

# VR Controllers mapping for VHT

## Valve Knuckles EV2 EV3 controllers




Version 1.0

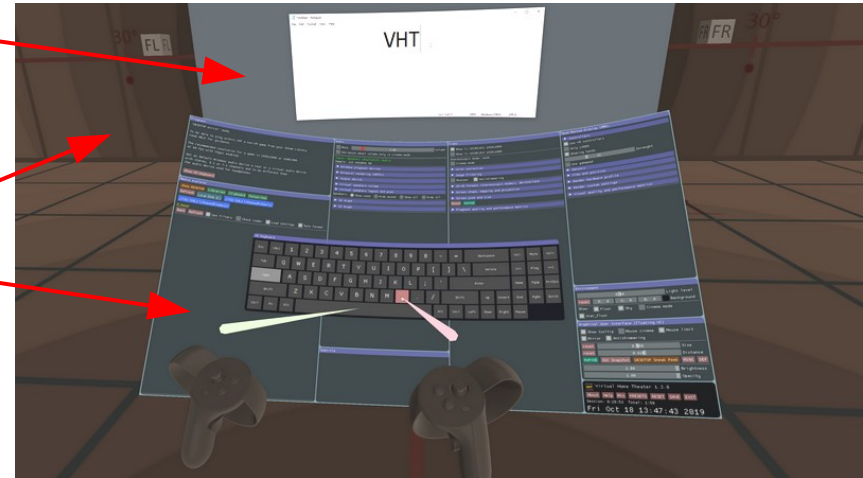


Virtual  
Home  
Theater

<https://www.virtualhometheater.com>

# Terminology and symbols used:

- #1, #2, ... - your inputs commands order of execution
-  - The direction in which the controller 'laser' must be pointed in order for the commands to be valid
-  - A pink 'laser' beam means that the controller is master
-  - A green 'laser' beam means that the controller is secondary
- DESKTOP - the mirrored desktop screen surface
- ANY - any direction
- Outside (away from the video and GUI screens)
- GUI - the VHT's virtual user interface surface



# Introduction:

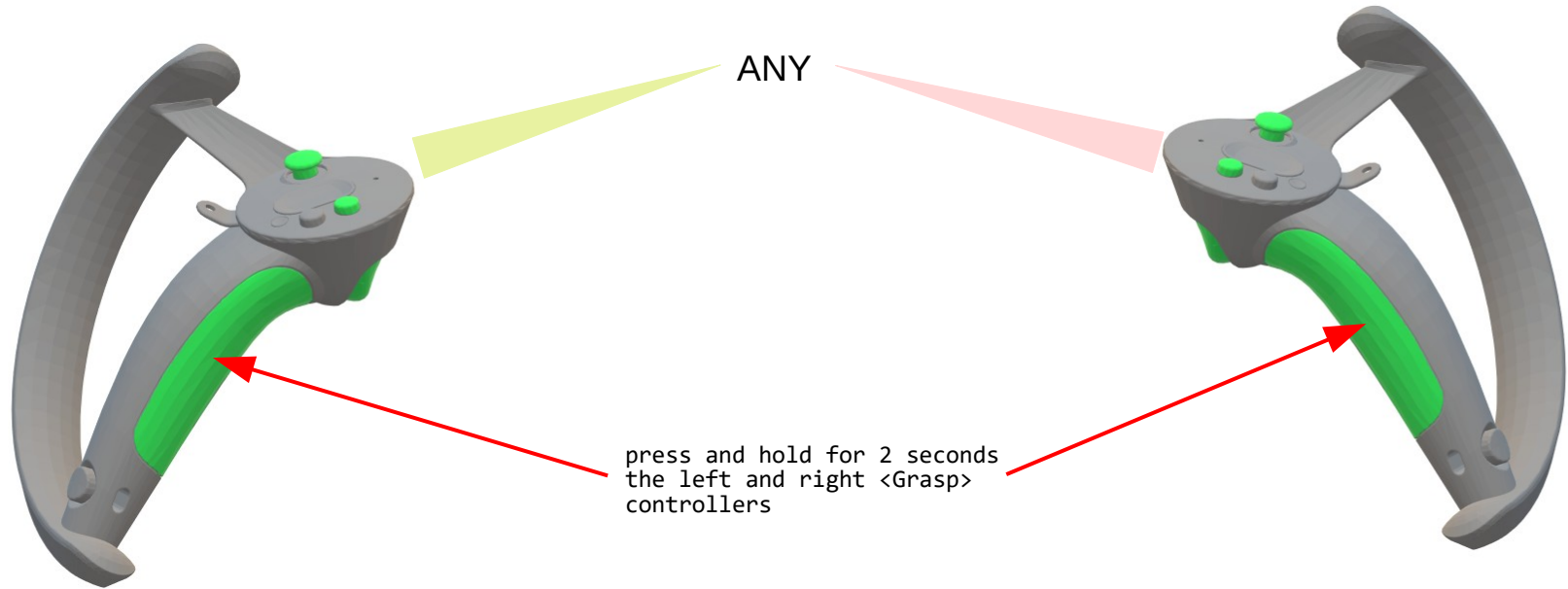
To support ambidextrous functionality the VR controllers will not be categorized as left or right but as main and secondary role VR controller.

You can change the role of a VR controller by pressing the <Trigger> button from a VR controller.

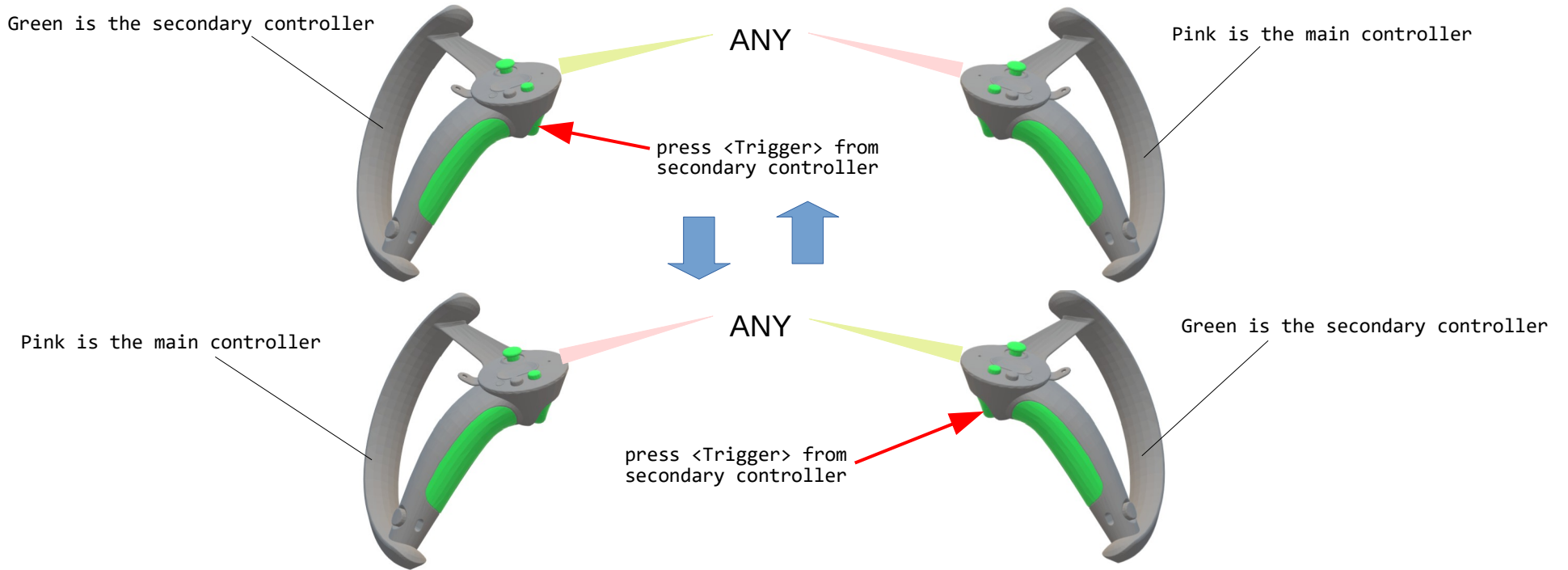
The main VR controller will have a pink color 'laser' ray.  
A secondary VR controller will have a green color 'laser' ray.

