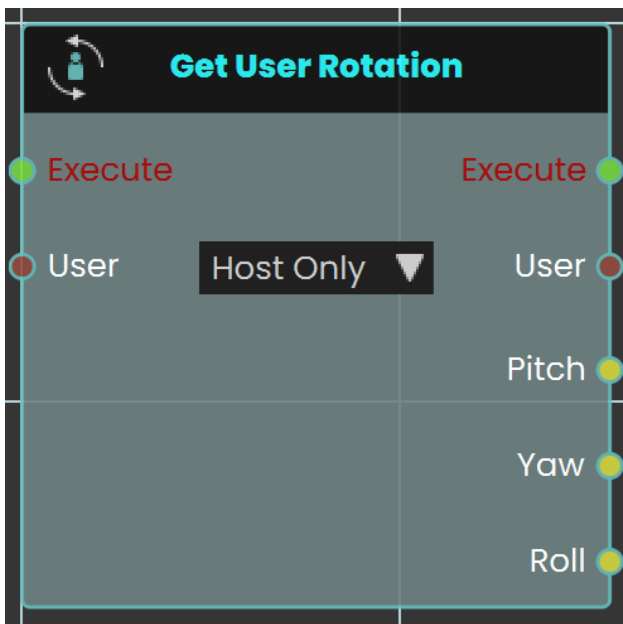


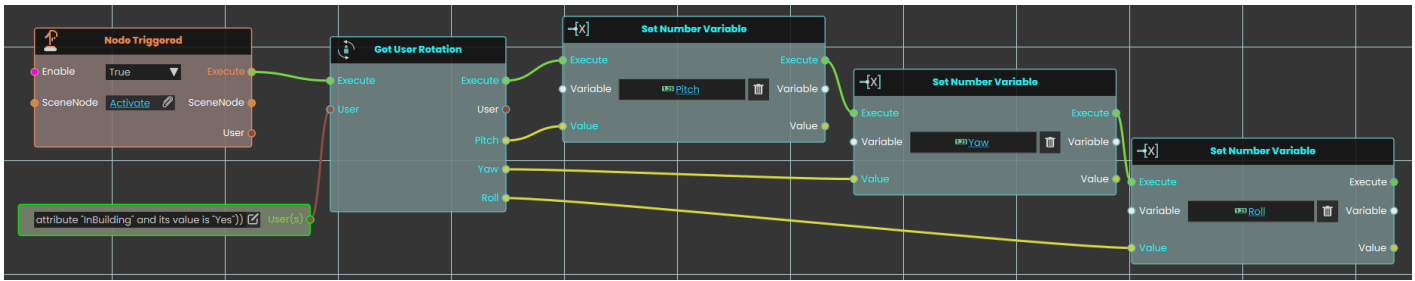
User \ Transform

Get User Rotation



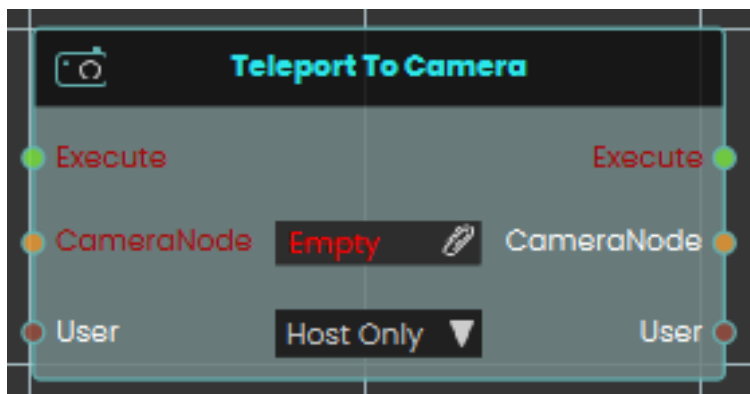
The **Get User Rotation** response enables the user to get the values of the User's head rotation, and allows them to store the values of the **Pitch**, **Yaw** and **Roll** and the results can be acquired through their output ports.

Example



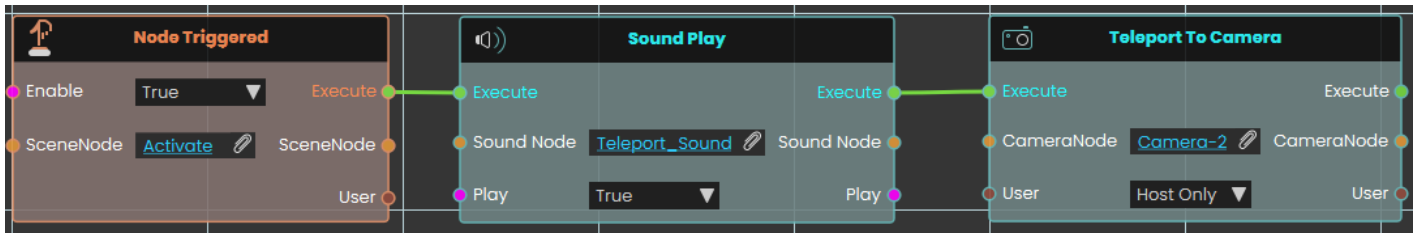
In this example, a **Get User Rotation** response is used to check the head rotation angles (Pitch, Yaw and Roll). Once the object named Activate is triggered, the head rotation values (Pitch, Yaw, Roll) of the user with attribute InBuilding and Value Yes are calculated and stored in the variables named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

Teleport To Camera



The **Teleport To Camera** node enables the user to teleport to a new location by assigning a camera in the **CameraNode** field. Once the teleportation is executed, the user is moved to the position and orientation defined by the specified camera.

Example



In this example, a **Teleport To Camera** response is used to move the user to a new location once the object named Activate is triggered. When triggered, the sound named Teleport_Sound will play, and the user will be teleported to the location of the camera assigned in the Teleport To Camera node.



Tutorial is available on SimLab VR Discord server

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