



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**

3dRudder Plugin

VERSION 0.7 SDK 3dRudder FOR WINDOWS

Requires

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

Quick start

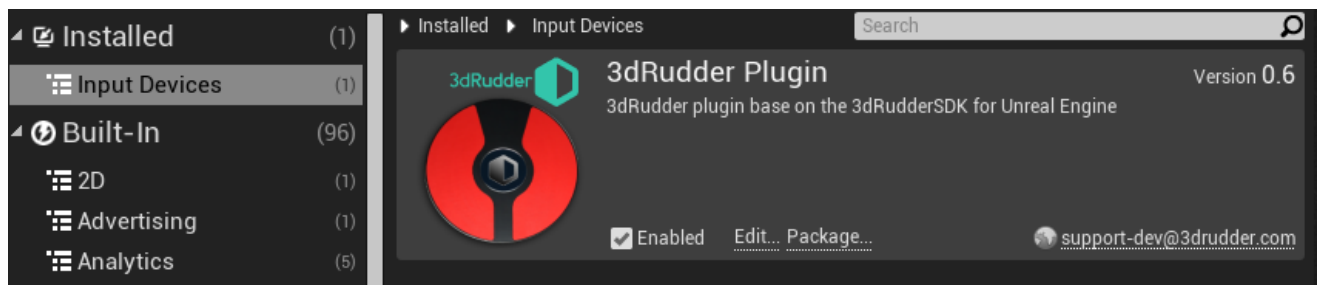
1. In Unreal Engine 4.13 create new project Blueprint -> Virtual Reality



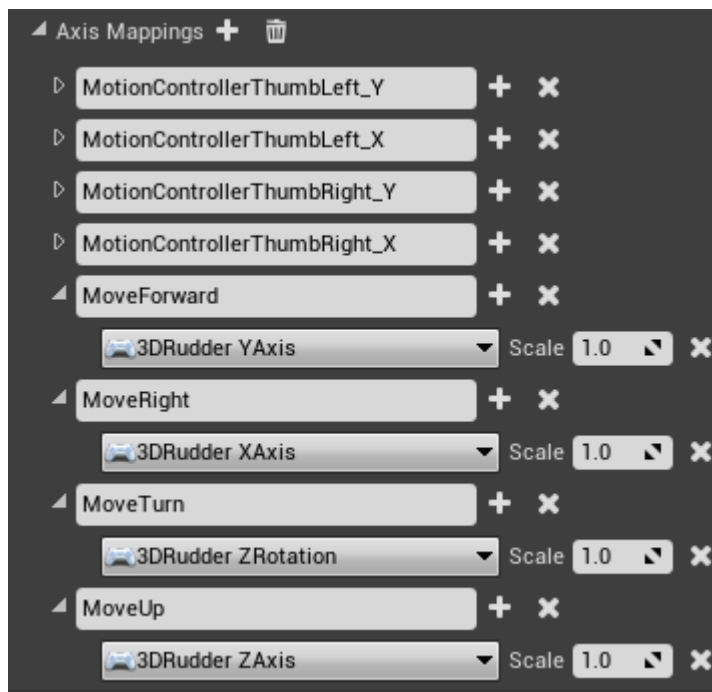
2. Close the project.
3. Copy/Paste the folder "Plugins" in the directory of unreal engine project.

