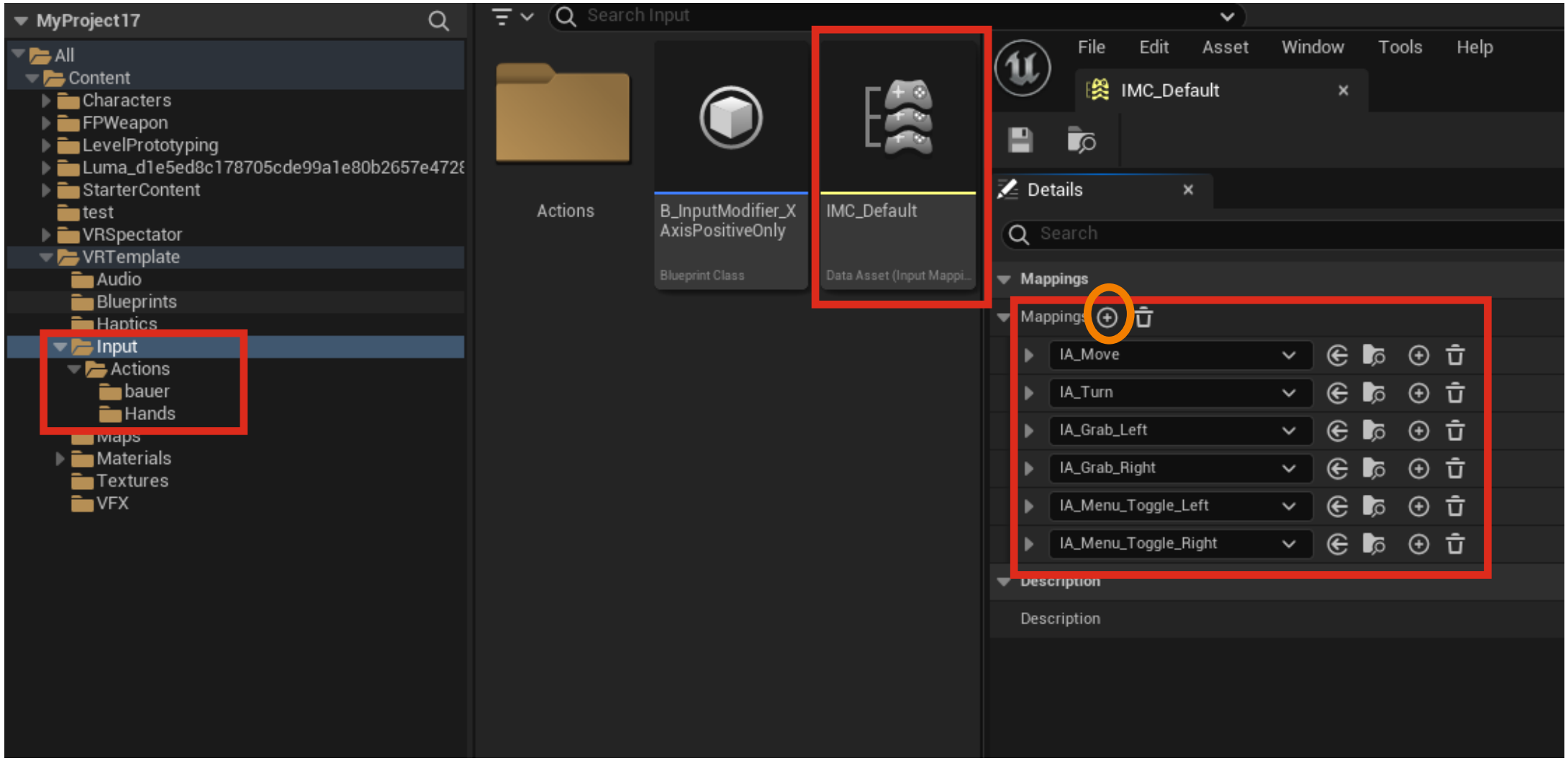


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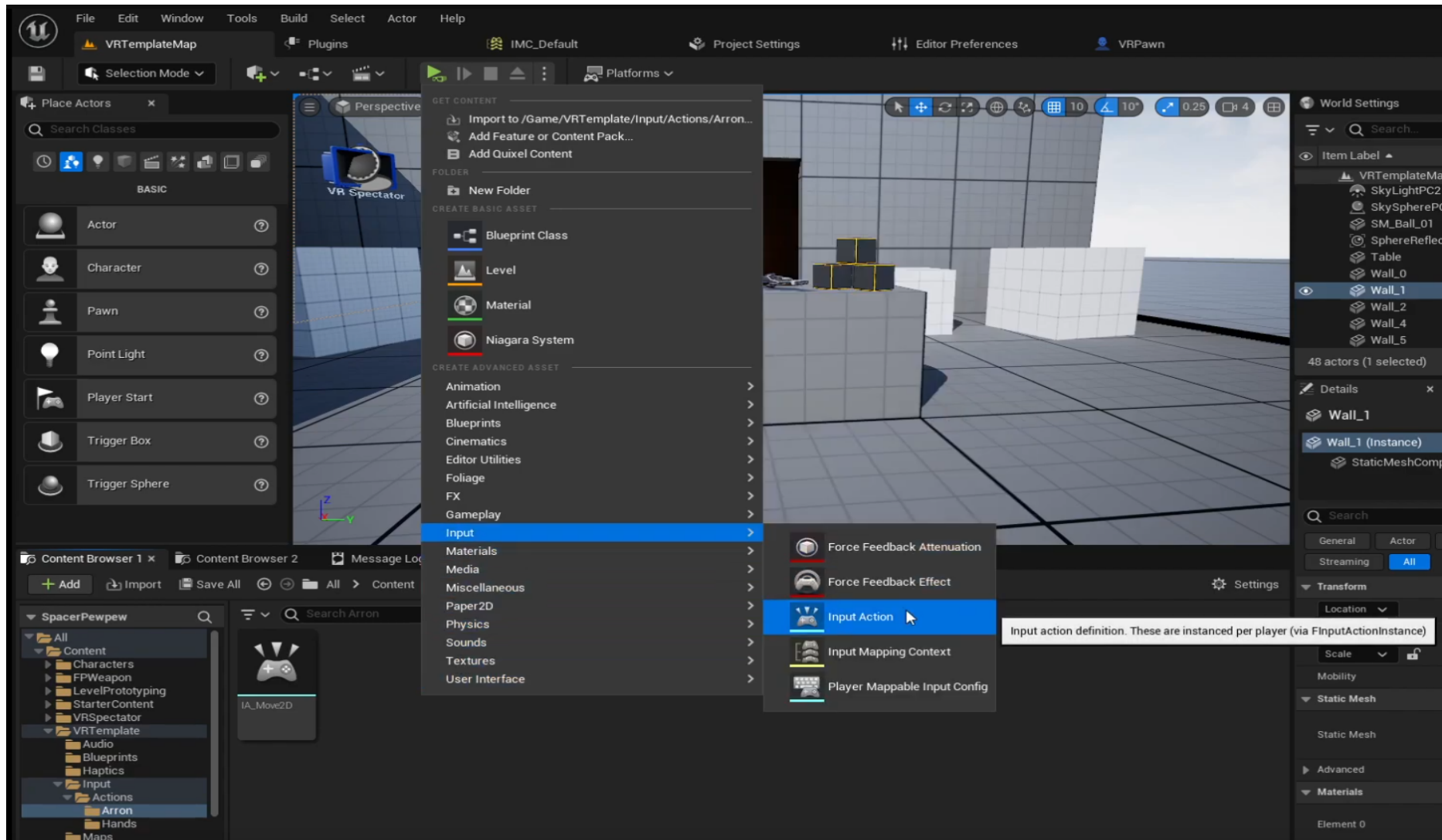
Overview:

We have „Input Actions“ that define what happens in our Gameworld when we press a button. These Inputs are stored in „IMC_Default“ (found in Content - VRTemplate - Input - Actions) and are called Mappings. By