General use shortcuts.

To turn ON or OFF the mouse pointer device function

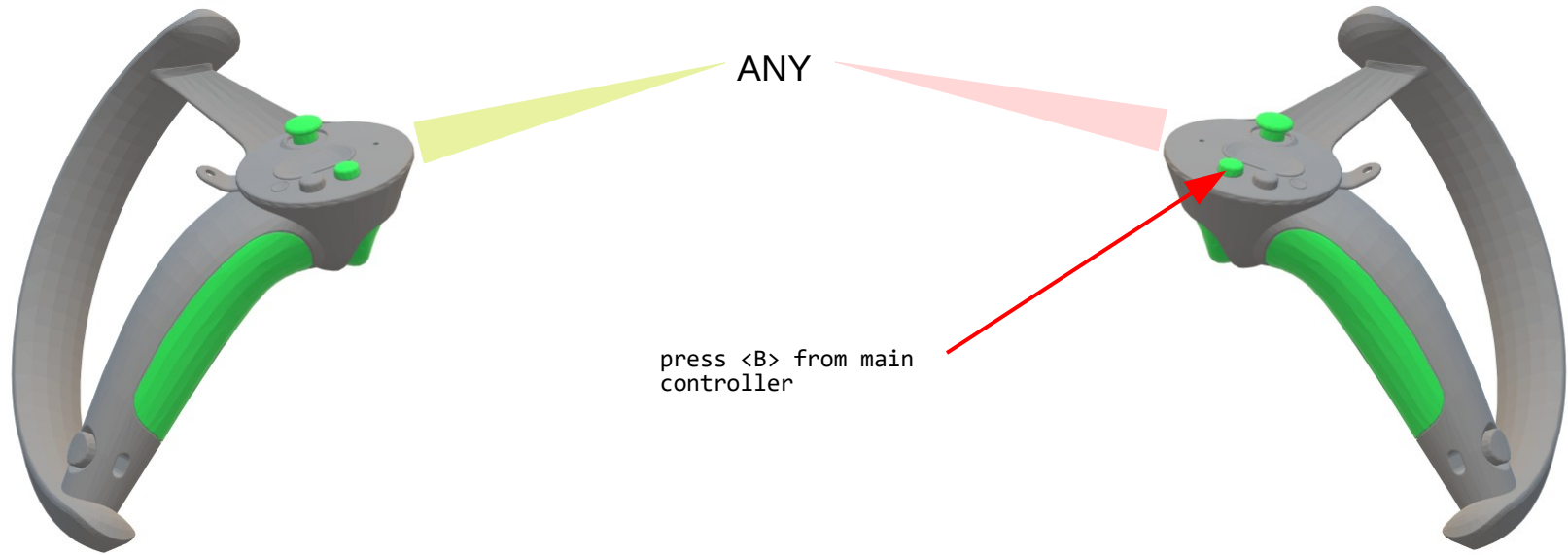


# To swap the VR controllers roles



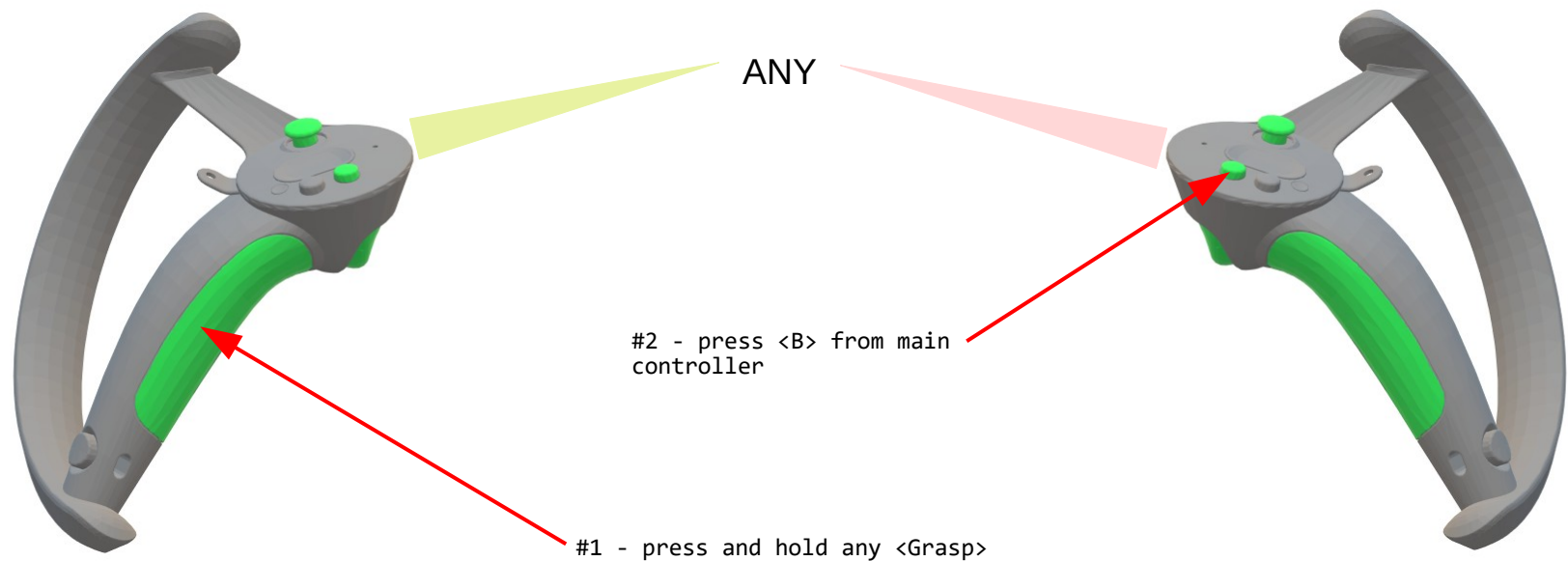
If you are left or right handed.

To recenter (repose GUI and HMD)



Used when you change your position in the room (e.g. from chair to sofa).

