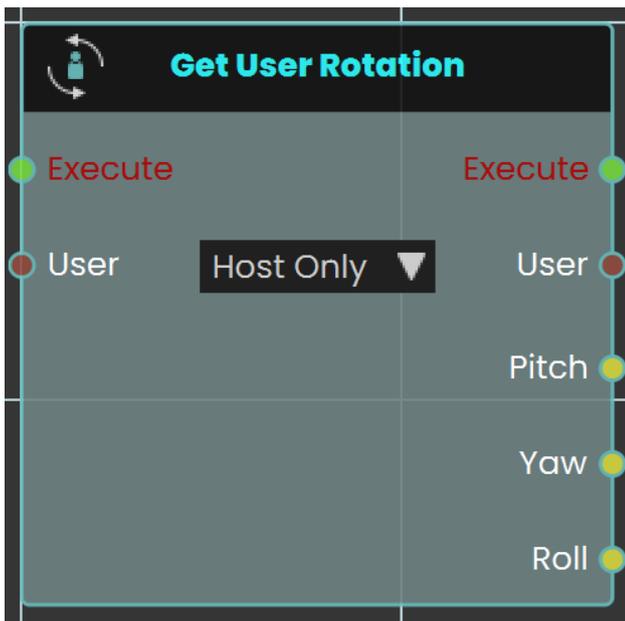


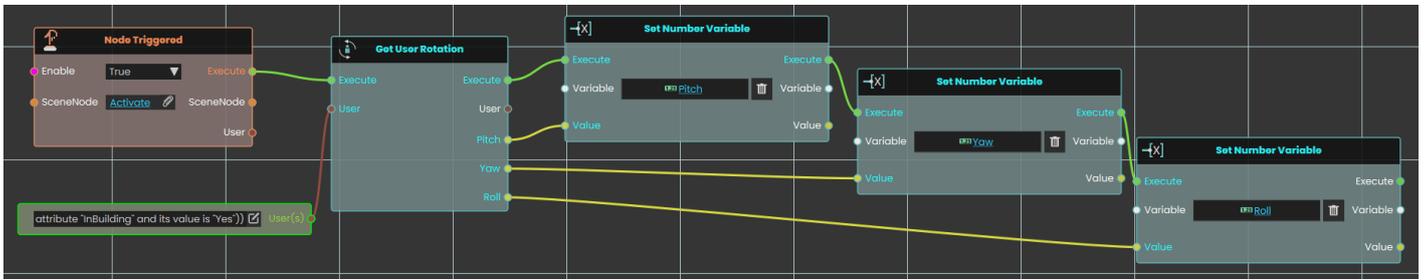
# User \ Transform

## Get User Rotation



The **Get User Rotation** response enables the user to get the values of the User's head rotation, and allows them to store the values of the **Pitch**, **Yaw** and **Roll** and the results can be acquired through their output ports.

## Example



In this example, a **Get User Rotation** response is used to check the head rotation angles (Pitch, Yaw and Roll). Once the object named Activate is triggered, the head rotation values (Pitch, Yaw, Roll) of the user with attribute InBuilding and Value Yes are calculated and stored in the variables named Pitch, Yaw, Roll, in order to use them in the VR Experience.

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