

VRの新しいテキスト入力手法を考えてみた話

# 自己紹介


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- プロフィール
  - Limitex
    - [github.com/Limitex](https://github.com/Limitex)
    - [qiita.com/Limitex](https://qiita.com/Limitex)
- キーワード
  - T3 Stack, Nextra, NextUI, .NET, Unity, SD, ComfyUI,
  - T3 Stack : (Next.js, TypeScript, tRPC, Prisma, NextAuth.js, Tailwind CSS)




# 今までの遺物

Pinned Customize your pins

 **ComfyUI-Diffusers** Public ⋮


This repository is a custom node in ComfyUI. This is a program that allows you to use Huggingface Diffusers module with ComfyUI. Additionally, Stream Diffusion is also available.

● Python ☆ 136 🔗 13

 **DJI-RC-N1-Converter** Public ⋮


This application allows the DJI RC-N1 (RC231) transmitter to be connected to a Windows system and function as an Xbox controller. It resides in the Windows task tray and automatically starts simula...

● C# ☆ 6

 **Source-Diffusion** Public ⋮


This software is very easy to generate images from diffusion model.

● Python

 **Minecraft\_Bedrock\_Server\_GUI** Public ⋮


Software that supports the Minecraft bedrock server console software. Maintainability and convenience are improved compared to not using it.

● C# ☆ 1 🔗 1

 **R5-Reloaded-Downloader** Public archive ⋮

This is the downloader for R5 Reloaded. It downloads the latest versions of detours\_r5 and scripts\_r5 and the game client and creates R5 Reloaded. Additional maps will be incorporated at the same t...

● C# ☆ 30 🔗 6

 **R5-Reloaded-Installer** Public archive ⋮

This is the installer for R5 Reloaded. It downloads the latest versions of detours\_r5 and scripts\_r5 and the game client and creates R5 Reloaded. Since the game client is in Torrent format, I use a...

● C# ☆ 24 🔗 1

# 今までの遺物

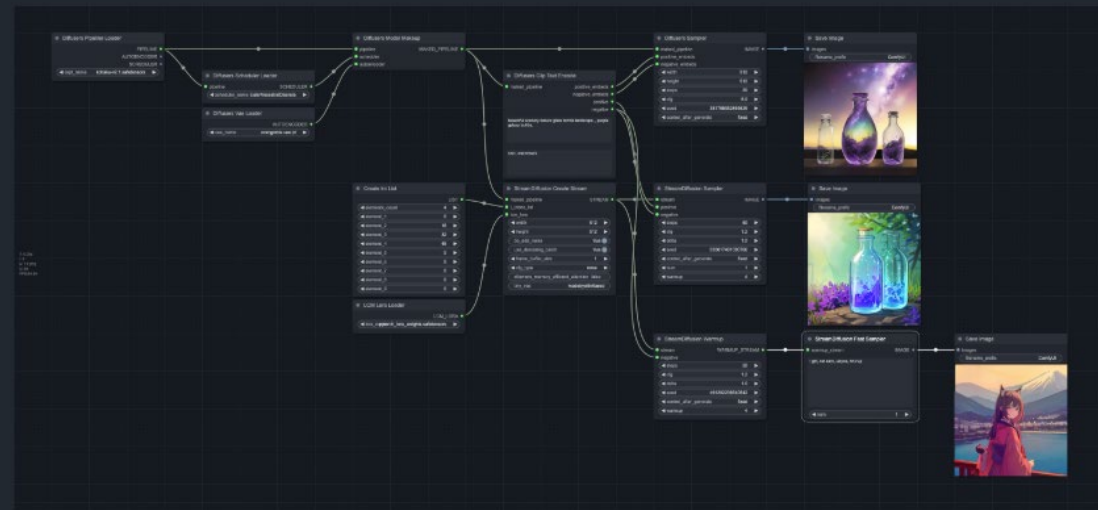
## ComfyUI-Diffusers

This repository is a custom node in ComfyUI.

### Overview

### Workflow 1

This is a program that allows you to use Hugging Face Diffusers module with ComfyUI. Additionally, Stream Diffusion is also available.



Next Channel α

< General +

Thread

General 0

你好 自己介紹吧！ 0

test 0

Dead 0

## 你好 自己介紹吧！

Rate:0

1 #gV4w71TTV\*4 2024/7/26 12:55:56.149

hello world!

2 #gV4w71TTV\*4 2024/7/26 13:00:01.44

我是曉霧 請多指教！

3 CTuSk1!cvd\$2 2024/8/15 13:39:30.424

hahaha

4 CTuSk1!cvd\$2 2024/10/25 15:59:39.410

は！

Type your message here.





The image displays a collection of UI design assets for Limitex, presented in a layered, overlapping layout. The background is a dark-themed documentation page titled "Limitex Documents" with a search bar and navigation links. Overlaid on this are several sample windows and panels:

- Limitex Documents (Background):** Features a header with "Limitex Documents" and "Developer Documentation by Limitex". Below are four feature cards: "Mono UI" (modern UI framework), "VRChat Package" (development tools), "Booth Assets" (Unity packages), and "Open Source" (projects and development).
- UI Sample (Top Middle):** A panel titled "UI Sample" with a "Contents" list: Button, Input, Advanced, Scroll, Layout. It shows an "Input Field" with a "Placeholder" and a "Dropdown" with "Option A".
- UI Sample (Middle Right):** A panel titled "Contents" with a "Buttons" section: Primary (white button), Secondary (dark button), Destructive (red button), Ghost (transparent button), and Outline (bordered button). It also shows a "Toggle" with two states (B) and a "Switch" (toggle).
- UI Sample (Bottom Left):** A panel showing "Advanced" components: "Dialog" (a white box with "Dialog" text) and "Toast" (a white box with "Toast" text). A "Dialog" is also shown with "Description", "Cancel", and "Continue" buttons.
- UI Sample (Bottom Middle):** A panel titled "Contents" with a "Dialog" section showing a "Dialog" box with "Description", "Cancel", and "Continue" buttons.
- UI Sample (Bottom Right):** A panel titled "Contents" with a "Radio" section showing a "Radio" button.

