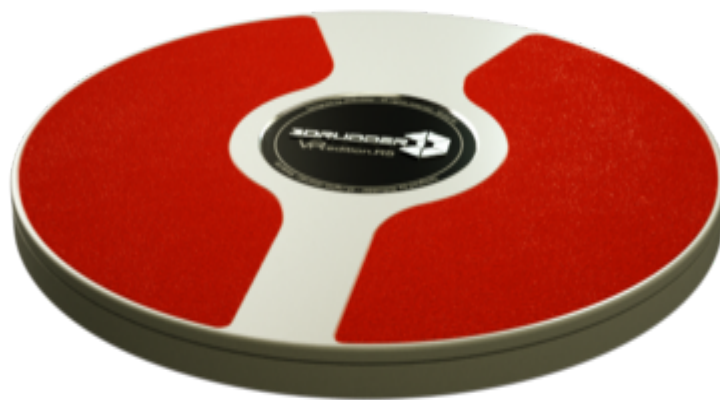


# 3DRUDDER PLUGIN UNREAL ENGINE 4 BLUEPRINTS



10/05/2016

Version 0.0.4.0 for Unreal Engine 4.13

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

# 3DRudder Plugin

*VERSION 0.4 SDK 3DRUDDER FOR WINDOWS*

## Requires

- Unreal Engine 4.13 (<https://www.unrealengine.com/dashboard>)
- 3DRudder controller (<http://www.3drudder.com/>)

## Quick start

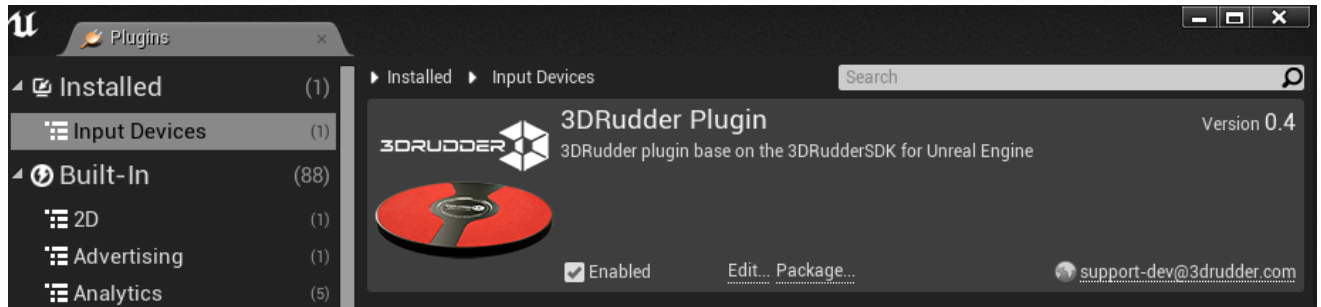
1. In Unreal Engine 4.13 create new project Blueprint -> Virtual Reality