To repose only GUI in front of your face

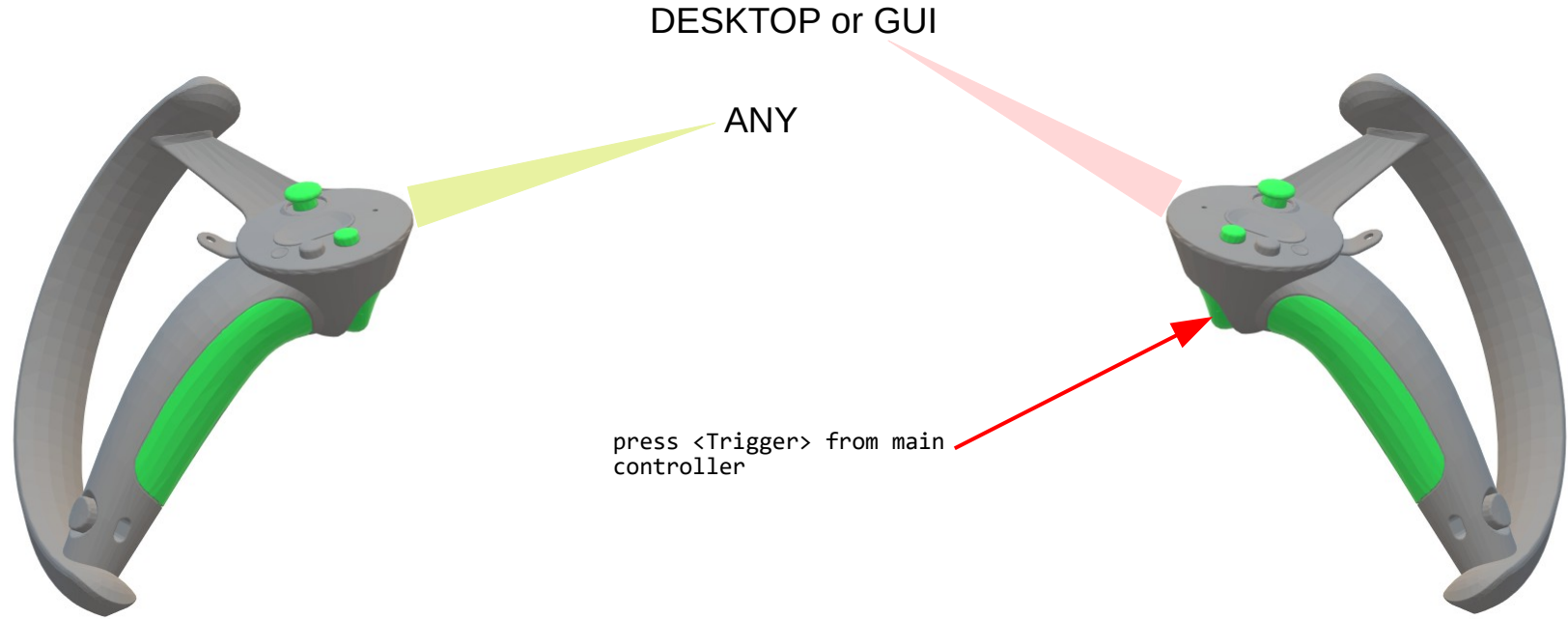


Used to repose VR keyboard.



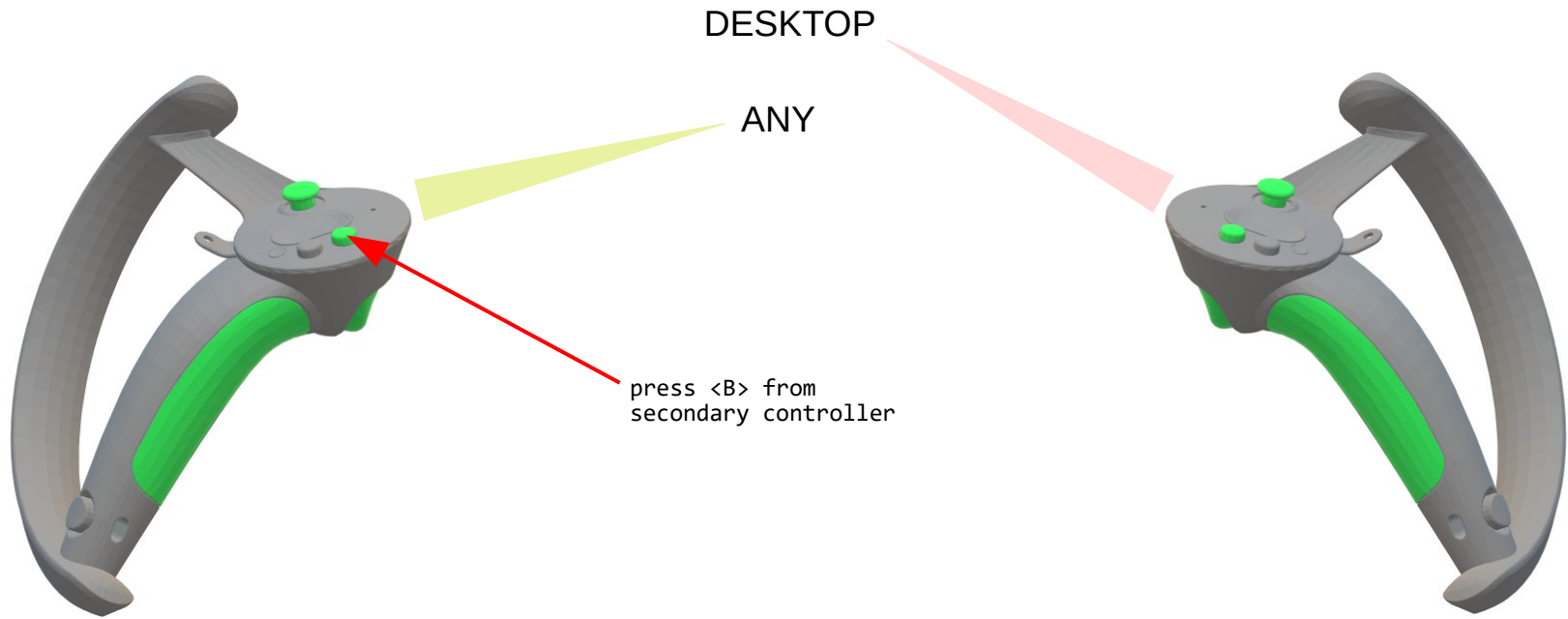
Mouse shortcuts.

To simulate a left mouse button press-unpressed



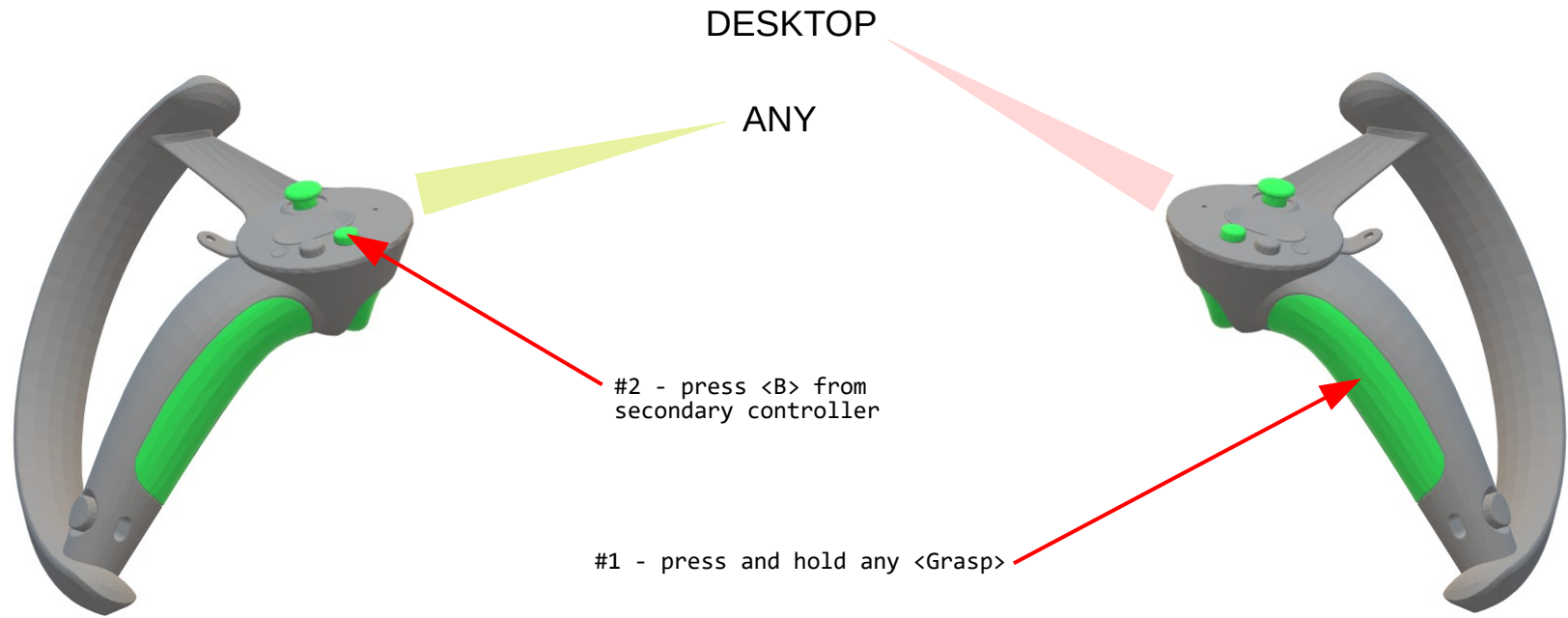
Used to move windows, set a slider, drag a photo or to interact with the VHT's GUI.