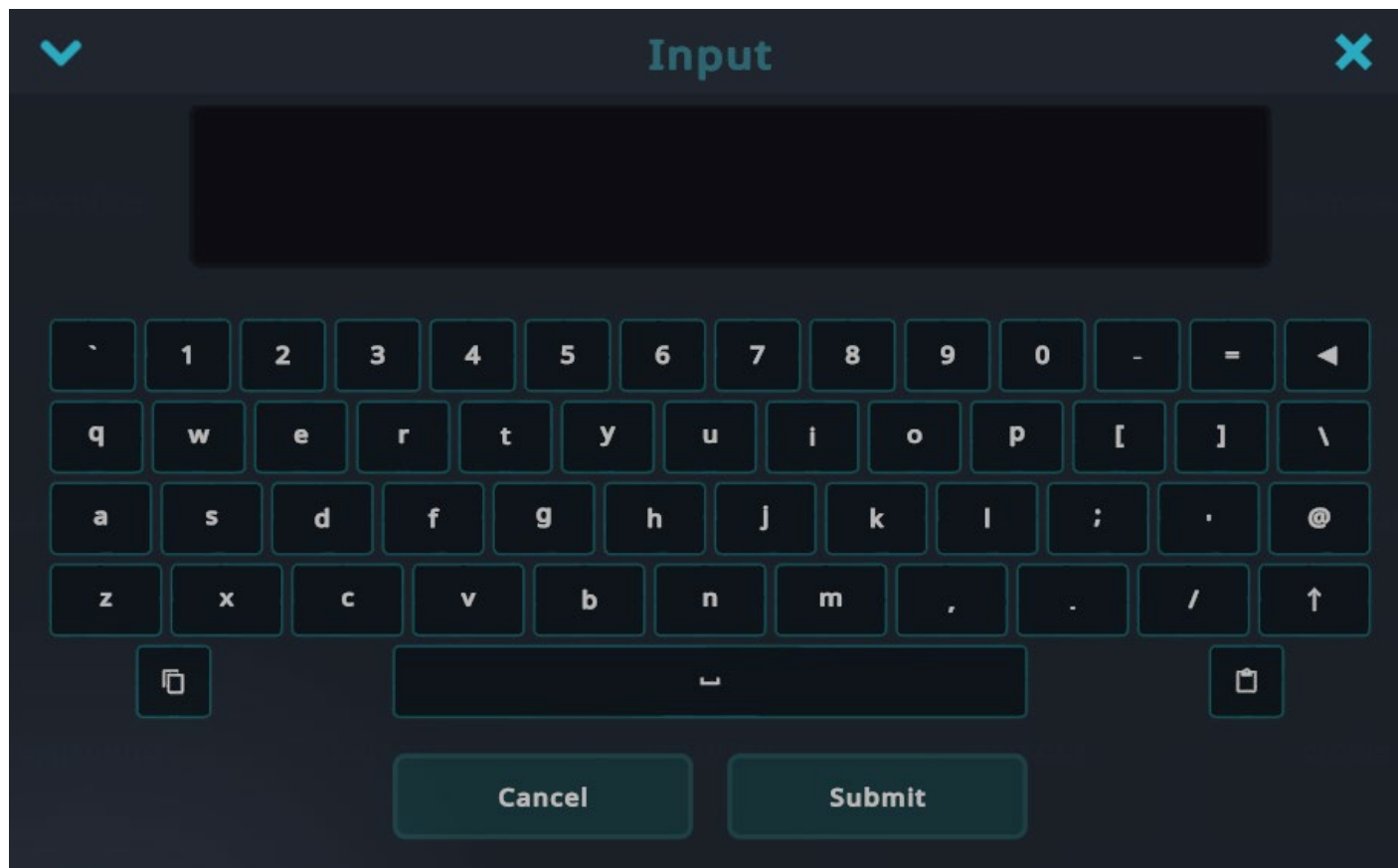
# 今日のお話

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VRの新しいテキスト入力手法  
考えてみた話

# 今のVRのテキスト入力

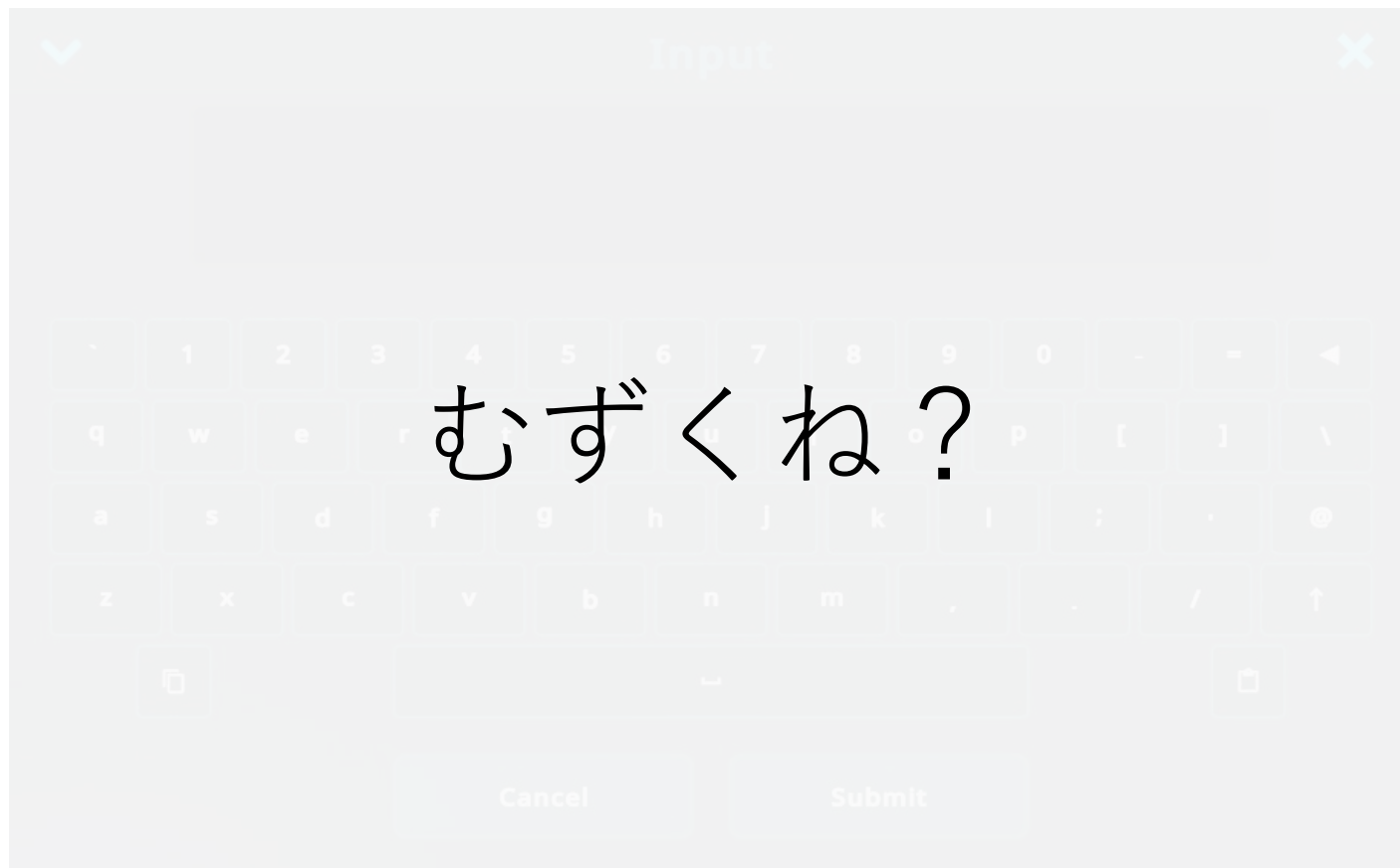
---



大体これ

# 今のVRのテキスト入力

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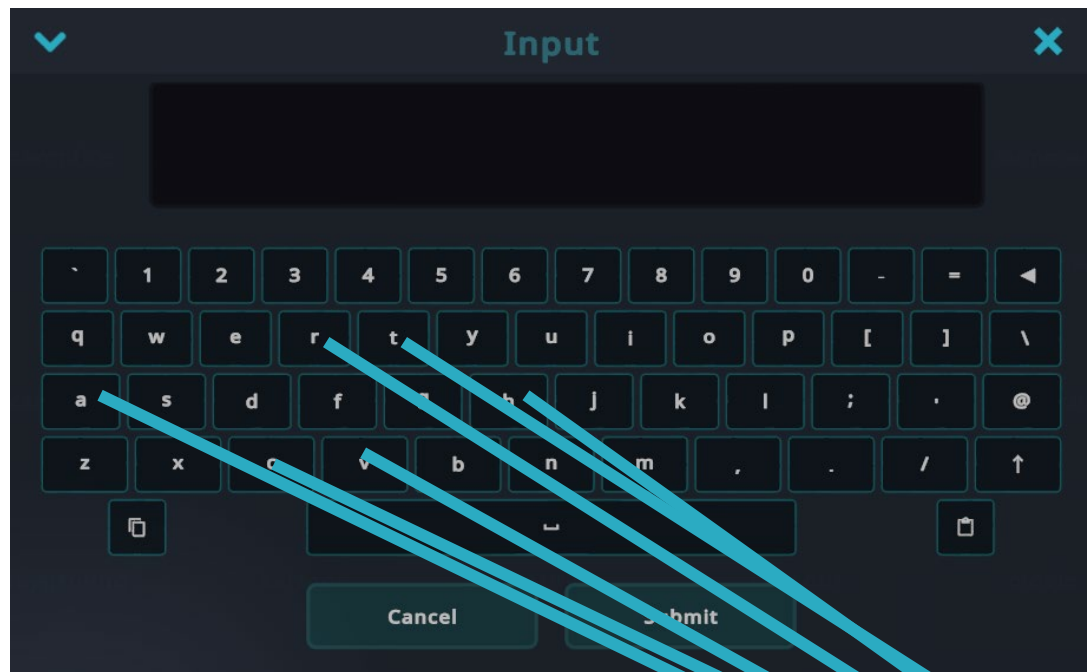


