

3dRudder plugin Unreal Engine BluePrints



3dRudder

07/12/2017

Version 0.0.1.0 for Unreal Engine 4.16

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**

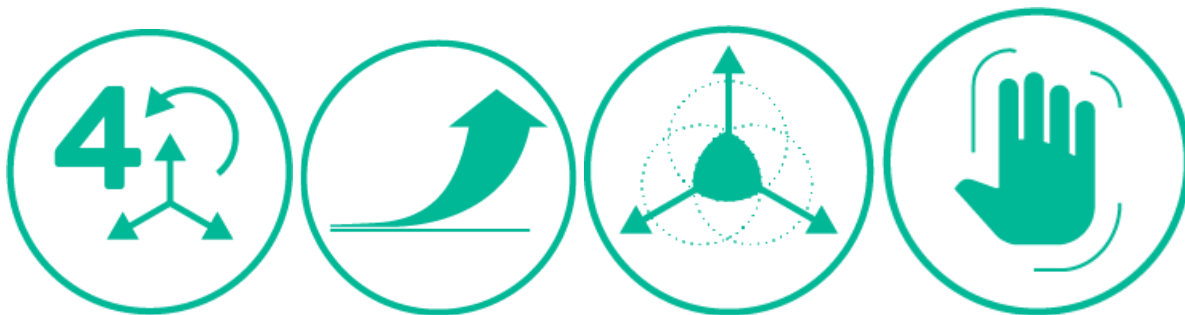
3dRudder Plugin

VERSION 0.0.1.0 FOR WINDOWS

Requires

- Unreal Engine 4.16 or higher (<https://www.unrealengine.com/dashboard>)
- 3dRudder controller (<http://www.3drudder.com/>)
- 3dRudder SDK 0.0.7.0 already included in this package (<https://github.com/3DRudder/3DRudderSDK>)

Description of 3dRudder



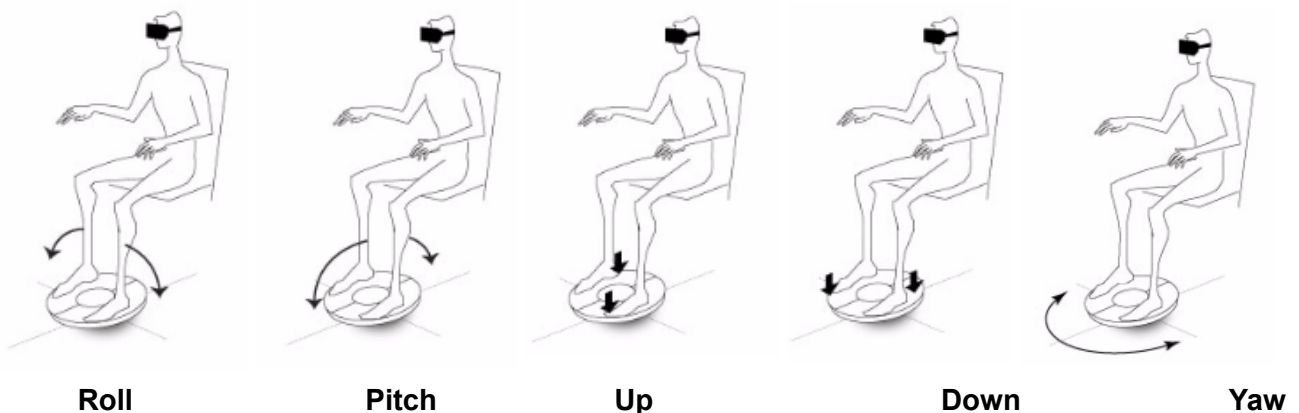
Before to start your development, you should not forget that the 3dRudder propose to you :

4 Axis - Progressive - Combined - Free Hand

Axis definitions

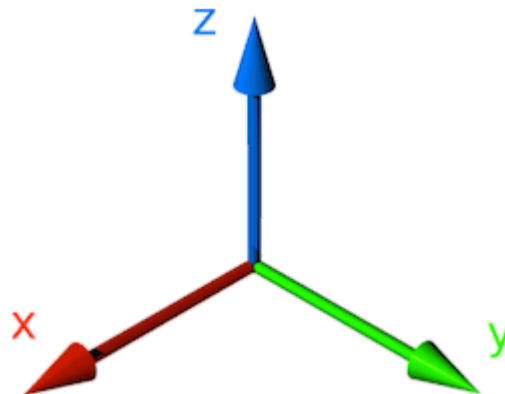
The physical actions on the 3dRudder are converted from angle to move or rotation on 3D environment.