To simulate a left mouse button click  
only in 'desktop mirror' mode



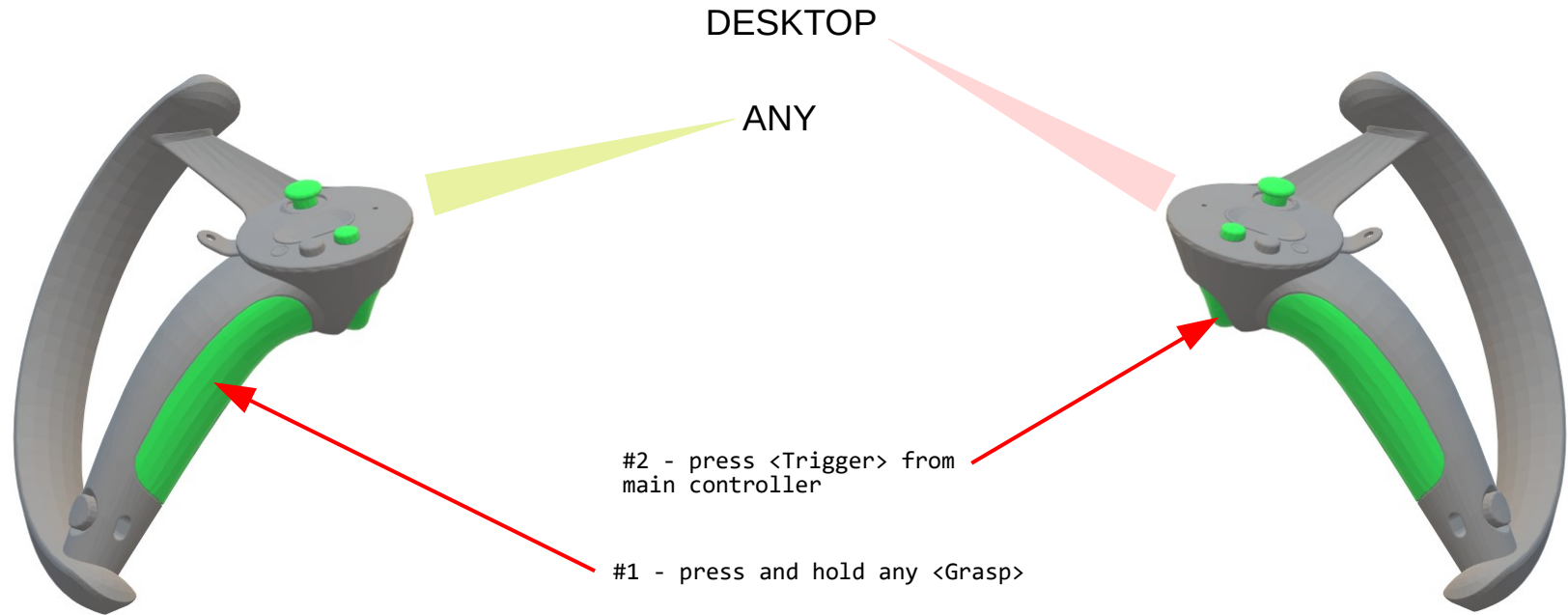
Used to click on hyperlinks, buttons, set focus ...

To simulate a left mouse button double click  
only in 'desktop mirror' mode



Used to maximize a window or a video screen.

To simulate a right mouse button press-unpressed  
only in 'desktop mirror' mode



Used to pop-up menu.

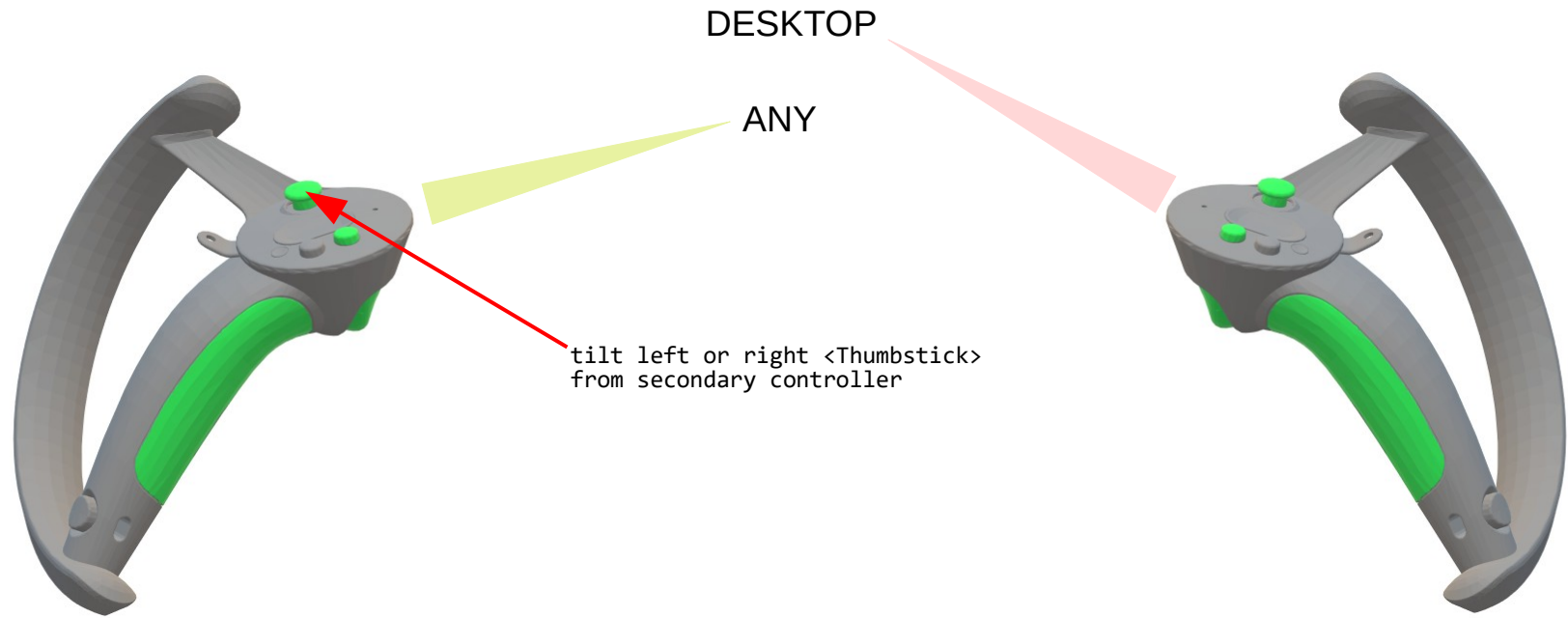
Web browsing shortcuts.

