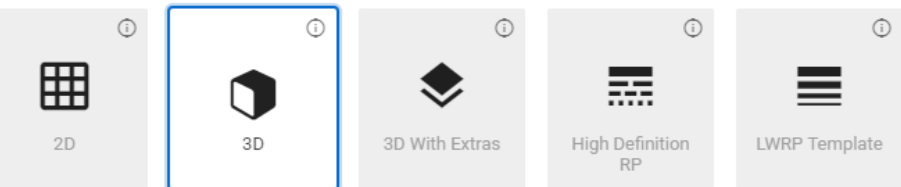


Templates



Settings

Project Name \*

VR\_Template\_2019.2

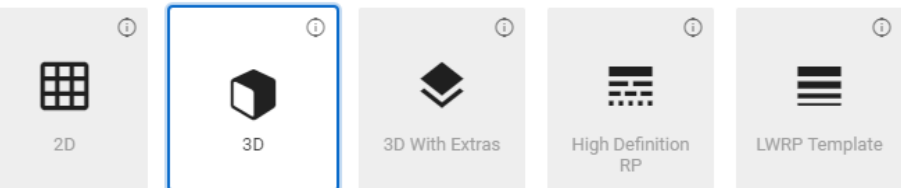
Location \*

C:\Users\alecz\Documents\UNITY

# BUILDING A VR-READY SCENE

CANCEL

CREATE



Project Name \*

VR\_TemplateOculus

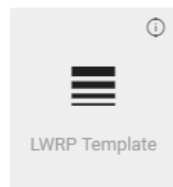
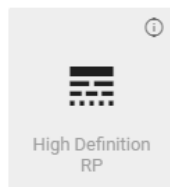
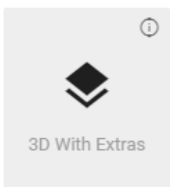
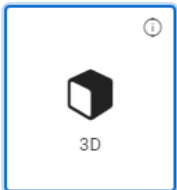
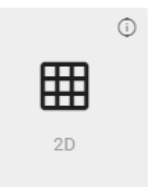
Location \*

C:\Users\alecz\Documents\UNITY

# UNITY3D + OCULUS INTEGRATION +

Player character + Grabbing

Templates



Settings

Project Name \*

VR\_TemplateOculus

Location \*

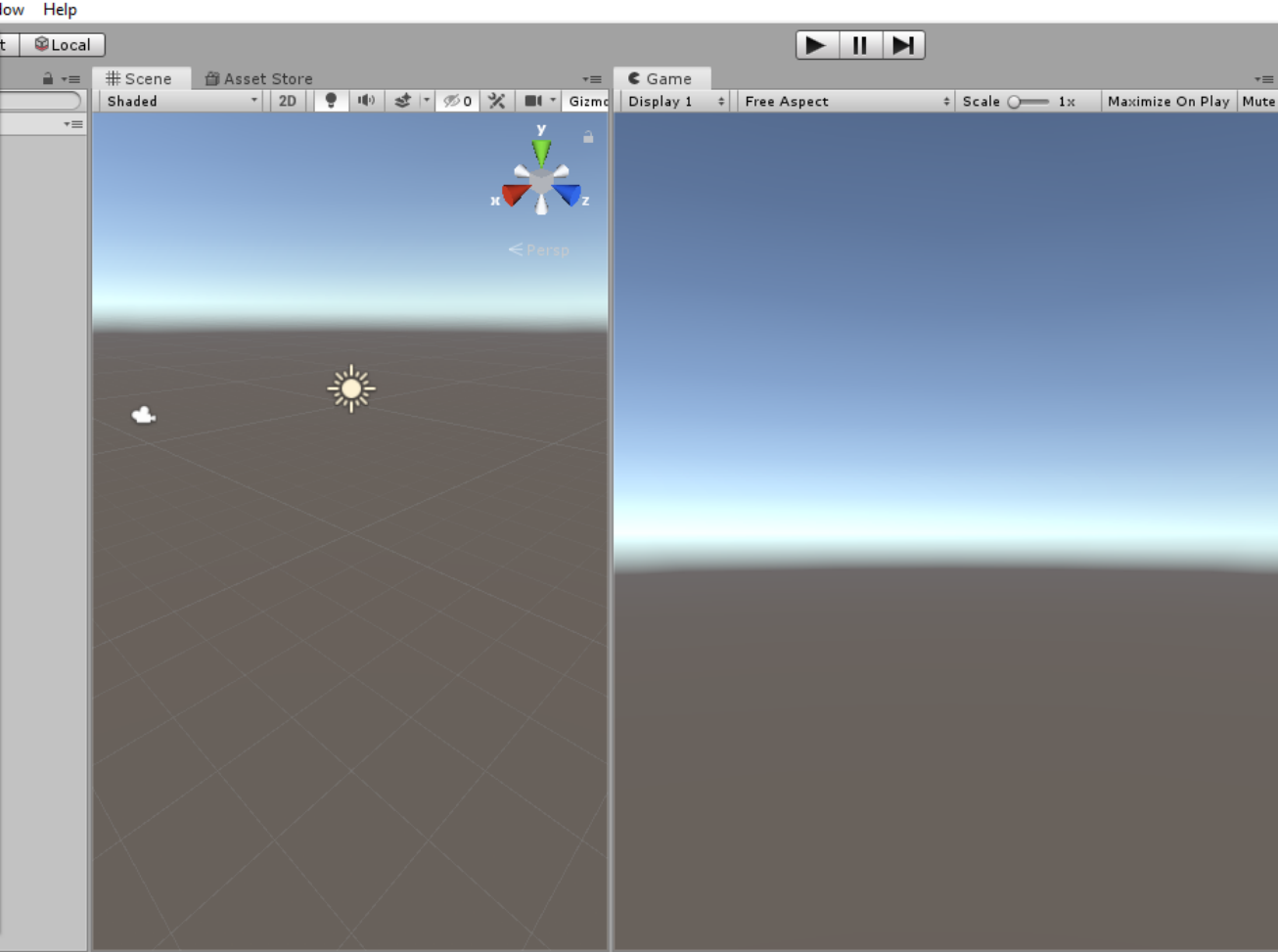
C:\Users\alecz\Documents\UNITY



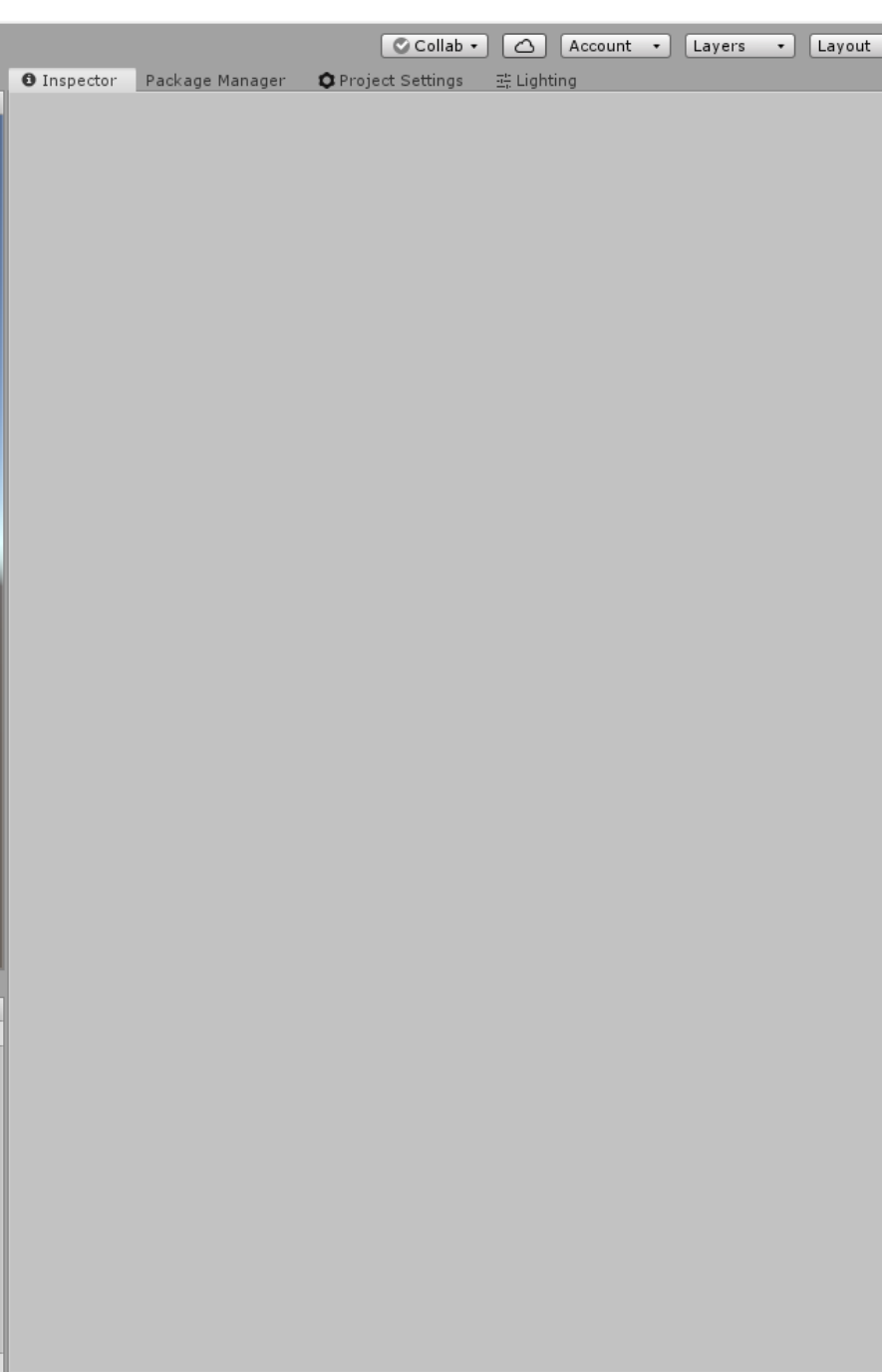
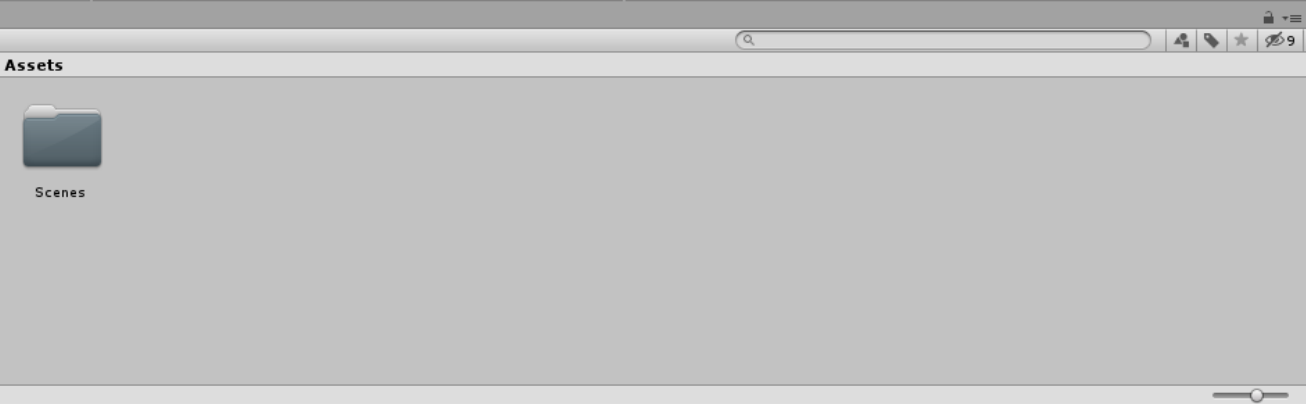
CANCEL

CREATE

- Undo Ctrl+Z
- Redo Ctrl+Y
- Select All Ctrl+A
- Deselect All Shift+D
- Select Children Shift+C
- Select Prefab Root Ctrl+Shift+R
- Invert Selection Ctrl+I
- Cut Ctrl+X
- Copy Ctrl+C
- Paste Ctrl+V
- Duplicate Ctrl+D
- Delete
- Frame Selected F
- Lock View to Selected Shift+F
- Find Ctrl+F
- Play Ctrl+P
- Pause Ctrl+Shift+P
- Step Ctrl+Alt+P
- Sign in...
- Sign out
- Selection >
- Project Settings...**
- Preferences...
- Shortcuts...
- Clear All PlayerPrefs
- Graphics Tier >
- Snap Settings...