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



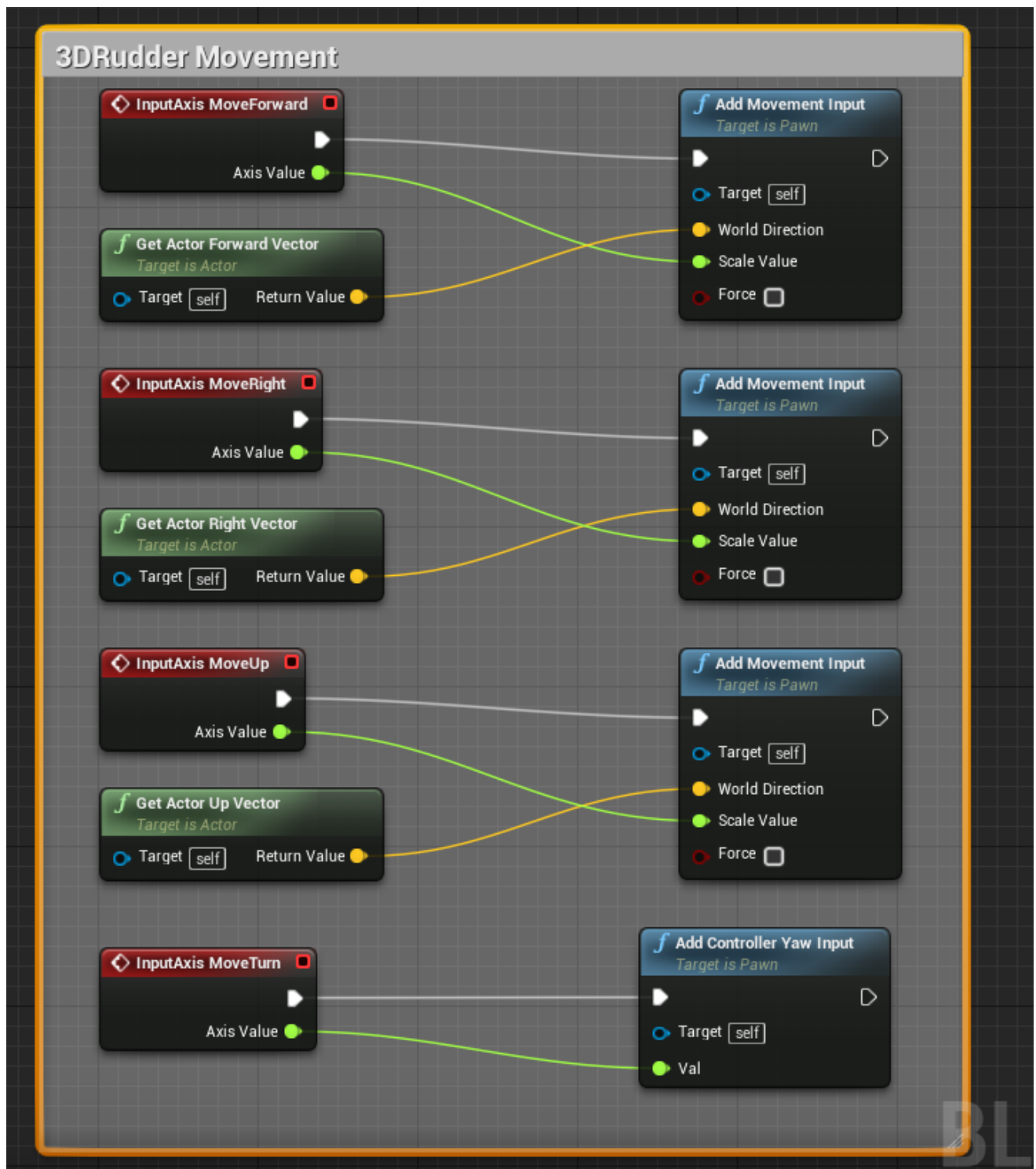
- Add axis mapping (forward, right, up, turn) in *Project Settings -> Engine -> Input -> Bindings*



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

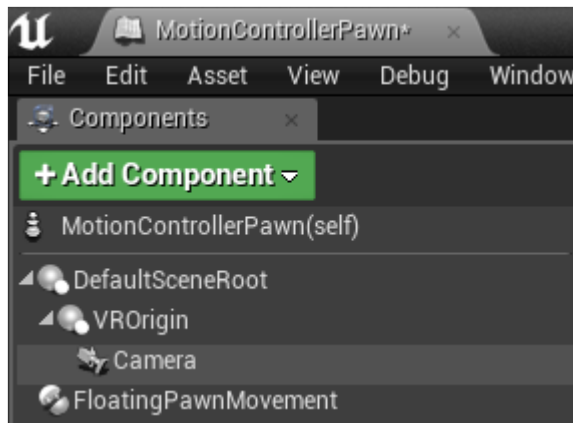
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- Open the Blueprint of "MotionControllerPawn" and add movement input