The physical actions are :



3dRudder Plugin UE4

This is the 3D axis définition used by the 3dRudder to move or rotate on the 3D world :



Quick start

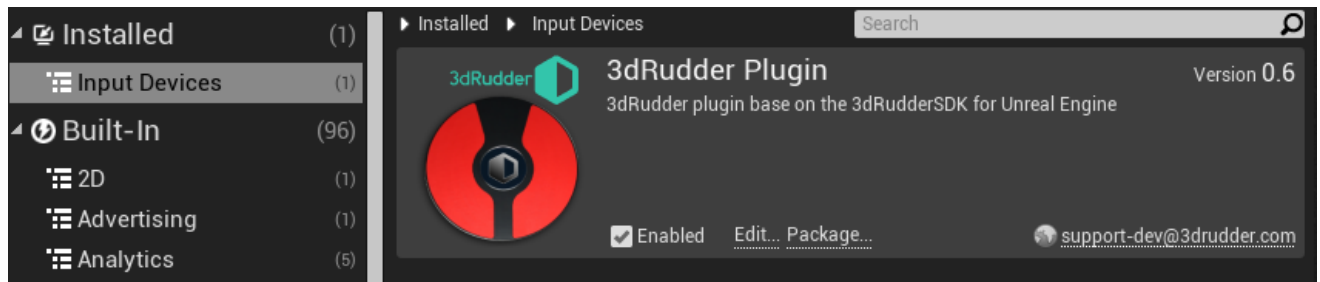
1. In Unreal Engine 4.16 create new project Blueprint -> Virtual Reality



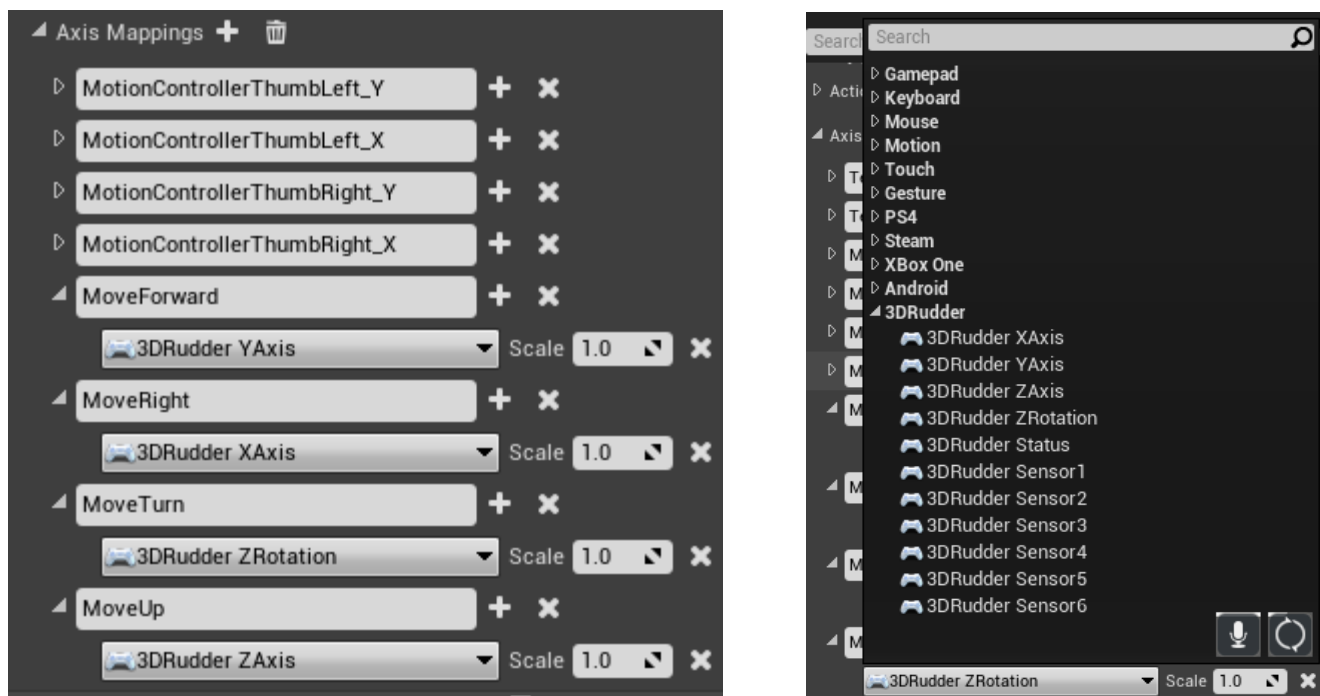
2. Close the project.
3. Copy/Paste the folder "Plugins" in the directory of unreal engine project.