pressing the **plus icon** we can add and define new Mappings.



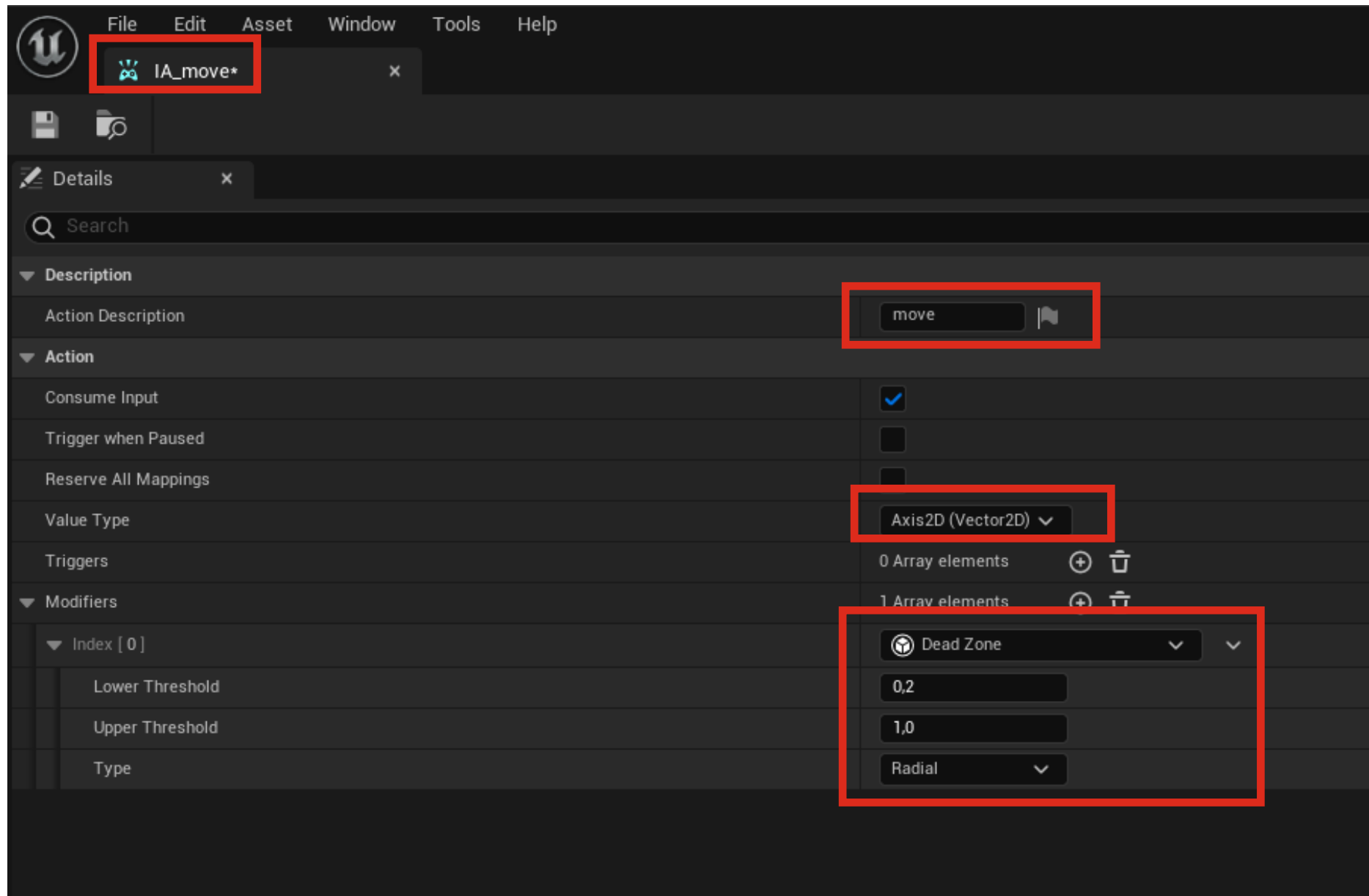
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Create a new Folder in the Actions Folder and right click, then click on „Input“ - „Input Action“. Rename the new InputAction according to your intended Action (in our case IA_Move2D)



