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Unreal engine - VR Climbing v5.0

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平面设计

Unreal engine - VR Climbing v5.0:

Experience the thrill of climbing with immersive VR mechanics. Choose between climbing with pickaxes or using your hands, customize your settings, and dive into the adventure.

- **Intuitive Setup:** Easy setup process ensures quick and hassle-free immersion into climbing experiences.
- **Streamlined Settings:** Simple yet effective settings allow for personalized adjustments tailored to your preferences.
- **Physics-Free Experience:** Enjoy climbing without the constraints of complex physics simulations, focusing solely on the exhilarating climb.

Settings:

- **Climb Method:** Select between climbing with pickaxes or hands, offering flexibility in gameplay style.
- **Hit Velocity Threshold:** Adjust the sensitivity of wall contact detection, fine-tuning the responsiveness of climbing actions.
- **Rotation Lock:** Choose whether to lock or unlock rotation during climbing for enhanced control and comfort.
- **Haptic Feedback:** Feel the impact of your actions with haptic feedback, adding a tactile dimension to your climbing experience.
- **Haptic Feedback Scale:** Customize the intensity of haptic feedback to suit your preferences, immersing yourself even deeper into the climbing environment.

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