大体これ



# 今のVRのテキスト入力

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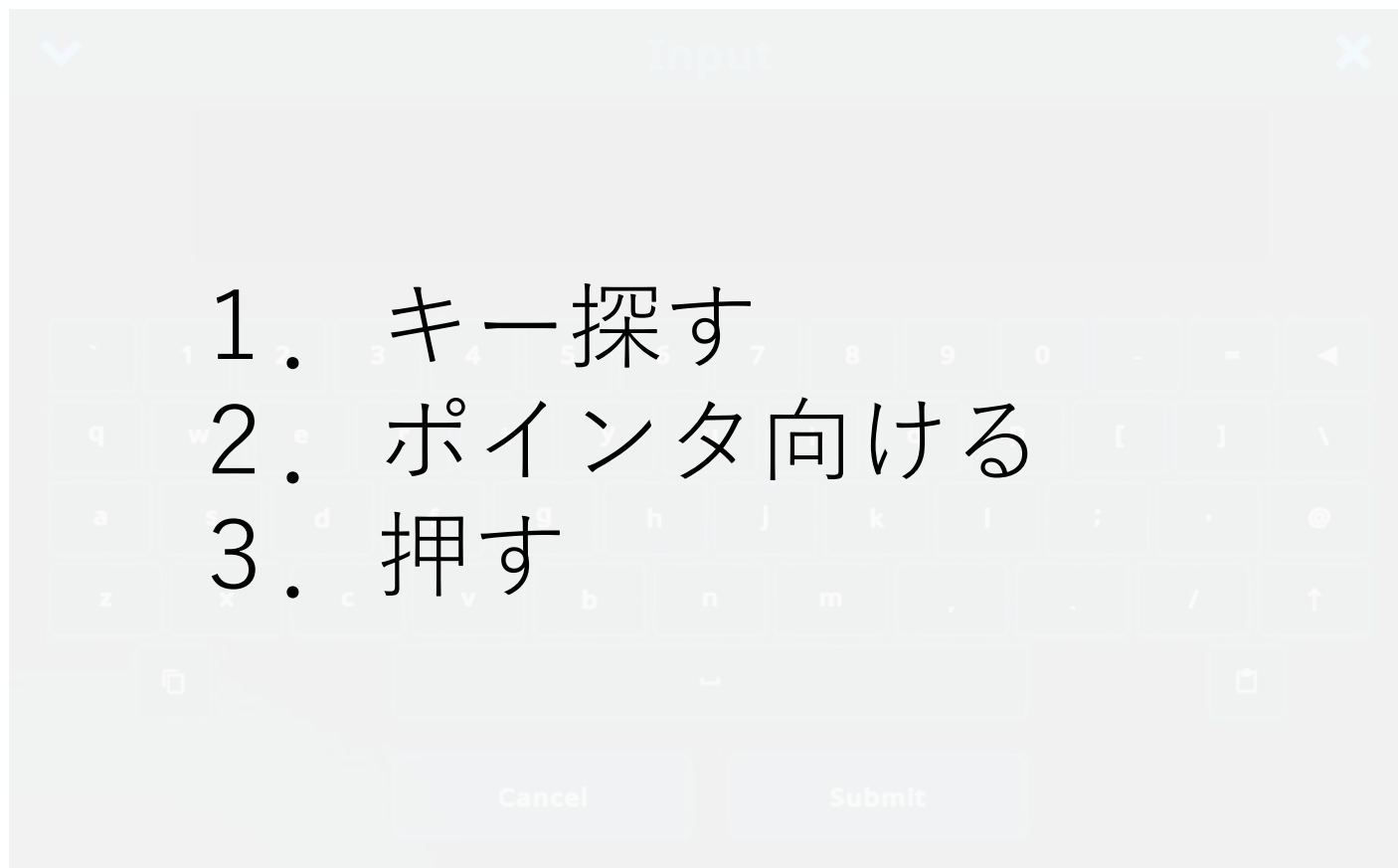
疲れるよね、、、