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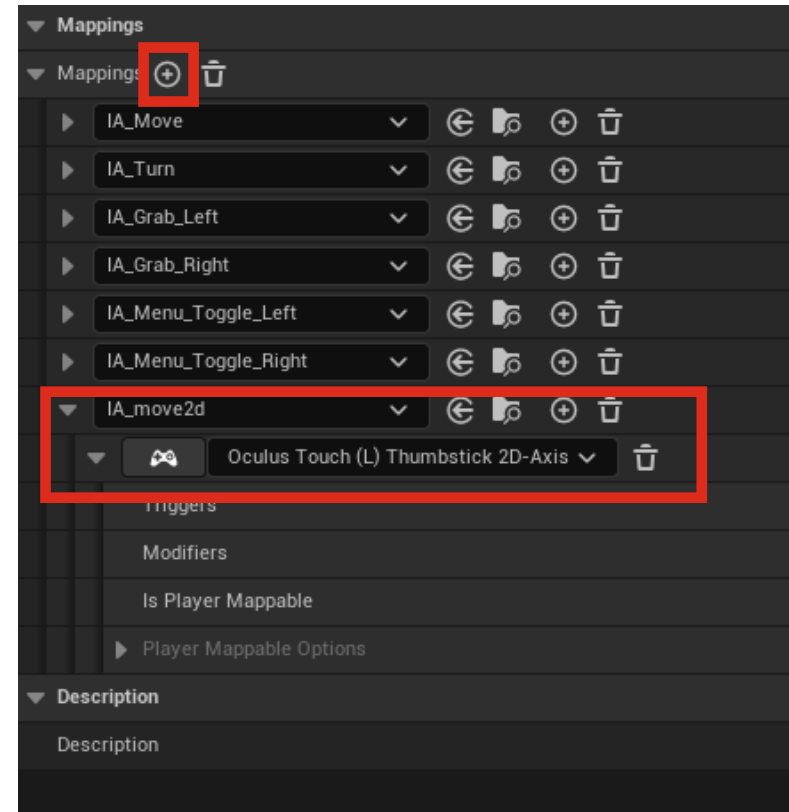
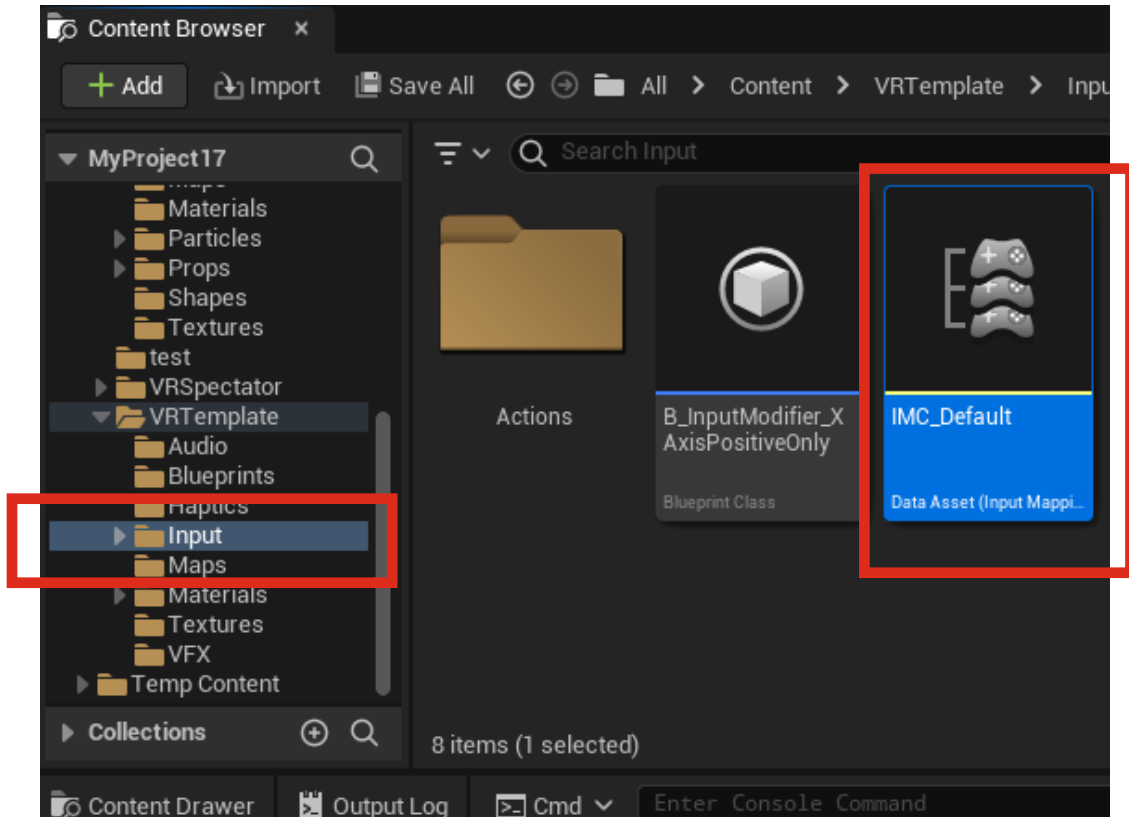
Double click on „IA_Move2D“ and select the shown settings:



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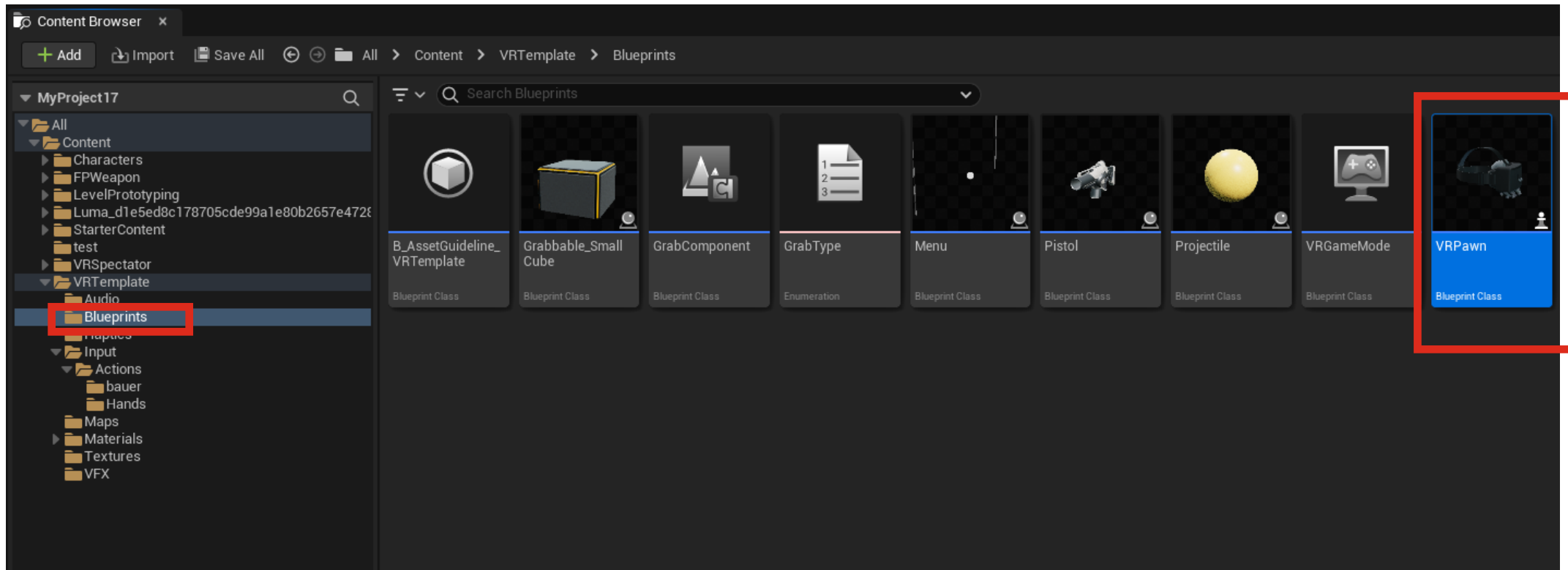
Go to „VR Template“ Input and open „MC_Default“

By pressing the „Plus“ icon you can add a new entry. in the search bar look for your custom input. in the second field you need to select your preferred input Key (in our case the Oculus Thumbsrtick)