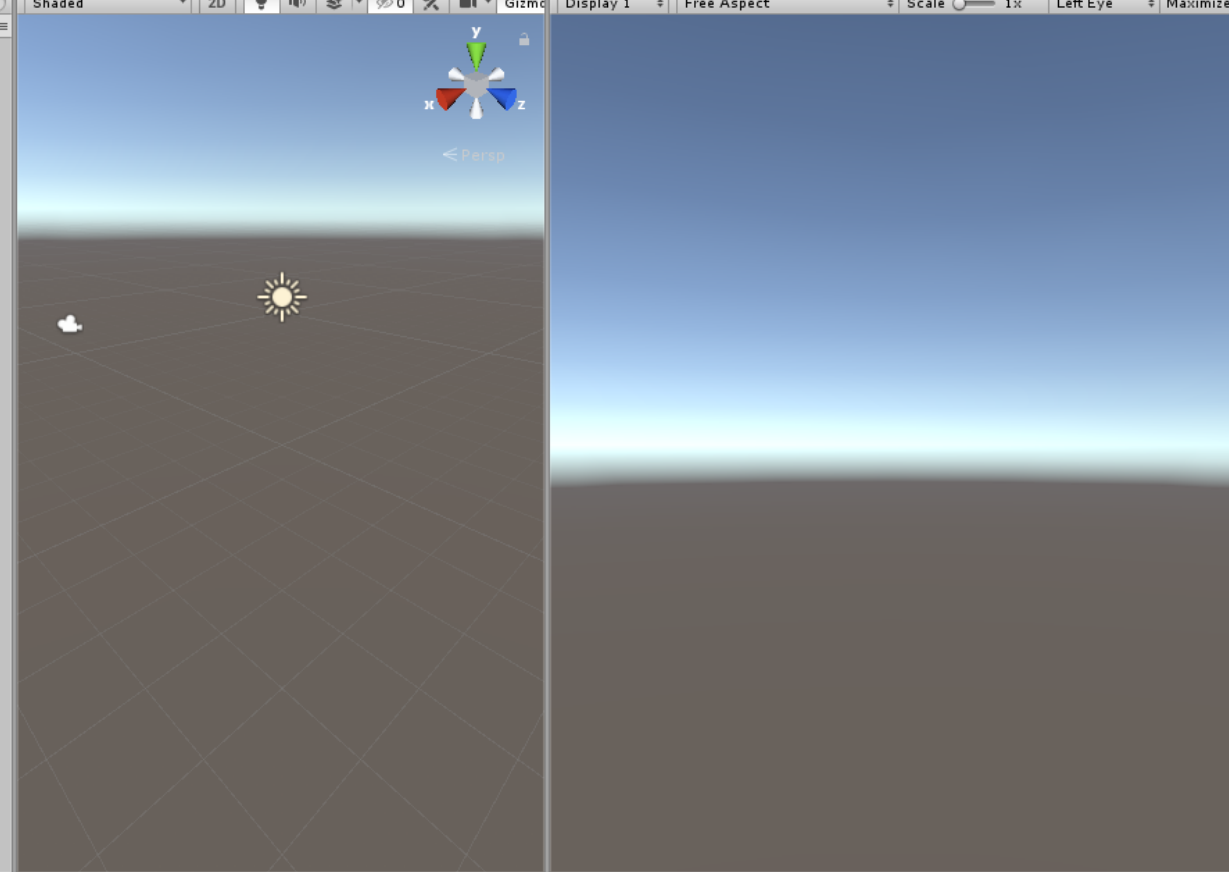


- Project
- Console
- Favorites
  - All Materials
  - All Models
  - All Prefabs
- Assets
  - Scenes
- Packages



Hierarchy

- SampleScene
  - Main Camera
  - Directional Light



- Audio
- Editor
- Graphics
- Input
- Physics
- Physics 2D
- Player**
- Preset Manager
- Quality
- Script Execution Order
- Tags and Layers
- TextMesh Pro
- Time
- VFX

### Player

Company Name: DefaultCompany

Product Name: VR\_TemplateOculus

Version: 0.1

Default Icon

Default Cursor

Cursor Hotspot: X 0 Y 0

Settings for PC, Mac & Linux Standalone

**Icon**

**Resolution and Presentation**

**Splash Image**

**Other Settings**

**XR Settings**

Virtual Reality Supported

Virtual Reality SDKs

- Oculus
  - Shared Depth Buffer
  - Dash Support
  - OpenVR

Stereo Rendering Mode\* Multi Pass

Vuforia Augmented Reality Supported\*

360 Stereo Capture

\* Shared setting between multiple platforms.

Project Console

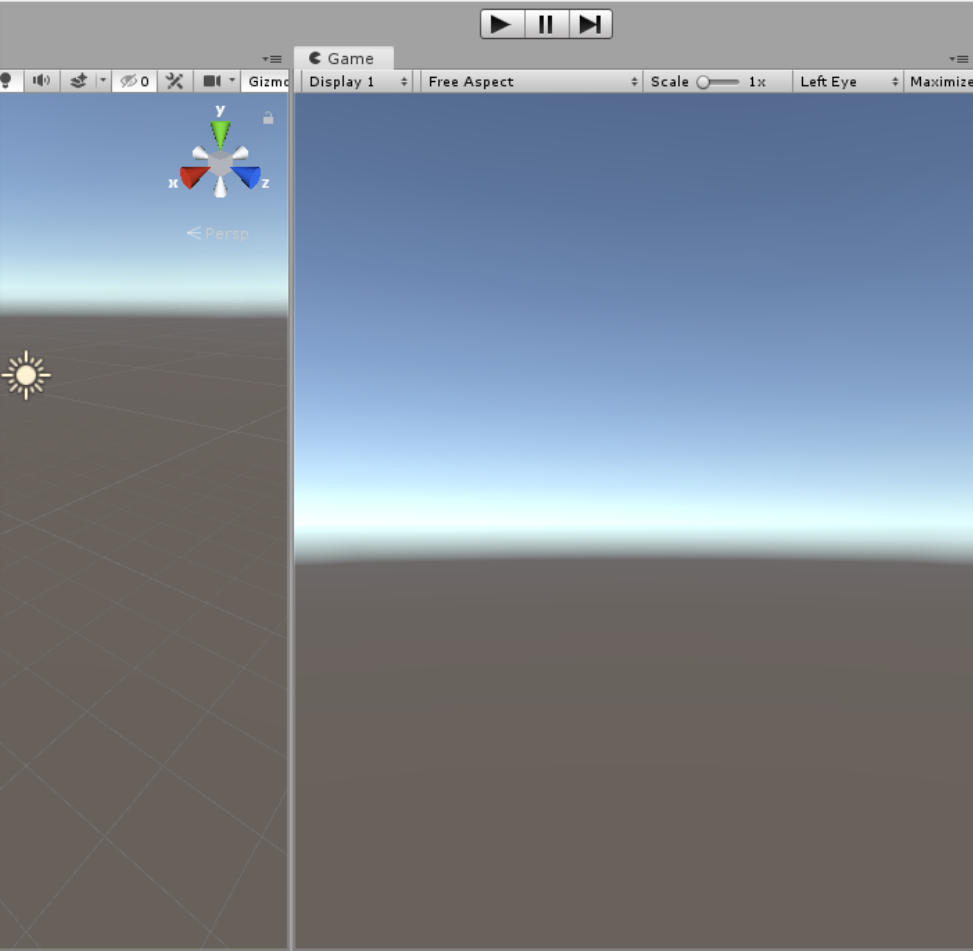
Assets

- Scenes

Assets

- Scenes

- Next Window Ctrl+Tab
- Previous Window Ctrl+Shift+Tab
- Layouts
- Asset Store Ctrl+9
- Package Manager**
- Asset Management
- TextMeshPro
- General
- Rendering
- Animation
- Audio
- Sequencing
- Analysis
- 2D
- AI
- XR
- UI



Inspector Package Manager Project Settings Lighting

All packages Advanced Search by package name, verified, preview or version number...

2D Sprite	1.0.0
2D Tilemap Editor	1.0.0
Adaptive Performance	1.1.0
Adaptive Performance Samsung	1.1.1
Addressables	1.6.2
Ads	2.0.8
Alembic	1.0.6
Analytics Library	3.3.5
Android Logcat	1.1.0
AR Foundation	2.0.2
AR Subsystems	2.0.2
ARCore XR Plugin	2.0.2
ARKit Face Tracking	3.0.1
ARKit XR Plugin	2.0.1
Asset Bundle Browser	1.7.0
Burst	1.2.3
Cinemachine	2.5.0
Core RP Library	6.9.2
Custom NUnit	1.0.0 ✓
Google Resonance Audio	1.18.3
Google VR Android	1.18.4
Google VR iOS	1.18.5
In App Purchasing	2.0.6
Lightweight RP	6.9.2
Mathematics	1.1.0
Mobile Notifications	1.0.3
Multiplayer HLAPI	1.0.4
Oculus Android	1.38.6
<b>Oculus Desktop</b>	<b>1.38.4 ✓</b>
OpenVR (Desktop)	1.0.5 ✓
Package Manager UI	2.2.0 ✓
Polybrush	1.0.1
Post Processing	2.1.7
ProBuilder	4.0.5
Quick Search	1.5.2
Remote Config	1.0.9
Rider Editor	1.1.0 ⚙
Scriptable Build Pipeline	1.5.6

### Oculus Desktop

Version 1.38.4

[View documentation](#) - [View changelog](#) - [View licenses](#)

*com.unity.xr.oculus.standalone*

Author: Unity Technologies Inc.

This package contains the necessary components required to use the Oculus Virtual Reality SDK on desktop platforms. By using this package, you will be able to deploy and run your applications on Oculus supported devices.

- Project Console
- Console
- 11
- Favorites
  - All Materials
  - All Models
  - All Prefabs
- Assets
  - Scenes
- Packages

**Assets**

Scenes

Last update Mar 4, 15:40

Up to date Rem

Inspector Package Manager Project Settings Lighting


Game Display 1 Free Aspect Scale 1x

unity Asset Store

Filter Sort

### Oculus Integration

Oculus 3 | 326 Reviews



Menu Search My Favorite My Cart

Inspector Package Manager Project Settings Lighting

Assets

Scenes

11

Hierarchy


- SampleScene
  - Main Camera
  - Directional Light

unity Asset Store

Filter Sort

### Oculus Integration

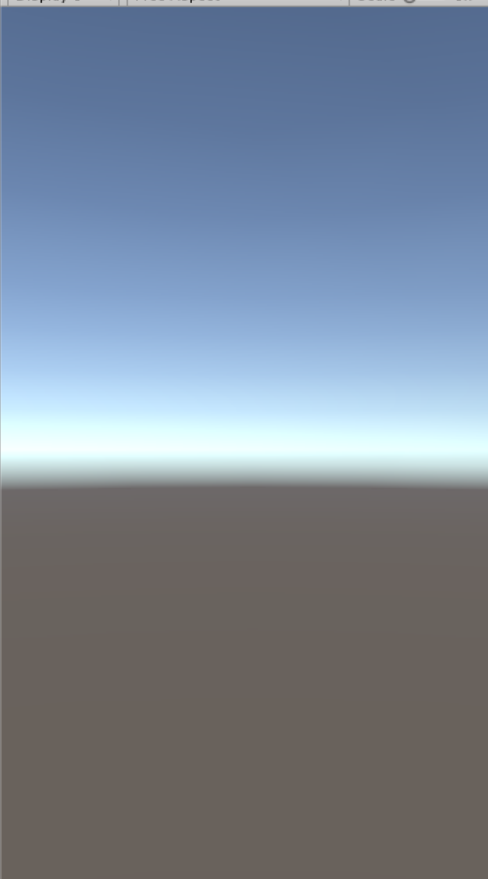
Oculus ★★★★☆ 3 | 326 Reviews



Menu Search My Favorite My Cart

Game

Display 1 Free Aspect Scale 1x



Inspector Package Manager Project Settings Lighting

Project Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- Scenes

Packages

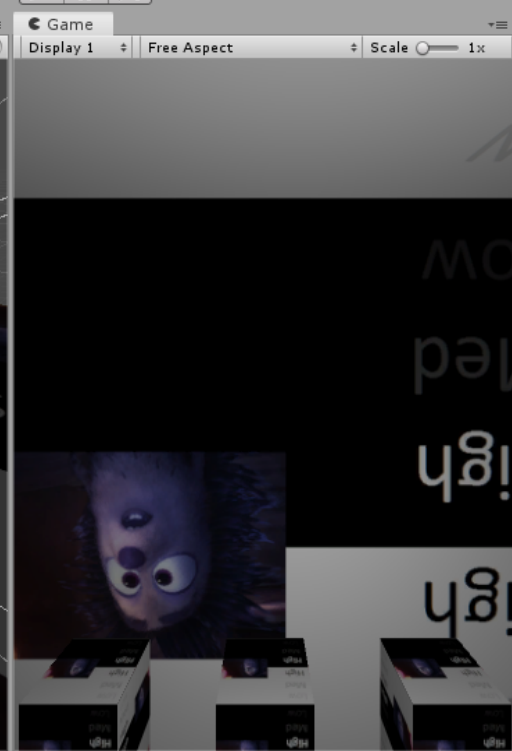
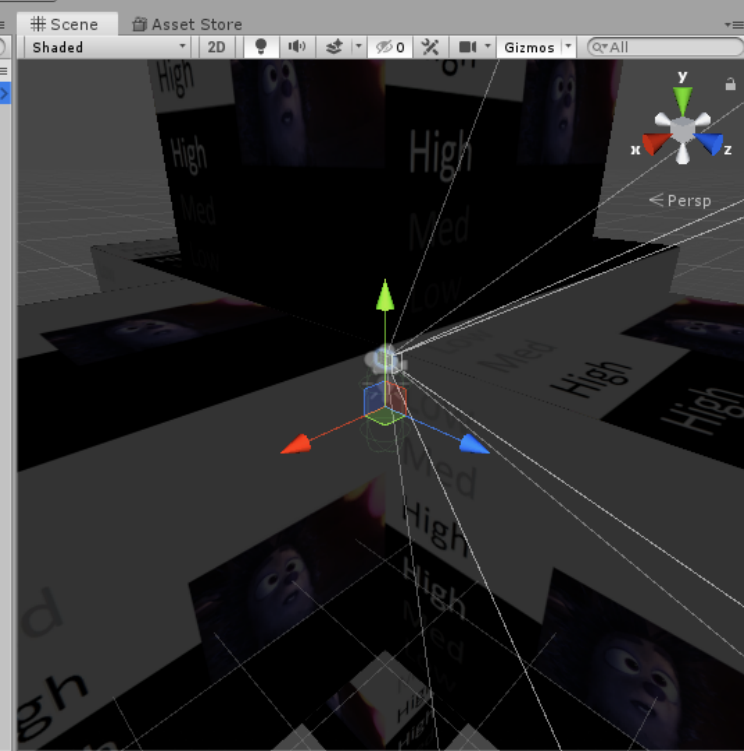
Assets