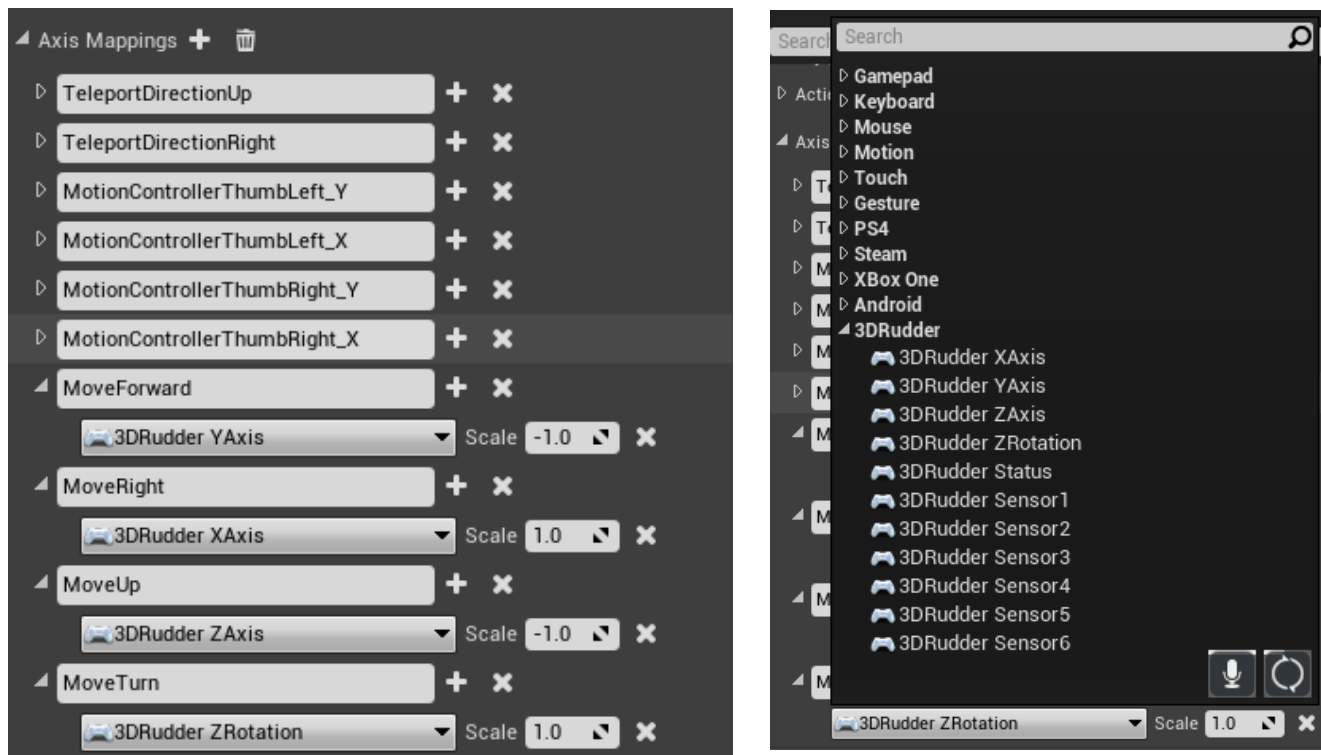
2. Close the project.
3. Copy/Paste the folder "Plugins" in the directory of unreal engine project.