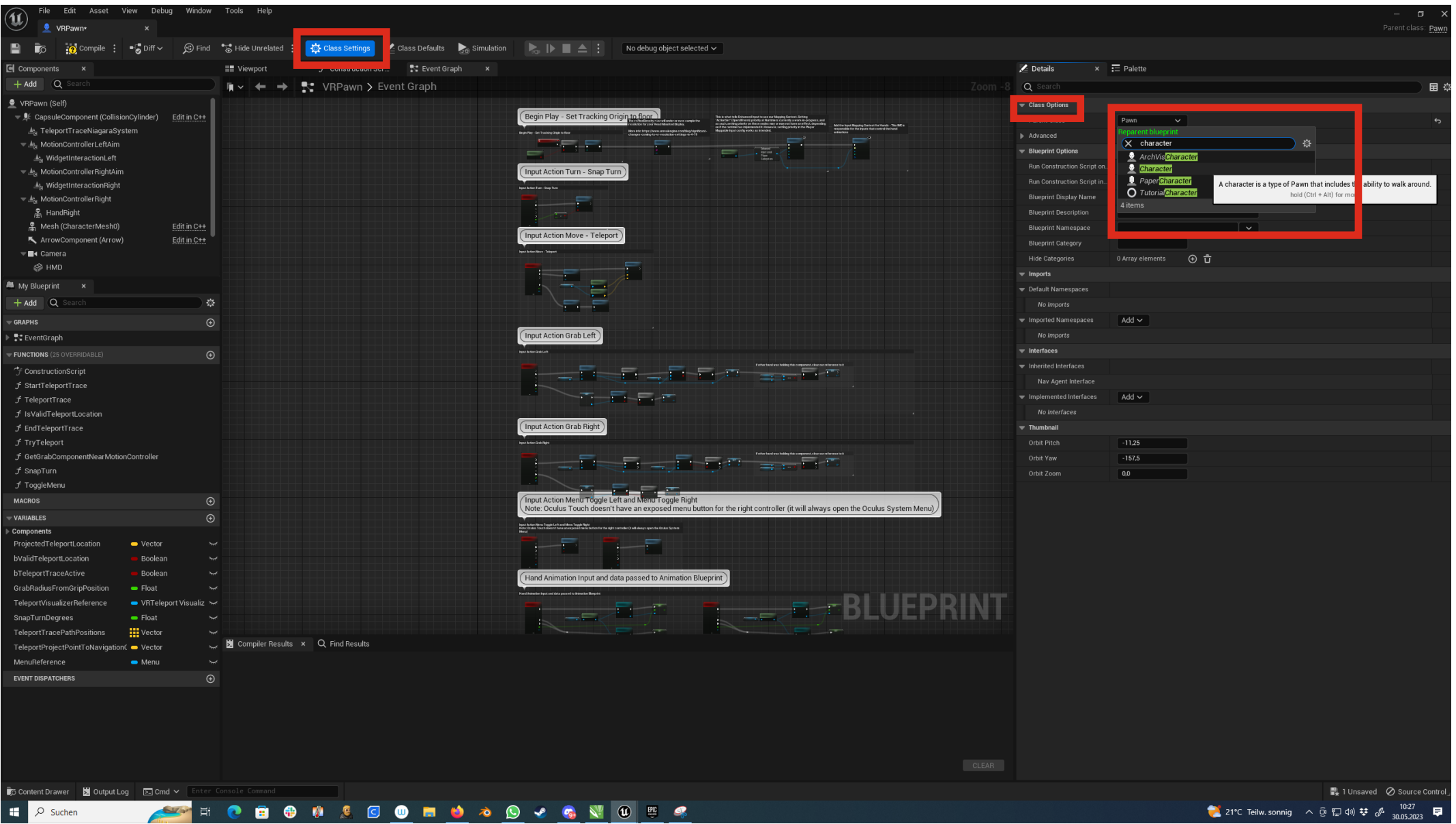
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To „program“ our new Inputs we need to modify the Blueprint of our „Player Character“ the „VRPawn“



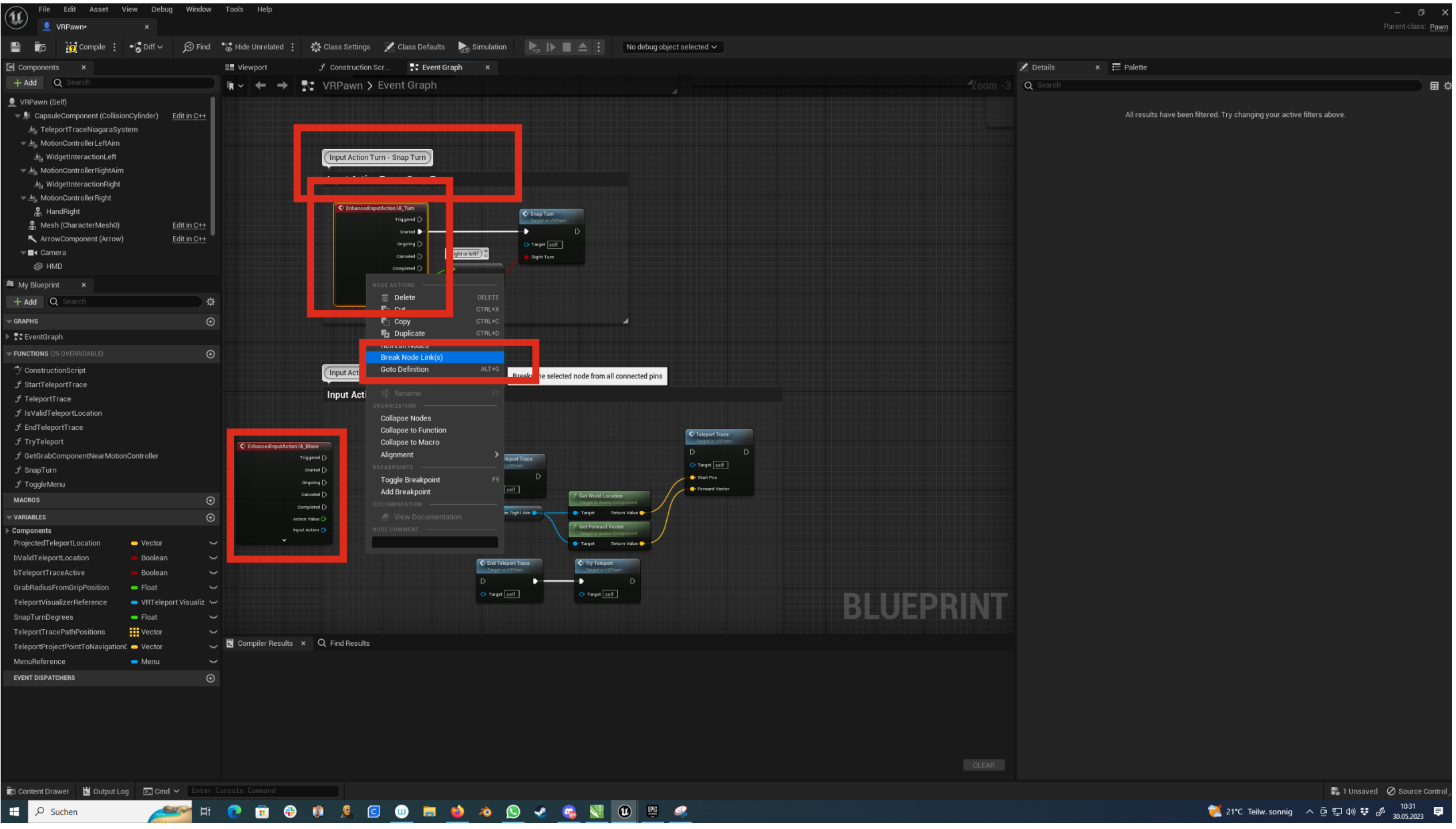
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At first go to „class settings“ and change the class from „pawn“ to „character“



