

# 3dRudder plugin Unreal Engine BluePrints



# 3dRudder

02/21/2017

Version 0.0.7.0 for Unreal Engine 4.15

This is the release of the 3dRudder plugin for Unreal Engine



**Warning this version  
of the SDK work only  
with the firmware  
1.3.x.x and later !**

**If you have a old 3dRudder version with the firmware 1.2.x.x or older, please  
contact us to get the software to do the update. [support-dev@3drudder.com](mailto:support-dev@3drudder.com)**

# 3dRudder Plugin

*VERSION 0.7 SDK 3DRUDDER FOR WINDOWS*

## Requires

- Unreal Engine 4.15 or higher (<https://www.unrealengine.com/dashboard>)
- 3dRudder controller (<http://www.3drudder.com/>)

## Quick start

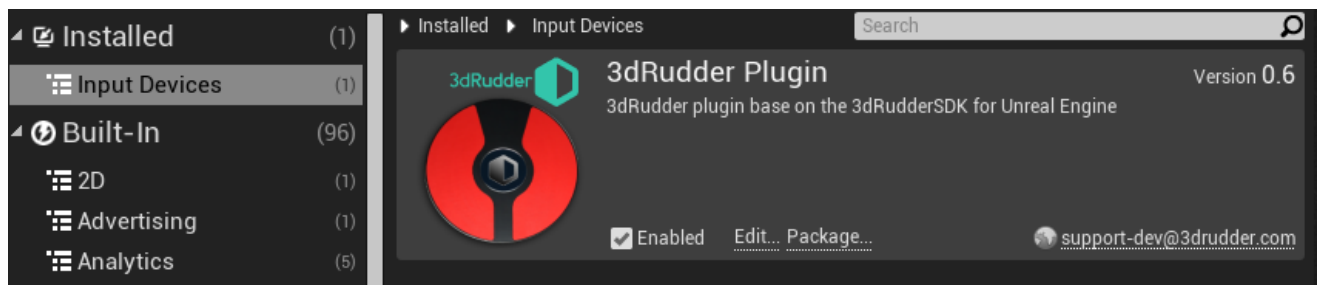
1. In Unreal Engine 4.15 create new project Blueprint -> Virtual Reality



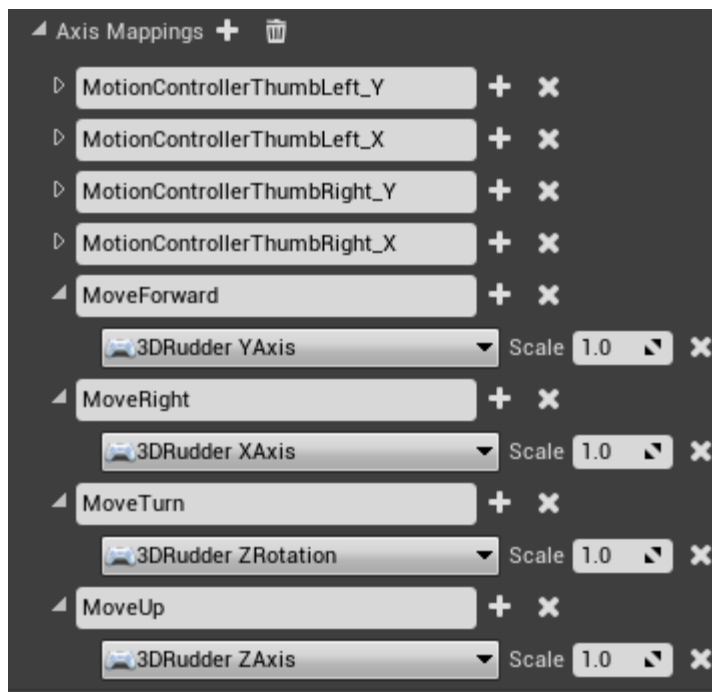
2. Close the project.
3. Copy/Paste the folder "Plugins" in the directory of unreal engine project.

## 3dRudder Plugin UE4

- Open the project and see in *Settings -> Plugins -> Installed -> Input Devices*