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



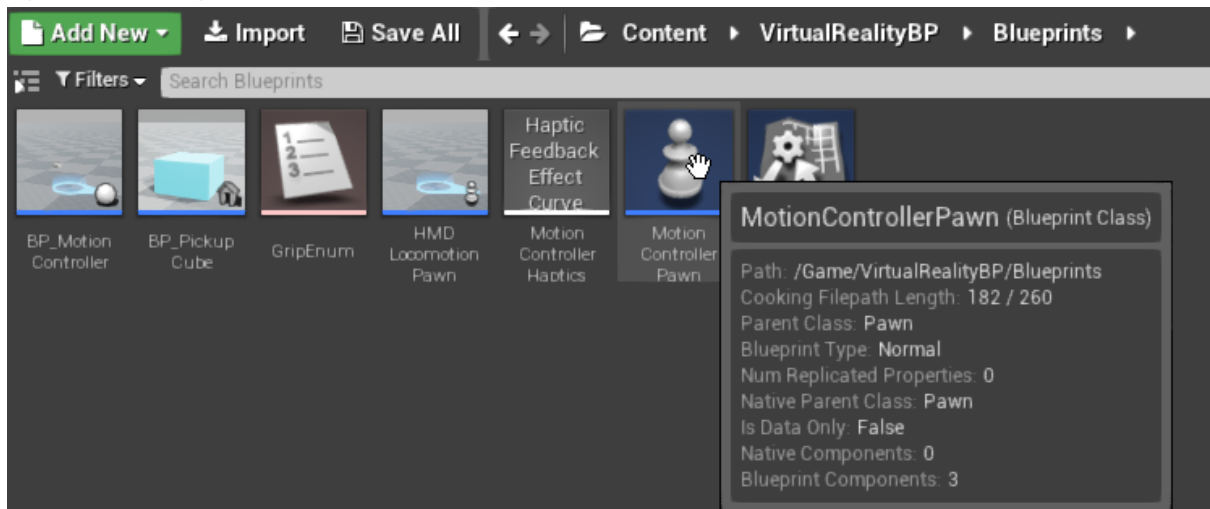
5. Add axis mapping (forward, right, up, turn) in *Project Settings -> Engine -> Input -> Bindings*