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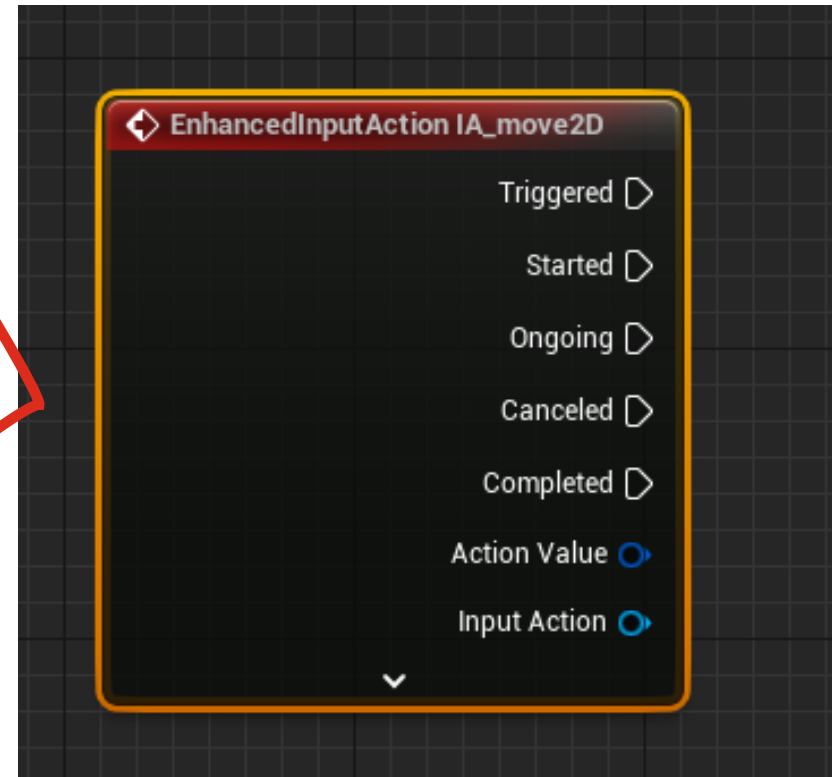
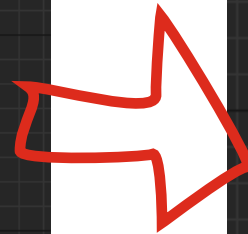
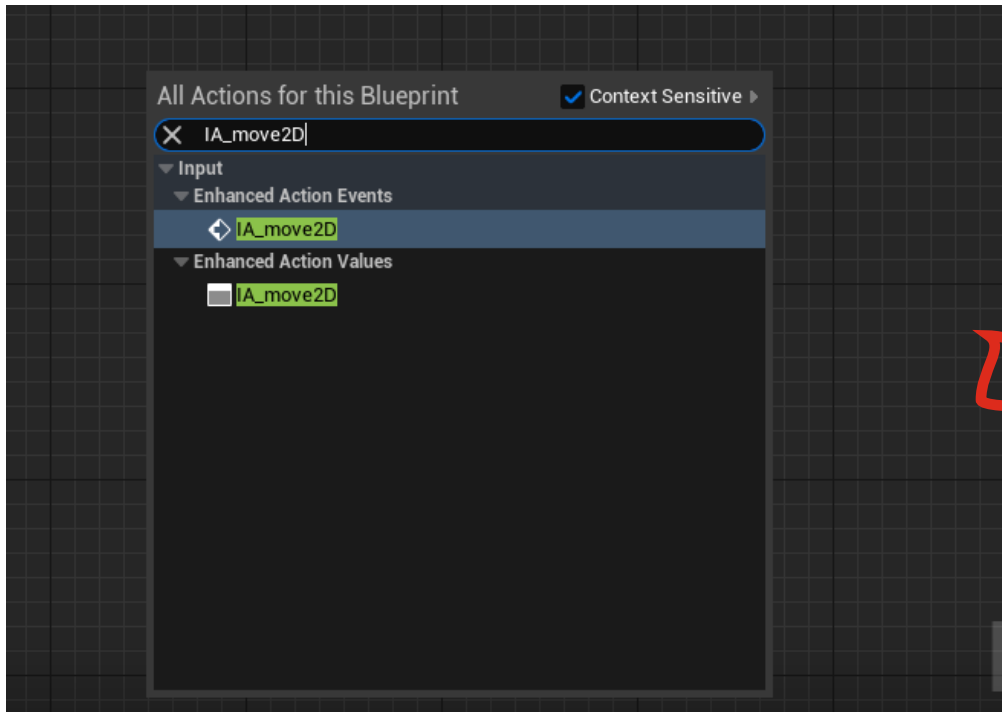
Then deactivate „teleport“ and „turn“ in the Event Graph