Scenes



Hierarchy

- Room
  - OVRPlayerController
  - ForwardDirection
  - OVR CameraRig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
        - LeftHandAnchor
        - RightHandAnchor
  - Directional light
  - Grabbables
  - Environment



Inspector

Package Manager Project Settings Lighting

OVRPlayerController

Tag Untagged Layer Default

Prefab Open Select Overrides

**Transform**

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**Character Controller**

Slope Limit 45

Step Offset 0.3

Skin Width 0.01

Min Move Distance 0

Center X 0 Y 0 Z 0

Radius 0.5

Height 2

**OVR Player Controller (Script)**

Script OVRPlayerController

Acceleration 0.1

Damping 0.3

Back And Side Dampen 0.5

Jump Force 0.3

Rotation Amount 1.5

Rotation Ratchet 45

Snap Rotation

Fixed Speed Steps 0

Hmd Resets Y

Hmd Rotates Y

Gravity Modifier 1

**Use Profile Data**

Enable Linear Movement

Enable Rotation

Rotation Either Thumbstick

**OVR Scene Sample Controller (Script)**

Script OVRSceneSampleController

Quit Key Escape

Fade In Texture None (Texture)

Speed Rotation Increment 0.05

Layer Name Default

**OVR Debug Info (Script)**

Script OVRDebugInfo

Add Component

Assets > Oculus > VR > Scenes

Controller... Cubes GearVrCont... HandTest HandTest... MRC Room Trivial UI

Project Console

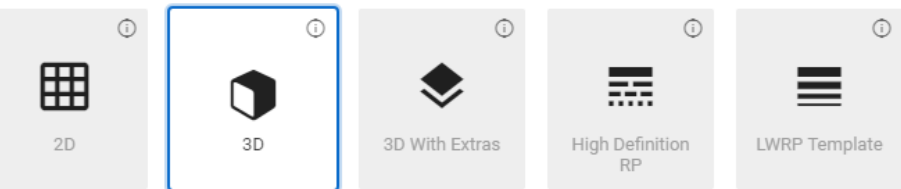
Favorites

- All Materials
- All Models
- All Prefabs

Assets

- Oculus
  - AudioManager
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
    - AudioClips
    - Editor
    - Materials
    - Meshes
    - Plugins
    - Prefabs
    - Resources
    - Scenes
    - Scripts
    - Shaders

Templates



Settings

Project Name \*

VR\_Template\_SteamVR

Location \*

C:\Users\alecz\Documents\UNITY

# UNITY3D + STEAMVR

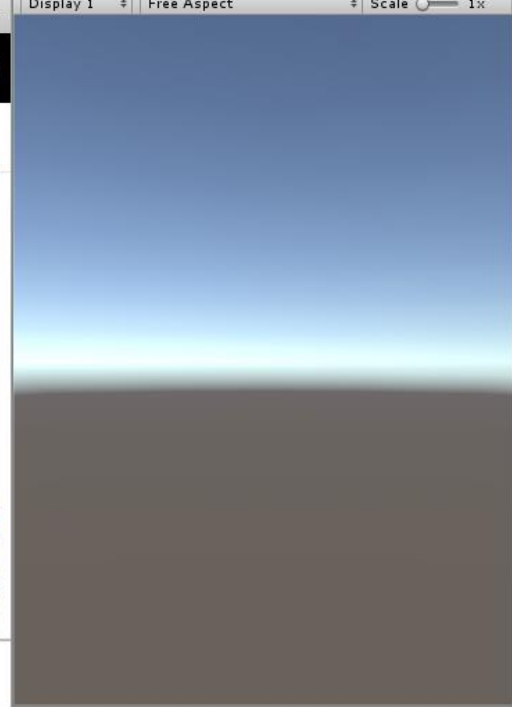
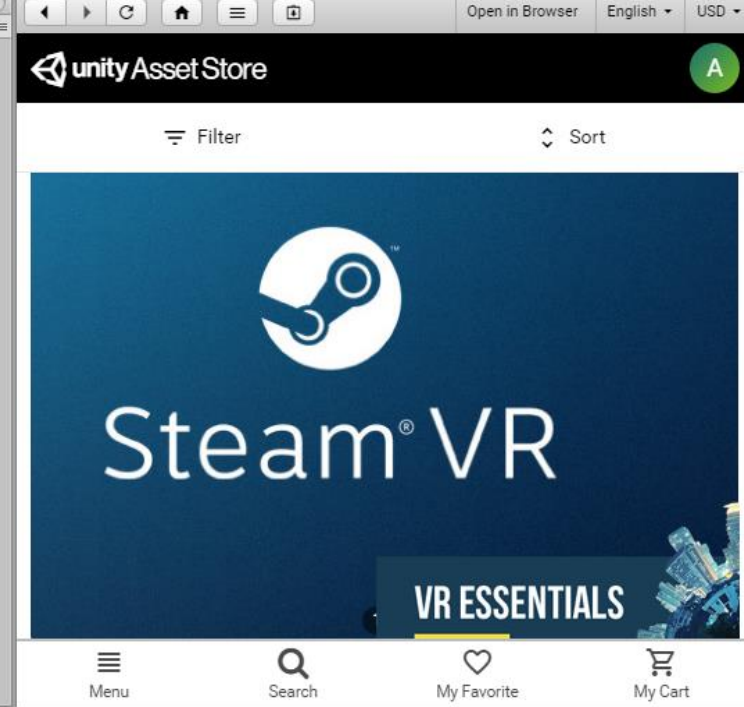
Teleport + Grabbing + Longbow

CANCEL

CREATE

Hierarchy

- SampleScene
  - Main Camera
  - Directional Light



- Audio
- Editor
- Graphics
- Input
- Physics
- Physics 2D
- Player**
- Preset Manager
- Quality
- Script Execution Order
- Tags and Layers
- TextMesh Pro
- Time
- VFX

**Player**

Company Name: DefaultCompany

Product Name: VR\_Template\_SteamVR

Version: 0.1

Default Icon: [Icon]

Default Cursor: [Cursor]

Cursor Hotspot: X: 0, Y: 0

Settings for PC, Mac & Linux Standalone

**Icon**

**Resolution and Presentation**

**Splash Image**

**Other Settings**

**XR Settings**

Virtual Reality Supported:

Virtual Reality SDKs

- Oculus
  - Shared Depth Buffer:
  - Dash Support:
- OpenVR

Stereo Rendering Mode\*: Multi Pass

Vuforia Augmented Reality Supported\*:

360 Stereo Capture:

\* Shared setting between multiple platforms.

Project Console

**Favorites**

- All Materials
- All Models
- All Prefabs

**Assets**

- Scenes

**Packages**

**Assets**

- Scenes

Help

Local

# Scene # Asset Store

Open in Browser English USD

Game Display 1 Free Aspect Scale 1x

Inspector Package Manager Project Settings Lighting

Audio Editor Graphics Input Physics Physics 2D Player Preset Manager Quality Script Execution Tags and Layers TextMesh Pro Time VFX

Player

Company Name: DefaultCompany  
Product Name: VR\_Template\_SteamVR  
Version: 0.1

Default Icon

Default Cursor

Cursor Hotspot X: 0 Y: 0

Settings for PC, Mac & Linux Standalone

Icon

Resolution and Presentation

Splash Image

Other Settings

XR Settings

Virtual Reality Supported

Virtual Reality SDKs

- Oculus
  - Shared Depth Buffer
  - Dash Support
- OpenVR

Stereo Rendering Mode\* Multi Pass

Vuforia Augmented Reality Supported\*

360 Stereo Capture

\* Shared setting between multiple platforms.

unity Asset Store

Filter Sort

FREE

Import

Add to List Share

Rebuskater on previous version 2.5.0 (sdk 1.8.19)

★★★★★ Perfect for VR Starting Point

a day ago

Menu Search My Favorite

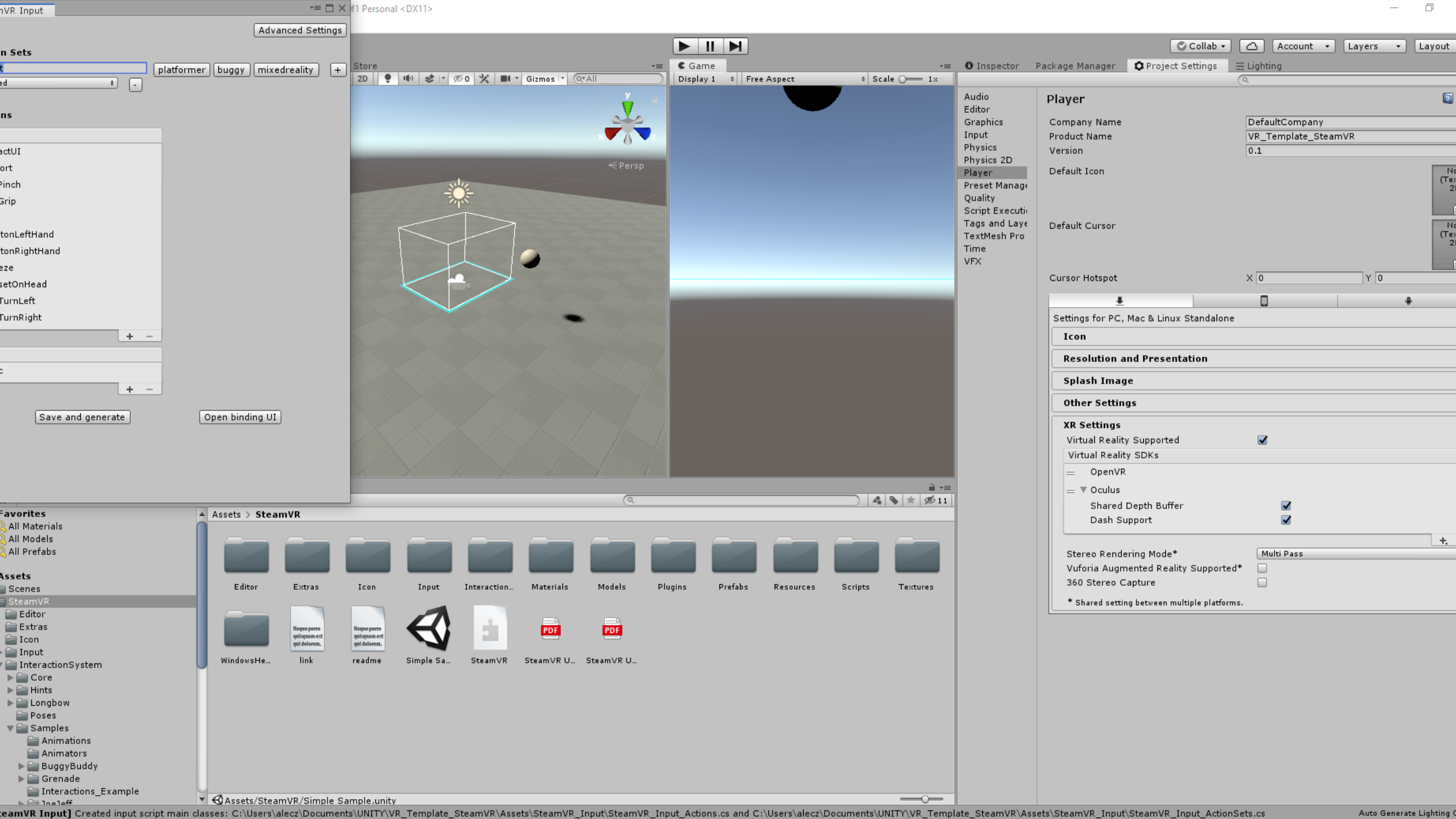
Accept All

You made the right choice!

Ok

Assets

Scenes SteamVR SteamVR\_... Streaming...



Scene View: # Scene Asset Store Shaded 2D Gizmos

Game View: Display 1 Free Aspect Scale 1x

Inspector: Package Manager Project Settings Lighting SteamVR Input Interactions\_Example

The main scene view shows a 3D environment with a player character (a white sphere with a blue eye) and several interactive objects. A 'Throwing' demo is visible in the Game view, showing a target and a player character. The Inspector panel shows the 'Interactions\_Example' object selected.

Assets > SteamVR > InteractionSystem > Samples

Animations Animators BuggyBuddy Grenade Interaction... JoeJeff Materials Models Prefabs Scripts Squishy Textures

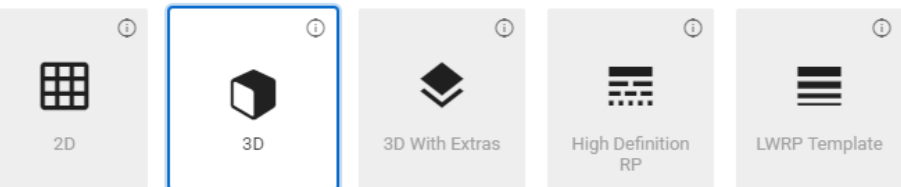
Interaction...

