

## VRSpace.org - Feature #184

### movement tracker component

02/23/2024 12:08 PM - Josip Almasi

<b>Status:</b>	Rejected	<b>Start date:</b>	02/23/2024
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<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

#### Description

XR movement tracking is part vr-helper, but the way World.initXR() creates and initializes VRHelper is too complicated to be reliable.

Movement tracking should not be related to any specific world. Handling could be though.

Tracker needs to route events to avatar and/or network.

Optionally, event listeners can be attached.

#### History

#1 - 02/24/2024 03:17 PM - Josip Almasi

- Status changed from New to Rejected

nah, that's responsibility of VRHelper