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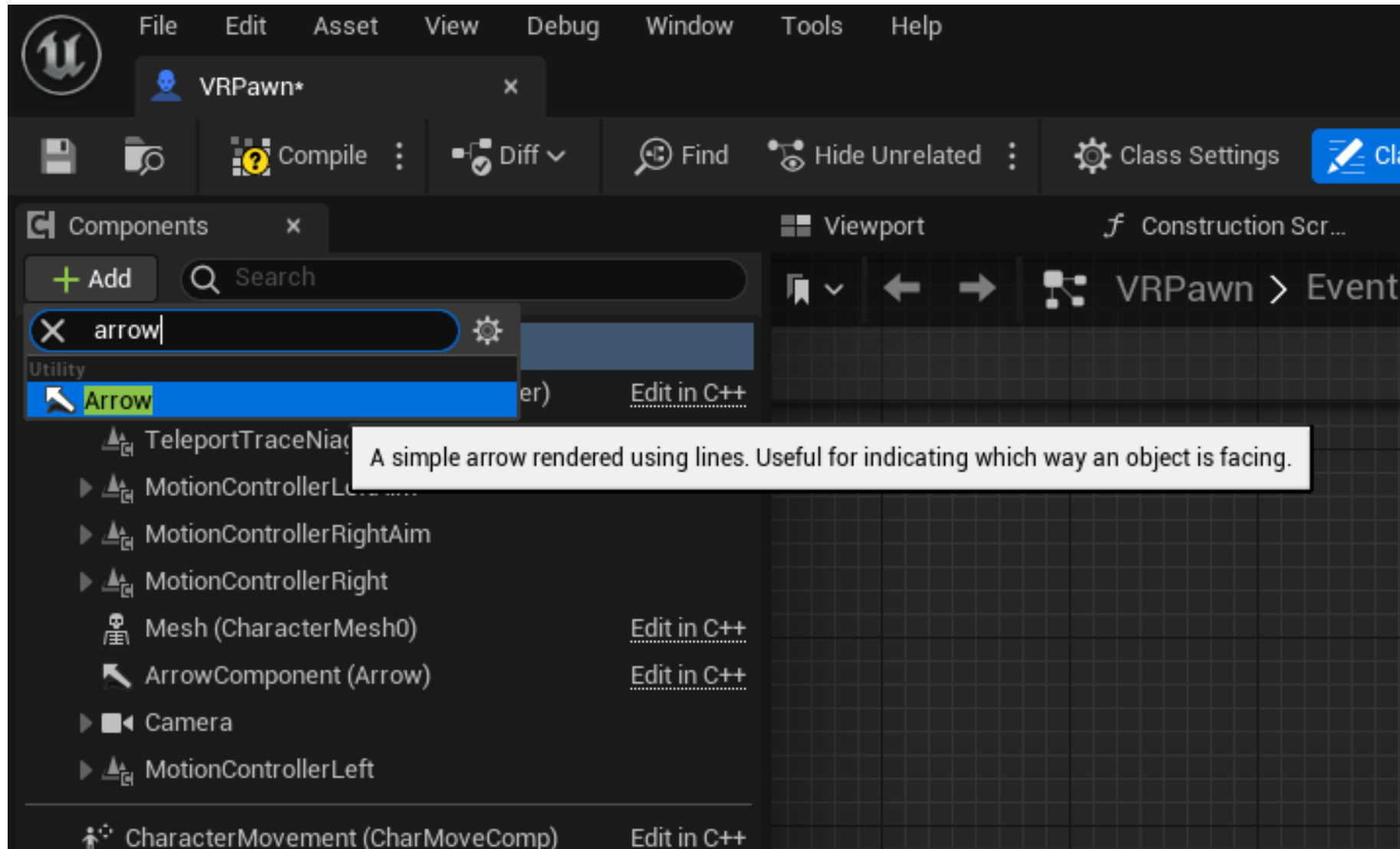
Now we have to add our custom actions to the whole setup.

Fortunately they can be easily added by right clicking and typing the „action name,, (IA_move2D) in the window.