大体これ



# 今のVRのテキスト入力

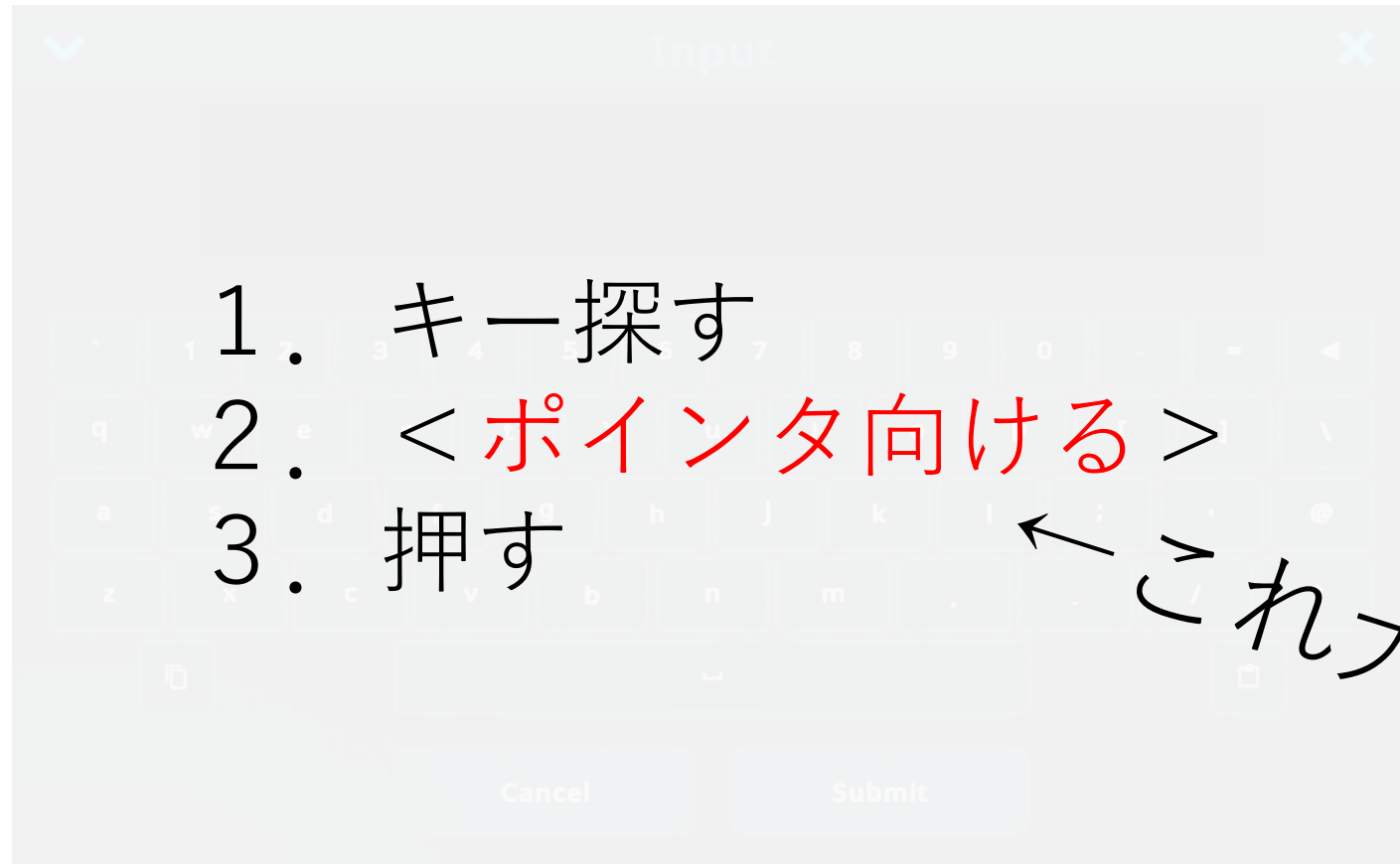
---



大体これ

# 今のVRのテキスト入力

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大体これ

# 今回のVRのテキスト入力

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1. キー探す
2. 押す
3. ずらす
4. 離す

# 今回のVRのテキスト入力

---

1. キー探す
2. 押す
3. ずらす
4. 離す

← ずらす？

# 今回のVRのテキスト入力

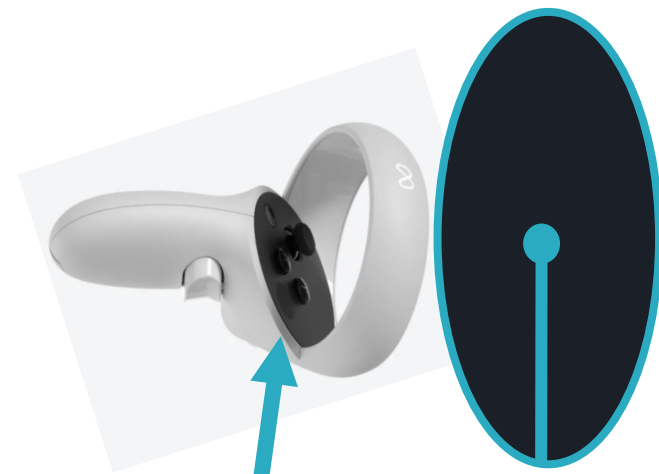
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1. 押す



2. ずらす



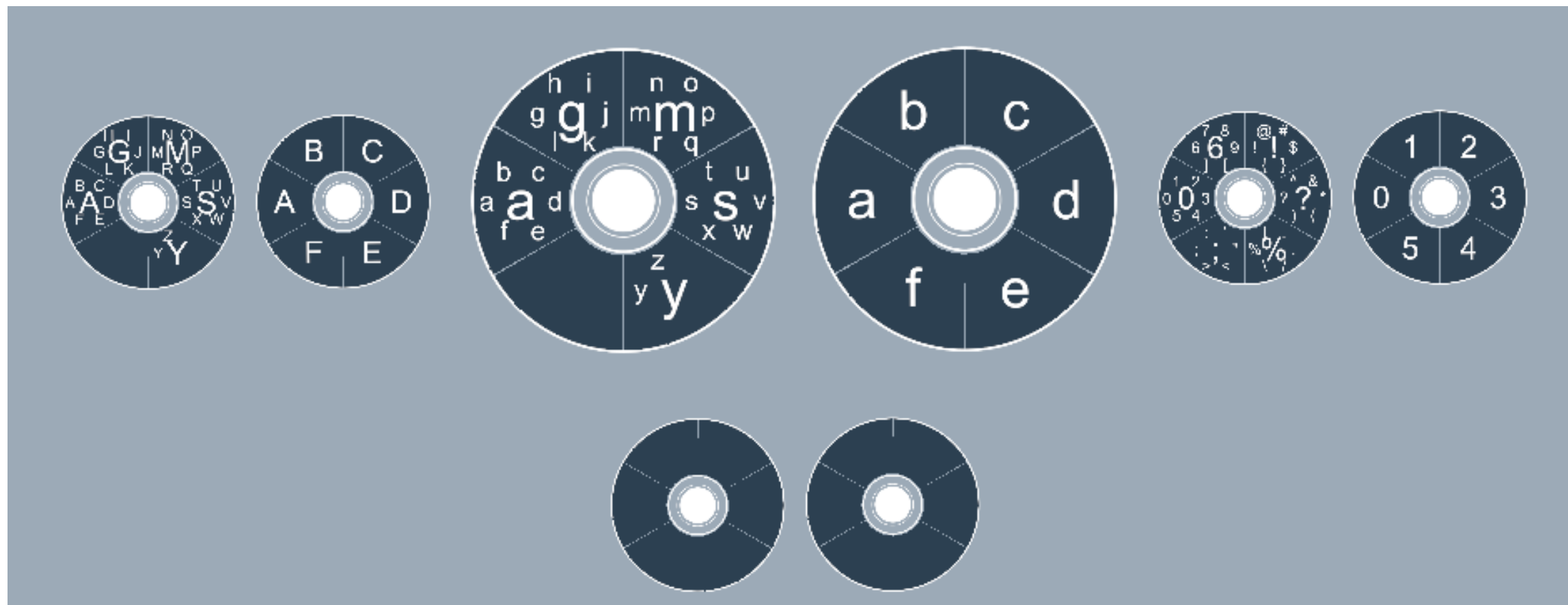
この位置で確定！

3. 離す

汎用的方式を目指すためサムスティックは除外

# 今回のVRのテキスト入力

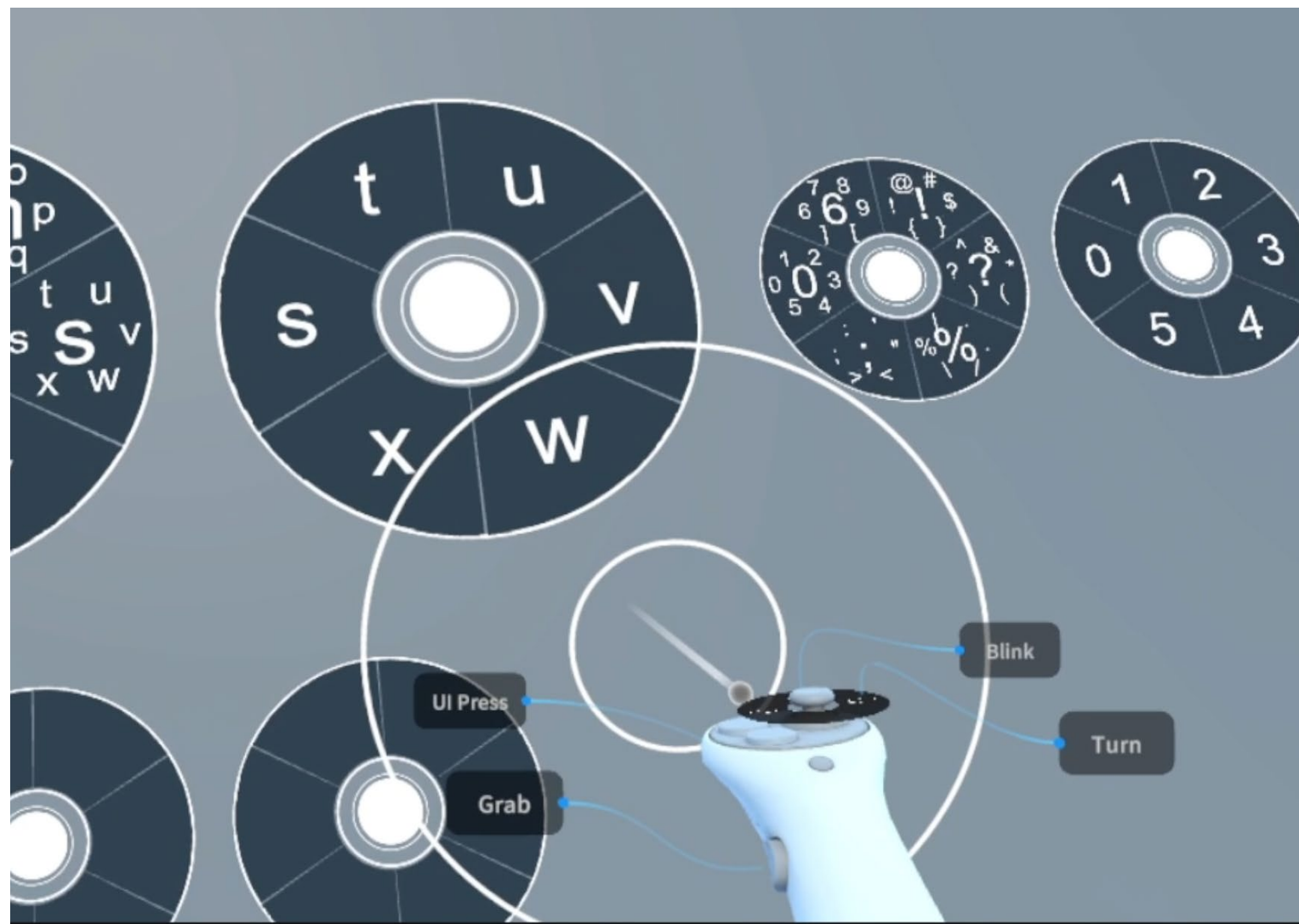
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# 今回のVRのテキスト入力