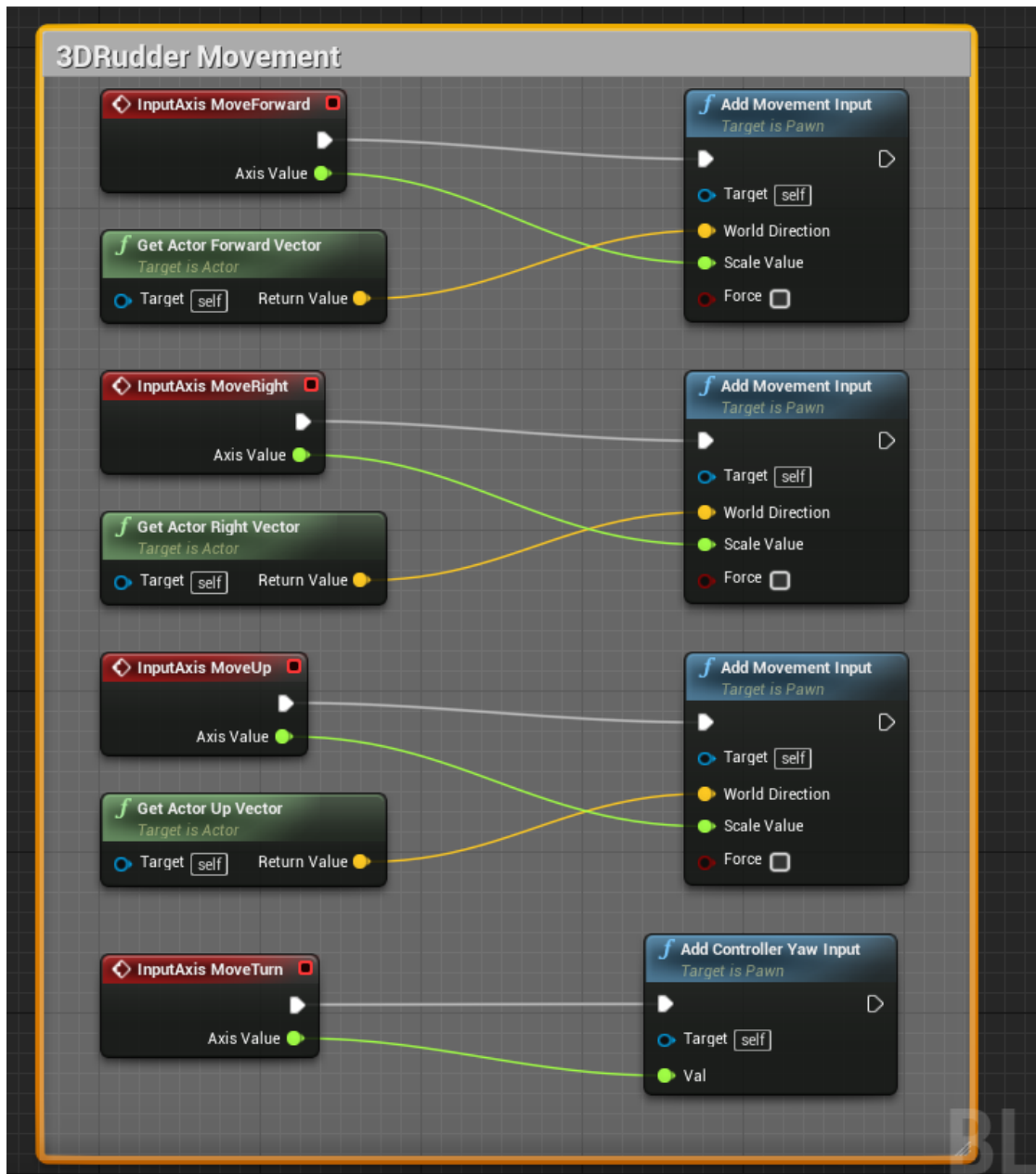
6. The 3dRudder axis and rotation are normalized [-1,1]

3dRudder Plugin UE4

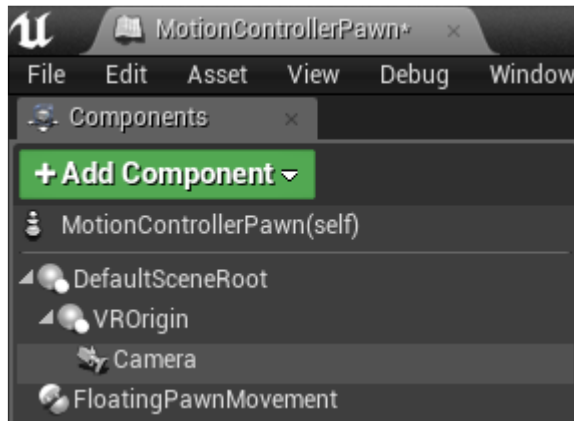
- Open the Blueprint of "MotionControllerPawn"