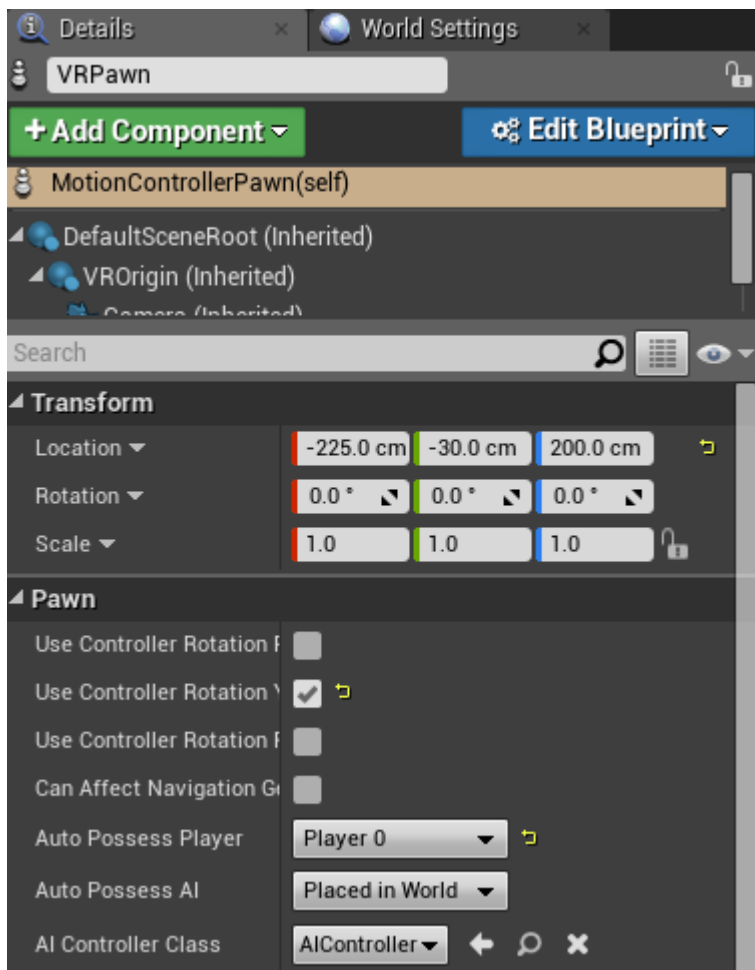


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8. Add **FloatingPawnMovement** to **MotionControllerPawn**



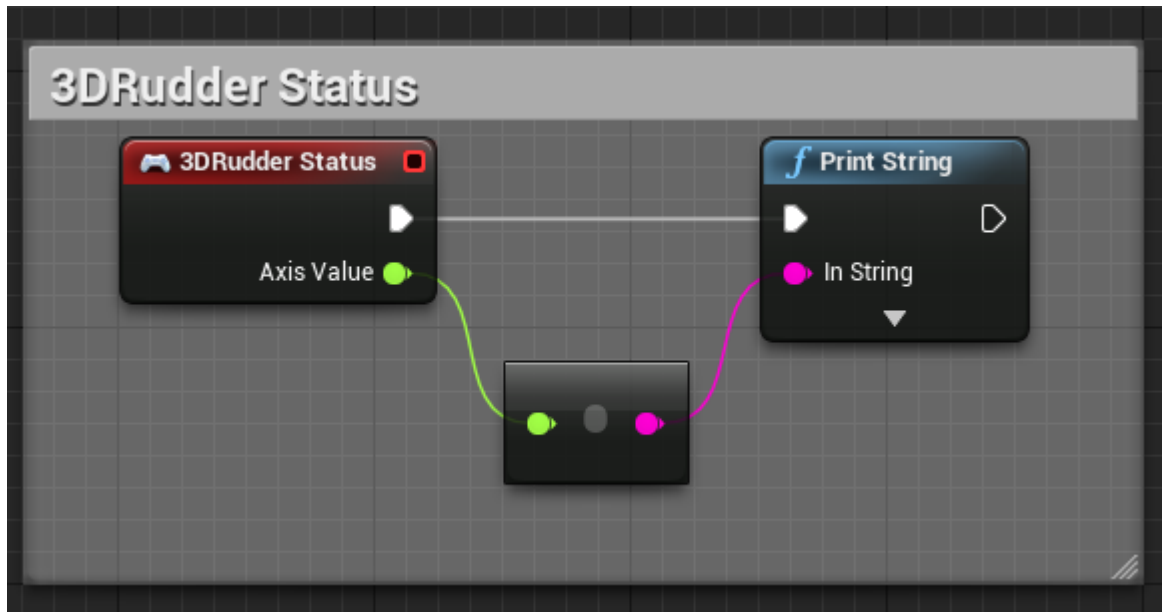
9. Finally enable **Use Controller Yaw Rotation** on **MotionControllerPawn**



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.

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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

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