To simulate a mouse wheel scroll  
only in 'desktop mirror' mode



Used to scroll web pages up or down.

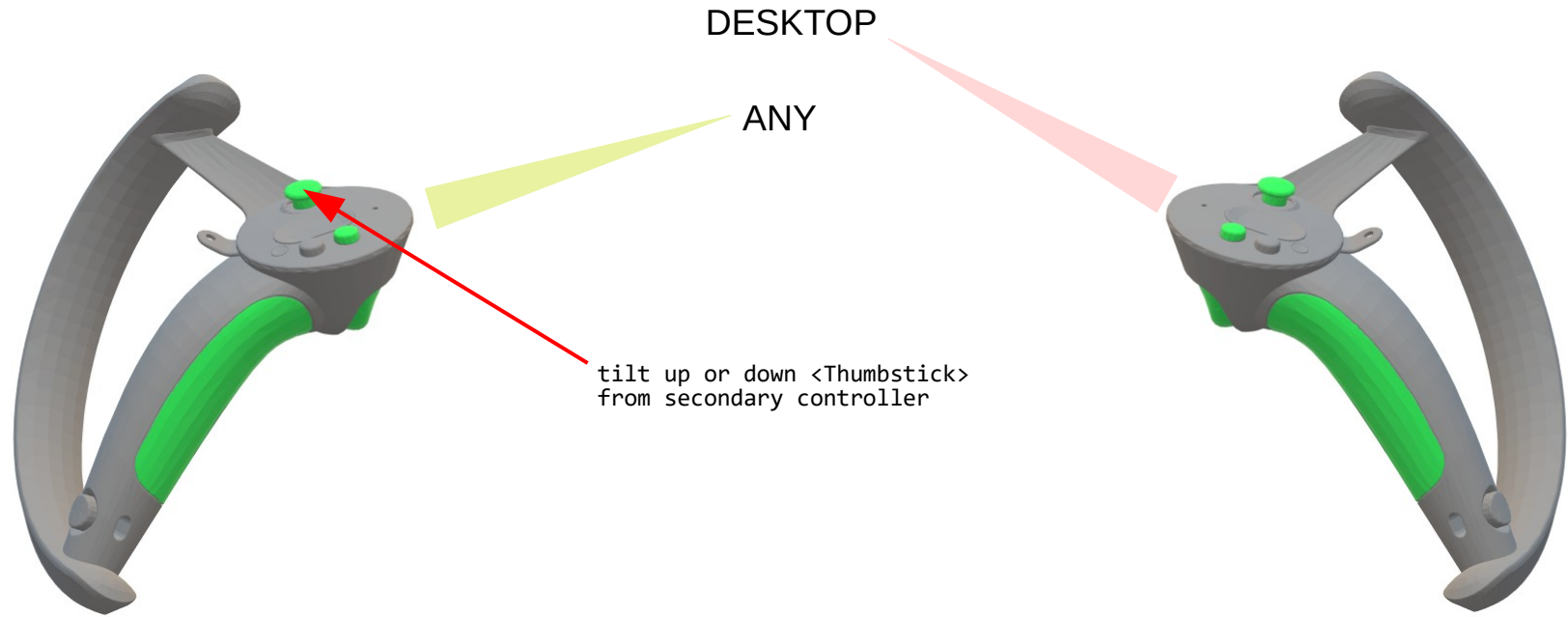
To simulate a 'go forward or back one page'  
only in 'desktop mirror' mode



Used to go forward or back one web page.



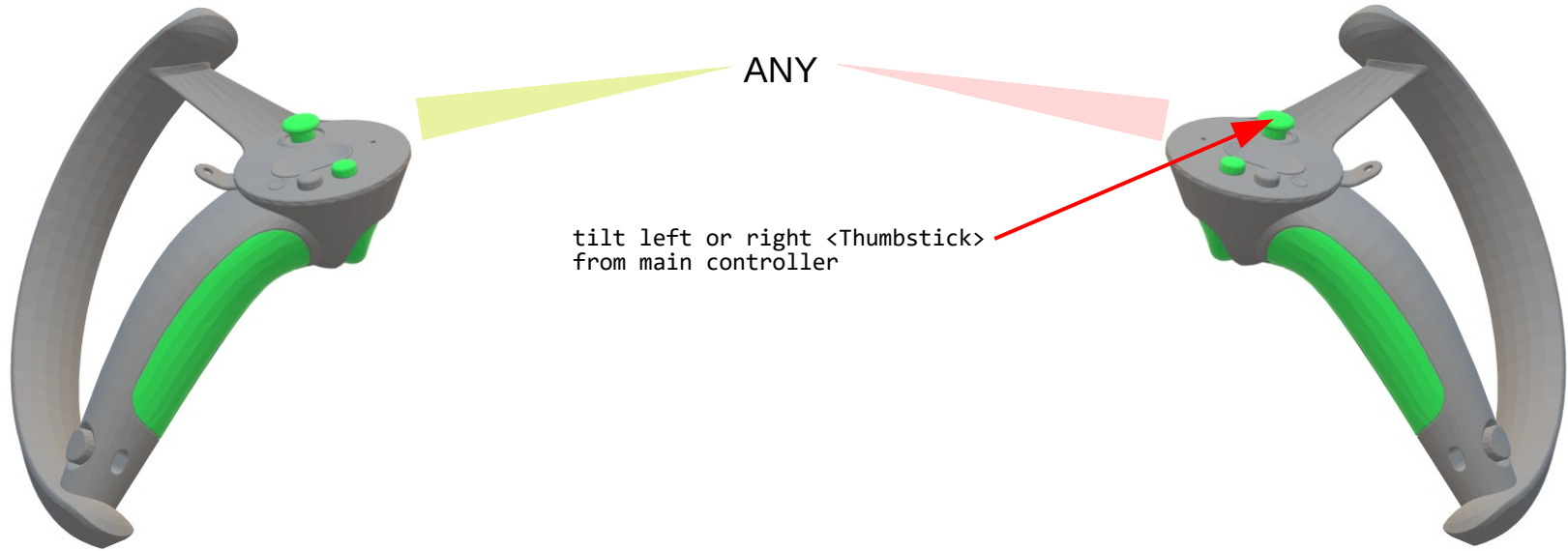
To simulate a zoom in or out  
only in 'desktop mirror' mode



Used to zoom in or out a web page if the text is too small to read.

Playback shortcuts.