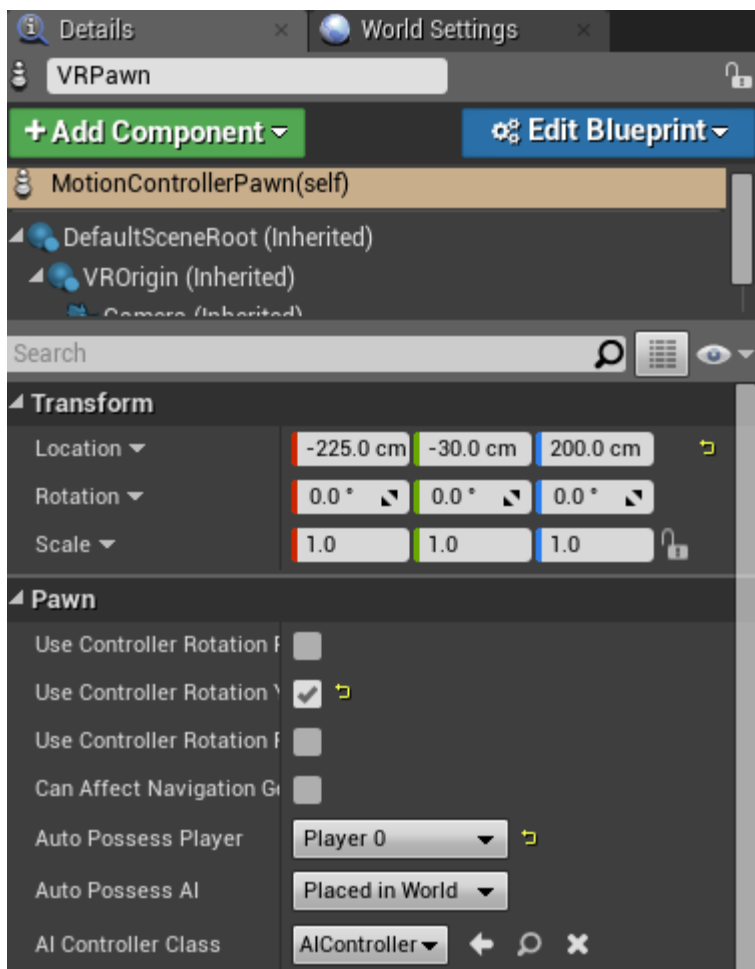
- Add movement input on the main "Event Graph"



9. Add **FloatingPawnMovement** to **MotionControllerPawn**

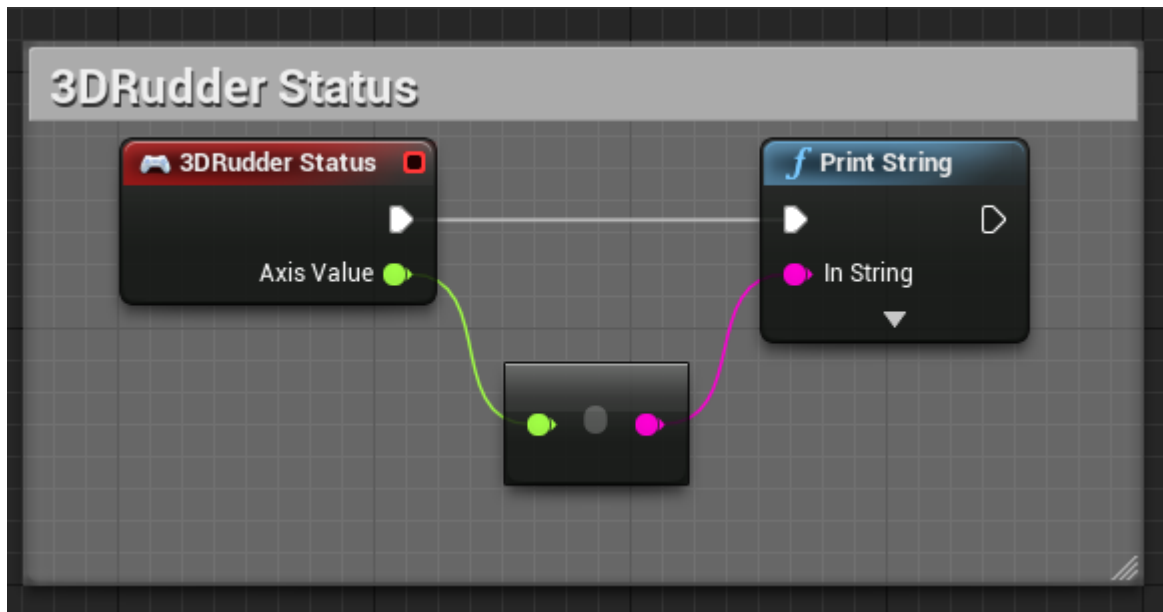


10. Finally enable **Use Controller Rotation Yaw** on **MotionControllerPawn**



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

12. 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.