## 3DRudder Plugin UE4

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

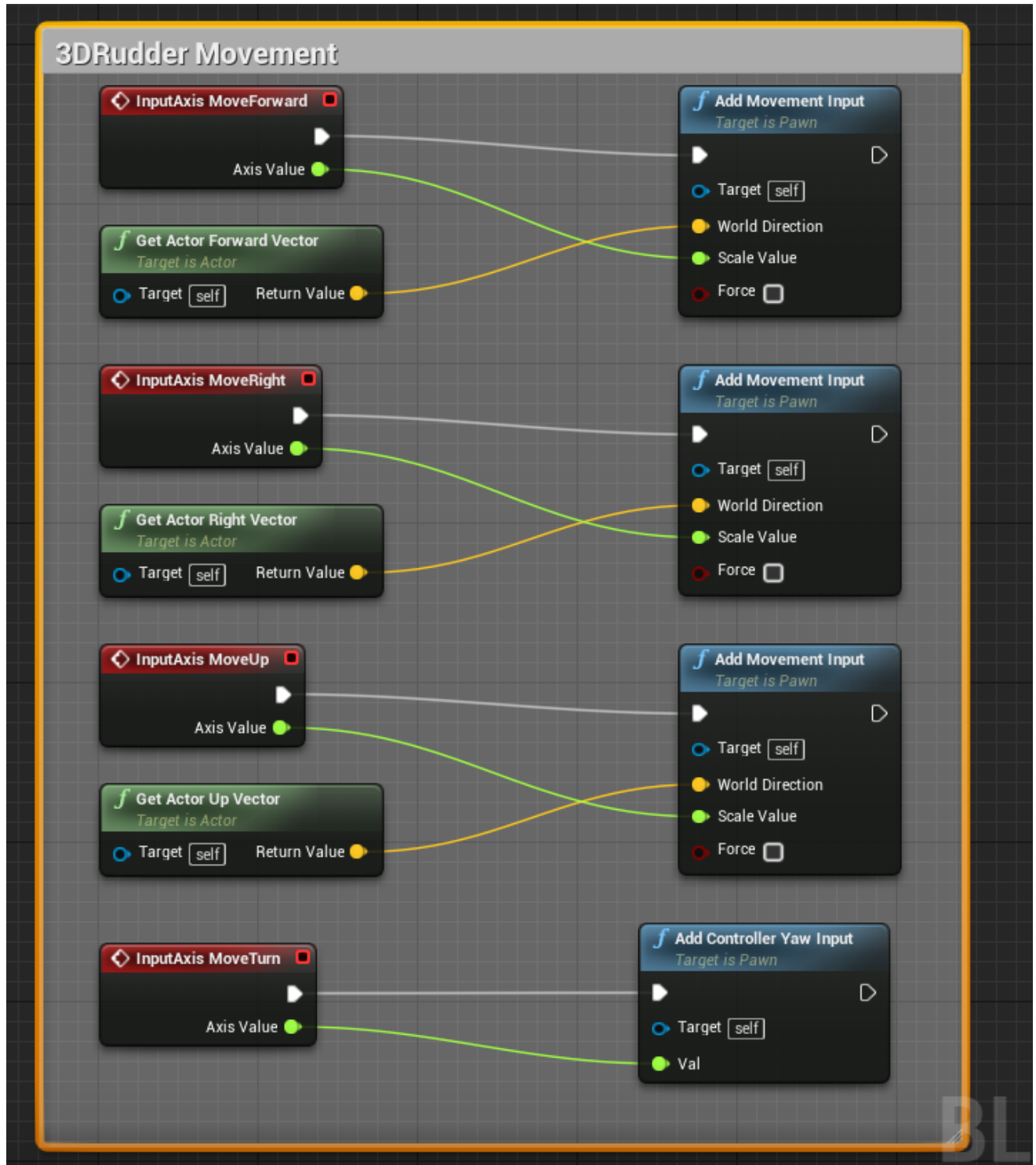


5. Add axis mapping (forward, right, up, turn) in *Project Settings -> Engine -> Input -> Bindings*



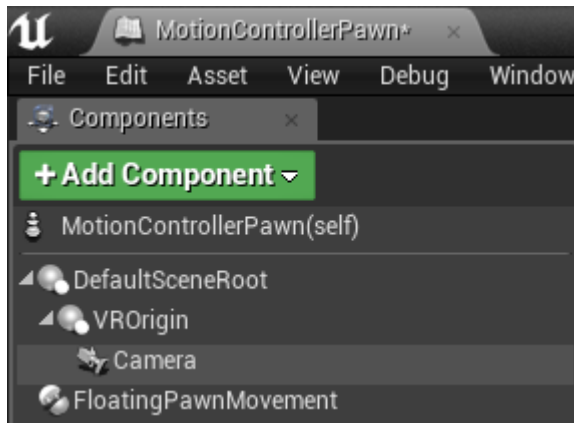
The 3DRudder axis and rotation are normalized [-1,1]