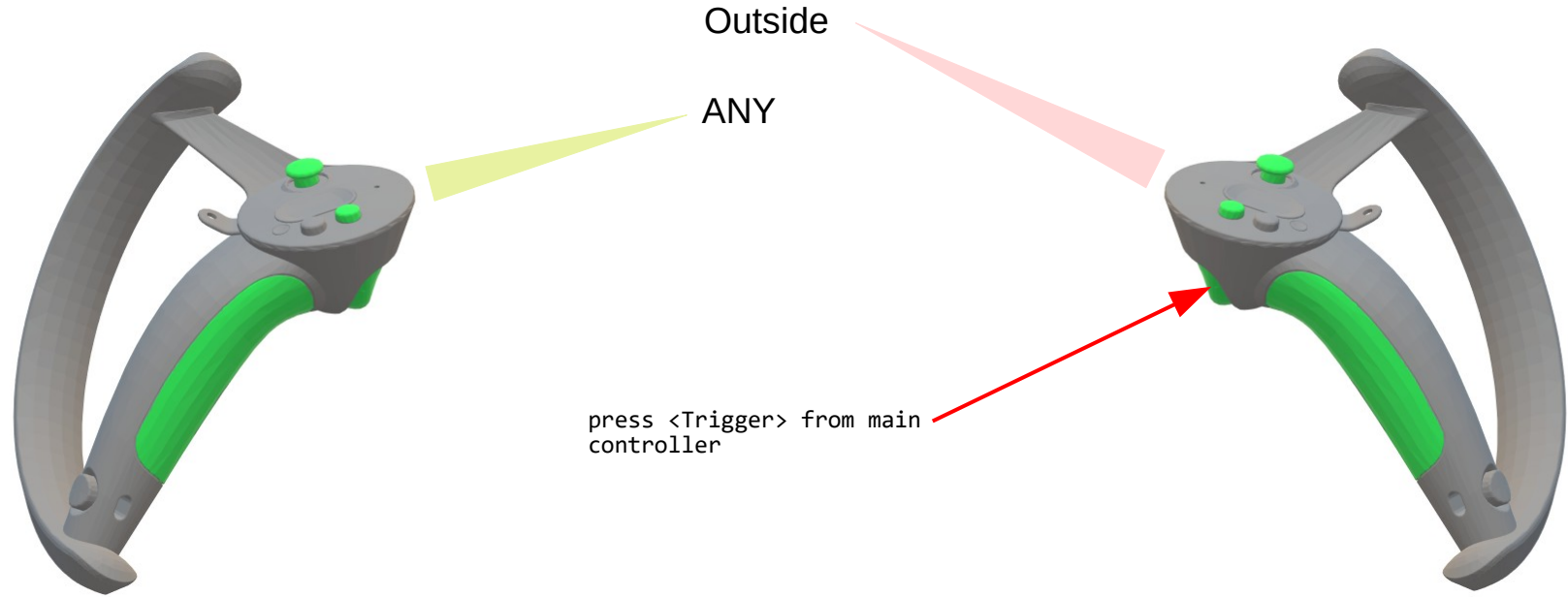
To change the VHT's master volume level  
for playback or in 'desktop mirror' mode



ANY

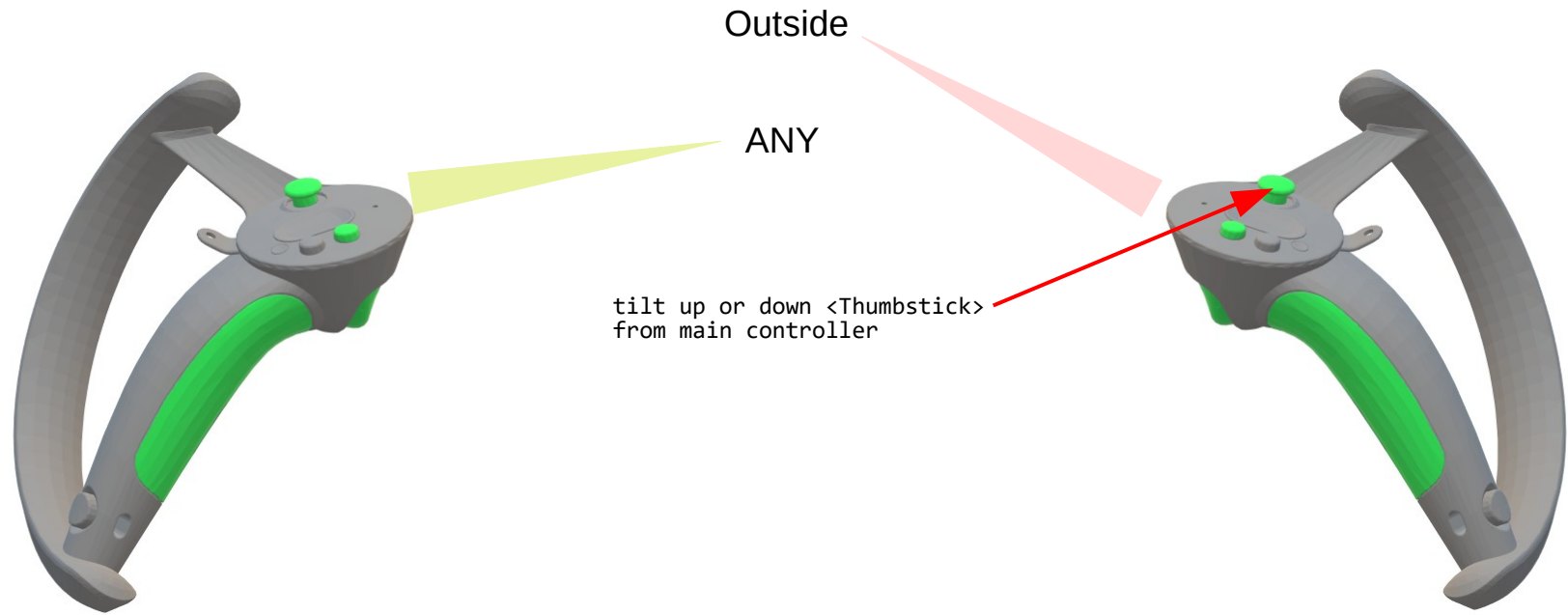
tilt left or right <Thumbstick>  
from main controller

To turn ON or OFF the 'cinema mode'  
(show only the video screen and 3D graph)

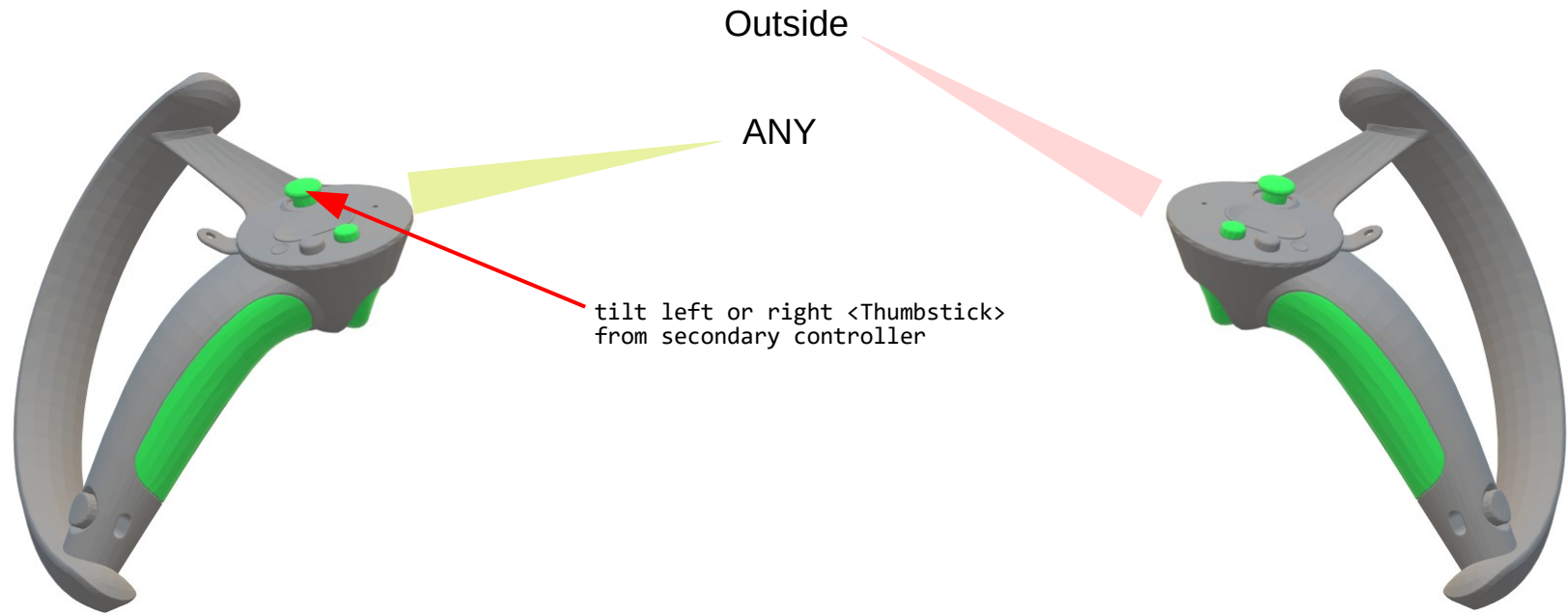


Video screen shortcuts.