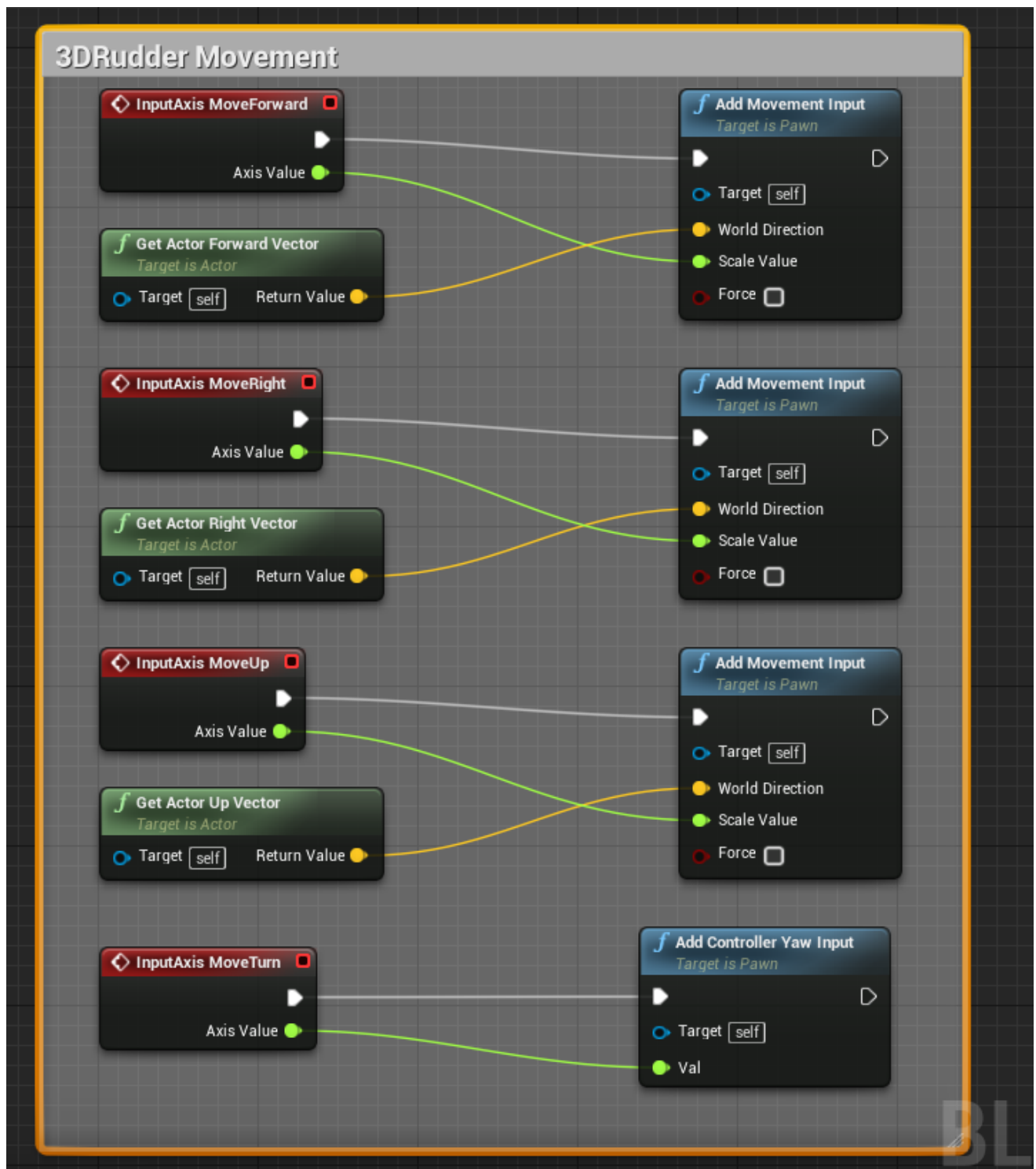
- Add axis mapping (forward, right, up, turn) in *Project Settings -> Engine -> Input -> Bindings*



- The 3dRudder axis and rotation are normalized [-1,1]

