Steam VR tools for Playmaker

Dithernet

This is an extension for Playmaker.
You are required to have Playmaker Asset in order for this package to work.
You are required to have SteamVR plugin for this package to work.
For getting Playmaker: https://www.assetstore.unity3d.com/en/#!/content/368
For getting SteamVR: https://www.assetstore.unity3d.com/en/#!/content/32647
Optional but useful, get Vectrosity: https://www.assetstore.unity3d.com/en/#!/content/82

Description:
SteamVR for Playmaker is a collection of Actions for Unity VR with HTC Vive.

List of actions that this package enables:

- Get controller position
- Get controller position and velocity (Velocity and angular velocity)
- Get controller rotation
- Change controller model
- Change controller body model
- Change touchpad model controller
- Get trigger (button)
- Get menu (button)
- Get touchpad position (button)
- Get touchpad (button)
- Get grip (button)
- Get system (button)
- Haptic (controller vibrations)
- Controller collider (To set a collider on controller)
- Recenter HMD
- Get Play Area (Get the x, z size of the play area defined in Steam VR.)
- Drawing (Vectrosity must be installed)

For the grab & throw demo use grip button to spawn ball and trigger button to grab.

To be used as usual playmaker actions.
SteamVR must be installed.
Vectrosity is mandatory to use drawing action.

Remove directory "Remove this or install Vectrosity" if you do not have it.

For any questions please contact me: didier@dithernet.com