Unity Input - Mobile Devices

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Unity Input - Compass

• Access mobile device’s compass, if available.
• Input.compass
• Members
  – Input.compass.rawVector (Vector3)
    • Raw read from magnetometer
  – Input.compass.magneticHeading (float)
    • Heading in degrees relative to the magnetic North Pole.
    • Measured relative to the top of the screen in current orientation. (See Input.deviceOrientation.)
Unity Input - Compass

- Access mobile device’s compass, if available.
- Input.compass
- Members
  - Input.compass.trueHeading (float)
    - Heading in degrees relative to the geographic North Pole.
    - Measured relative to the top of the screen in current orientation. (See Input.deviceOrientation.)
    - Must have location services enabled.

Unity Input – Acceleration

- Access mobile device’s accelerometer, if available.
- Input.acceleration (Vector3)
- Members
  - Input.acceleration.x (float)
  - Input.acceleration.y (float)
  - Input.acceleration.z (float)
Unity Input – Gyroscope

• Access mobile device’s gyroscope, if available.
• Input.gyro (Gyroscope)
• Members
  – Input.gyro.gravity (Vector3)
  – Input.gryo.rotationRate (Vector3)
    • Radians per second around each axis
  – Input.gryo.rotationRateUnbiased (Vector3)
  – Input.gryo.attitude (Quaternion)

Unity Input – Location Data

• Access mobile device’s location, if appropriate hardware enabled.
• Input.location (LocationService)
• Start the location service with Input.location.Start()
• Check status with Input.status (LocationServiceStatus).
Unity Input – Location Data

• Retrieve geographical location with Input.location.lastData (LocationInfo)
  – Ensure the location service is started first

• Members:
  – Input.location.lastData.altitude (float)
  – Input.location.lastData.latitude (float)
  – Input.location.lastData.longitude (float)
  – Input.location.lastData.timestamp (double)