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## 1. 押す！

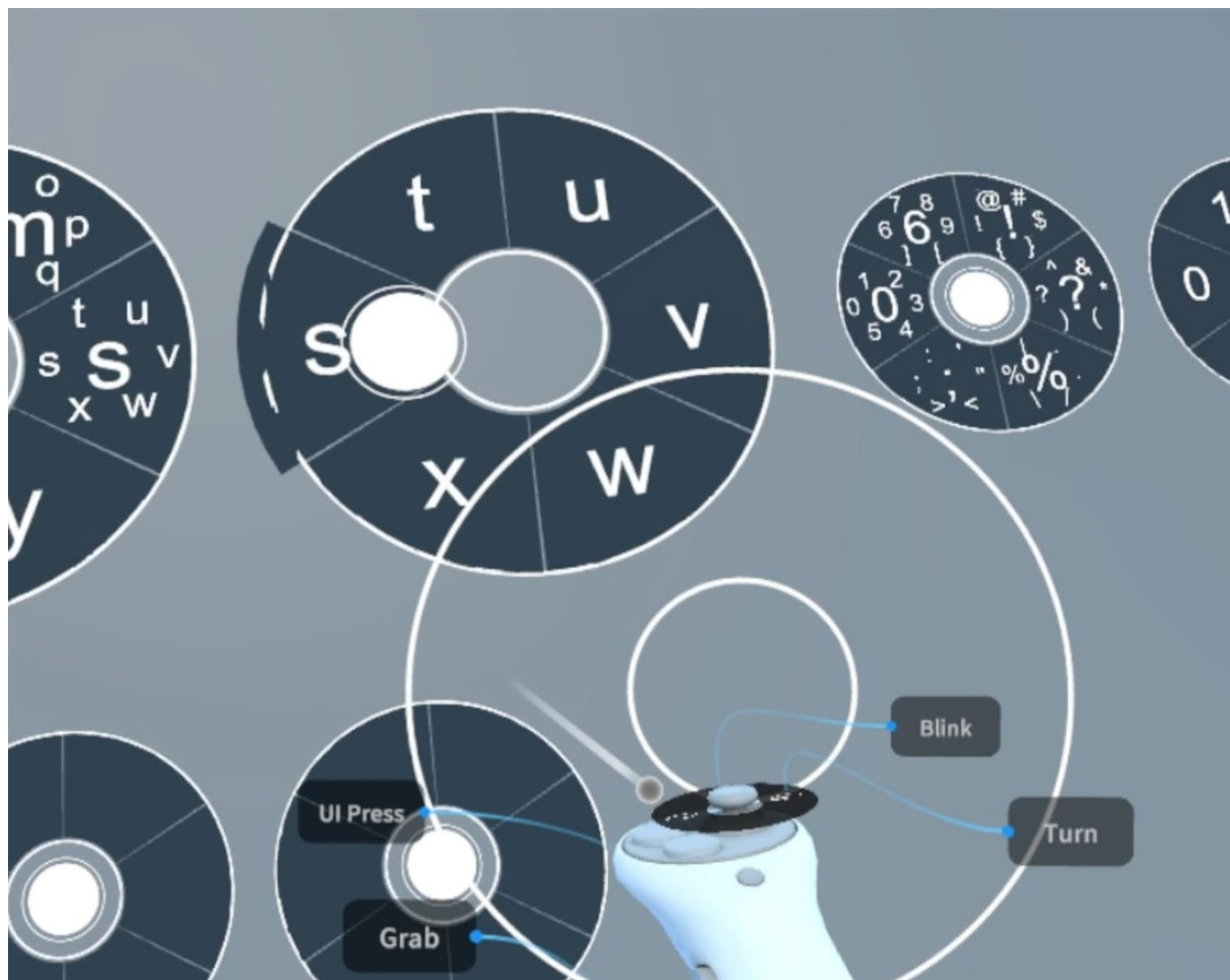




# 今回のVRのテキスト入力

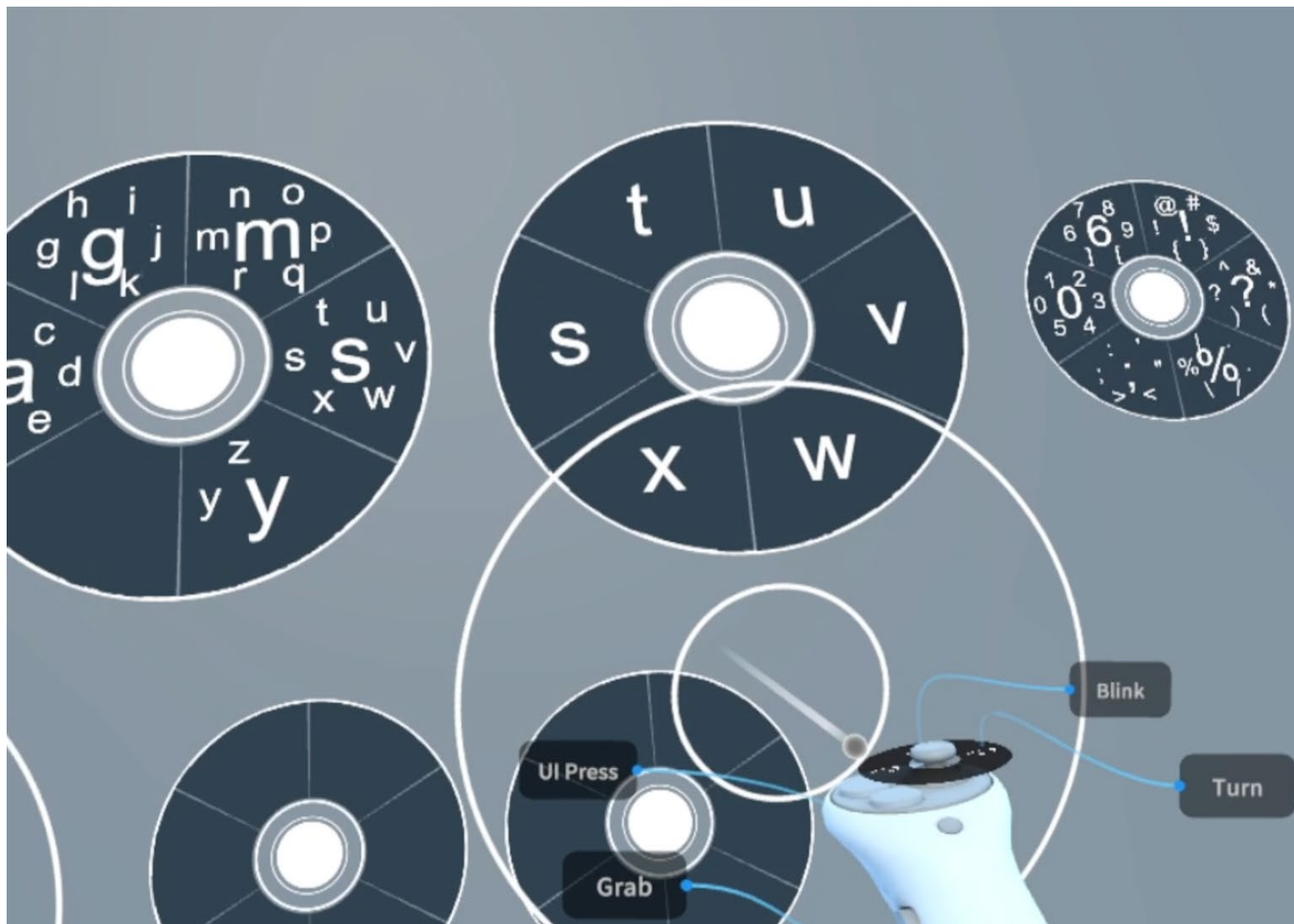
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## 2. ずらす!