Assets/SteamVR/InteractionSystem/Samples/Interactions\_Example.unity

Asset Labels AssetBundle None + None

Auto Generate Lighting

The Asset Store view shows a hierarchy of folders: Assets > SteamVR > InteractionSystem > Samples. The 'Samples' folder is expanded, showing sub-folders: Animations, Animators, BuggyBuddy, Grenade, Interaction..., JoeJeff, Materials, Models, Prefabs, Scripts, Squishy, and Textures. The 'Interaction...' folder is selected, showing a preview of the 'Interactions\_Example' asset.



Project Name \*

VR\_Template\_2019.2]

Location \*

C:\Users\alecz\Documents\UNITY

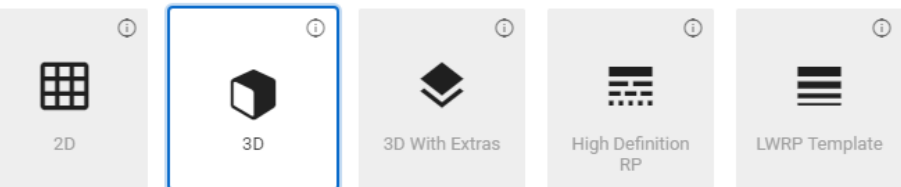
# UNITY3D + OCULUS INTEGRATION + VRTK (3.3 OR 4.0)

Teleport + Grabbing + Climbing

CANCEL

CREATE

Templates



Settings

Project Name \*

VR\_Template\_2019.2

Location \*

C:\Users\alecz\Documents\UNITY

...

# SETTING UP THE SCENE

CANCEL

CREATE



Templates

2D

3D

3D With Extras

High Definition RP

LWRP Template

Settings

Project Name \*

VR\_Template\_2019.2

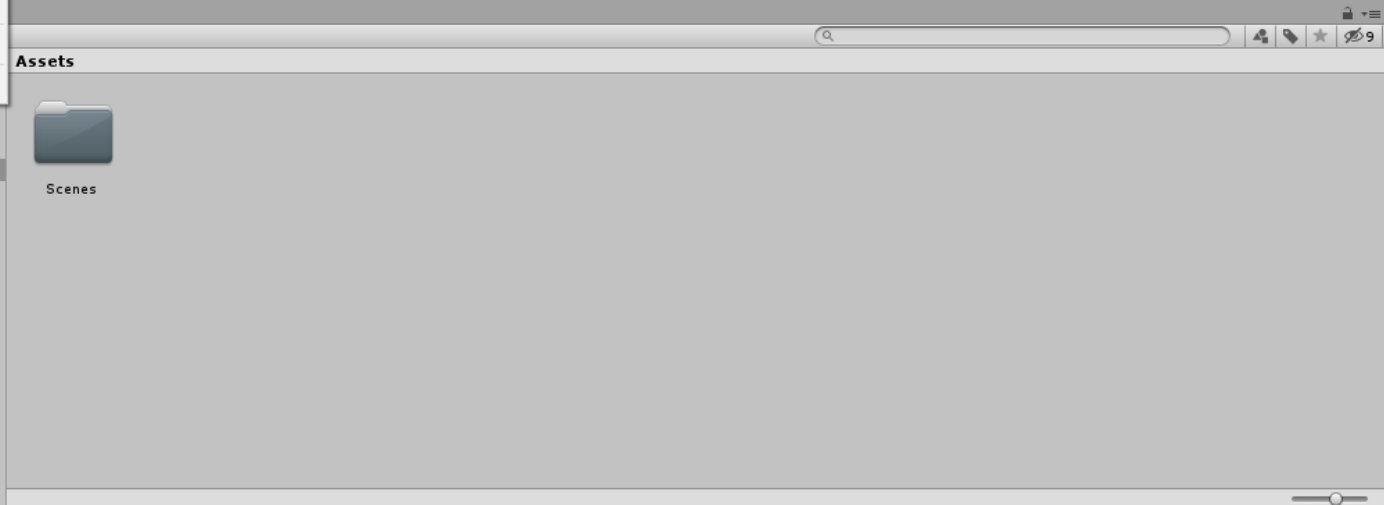
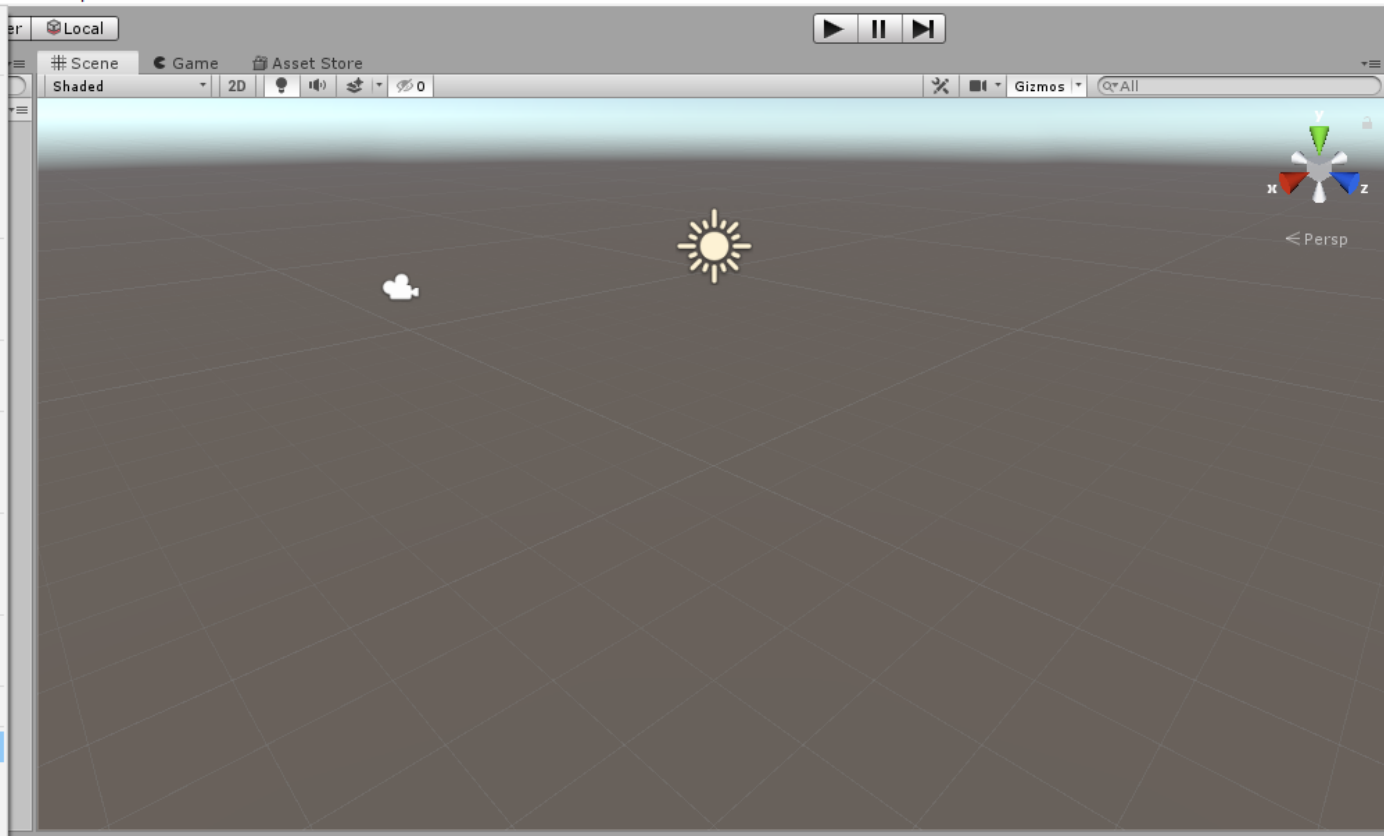
Location \*

C:\Users\alecz\Documents\UNITY

CANCEL

CREATE

- Edit
  - Assets
  - GameObject
  - Component
  - Window
  - Help
- |                            |              |
|----------------------------|--------------|
| Undo                       | Ctrl+Z       |
| Redo                       | Ctrl+Y       |
| Select All                 | Ctrl+A       |
| Deselect All               | Shift+D      |
| Select Children            | Shift+C      |
| Select Prefab Root         | Ctrl+Shift+R |
| Invert Selection           | Ctrl+I       |
| Cut                        | Ctrl+X       |
| Copy                       | Ctrl+C       |
| Paste                      | Ctrl+V       |
| Duplicate                  | Ctrl+D       |
| Delete                     |              |
| Frame Selected             | F            |
| Lock View to Selected      | Shift+F      |
| Find                       | Ctrl+F       |
| Play                       | Ctrl+P       |
| Pause                      | Ctrl+Shift+P |
| Step                       | Ctrl+Alt+P   |
| Sign in...                 |              |
| Sign out                   |              |
| Selection                  | >            |
| <b>Project Settings...</b> |              |
| Preferences...             |              |
| Shortcuts...               |              |
| Clear All PlayerPrefs      |              |
| Graphics Tier              | >            |
| Snap Settings...           |              |





Center Local



Collab Account Layers Layout

Hierarchy # Scene # Game # Asset Store

Shaded 2D Gizmos All

Inspector Package Manager Project Settings Lighting

SampleScene Main Camera Directional Light



Audio Editor Graphics Input Physics Physics 2D Player Preset Manager Quality Script Execution Tags and Layers TextMesh Pro Time VFX

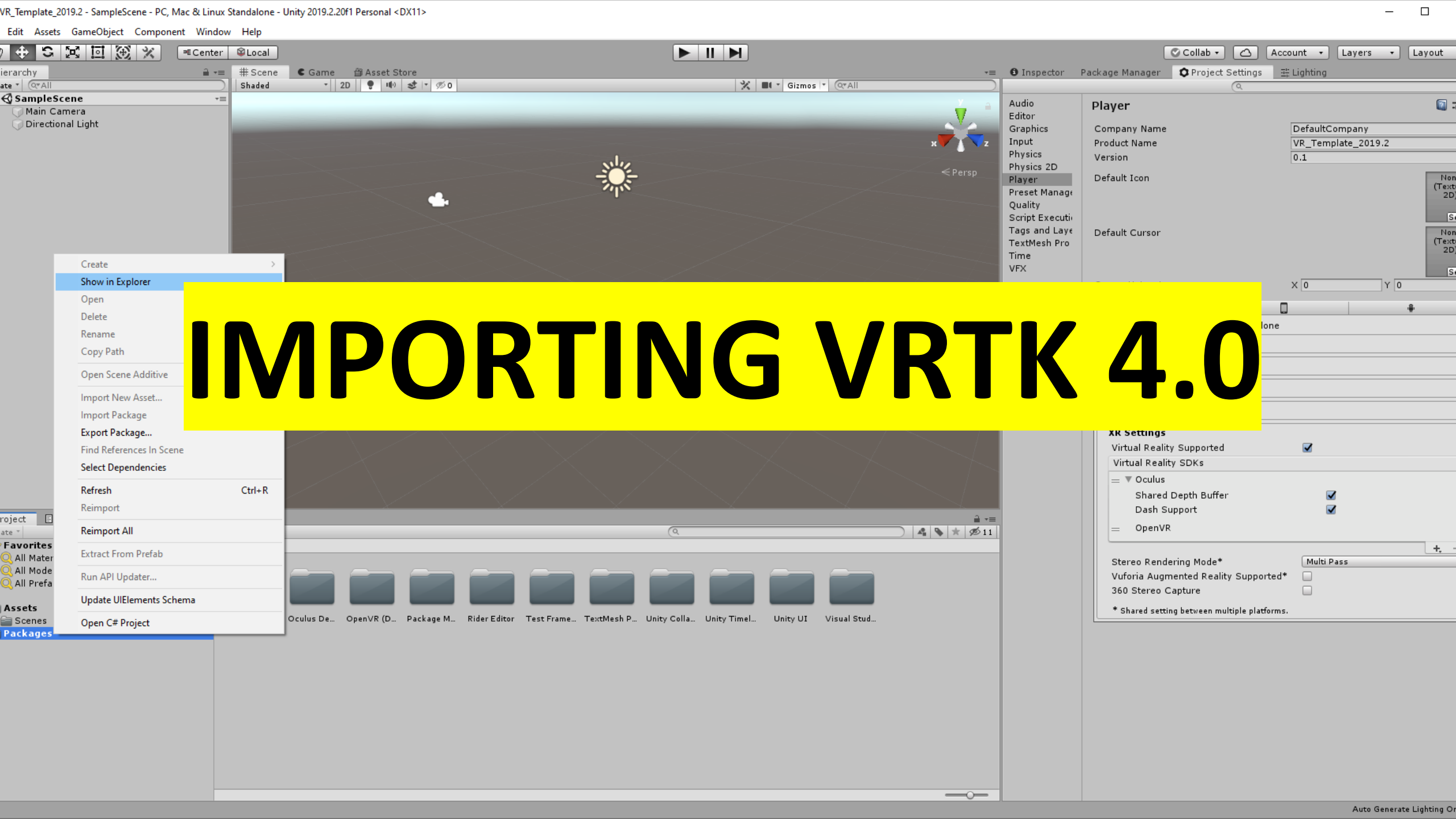
Player Company Name: DefaultCompany Product Name: VR\_Template\_2019.2 Version: 0.1

Console

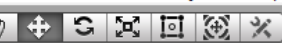
Favorites All Materials All Models All Prefabs Assets Scenes Packages

Assets Scenes

Settings for PC, Mac & Linux Standalone Icon Resolution and Presentation Splash Image Other Settings XR Settings Virtual Reality Supported Virtual Reality SDKs Oculus Shared Depth Buffer Dash Support OpenVR Stereo Rendering Mode\* Multi Pass