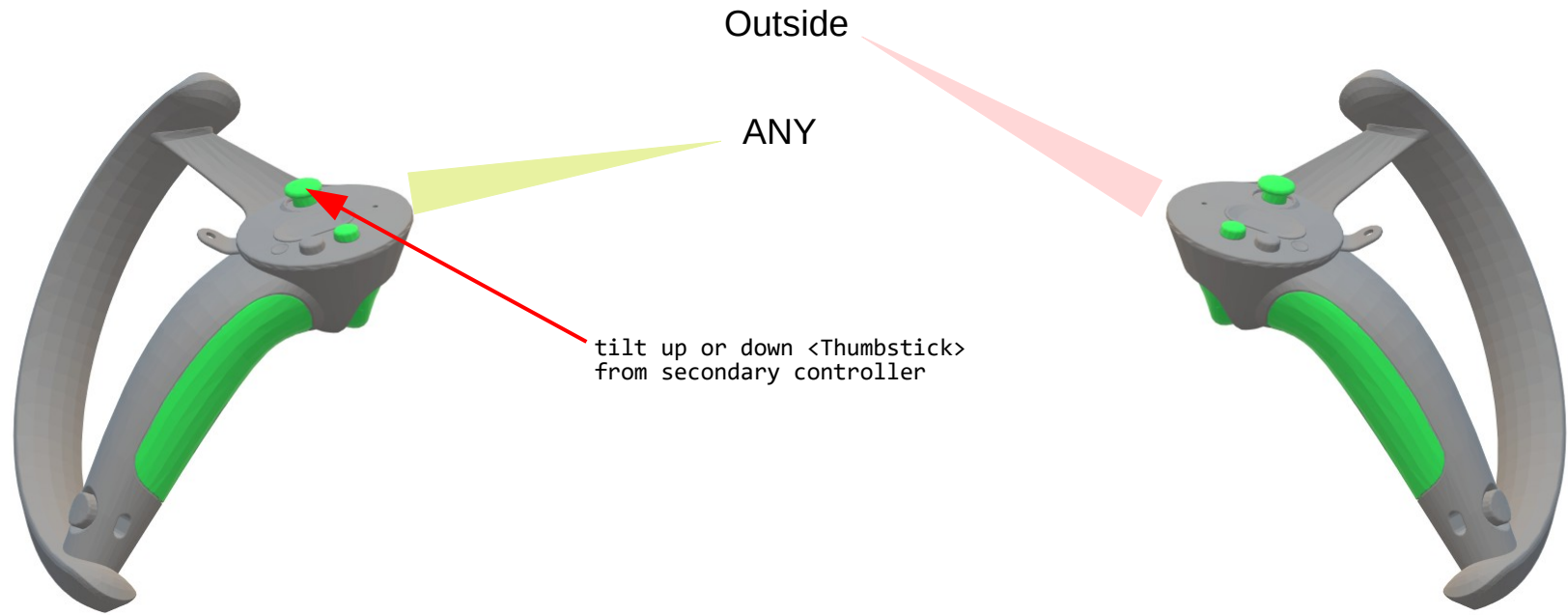
# To change the video screen size



# To change the video screen distance

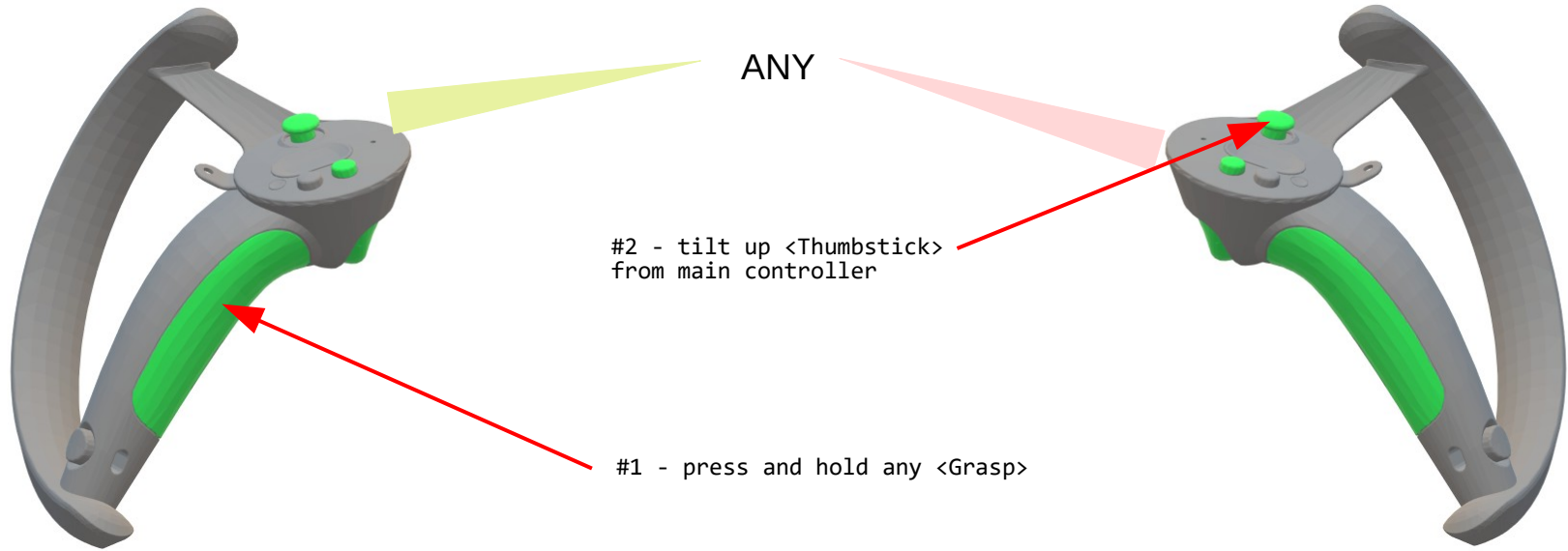


# To change the video screen height



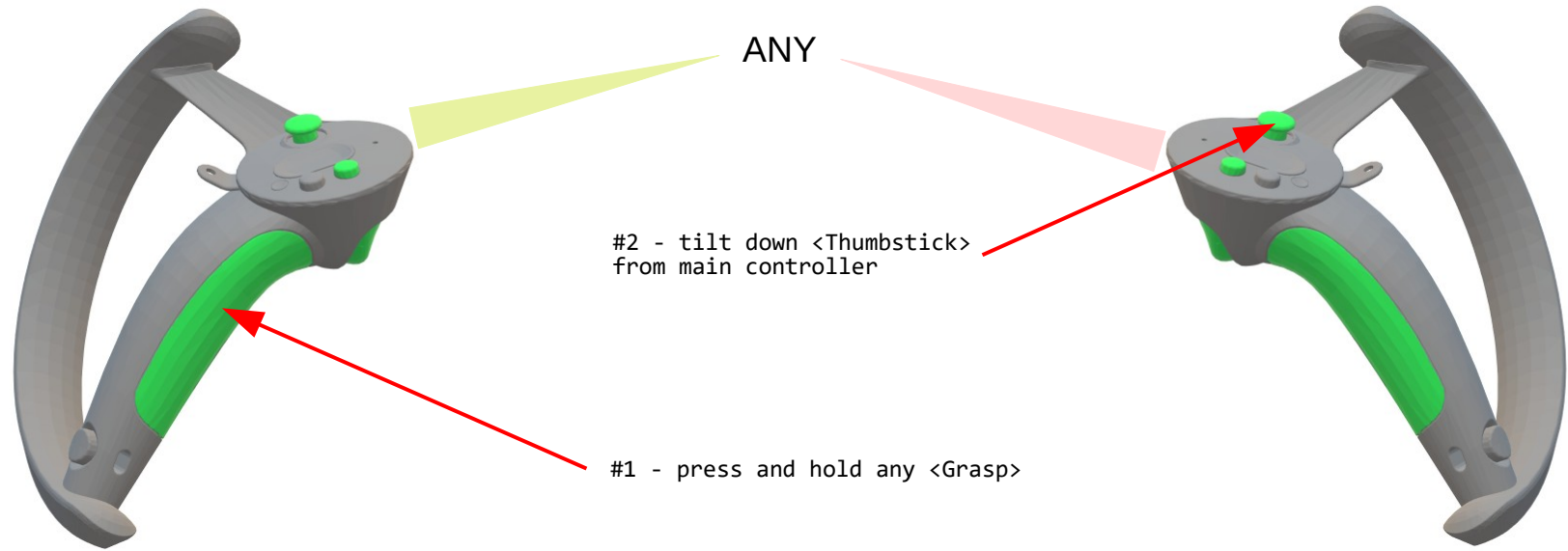


To repose the video screen in front of your view direction  
and pointing to your face

