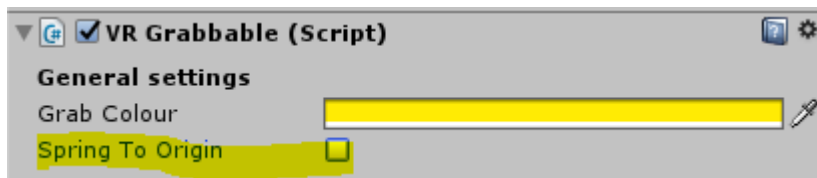
VRGrabbable

The VRGrabbable script allows now to specify a pivot object to make the rotation or sliding of the grabbable applicable to a third object. This is useful for instance in situations like pushing a lever, where the object grabbed is the handle but the rotation may be applied to the stick, instead of the handle. The pivot is only available to grab types Slide and Rotate.



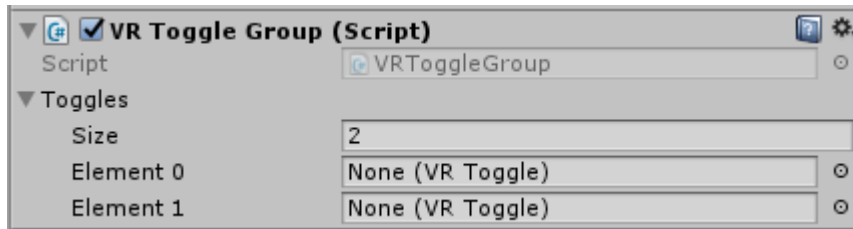
Just drag and drop the object you want the transformation to be applied to in the Pivot field.

In addition, grabbables can be set to spring to origin once they are released. To activate this behaviour, tick the Spring To Origin checkbox in the VRGrabbable inspector.



Added VRToggleGroups

VR Toggle Groups can be used to create radio buttons out of a group of VR Toggle elements. This is useful when we want to restrict to one the number of active (toggled, or selected) Toggles out of a group of options.

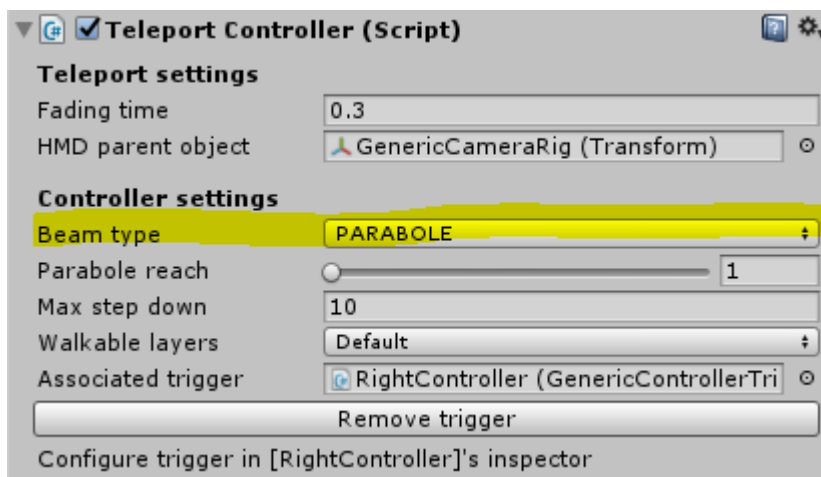


To use it, just drag the VRToggleGroup script (manually or through the top menu VREasy>Components>VRToggleGroup) to a game object, and link any number of toggles to the Toggles list.

Hint: through each VRToggle inspector you can specify if you want an element active or not at start. This way you can control which toggle is active from the group at start. Afterwards, the system manages selection and deselection of individual toggles to maintain only one active at any given time.

TeleportController

The Teleport Controller supports now the option to define the beam type to be used. We now offer the traditional Parabole beam and an additional Straight beam.



VREasy is fully compatible with Google Instant Preview

VREasy is now fully compatible with Google Instant Preview to accelerate development in Daydream applications.

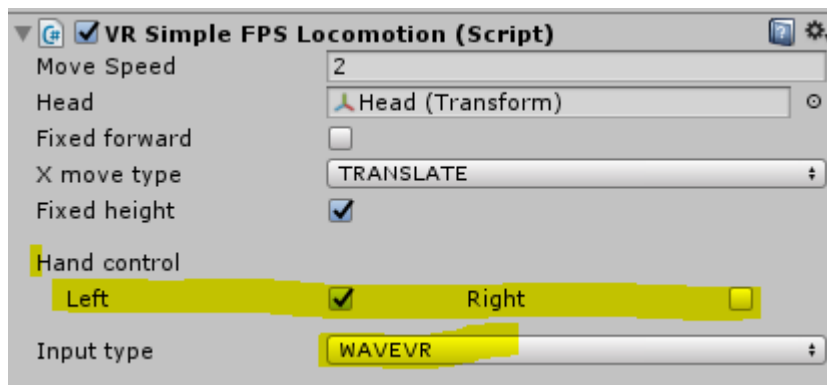
To be able to use it in conjunction with VREasy, follow the steps:

1. Download and import the Google VR sdk from here <https://developers.google.com/vr/develop/unity/download>

2. Open the project in Unity and enable GoogleVR integration with SDK checker
3. Create a new scene
4. Create a player with the Prefab Creator that targets Daydream as HMD and with a pointer selector using GoogleVRControllerTrigger
5. Drag and drop the GvrInstantPreviewMain from the GoogleVR SDK to the scene that you can find on GoogleVR>Prefabs>InstantPreview
6. Follow the steps 3 and 4 on *Getting started* here to run the app on the phone whilst on the Unity Editor <https://developers.google.com/vr/develop/unity/instant-preview>

VRSimpleFPSLocomotion

The VR Simple FPS Locomotion script now supports the option to determine which hand controller to use to control motion. This is only possible for those VR controllers that have support for left and right controllers.



We have included WaveVR input type to be able to use the Vive Focus controllers as motion input. This requires the use of the external WaveVR SDK (see SDK Checker for more info).