- Open the Blueprint of “MotionControllerPawn” and add movement input

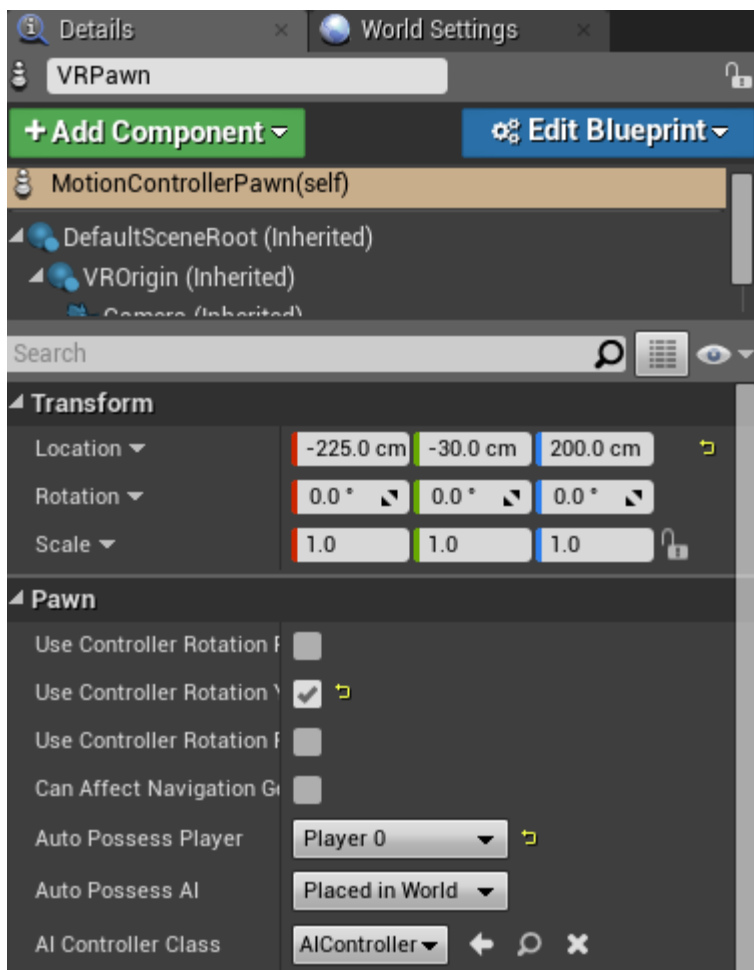


## 3DRudder Plugin UE4

7. Add **FloatingPawnMovement** to **MotionControllerPawn**

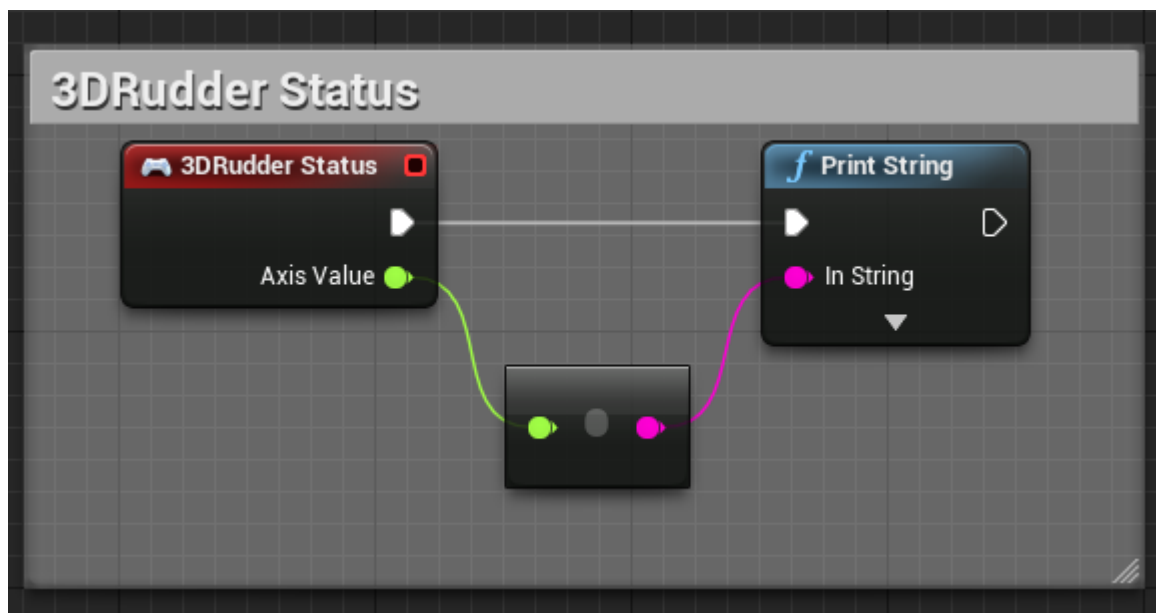


8. Finally enable **Use Controller Yaw Rotation** on **MotionControllerPawn**



9. 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.

10. 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)

And follow us on :

- facebook : <https://www.facebook.com/3drudder>
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- google+ : <https://plus.google.com/106907277277246174396>
- linkedin : <https://www.linkedin.com/company/3drudder>