# IMPORTING VRTK 4.0



Center Local



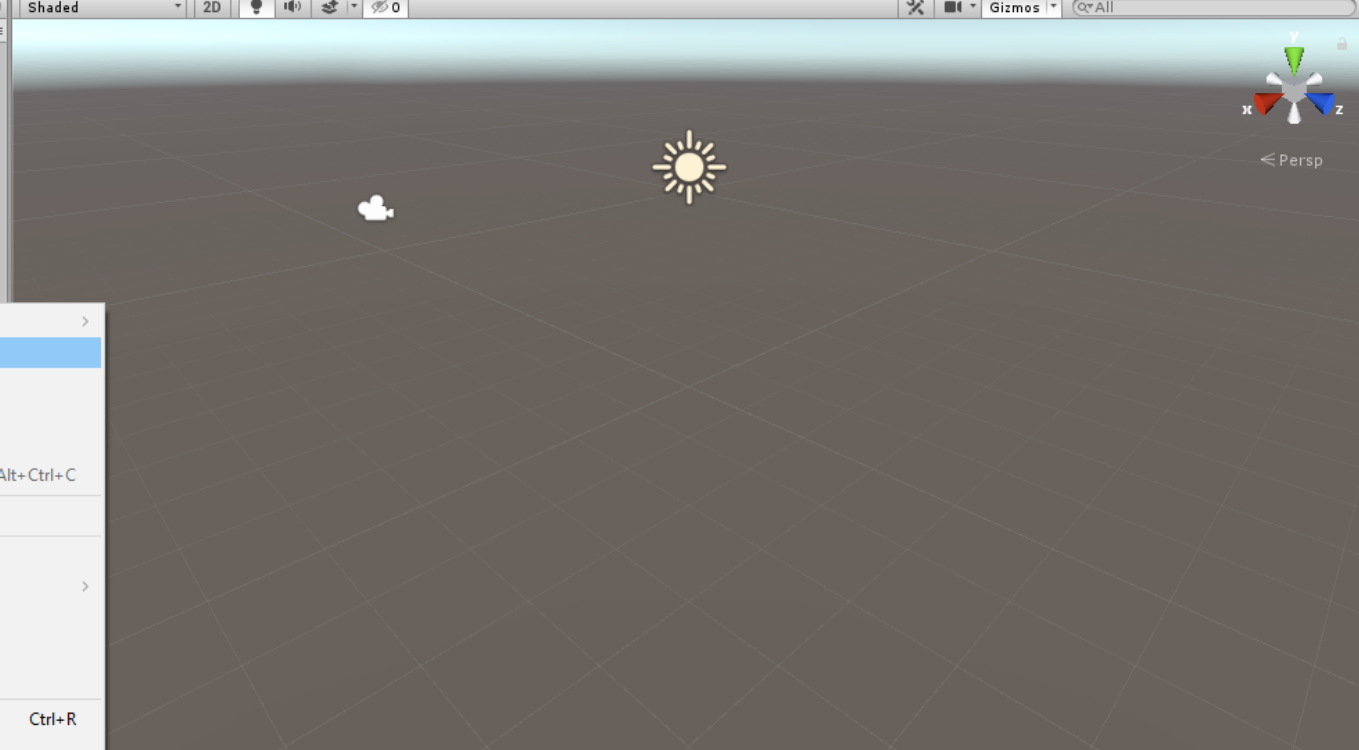
Collab Account Layers Layout

Hierarchy

# Scene Game Asset Store Shaded 2D Gizmos All

Inspector Package Manager Project Settings Lighting

- SampleScene
  - Main Camera
  - Directional Light



Audio Editor Graphics Input Physics Physics 2D Player Preset Manager Quality Script Execution Tags and Layers TextMesh Pro Time VFX

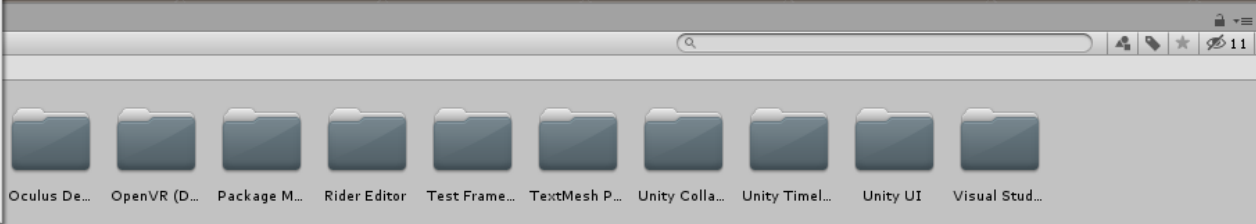
**Player**

Company Name: DefaultCompany  
 Product Name: VR\_Template\_2019.2  
 Version: 0.1

Default Icon  
 Default Cursor  
 Cursor Hotspot: X 0 Y 0

- Create
- Show in Explorer
- Open
- Delete
- Rename
- Copy Path Alt+Ctrl+C
- Open Scene Additive
- Import New Asset...
- Import Package
- Export Package...
- Find References In Scene
- Select Dependencies
- Refresh Ctrl+R
- Reimport
- Reimport All
- Extract From Prefab
- Run API Updater...
- Update UIElements Schema
- Open C# Project

- Project
- Favorites
  - All Materials
  - All Modes
  - All Prefabs
- Assets
  - Scenes
  - Packages



Settings for PC, Mac & Linux Standalone

**Icon**

**Resolution and Presentation**

**Splash Image**

**Other Settings**

**XR Settings**

Virtual Reality Supported

Virtual Reality SDKs

- Oculus
  - Shared Depth Buffer
  - Dash Support
- OpenVR

Stereo Rendering Mode\* Multi Pass

Vuforia Augmented Reality Supported\*

360 Stereo Capture

\* Shared setting between multiple platforms.



Center Local



Collab Account Layers Layout

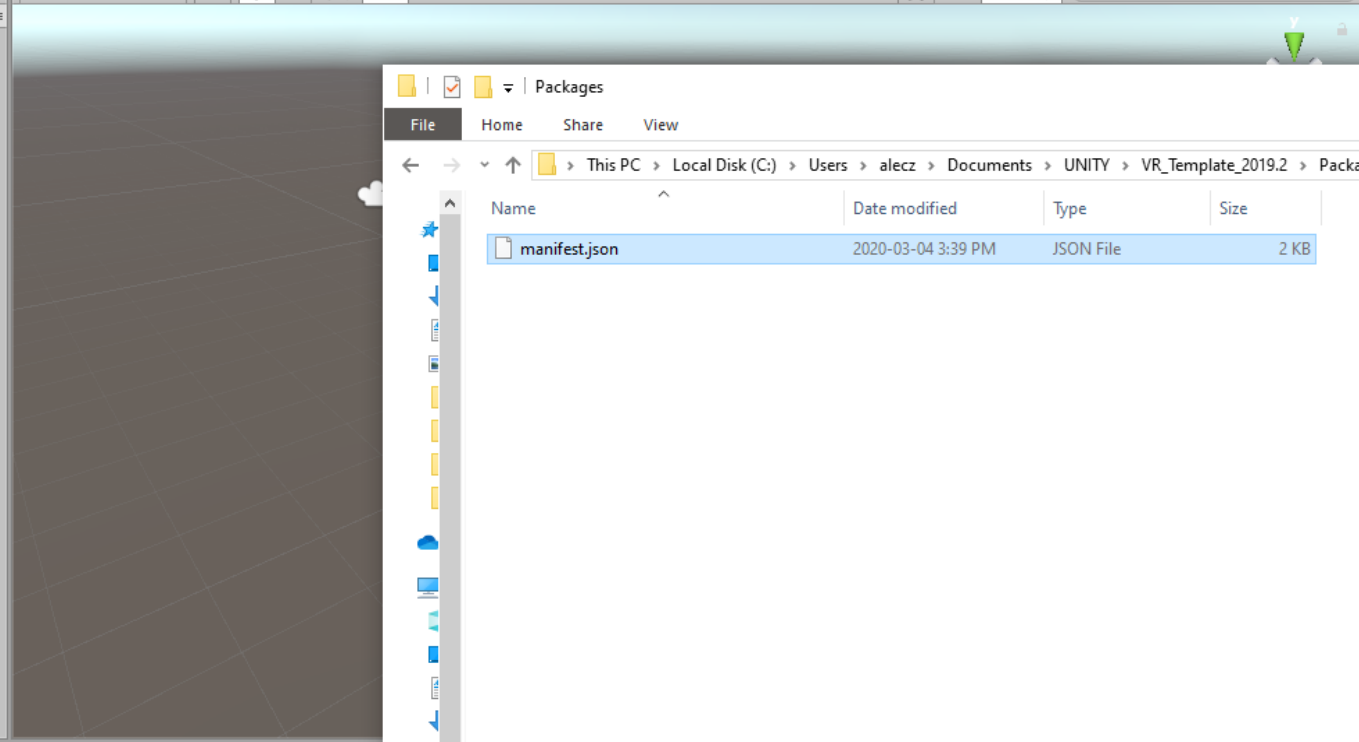
Hierarchy

Scene Game Asset Store

Inspector Package Manager Project Settings Lighting

SampleScene

- Main Camera
- Directional Light



Audio Editor

Player

Company

plate\_2019.2

Non (Text 2D)

Non (Text 2D)

Y 0

Pass

Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- Scenes
- Packages**

Packages

- Custom NU...
- Oculus De...
- OpenVR (D...
- Package

File Explorer: Packages

This PC > Local Disk (C:) > Users > alecz > Documents > UNITY > VR\_Template\_2019.2 > Packages

Name	Date modified	Type	Size
manifest.json	2020-03-04 3:39 PM	JSON File	2 KB

No preview available.

1 item 1 item selected 1.81 KB



Center Local



Collab



Account

Layers

Layout

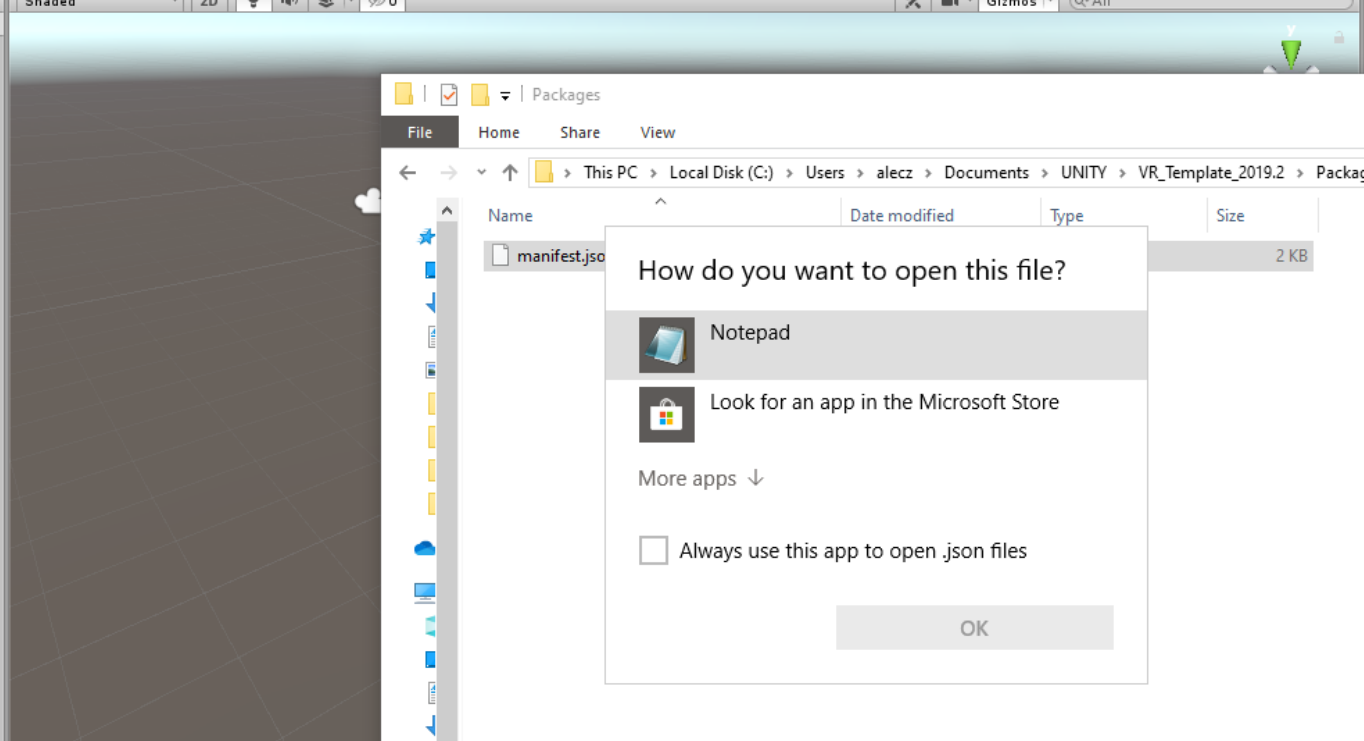
Hierarchy

# Scene Game Asset Store

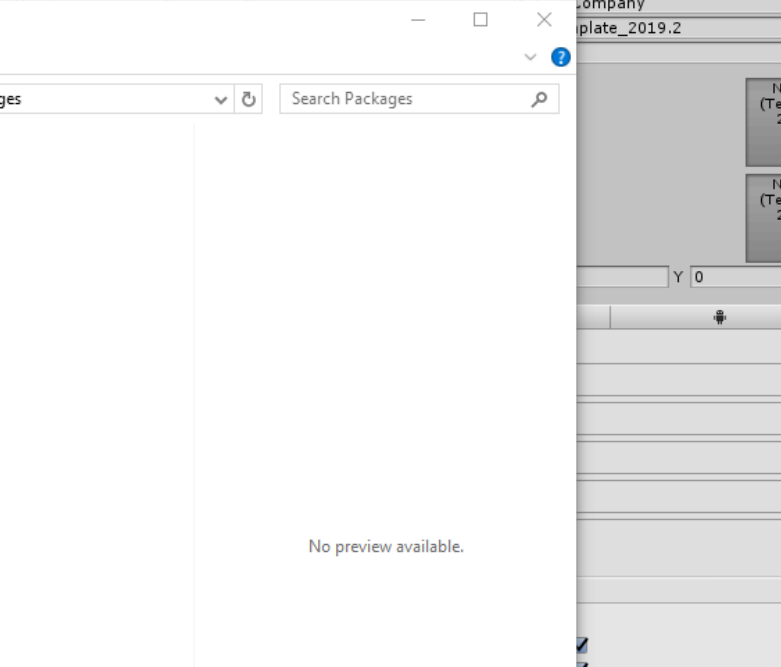
Inspector Package Manager Project Settings Lighting

SampleScene

- Main Camera
- Directional Light

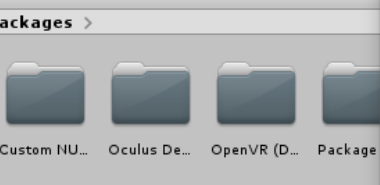


Audio Editor Player



Console

- Favorites**
  - All Materials
  - All Models
  - All Prefabs
- Assets**
  - Scenes
  - Packages**



File Explorer window showing the path: This PC > Local Disk (C:) > Users > alecz > Documents > UNITY > VR\_Template\_2019.2 > Packages

Name	Date modified	Type	Size
manifest.js			2 KB

How do you want to open this file?

