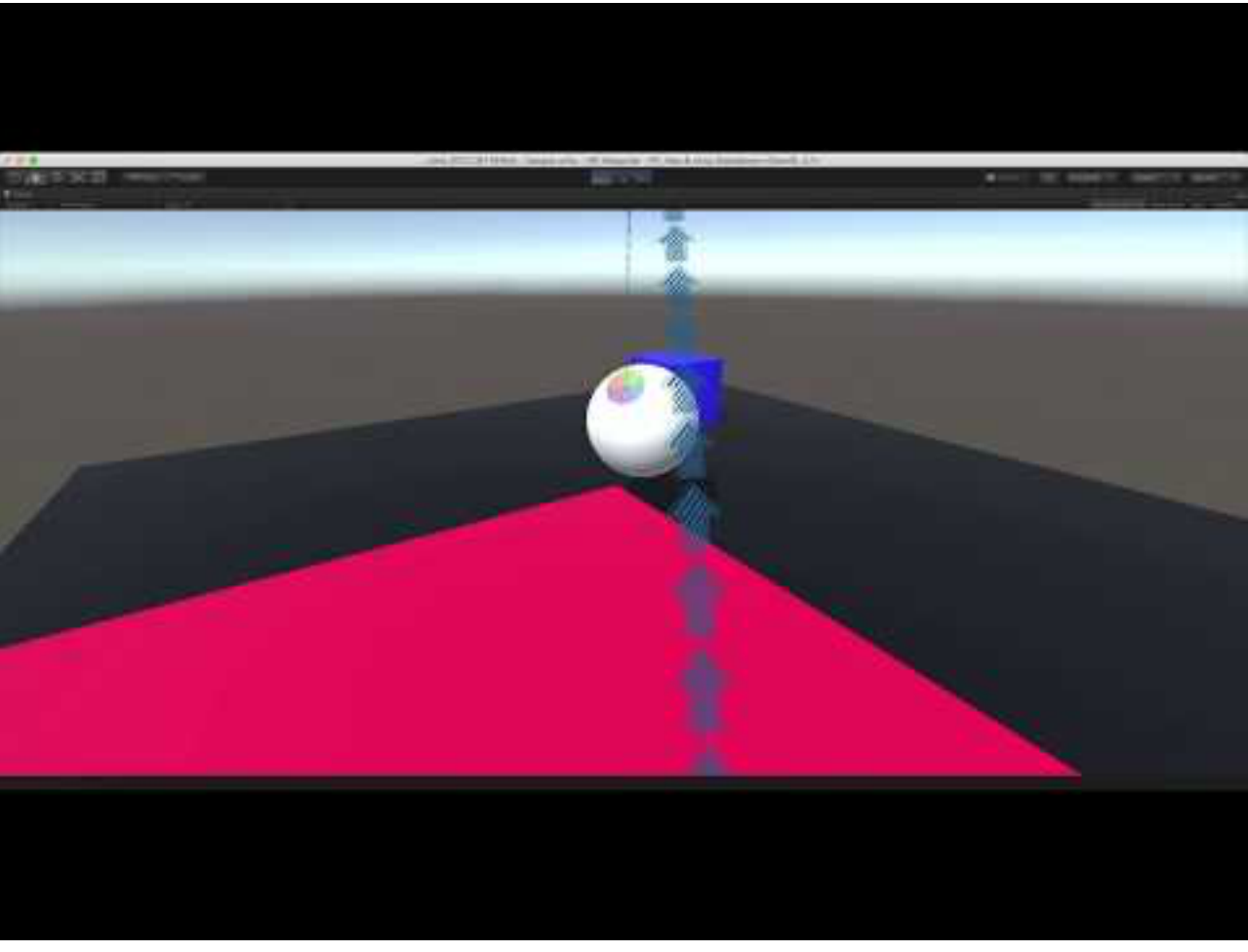


# Unity Simple VR Teleporter



Simple Teleporter script without any plug-in or dependencies.  
All scripts are accessible.

- All you need to do is :

```
VRTeleporter.ToggleDisplay(true);
VRTeleporter.Teleport();
```

Your can download managed asset from [Unity Asset Store](#).

## Quick Start

### Setup

You can find ‘Teleporter’ Prefab on Prefabs folder.

1. Attach Teleporter prefab as a child of game object which representing VR Hand(or position where render of path start).
2. Assign Body Transform property with game object which you want to teleport. (example: Root of player game object)

### How to control VRTeleporter

**All you need to do :**

1. Get reference of VRTeleporter object.
2. Use two public method of VRTeleporter script.

(You can check SampleVRTeleporterController.cs in Sample folder)

#### Public Methods

##### void ToggleDisplay(bool active)

- Active and display visual.
- Update Path Vertices.
- Check ground position.

Once `ToggleDisplay(true)` is called, VRTeleporter automatically update it’s arc path on every fixed update.

(This means you don’t need to call `ToggleDisplay(True)` on every frame whild holding down button. Just calling once for `Input.GetButtonDown` is enough.)

Calling `ToggleDisplay(false)` will turn off renderer and stop updating path and ground position.

##### void Teleport()

- Teleport bodyTransform to detected ground position.

Use this when player release input button.  
(example: Call Teleport method when `Input.GetMouseButtonUp(0)` is true)

### Example of how to control VRTeleporter

```
public VRTeleporter teleporter;

void Update () {

    if(Input.GetMouseButtonDown(0))
    {
        teleporter.ToggleDisplay(true);
    }

    if(Input.GetMouseButtonUp(0))
    {
        teleporter.Teleport();
        teleporter.ToggleDisplay(false);
    }
}
```

## Properties of VRTeleporter

- Position Marker : Game object used as ground position marker
- Body Transform : Game object which will be teleported
- Exclude Layers : Layers which you don’t want to check
- Angle : Take-off angle of arc start position
- Strength : Factor for how far arc gonna go

## Sample

You can find quick sample on Sample Scene.

- Sample Scene use FPSController of Unity Standard Assets::Characters.
  - You need to import Character from [Assets] > [Import Package] > [Characters], to run sample scene.
- Standard Assets is not necessary for actual use!!

There is FPSController game object in the Sample scene.  
You can find Teleporter and Teleporter Controller gameObjects from FPSController’s child objects.

- Leftclick-hold will show tha path.
- Leftclick-up will instantly teleport player to target position.

## How to modify Looks

Just modify material used by line renderer of Teleport object, and material used by mesh renderer of Marker object.

## ETC

- VRTeleprter script is accessible, you can change whatever you want.

### License

MIT