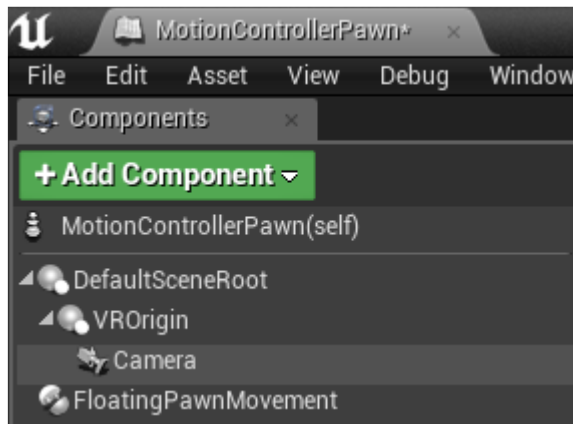
## 3dRudder Plugin UE4

- Open the Blueprint of "MotionControllerPawn" and add movement input

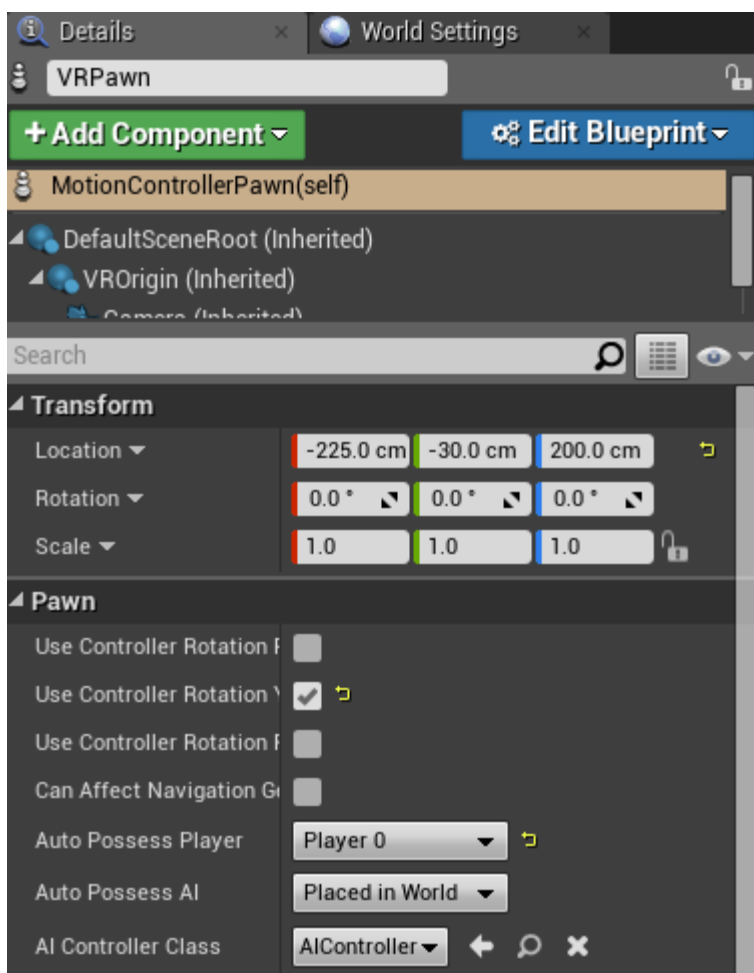


## 3dRudder Plugin UE4

8. Add **FloatingPawnMovement** to **MotionControllerPawn**



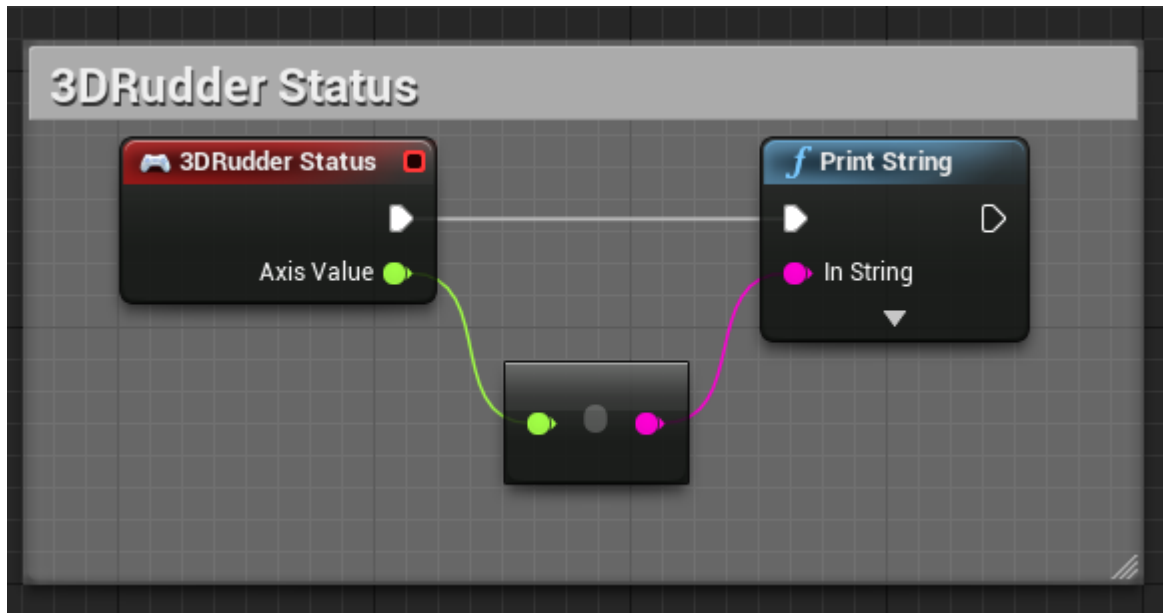
9. Finally enable **Use Controller Yaw Rotation** on **MotionControllerPawn**



10. Now you can play in **Selected Viewport** or **VR Preview** with the 3dRudder to move and the controllers (HTC) to grab cubes or anything else.

## 3dRudder Plugin UE4

11. It's possible to get the current **status** of controller



**0.0 = NoStatus :**

3dRudder not connected

**1.0 = NoFootStayStill :**

Puts the 3dRudder on the floor, curved side below, without putting your feet on the device. The user waits for 2 seconds for the 3dRudder to boot up until 3 short beeps are heard.

**2.0 = Initialisation:**

The 3dRudder initialize for about 2 seconds. Once done a long beep will be heard from the device. The 3dRudder is then operational.

**3.0 = PutYourFeet:**

Put your first feet on the 3dRudder.

**4.0 = PutSecondFoot:**

Put your second Foot on the 3dRudder.

**5.0 = StayStill:**

The user must wait still for half a second for calibration until a last short beep is heard from the device. The 3dRudder is ready to be used.

**6.0 = InUse:**

The 3dRudder is in use.

**7.0 = ExtendedMode:**

The 3dRudder is in use and is fully operational with all the features enabled.

## 3dRudder Plugin UE4

For all questions contact us :

- web site : <http://www.3drudder.com/download/>  
<http://www.3drudder.com/developers/>
- github : <https://github.com/3DRudder>
- mail : [support-dev@3drudder.com](mailto:support-dev@3drudder.com)

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