- Notepad
- Look for an app in the Microsoft Store
- More apps ↓
- Always use this app to open .json files

OK

No preview available.

1 item 1 item selected 1.81 KB

## Adding the package to the Unity project manifest

- Navigate to the `Packages` directory of your project.
- Adjust the `project manifest file` `manifest.json` in a text editor.
  - Ensure `https://registry.npmjs.org/` is part of `scopedRegistries`
    - Ensure `io.extendreality` is part of `scopes`.
  - Add `io.extendreality.vrtk.prefabs` to `dependencies`, stating

A minimal example ends up looking like this. Please note that the version is the [latest released version](#) which is currently `release v1.1.9`.

```
{
  "scopedRegistries": [
    {
      "name": "npmjs",
      "url": "https://registry.npmjs.org/",
      "scopes": [
        "io.extendreality"
      ]
    }
  ],
  "dependencies": {
    "io.extendreality.vrtk.prefabs": "X.Y.Z",
    ...
  }
}
```

- Switch back to the Unity software and wait for it to finish importing

## Updating to the latest version

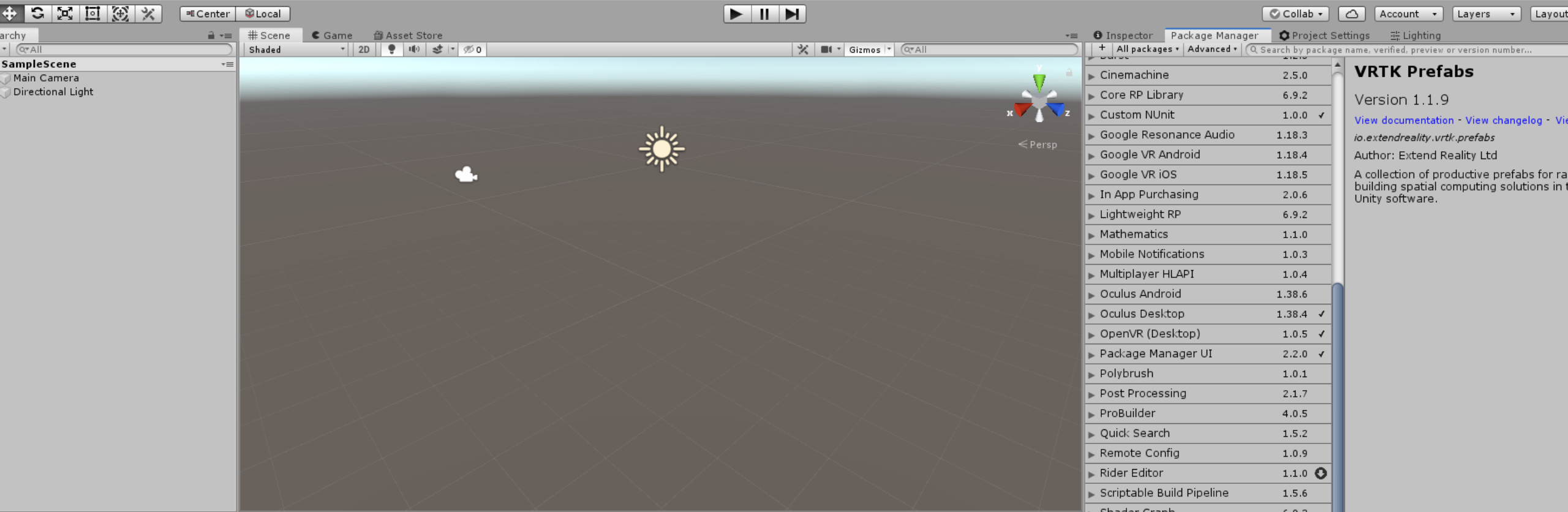
The package will show up in the Unity Package Manager UI once the above steps are complete. The package can be updated by selecting the package in the Unity Package Manager UI and then selecting the version selection UI.

## Documentation

Visit the [Academy](#) for a collection of educational content to help you get the most out of building spatial computing solutions with the VRTK Prefabs.

```
*manifest.json - Notepad
File Edit Format View Help
{
  "scopedRegistries": [
    {
      "name": "npmjs",
      "url": "https://registry.npmjs.org/",
      "scopes": [
        "io.extendreality"
      ]
    }
  ],
  "dependencies": {
    "io.extendreality.vrtk.prefabs": "1.1.9",
    "com.unity.collab-proxy": "1.2.16",
    "com.unity.ext.nunit": "1.0.0",
    "com.unity.ide.rider": "1.1.0",
    "com.unity.ide.vscode": "1.1.3",
    "com.unity.package-manager-ui": "2.2.0",
    "com.unity.test-framework": "1.0.13",
    "com.unity.textmeshpro": "2.0.1",
    "com.unity.timeline": "1.1.0",
    "com.unity.ugui": "1.0.0",
    "com.unity.xr.oculus.standalone": "1.38.4",
    "com.unity.xr.openvr.standalone": "1.0.5",
    "com.unity.modules.ai": "1.0.0",
    "com.unity.modules.androidjni": "1.0.0",
    "com.unity.modules.animation": "1.0.0",
    "com.unity.modules.assetbundle": "1.0.0",
    "com.unity.modules.audio": "1.0.0",
    "com.unity.modules.cloth": "1.0.0",
    "com.unity.modules.director": "1.0.0",
    "com.unity.modules.imageconversion": "1.0.0",
    "com.unity.modules.imgui": "1.0.0",
    "com.unity.modules.jsonserialize": "1.0.0",
    "com.unity.modules.particlesystem": "1.0.0",
    "com.unity.modules.physics": "1.0.0",
    "com.unity.modules.physics2d": "1.0.0"
  }
}
```





Package Name	Version
Cinemachine	2.5.0
Core RP Library	6.9.2
Custom NUnit	1.0.0 ✓
Google Resonance Audio	1.18.3
Google VR Android	1.18.4
Google VR iOS	1.18.5
In App Purchasing	2.0.6
Lightweight RP	6.9.2
Mathematics	1.1.0
Mobile Notifications	1.0.3
Multiplayer HLAPI	1.0.4
Oculus Android	1.38.6
Oculus Desktop	1.38.4 ✓
OpenVR (Desktop)	1.0.5 ✓
Package Manager UI	2.2.0 ✓
Polybrush	1.0.1
Post Processing	2.1.7
ProBuilder	4.0.5
Quick Search	1.5.2
Remote Config	1.0.9
Rider Editor	1.1.0 ⬇
Scriptable Build Pipeline	1.5.6
Shader Graph	6.9.2
Subsystem Registration	1.0.6
Test Framework	1.0.13 ⬇
TextMesh Pro	2.0.1 ✓
Unity Collaborate	1.2.16 ✓
Unity Distribution Portal	1.3.0
Unity Timeline	1.1.0 ✓
Unity UI	1.0.0 ✓
Visual Studio Code Editor	1.1.3 ⬇
<b>VRTK Prefabs</b>	<b>1.1.9 ✓</b>
Vuforia Engine AR	8.5.9
Windows Mixed Reality	3.0.6
Xiaomi SDK	1.0.3
XR Legacy Input Helpers	2.0.8
XR Management	3.0.3

### VRTK Prefabs

Version 1.1.9

[View documentation](#) - [View changelog](#) - [View source](#)

`io.extendreality.vrpk.prefabs`

Author: Extend Reality Ltd

A collection of productive prefabs for rapid prototyping and building spatial computing solutions in the Unity software.

- Project Console
- All Materials
- All Models
- All Prefabs
- Assets
- Scenes
- Package Manager
- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
- Zinnia.Unity

Packages > VRTK Prefabs >

CameraRig	Helpers	Interactions	Locomotion	Pointers	SharedRes...	CHANGEL...	FodyWeave...	LICENSE	package	README	VRTK.Prefa...
-----------	---------	--------------	------------	----------	--------------	------------	--------------	---------	---------	--------	---------------

Hierarchy

- SampleScene
  - Main Camera
  - Directional Light

unity Asset Store

Search for assets

Home > Tools > Integration > Oculus Integration

You downloaded this item on Feb 10, 2020.  
 Please rate and review this asset. Your honest review and rating will help other users who are deciding whether they should get this asset.

[Write a Review](#)



### Oculus Integration

Oculus  
 ★★★★★ 3 | 326 Reviews

FREE

[Import](#)

[Add to List](#) [Share](#)

Inspector Package Manager Project Settings Lighting

All packages	Advanced	Search by package name, verified, preview or version number...
Cinemachine	2.5.0	
Core RP Library	6.9.2	
Custom NUnit	1.0.0	✓
Google Resonance Audio	1.18.3	
Google VR Android	1.18.4	
Google VR iOS	1.18.5	
In App Purchasing	2.0.6	
Lightweight RP	6.9.2	
Mathematics	1.1.0	
Mobile Notifications	1.0.3	
Multiplayer HLAPI	1.0.4	
Oculus Android	1.38.6	
Oculus Desktop	1.38.4	✓
OpenVR (Desktop)	1.0.5	✓
Package Manager UI	2.2.0	✓
Polybrush	1.0.1	
Post Processing	2.1.7	
ProBuilder	4.0.5	
Quick Search	1.5.2	
Remote Config	1.0.9	
Rider Editor	1.1.0	⬇
Scriptable Build Pipeline	1.5.6	
Shader Graph	6.9.2	
Subsystem Registration	1.0.6	
Test Framework	1.0.13	⬇
TextMesh Pro	2.0.1	✓
Unity Collaborate	1.2.16	✓
Unity Distribution Portal	1.3.0	
Unity Timeline	1.1.0	✓
Unity UI	1.0.0	✓
Visual Studio Code Editor	1.1.3	⬇
<b>VRTK Prefabs</b>	<b>1.1.9</b>	<b>✓</b>
Vuforia Engine AR	8.5.9	
Windows Mixed Reality	3.0.6	
Xiaomi SDK	1.0.3	
XR Legacy Input Helpers	2.0.8	
XR Management	3.0.3	

### VRTK Prefabs

Version 1.1.9

[View documentation](#) - [View changelog](#) - [View](#)

*io.extendreality.vrtk.prefabs*

Author: Extend Reality Ltd

A collection of productive prefabs for rapid building spatial computing solutions in the Unity software.

Assets

- Scenes
- VRTK Prefabs
  - Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro
  - Unity Collaborate
  - Unity Timeline
  - Unity UI
  - Visual Studio Code Editor
  - VRTK Prefabs
  - Zinnia.Unity

Package Manager

VRTK Prefabs

- CameraRig
- Helpers
- Interactions
- Locomotion
- Pointers
- SharedRes...
- CHANGEL...
- FodyWeave...
- LICENSE
- package
- README
- VRTK.Prefa...



Hierarchy

- SampleScene
  - Main Camera
  - Directional Light


unity Asset Store

Search for assets

Home > Tools > Integration > Oculus Integration

You downloaded this item on Feb 10, 2020.  
Please rate and review this asset. Your honest review and rating will help other users who are deciding whether they should get this asset. [Write a Review](#)

### Oculus Integration



Oculus

Update Oculus Utilities Plugin

Oculus Utilities has detected that a newer OVRPlugin is available. Using the newest version is recommended. Do you want to enable it?

Current version: (Unknown)  
Available version: 1.45.0

Assets

- Scenes
- VR Packages
  - Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro
  - Unity Collaborate
  - Unity Timeline
  - Unity UI
  - Visual Studio Code Editor
  - VRTK Prefabs
  - Zinnia.Unity

VR Packages > VRTK Prefabs

- CameraRig
- Helpers
- Interactions
- Locomotion
- Pointers
- SharedRes...
- CHANGEL...
- FodyWeave...
- LICENSE
- package
- README
- VRTK.Prefa...

