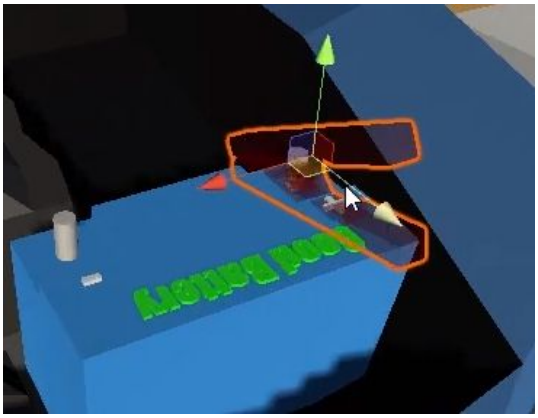
5.8 Positioning in Play Mode

An alternative, and sometimes faster way to position objects is in VR in play mode



Activities:

Step 1: Play and Position

Step 2: Exit and Enter Values

Length:	15 minutes
Overview:	We can't observe the "DestinationLocation" results that we modified in the previous tutorial unless we're in play mode, so a fun alternative is to just play the game and position while playing, noting the values before exiting, then entering them outside of play mode (They revert when you exit play mode)
Project Outcome:	The DestinationLocation will be positioned correctly (this step is optional, as you may already be happy with the position from the previous tutorial)
Learning Objectives:	The students will be able to: - Observe values changing while in play mode, writing them down - Exit play mode and entering values that were noted previously
Prerequisite:	Previous tutorial steps (Sections 1-4)
ISTE Student Standards	4c "Students develop, test and refine prototypes as part of a cyclical design process."
Video	https://vimeo.com/349067239

OR

Step 1: Play and Position

1. Enter play mode. Pick up the RedClampGood and drop it into the snap drop zone on the Good Battery. It's probably too large in its final position. DON'T EXIT PLAY MODE!
2. In the Hierarchy, withing the GoodRedSZ > Snap Destination > DestinationLocation, scrub the values of the position and scale to make it appear as realistic as possible. I used values: Position X- .11 Scale: .5, .5, .5

1. **Explain** When you make changes during play mode, they are temporary...so make sure to write down what values you liked before you exit play mode!

Step 2: Exit and Enter Values

We need this Snap Zone that only accepts the RedClampGood to be on the good battery, positive side.

1. Exit play mode.
2. The values changed in play mode are reverted back, but you can now enter them back in and they will stay.

End of Lesson

Recap

Key concepts:

- We use this method because just adjusting the DestinationLocation values outside of play mode does not show us what that will look like. Play mode shows us the results in real time that we can observe, note, and enter outside play mode.

Key skills:

- Observing and writing down values that are only observable during play mode.

Key terms:

- (none)