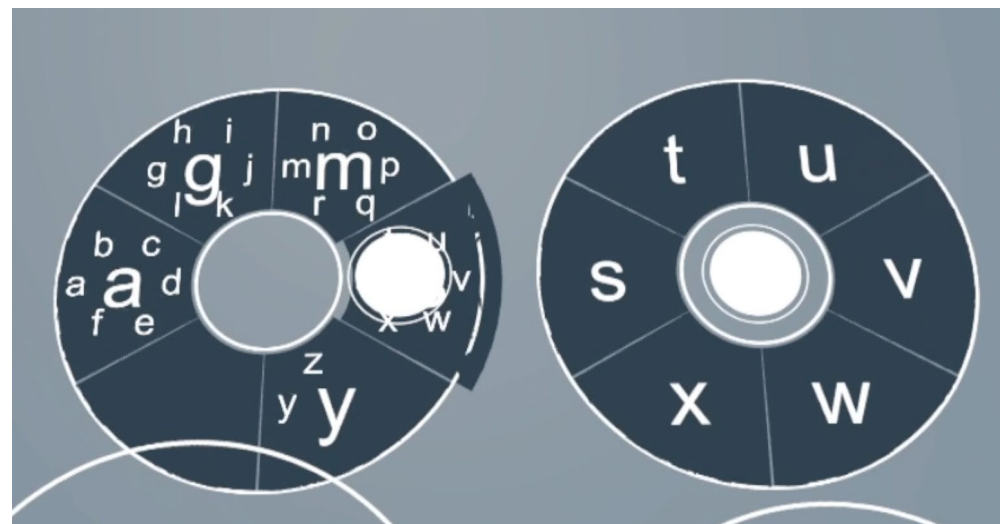
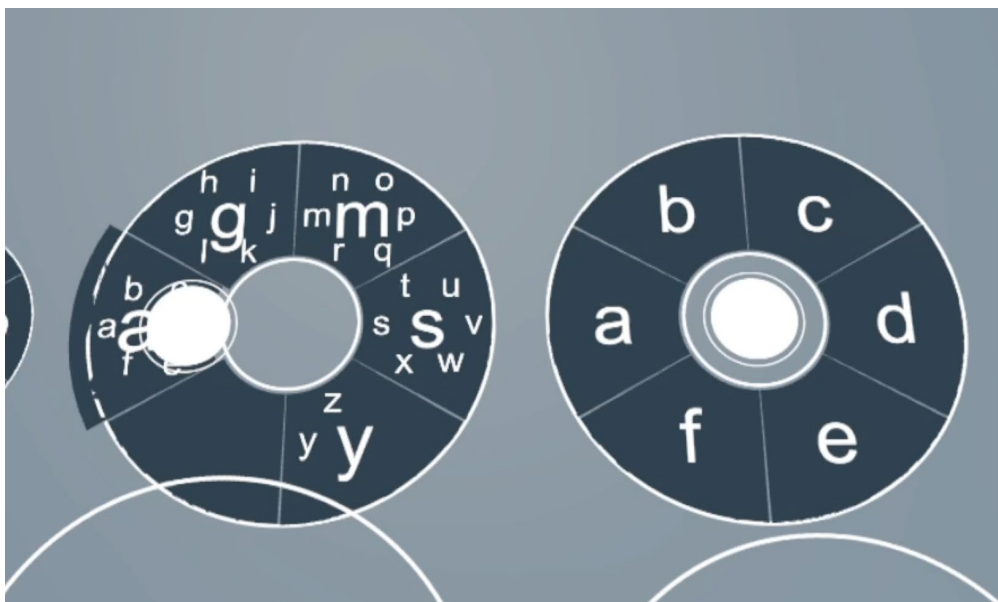
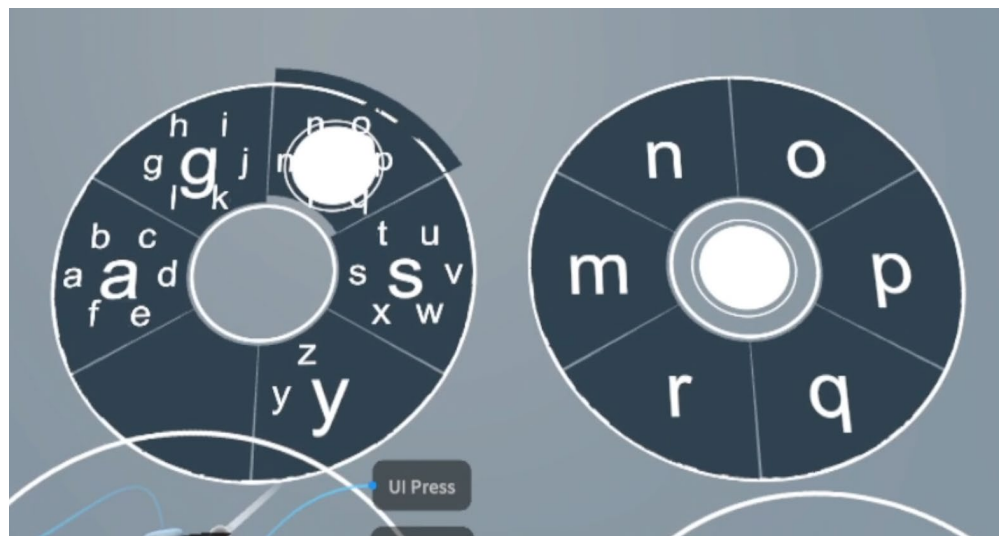
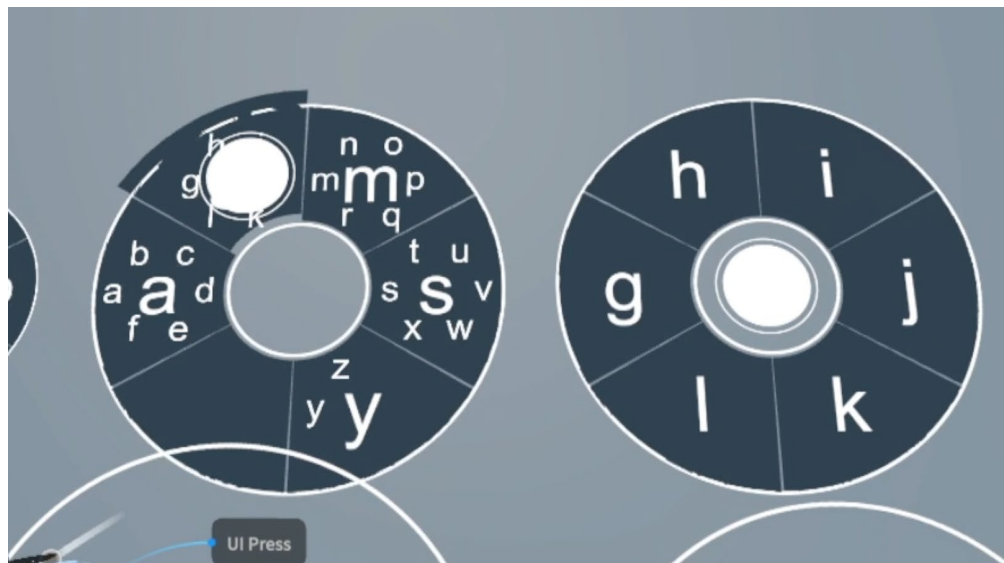
# 今回のVRのテキスト入力

