Customizing controls

In order to make your game or simulation more intuitive or accessible, you can modify the controller bindings inside your Unity project. Here, we will show how to change the teleportation controls from the default grip buttons to the trigger.

From the Assets folder, click on **Samples > Interaction Toolkit > 2.2.0 > Starter Assets**, then open the XRI Default Input Actions Import Settings. Select the XRI LeftHand Interaction menu, in the drop-down properties of Select you should see gripPressed [LeftHand XR Controller]. Change that path to triggerPressed [LeftHand XR Controller]. Repeat this step for Select Value, changing the path from grip [LeftHand XR Controller] to trigger [LeftHand XR Controller].
To avoid having two actions mapped to the same button input, you can also change Activate to gripPressed, and Activate Value to grip.

Go back to your LeftHand Controller in your scene, and under the XR Ray Interactor properties, check the box "allow Hovered activate". This way, you won't have to grip the controller to activate objects you're pointing at.

For the right controller, you can keep the default input actions. To make the right controller only interact with UI elements, the XR Ray Interactor can be modified. Change the Raycast Mask from Everything/Default to UI, and the right ray will only be able to interact with UI elements. This can be useful if you want to avoid accidental teleportation when pressing a UI button, for example.

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