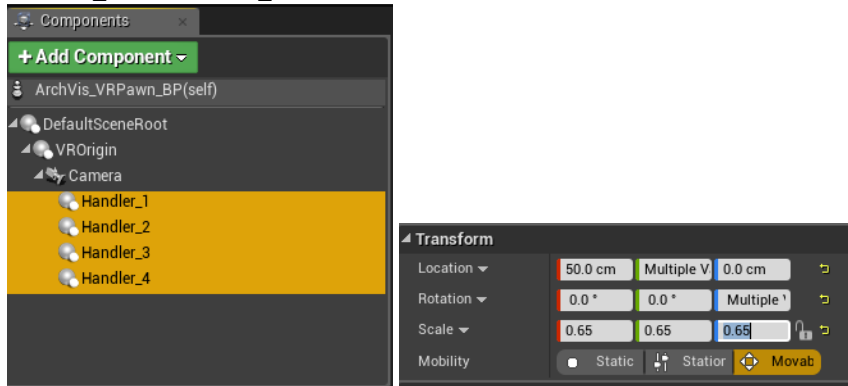


How to resize 3D menus:

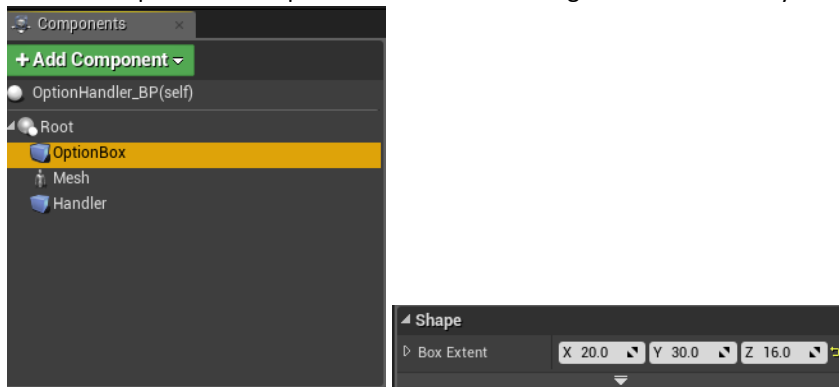
If you want to resize default 3D menu, it's very easy and you just need to follow these five steps:

- 1- Open ArchVis_VRPawn_BP from ArchVisVR/Blueprints/Player and scale for all Handler_1, Handler_2, Handler_3 and Handler_4:

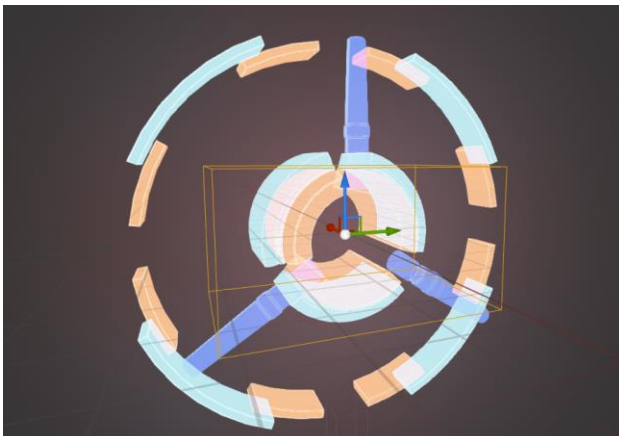


You can also use different scale for each of them.

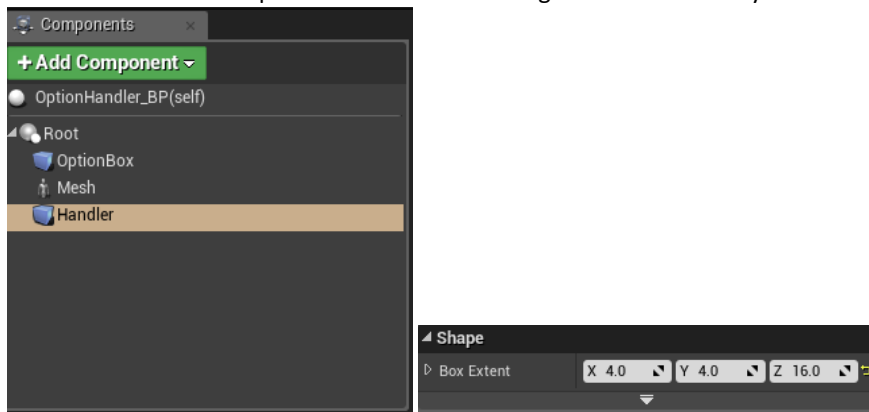
- 2- Open OptionHandler_BP from ArchVisVR/Blueprints/Option and first change Mesh component to previous step scale (Optional, to just make next step easier)
- 3- Select the OptionBox component from list and change Box extent to fit your new scale.



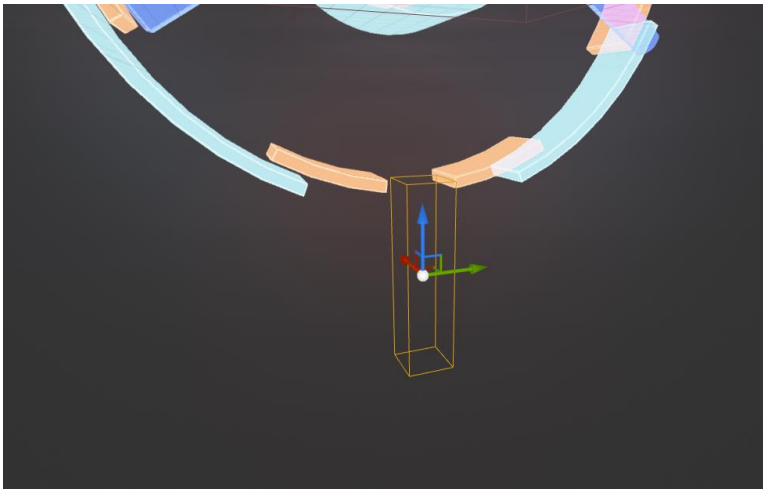
Note: The mesh you see in view port is in closed state so make this box a little bigger from the inside part of handler:



- 4- Select the Handler component from list and change Box extent to fit your new scale.



This is the main collision for grab menu so try to find a good location after testing in VR, between those two orange parts should be a good location.



- 5- And finally the last step open OptionBase_BP from ArchVisVR/Blueprints/Option and select OptionMesh component and try to scale this component, and move the OptionText component to a good location if you want to use it.