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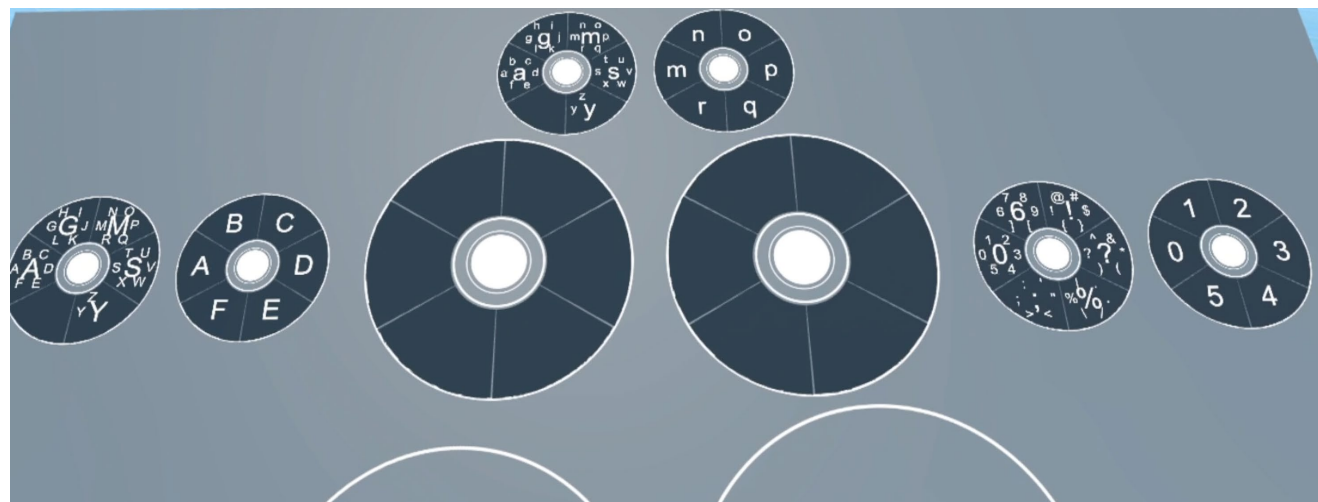
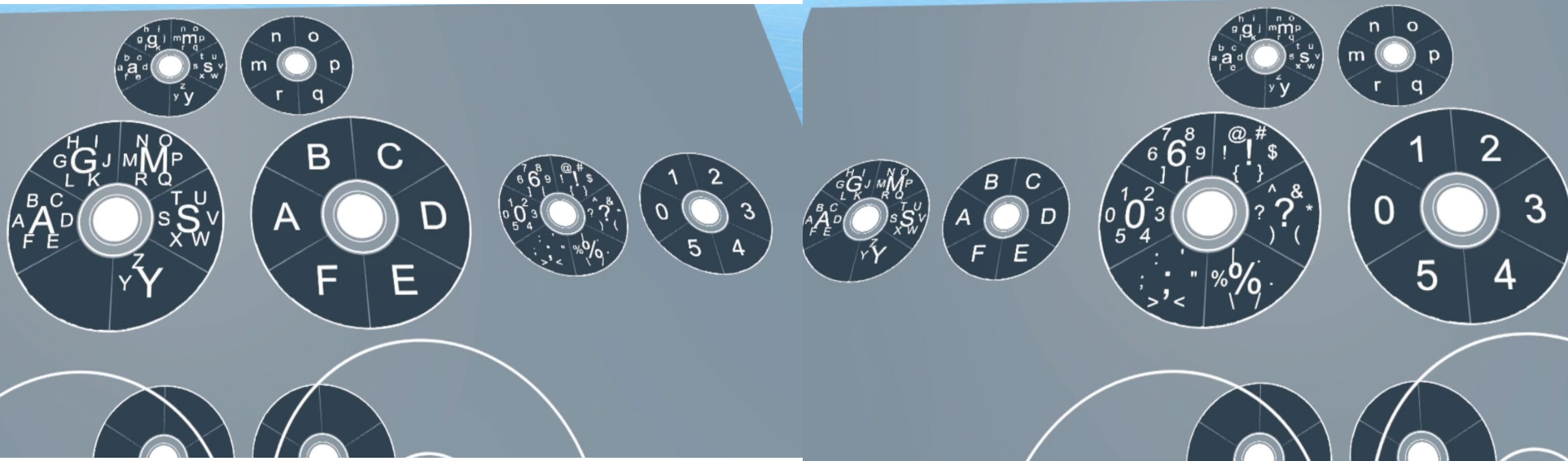
3. 離す！

# 今回のVRのテキスト入力



# 今回のVRのテキスト入力

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# 今回のVRのテキスト入力

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## 課題点

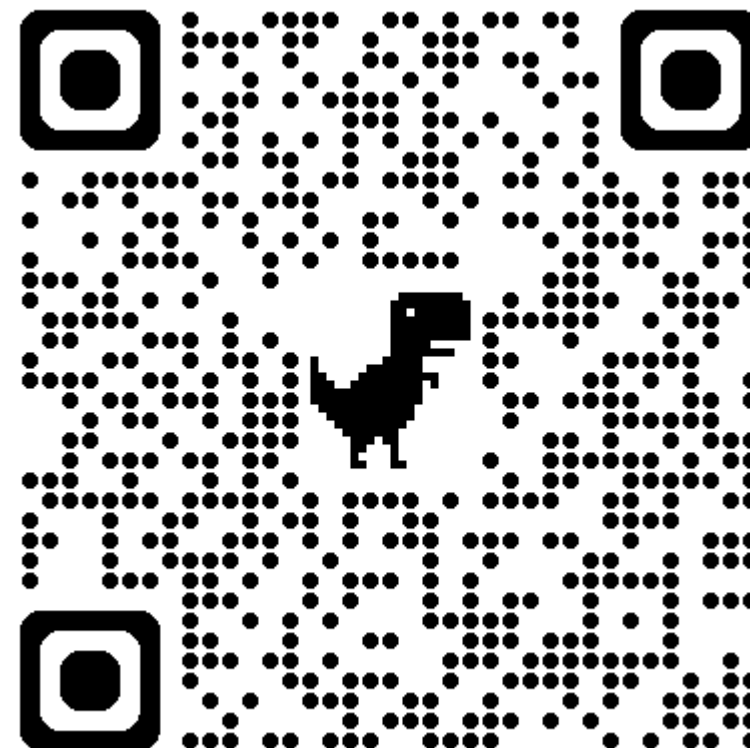
- 慣れないと早く入力できない
- キーバインドがABCD...
- 今のところUnity完結

