

CVR Pickup Object

This script allows an object to be picked up by a user.

Grip Type

This controls how a user will hold the object

Free

This mode specifies that the object can be grabbed anywhere, and will be held wherever the user grabs it.

Origin

This mode specifies that the object should be held in a specific orientation relative to the user's hand.

Grip Origin

This is the transform that is used to indicate where the object should be held. A gizmo will show a left-handed grip, around the transform.

The grip transform is arranged Z+ (blue arrow) forward and Y+ (green arrow) up.

If you require a separate origin for Desktop players, create a child GameObject on your Grip Origin, and name it `[Desktop]`. This transform uses Y+ (green arrow) forward, and Z+ (blue arrow) down.

Disallow Theft

Checking this box disallows other users from taking this item while it is currently being held.

Maximum Grab Distance

This is the maximum distance the user can be from the object and still interact with it. The setting defaults to 0, but 2-3 is usually a good starting point.

Snapping References

(This section requires more research.)

Auto Hold

This allows the object to stay in the hand indefinitely without requiring the user to actively hold onto it.

Desktop users can press G in order to release the held object.

VR users can hold Grip and down on the joystick to release the held object.

IK Reference

(This section requires more research.)

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