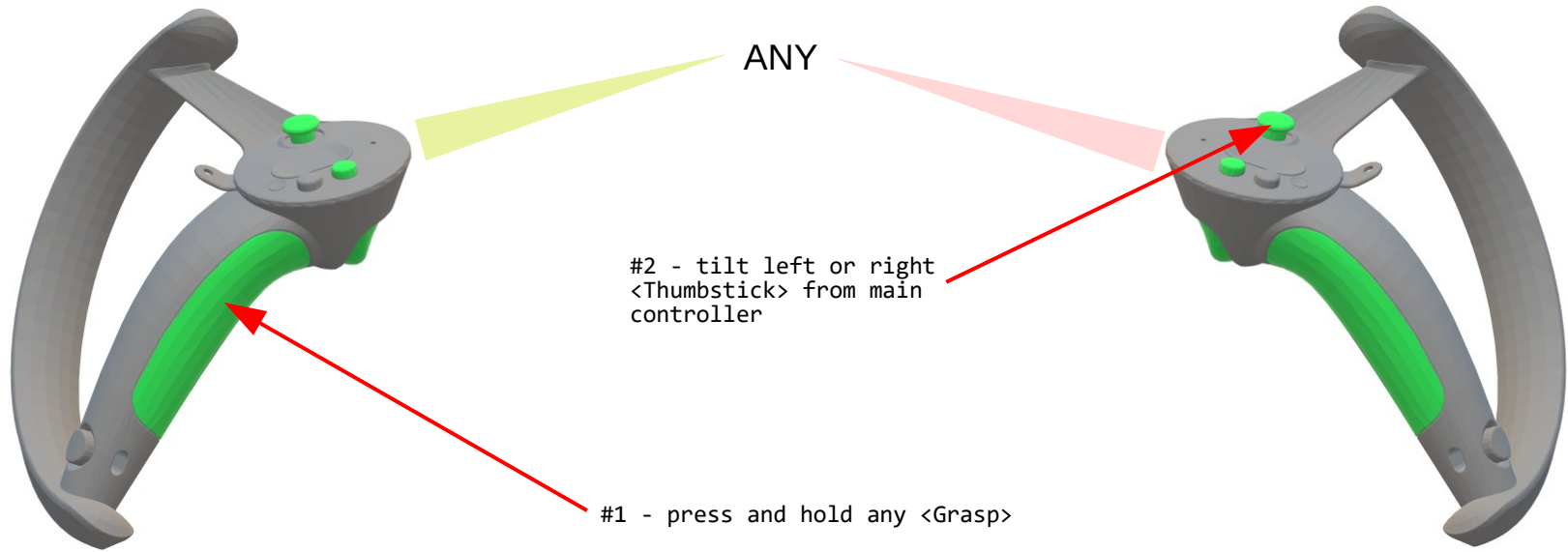


Used when watching the movie lying on your back.

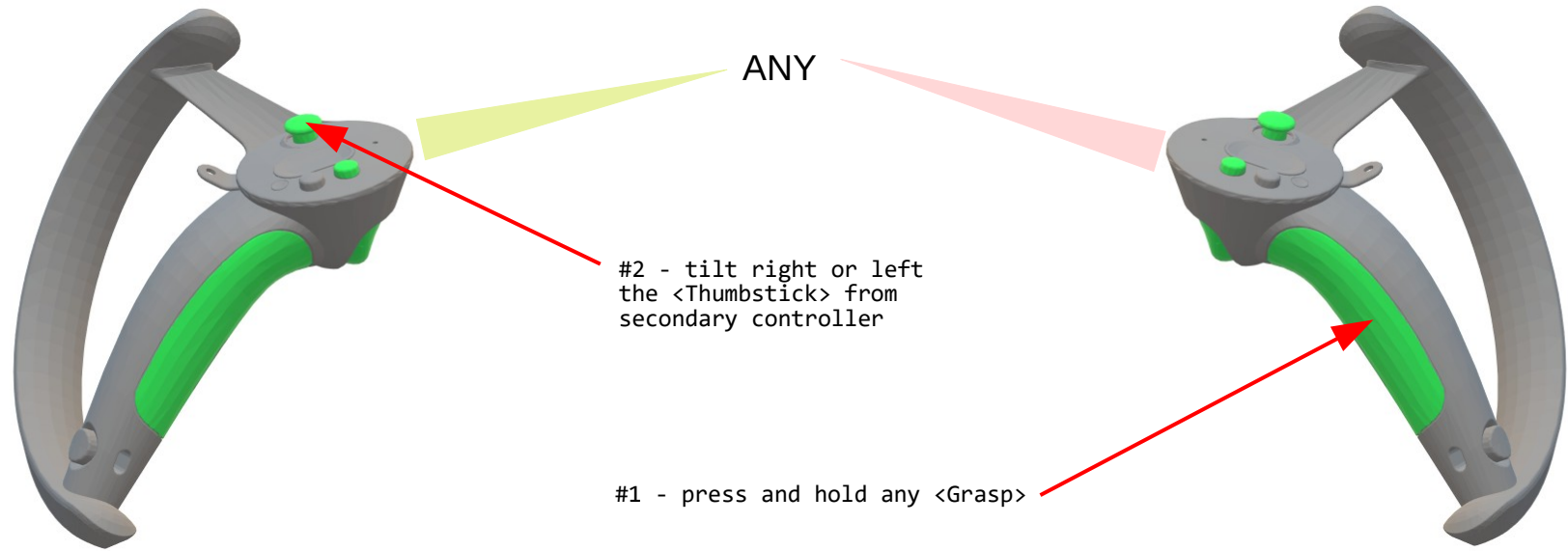
# To reset the pose of the video screen



# To cycle through the screen preset poses



To cycle through the 2D or 3D video image formats



To cycle through the screen shapes/projection/mapping

