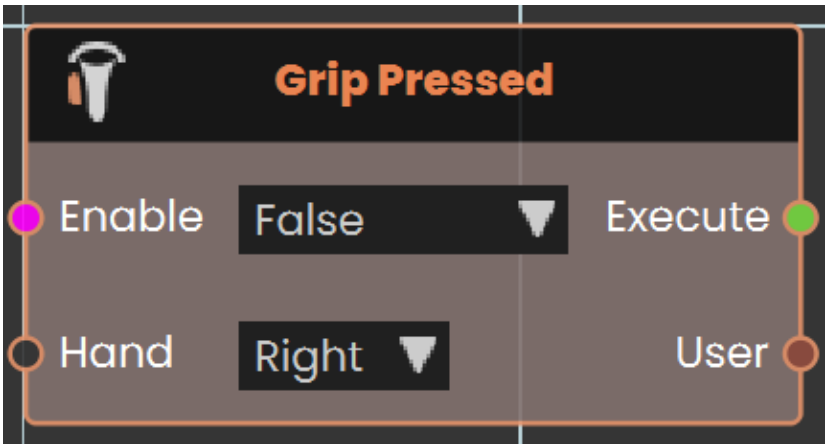
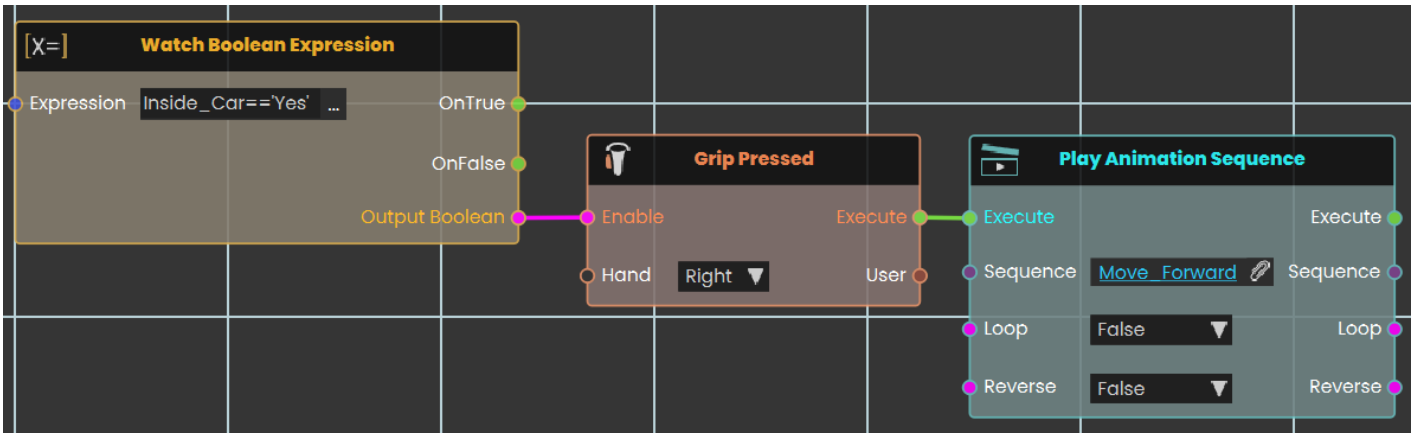
Controller

Grip Pressed



The **Grip Pressed node** enables the user to detect when the VR controller's grip is pressed. By connecting a response to this node, the specified action is executed each time the grip is pressed, allowing for interactive controls within the VR Experience.

Example



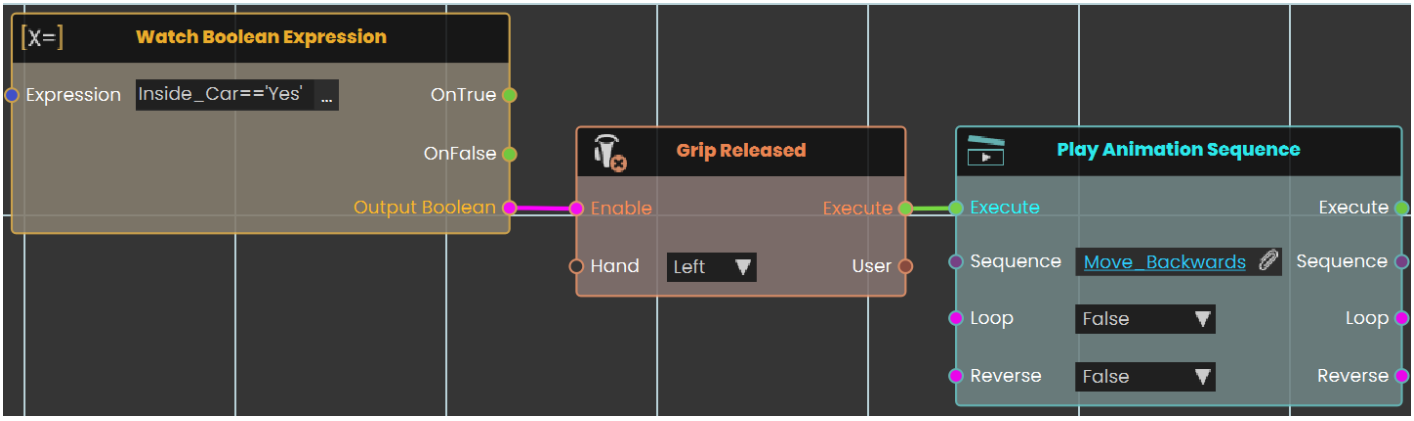
In this example, a **Grip Pressed node** is used to execute a response. Once the Grip press is triggered, the Grip Pressed node checks the boolean value. If the condition is met, the connected response executes, and the animation plays during the VR Experience.

Grip Released



The **Grip Released node** enables the user to detect when the VR controller's grip is released. By connecting a response to this node, the specified action is executed each time the grip is released, allowing for interactive controls within the VR Experience.

Example



In this example, a **Grip Released node** is used to execute a response. Once the Grip released is triggered, the Grip Released node checks the boolean value. If the condition is met, the connected response executes, and the animation plays during the VR Experience.

👐 Hand

Hand gestures in VR are becoming more natural and intuitive than ever. No need for the user to fully close hand to grab objects — now, a drawer can be opened effortlessly using just two fingers, just like in real life.

With enhanced gesture control, users can interact with virtual world in a way that feels smooth, and precise, check this tutorial.

https://www.youtube.com/embed/YkPAQTO5GKE

Revision #11
Created 2024-08-28 08:48:16 UTC
Updated 2026-03-25 13:27:11 UTC by Samia Sabri