Inspector Package Manager Project Settings Lighting

All packages | Advanced | Search by package name, verified, preview or version number...

▶ Cinemachine	2.5.0
▶ Core RP Library	6.9.2
▶ Custom NUnit	1.0.0 ✓
▶ Google Resonance Audio	1.18.3
▶ Google VR Android	1.18.4
▶ Google VR iOS	1.18.5
▶ In App Purchasing	2.0.6
▶ Lightweight RP	6.9.2
▶ Mathematics	1.1.0
▶ Mobile Notifications	1.0.3
▶ Multiplayer HLAPI	1.0.4
▶ Oculus Android	1.38.6
▶ Oculus Desktop	1.38.4 ✓
▶ OpenVR (Desktop)	1.0.5 ✓
▶ Package Manager UI	2.2.0 ✓
▶ Polybrush	1.0.1
▶ Post Processing	2.1.7
▶ ProBuilder	4.0.5
▶ Quick Search	1.5.2
▶ Remote Config	1.0.9
▶ Rider Editor	1.1.0 ⚙
▶ Scriptable Build Pipeline	1.5.6
▶ Shader Graph	6.9.2
▶ Subsystem Registration	1.0.6
▶ Test Framework	1.0.13 ⚙
▶ TextMesh Pro	2.0.1 ✓
▶ Unity Collaborate	1.2.16 ✓
▶ Unity Distribution Portal	1.3.0
▶ Unity Timeline	1.1.0 ✓
▶ Unity UI	1.0.0 ✓
▶ Visual Studio Code Editor	1.1.3 ⚙
▶ VRTK Prefabs	1.1.9 ✓
▶ Vuforia Engine AR	8.5.9
▶ Windows Mixed Reality	3.0.6
▶ Xiaomi SDK	1.0.3
▶ XR Legacy Input Helpers	2.0.8
▶ XR Management	3.0.3

Last update Mar 4, 15:40

### VRTK Prefabs

Version 1.1.9

[View documentation](#) - [View changelog](#) - [View](#)

*io.extendreality.vrtk.prefabs*

Author: Extend Reality Ltd

A collection of productive prefabs for rapid building spatial computing solutions in the Unity software.

Hierarchy

- SampleScene
  - Main Camera
  - Directional Light


unity Asset Store

Search for assets

Home > Tools > Integration > Oculus Integration

You downloaded this item on Feb 10, 2020.  
Please rate and review this asset. Your honest review and rating will help other users who are deciding whether they should get this asset. [Write a Review](#)

### Oculus Integration



Update Spatializer Plugins

New spatializer plugin found. Do you want to upgrade? If you choose 'Upgrade', the old plugin will be renamed to AudioPluginOculusSpatializer.old

[Upgrade](#) [Delete new plugin](#) [Don't upgrade](#)

[Add to List](#) [Share](#)

Inspector Package Manager Project Settings Lighting

Package Name	Version
Cinemachine	2.5.0
Core RP Library	6.9.2
Custom NUnit	1.0.0 ✓
Google Resonance Audio	1.18.3
Google VR Android	1.18.4
Google VR iOS	1.18.5
In App Purchasing	2.0.6
Lightweight RP	6.9.2
Mathematics	1.1.0
Mobile Notifications	1.0.3
Multiplayer HLAPI	1.0.4
Oculus Android	1.38.6
Oculus Desktop	1.38.4 ✓
OpenVR (Desktop)	1.0.5 ✓
Package Manager UI	2.2.0 ✓
Polybrush	1.0.1
Post Processing	2.1.7
ProBuilder	4.0.5
Quick Search	1.5.2
Remote Config	1.0.9
Rider Editor	1.1.0 ⬇
Scriptable Build Pipeline	1.5.6
Shader Graph	6.9.2
Subsystem Registration	1.0.6
Test Framework	1.0.13 ⬇
TextMesh Pro	2.0.1 ✓
Unity Collaborate	1.2.16 ✓
Unity Distribution Portal	1.3.0
Unity Timeline	1.1.0 ✓
Unity UI	1.0.0 ✓
Visual Studio Code Editor	1.1.3 ⬇
<b>VRTK Prefabs</b>	<b>1.1.9 ✓</b>
Vuforia Engine AR	8.5.9
Windows Mixed Reality	3.0.6
Xiaomi SDK	1.0.3
XR Legacy Input Helpers	2.0.8
XR Management	3.0.3

### VRTK Prefabs

Version 1.1.9

[View documentation](#) - [View changelog](#) - [View](#)

*io.extendreality.vrtk.prefabs*

Author: Extend Reality Ltd

A collection of productive prefabs for rapid building spatial computing solutions in the Unity software.

Last update Mar 4, 15:40

[Up to date](#) [Remo](#)

Assets

- Scenes
- VRTK Prefabs
  - Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro
  - Unity Collaborate
  - Unity Timeline
  - Unity UI
  - Visual Studio Code Editor
  - VRTK Prefabs
  - Zinnia.Unity

Package Manager

VRTK Prefabs

- CameraRig
- Helpers
- Interactions
- Locomotion
- Pointers
- SharedRes...
- CHANGEL...
- FodyWeave...
- LICENSE
- package
- README
- VRTK.Prefa...

Welcome  
Documentation  
How-to Guides  
Tutorials  
Explanations  
Reference  
Contributing  
License



## Welcome

The Academy is a curriculum of educational content to provide a complete understanding of the Extend Reality

# SETTING UP AN OVR CAMERA RIG

build specific solutions.

- [View Tutorials](#)

## Explanations

Common problems and solutions in spatial computing explained along with how Extend Reality solutions can be utilized to overcome issues with little effort. They also provide an insight into the inner workings of the underlying features.

- [View Explanations](#)

## Reference

Project maintained by  
[ExtendRealityLtd](#)

Hosted on GitHub Pages — Theme by  
mattgraham



## Welcome

---

The Academy is a curriculum of educational content to provide a complete understanding of the Extend Reality suite of solutions and how to utilize them to build great solutions for spatial computing.

The educational content is aimed at all levels from complete beginners to advanced developers to provide a friendly learning curve to fully understand all that is capable with the solutions at hand.

## Documentation

---

### How-to Guides

Step by step instructions on how to set up specific features.

- [View How-to Guides](#)

### Tutorials

Small to medium projects that go from an empty state to a completed goal that shows how to use features to build specific solutions.

- [View Tutorials](#)

### Explanations

Common problems and solutions in spatial computing explained along with how Extend Reality solutions can be utilized to overcome issues with little effort. They also provide an insight into the inner workings of the underlying features.

- [View Explanations](#)

### Reference

> [Home](#) > [Tutorials](#) > [Working With 3rd Party SDKs](#)

## Using Oculus Integration

Oculus Integration is the official SDK from [Oculus](#) and provides a comprehensive way to develop for hardware produced by Oculus, however the SDK can also be used on other supported platforms as well. The [Oculus Integration](#) package can be obtained from the Unity Asset Store.

Go to the Unity Asset Store by selecting `Main Menu -> Window -> Asset Store` or pressing `CTRL + 9` and search for `Oculus Integration`. Alternatively, click this direct link to [Oculus Integration](#) on the Unity Asset Store. Download and import the Oculus Integration Unity Asset into your project.

[Working With The OVRCameraRig](#)

[Creating An OVR Velocity Tracker](#)





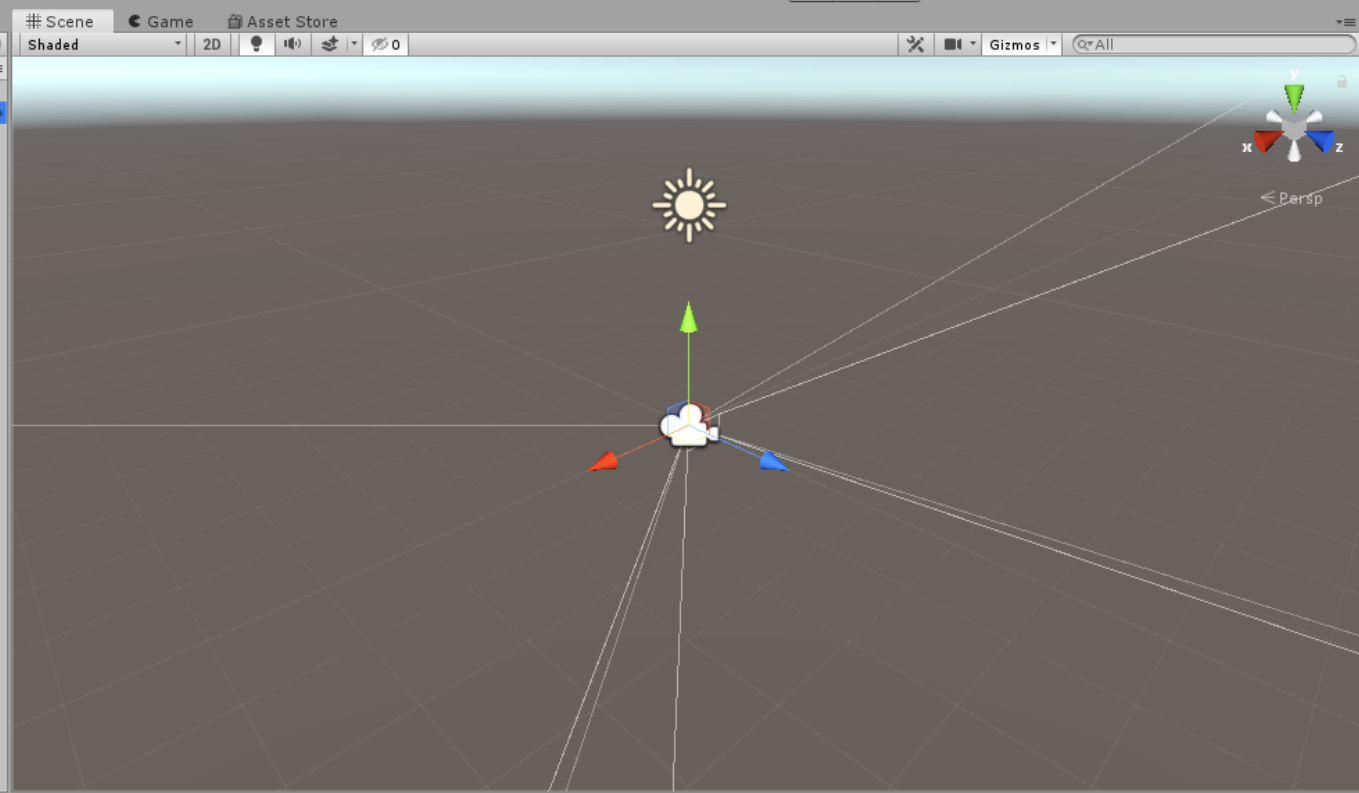
Center Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig



Inspector Package Manager Project Settings Lighting

**OVR CameraRig**  
 Tag Untagged Layer Default  
 Prefab Open Select Overrides

**Transform**  
 Position X 0 Y 0 Z 0  
 Rotation X 0 Y 0 Z 0  
 Scale X 1 Y 1 Z 1

**OVR Camera Rig (Script)**  
 Script OVRCameraRig  
 Use Per Eye Cameras   
 Use Fixed Update For Tracking   
 Disable Eye Anchor Cameras

**OVR Manager (Script)**  
 Script OVRManager  
**Performance/Quality**  
 Queue Ahead   
 Use Recommended MSA Level   
 Monoscopic   
 Enable Adaptive Resolution   
 Min Render Scale [Slider]  
 Max Render Scale [Slider] 1  
 Head Pose Relative Offset Rotation X 0 Y 0 Z 0  
 Head Pose Relative Offset Translation X 0 Y 0 Z 0  
 Profiler Tcp Port 32419

**Tracking**  
 Tracking Origin Type Eye Level  
 Use Position Tracking   
 Use IPD In Position Tracking   
 Reset Tracker On Load   
 Allow Recenter   
 Reorient HMD On Controller Recenter   
 Late Controller Update

**Mixed Reality Capture**  
 Show Properties

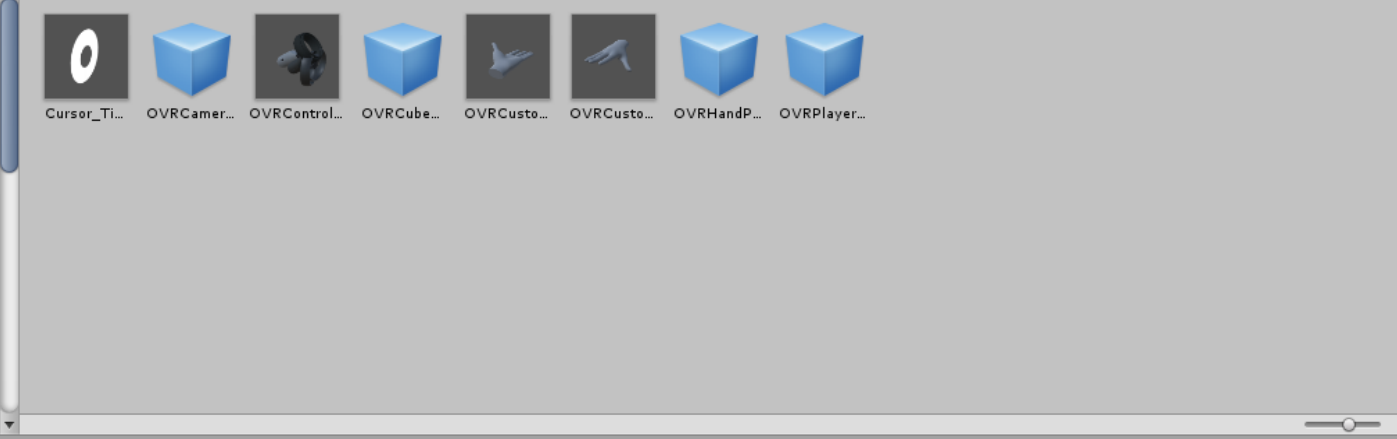
**OVR Headset Emulator (Script)**  
 Script OVRHeadsetEmulator  
 Op Mode Editor Only  
 Reset Hmd Pose On Release   
 Reset Hmd Pose By Middle Mouse Button   
 Activate Keys  
 Pitch Keys