# 宣伝

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実験に協力してくれる人募集中

[discord.gg/Mz3BUvaKCj](https://discord.gg/Mz3BUvaKCj)



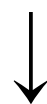


# 宣伝

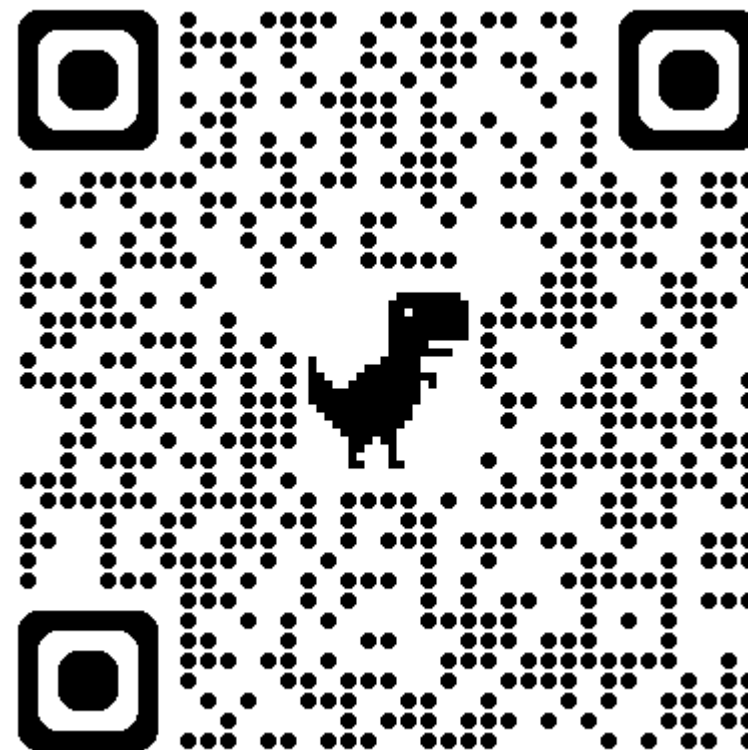
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[discord.gg/Mz3BUvaKCj](https://discord.gg/Mz3BUvaKCj)

Unity (Windows Build).exe  
タイピングゲームをプレイ

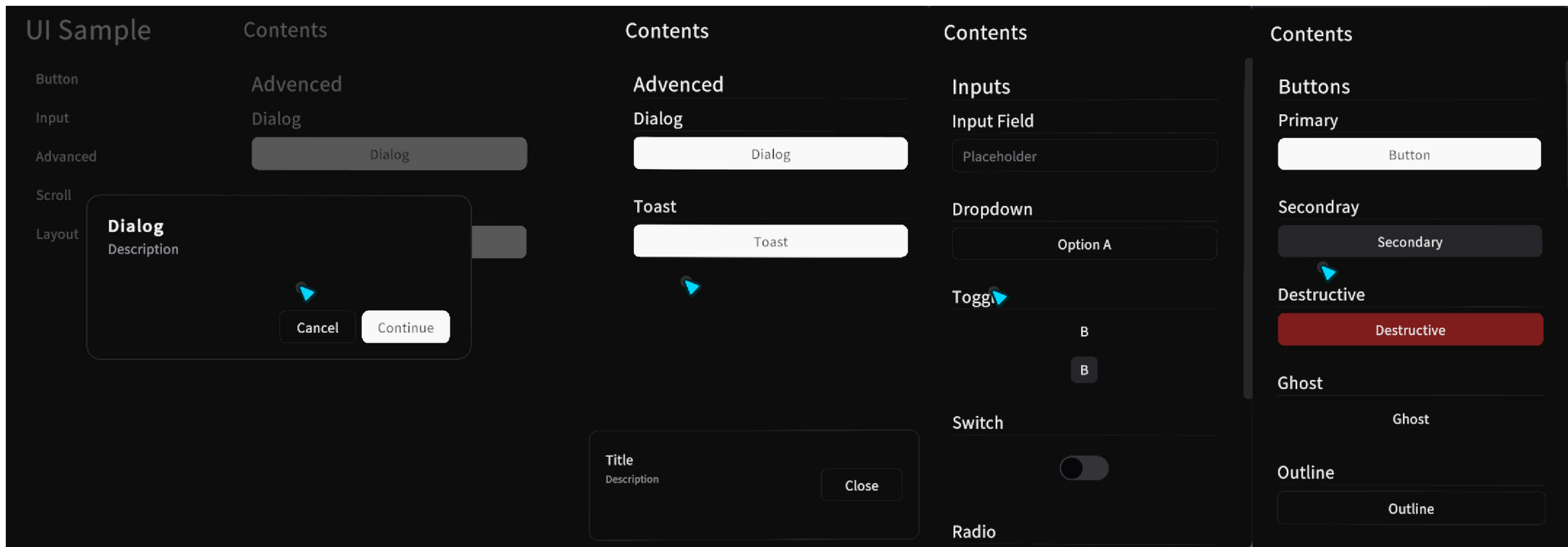


出てきたCSVをください！



# 宣伝 - Mono UI

VRChat World 向け UI フレームワーク「Mono UI」を開発中





# 宣伝 - Mono UI

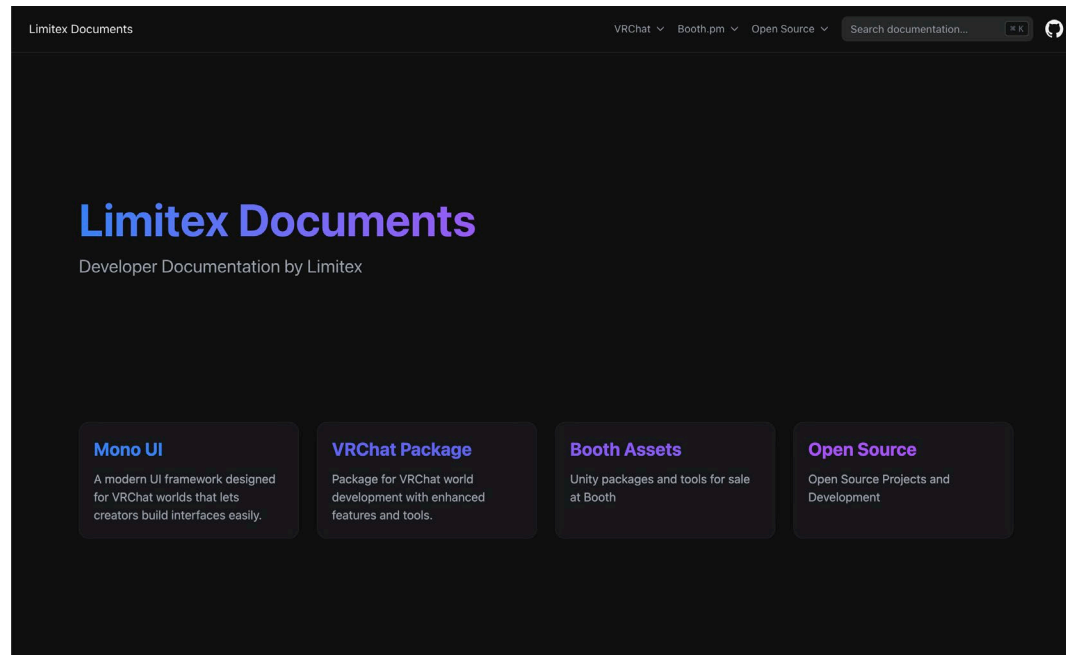
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- VCC に Pre-Release Packagesとして公開中
  - Latest pre-release : v0.0.0-a.2
- ドキュメントサイト準備中

`docs.limitex.dev`

`docs.limitex.dev/vrc/monoui`

`github.com/Limitex/mono-ui`



VCC の Show Pre-Release Packagesを有効にすることでインストールできる

ありがとうございました