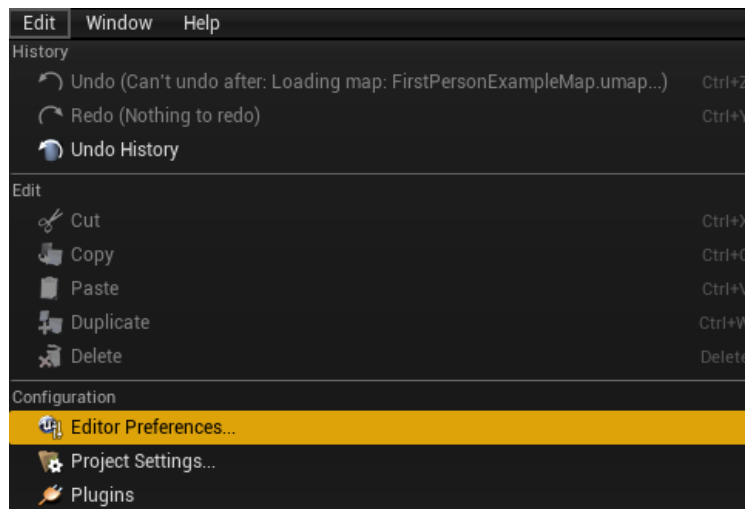
Editor

It's possible to move the viewport camera with the 3dRudder :

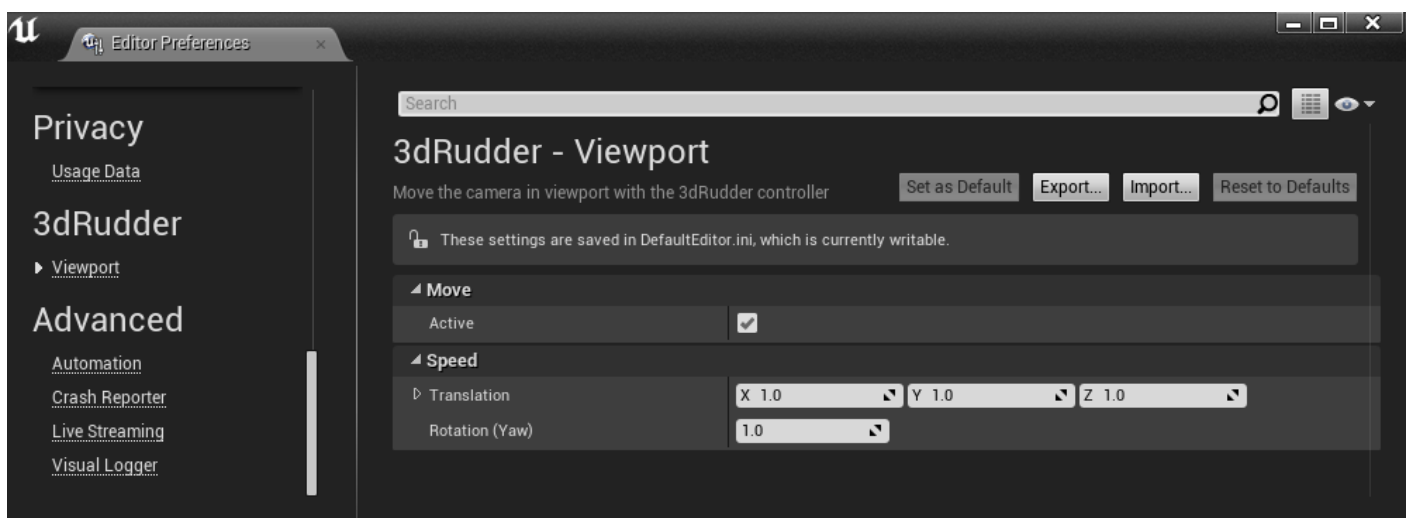
- **Pitch:** move Forward/Backward
- **Roll:** move Left/Right
- **Yaw:** Rotation
- **UpDown:** move Up/Down

It works also in **VR Editor**, you can move in the scene and **have free hands** to control objects.

Settings are accessible in the **Edit -> Editor Preferences -> 3dRudder -> Viewport**



- Move
 - Enable/Disable the movement
- Speed:
 - Translation (X, Y, Z)
 - Rotation (Yaw only)



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@3drudder.com

And follow us on :

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