

# VRSpace.org - Feature #162

## gamepad navigation and interaction

04/20/2023 09:04 PM - Josip Almasi

|   |              |                        |            |
|---|--------------|------------------------|------------|
| <b>Status:</b>  | Closed       | <b>Start date:</b>     | 04/20/2023 |
| <b>Priority:</b>  | Normal       | <b>Due date:</b>       |            |
| <b>Assignee:</b>  | Josip Almasi | <b>% Done:</b>         | 0%         |
| <b>Category:</b>  |              | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>  |              | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>  |              |                        |            |
| Gamepad is supposed to make mobile VR useful, without it there's no navigation or interaction with the scene. |              |                        |            |

### History

#### #1 - 04/20/2023 09:04 PM - Josip Almasi

- Status changed from New to In Progress

#### #2 - 04/22/2023 01:51 PM - Josip Almasi

- Status changed from In Progress to Resolved

Gamepad implemented in the HUD and in the scene.

HUD component selection and activation using gamepad keys, including virtual keyboard. Left-right navigate HUD row, including forms. Down button brings the previous row, if any. Up, trigger and select buttons activate currently selected HUD button. On virtual keyboard, only select/trigger activate the key, while up/down/left/right buttons are used for navigation through the keyboard. This works the same in XR and outside of it.

In XR mode, until controllers become available, a visible ray is cast from user's body and tracks the camera. While gamepad sticks teleport and rotate the camera, gamepad triggers and select button activate currently selected object.

#### #3 - 09/11/2023 06:32 PM - Josip Almasi

- Status changed from Resolved to Closed