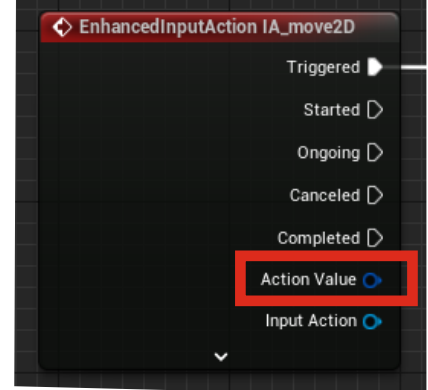
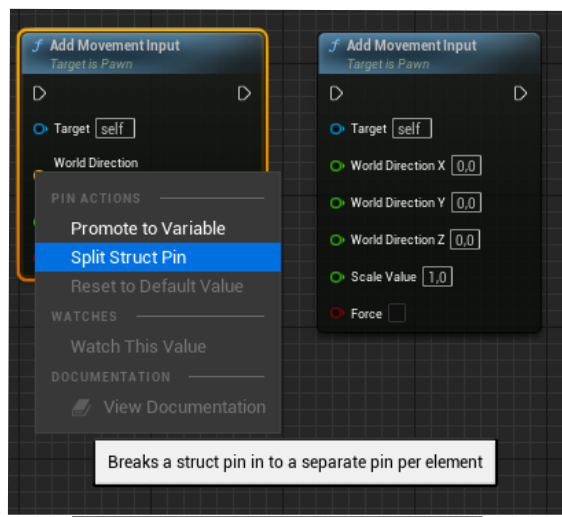
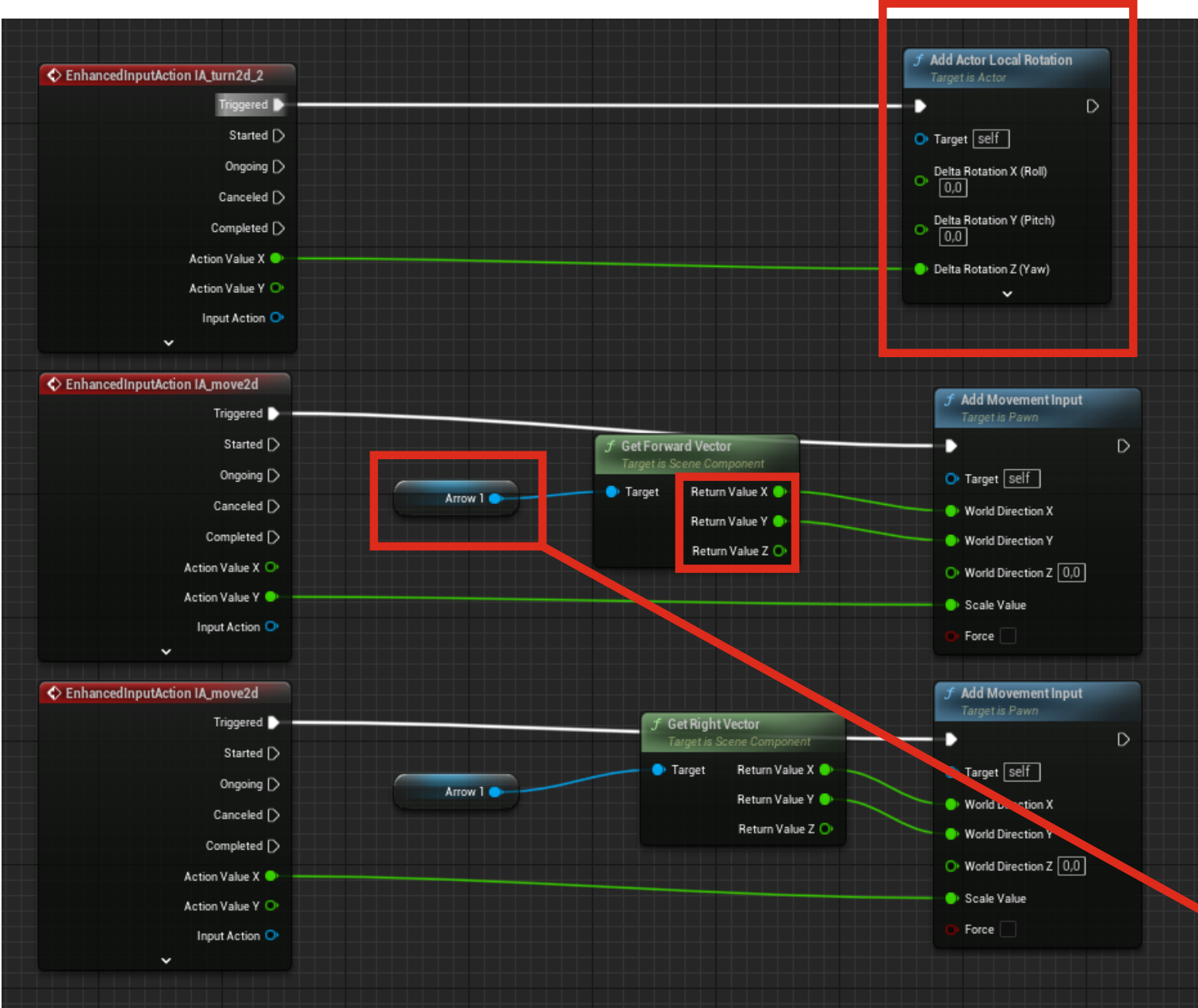
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in the upper left corner add a new component called arrow (doesn't matter where) we will need this to control our turning and walking.



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Finally, to create „smooth locomotion“ copy the setup as as shown below.



dont forget to split the world direction ,the action value, and the return value

Drag it in from the content window.