

Link Controller Inputs and Clipping Planes

How to clip through 3D objects in-game with ClippingPlaneControls script in Unity

Scripts required: ClippingPlaneControls

GitHub link: <https://github.com/Know-Thymself-as-a-Virtual-Reality/KTVR-DICOM-Tools>

VIMEO link: <https://vimeo.com/730610533/41177a6ee2>

Step by step (preparation):

1. Ensure that the [OVRPlayerController](#) is installed (full instructions [here](#)).
2. Use the [GenericLoader](#) script to load a dataset into Unity (full instructions [here](#)).
3. Add controller functionality and dataset grab capabilities (full instructions for [SelectionManager](#) and [OVR Grabbable Extended](#)).

Step by step (attach the components and script):

4. With the dataset highlighted in the project hierarchy, click the [Add Component](#) button and search for [ClippingPlaneControls](#) (fig. 1). Hit [enter](#) to add.
5. To attach the [Tracking Space](#), open the [OVRPlayerController](#) in the project hierarchy, then [OVR Camera Rig](#). Then find [Tracking Space](#) (fig. 2).
6. Make sure that your dataset is highlighted in the hierarchy, then click and drag the [TrackingSpace](#) to the [OVR Tacking Space](#) field in the [Clipping Plane Controls](#) inspector tab (fig. 3). Click the [play](#) button to use the controls.

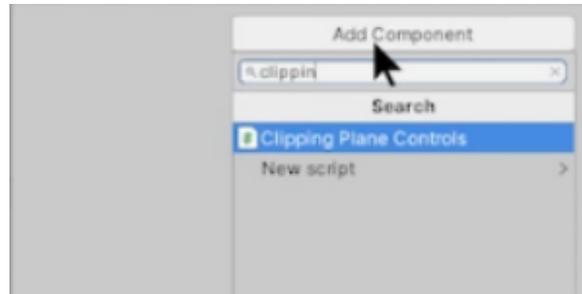


Fig. 1

Click Add Component to find the ClippingPlaneControls

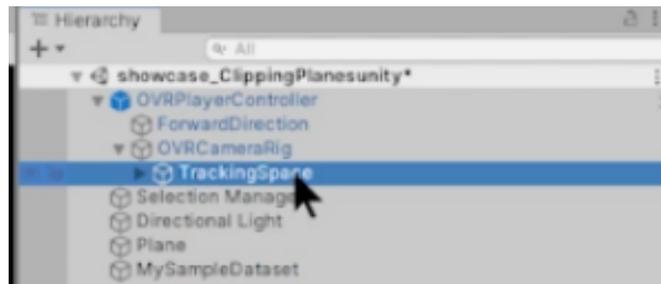


Fig. 2

Location of TrackingSpace within OVRPlayerController

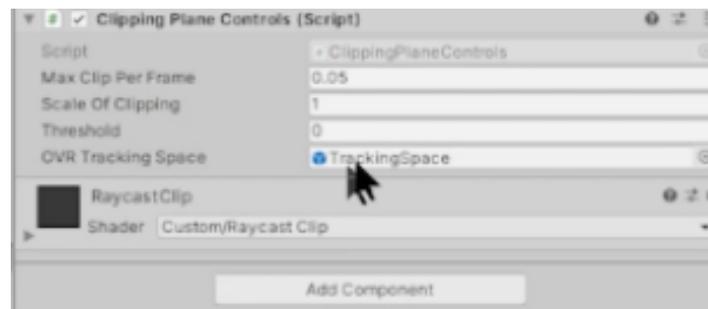


Fig. 3

Drag the TrackingSpace to the OVR Tracking Space field

Note:

- Using both controllers, press and hold index triggers, then move hands toward the model with palms facing the direction you'd like to clip away.