Add Component

Project Console

- Favorites**
- All Materials
  - All Models
  - All Prefabs
- Assets**
- Oculus
    - AudioManager
    - Avatar
    - LipSync
    - Platform
    - SampleFramework
    - Spatializer
    - VR
      - AudioClips
      - Editor
      - Materials
      - Meshes
      - Plugins
      - Prefabs
      - Resources

Assets > Oculus > VR > Prefabs >





Hierarchy panel showing the scene structure:

- SampleScene\*
  - Directional Light
  - OVR CameraRig



Inspector panel for OVRCameraRig:

- OVRCameraRig**
  - Tag: Untagged
  - Layer: Default
  - Transform: Position (0, 0, 0), Rotation (0, 0, 0), Scale (1, 1, 1)
  - OVR Camera Rig (Script)**
    - Script: OVRCameraRig
    - Use Per Eye Cameras:
    - Use Fixed Update For Tracking:
    - Disable Eye Anchor Cameras:
  - OVR Manager (Script)**
    - Script: OVRManager
    - Performance/Quality**
      - Queue Ahead:
      - Use Recommended MSAA Level:
      - Monoscopic:
      - Enable Adaptive Resolution:
      - Min Render Scale: 0.7
      - Max Render Scale: 1
      - Head Pose Relative Offset Rotation: X 0, Y 0, Z 0
      - Head Pose Relative Offset Translation: X 0, Y 0, Z 0
      - Profiler Tcp Port: 32419
    - Tracking**
      - Tracking Origin Type**
        - Use Position Tracking:
        - Use IPD In Position Tracking:
        - Reset Tracker On Load:
        - Allow Recenter:
        - Reorient HMD On Controller Recenter:
        - Late Controller Update:
      - Mixed Reality Capture**
        - Show Properties:

Assets panel showing Favorites and Assets:

- Favorites**
  - All Materials
  - All Models
  - All Prefabs
- Assets**
  - Oculus
    - AudioManager
    - Avatar
    - LipSync
    - Platform
    - SampleFramework
    - Spatializer
    - VR
      - AudioClips
      - Editor
      - Materials
      - Meshes
      - Plugins
      - Prefabs
      - Resources

Assets panel showing Prefabs:

- Assets > Oculus > VR > Prefabs >
  - Cursor\_Ti...
  - OVRCamer...
  - OVRControl...
  - OVRCube...
  - OVRCusto...
  - OVRCusto...
  - OVRHandP...
  - OVRPlayer...

Inspector panel for OVR Headset Emulation:

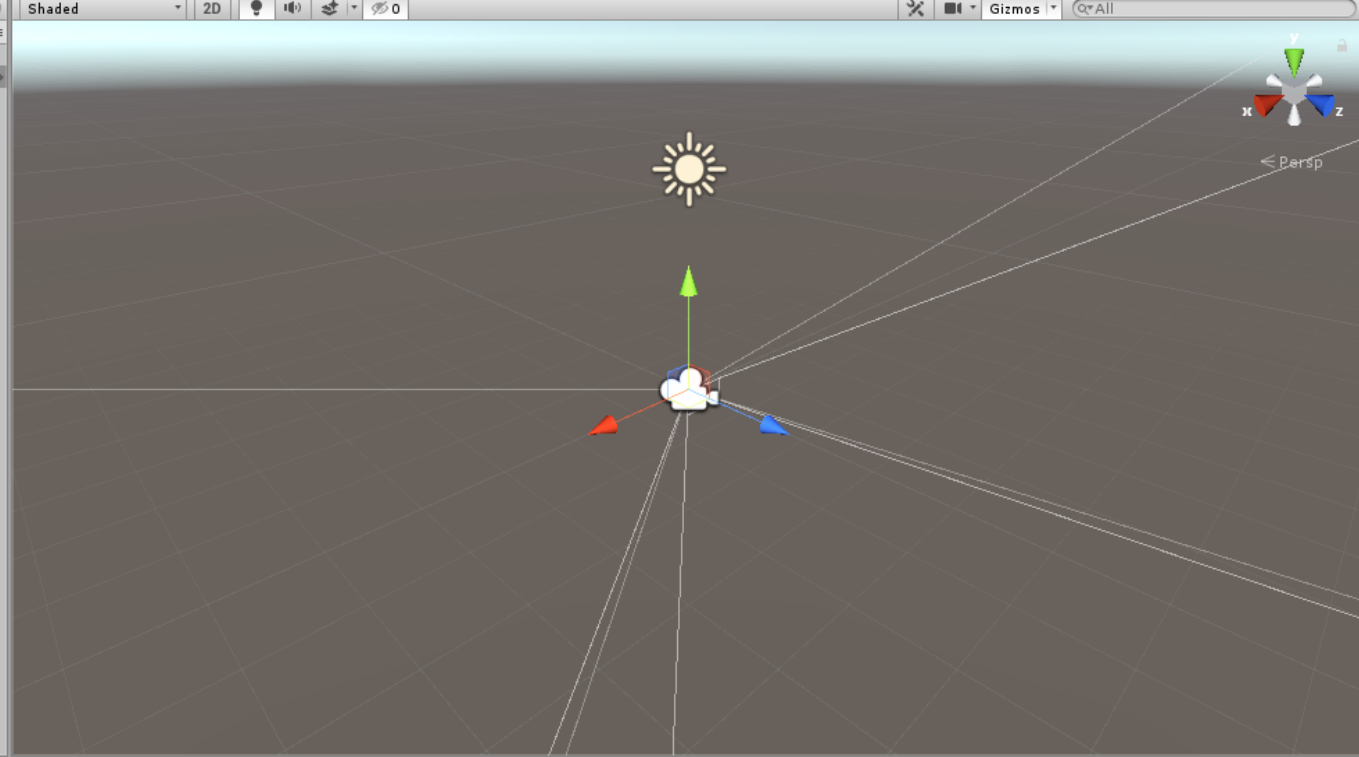
- OVR Headset Emulation**
  - Script
  - Op Mode
  - Reset Hmd Pose On Release
  - Reset Hmd Pose By Middle Mo
  - Activate Keys
  - Pitch Keys

Search dialog box:

- Search: linked
- Linked Alias Association Collection
- Linked Alias Association Collection O
- New script

**Hierarchy**

- SampleScene\*
  - Directional Light
  - OVR CameraRig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
      - LeftHandAnchor
      - RightHandAnchor



**Inspector**

**OVR Manager (Script)**

Script: OVRManager

**Performance/Quality**

- Queue Ahead:
- Use Recommended MSAA Level:
- Monoscopic:
- Enable Adaptive Resolution:
- Min Render Scale: 0.7
- Max Render Scale: 1
- Head Pose Relative Offset Rotation: X 0 Y 0 Z 0
- Head Pose Relative Offset Translation: X 0 Y 0 Z 0
- Profiler Top Port: 32419

**Tracking**

**Tracking Origin Type**

Floor Level

- Use Position Tracking:
- Use IPD In Position Tracking:
- Reset Tracker On Load:
- Allow Recenter:
- Reorient HMD On Controller Recenter:
- Late Controller Update:

**Mixed Reality Capture**

- Show Properties:

**OVR Headset Emulator (Script)**

Script: OVRHeadsetEmulator

Op Mode: Editor Only

- Reset Hmd Pose On Release:
- Reset Hmd Pose By Middle Mouse Button:

Activate Keys

Pitch Keys

**Assets**

- Oculus
  - AudioManager
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
    - AudioClips
    - Editor
    - Materials
    - Meshes
    - Plugins
    - Prefabs
    - Resources

**Assets > Oculus > VR > Prefabs**

- Cursor\_TI...
- OVRCamer...
- OVRControl...
- OVRCube...
- OVRCusto...
- OVRCusto...
- OVRHandP...
- OVRPlayer...

**Linked Alias Association Collection (Script)**

Script: LinkedAliasAssociationCollection

**PlayArea Settings**

Play Area: OVRCameraRig

**Headset Settings**

- Headset: CenterEyeAnchor
- Headset Camera: CenterEyeAnchor (Camera)
- Headset Velocity Tracker: None (Velocity Tracker)

**Left Controller Settings**

- Left Controller: LeftHandAnchor
- Left Controller Velocity Tracker: None (Velocity Tracker)

**Right Controller Settings**

- Right Controller: RightHandAnchor
- Right Controller Velocity Tracker: None (Velocity Tracker)

Add Component



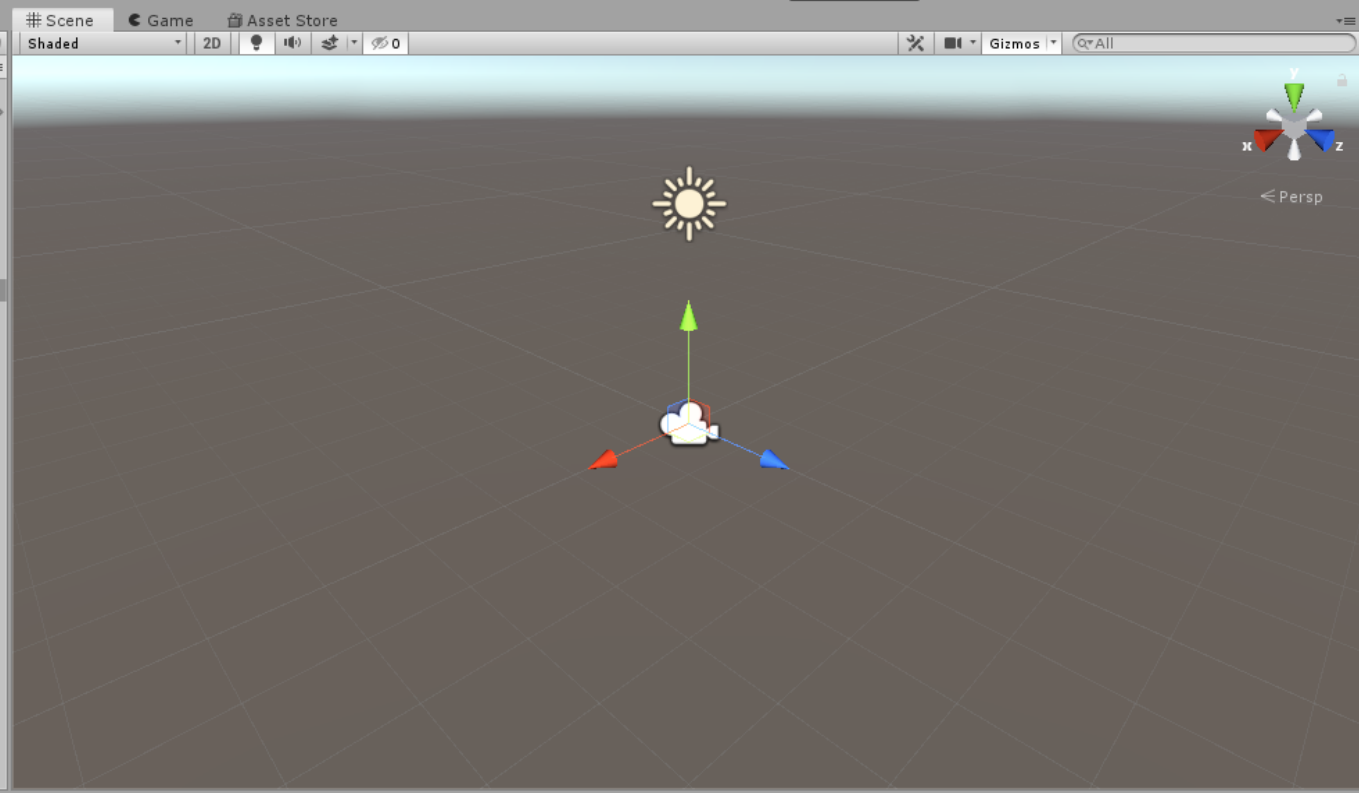
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
      - LeftHandAnchor
      - RightHandAnchor
    - TrackedAlias



Inspector Package Manager Project Settings Lighting

**TrackedAlias**

Tag: Untagged Layer: Default

Prefab: [Open] [Select] [Overrides]

**Transform**

Position	X: 0	Y: 0	Z: 0
Rotation	X: 0	Y: 0	Z: 0
Scale	X: 1	Y: 1	Z: 1

**Tracked Alias Facade (Script)**

Script: TrackedAliasFacade

**Tracked Alias Settings**

Camera Rigs: LinkedAliasesCollection (LinkedAliasAssociationCollection)

**Elements**

Size: 1

Element 0: OVR Camera Rig (LinkedAliasAssociationCollection)

**Tracking Begun Events**

- Headset Tracking Begun ()
- Left Controller Tracking Begun ()
- Right Controller Tracking Begun ()

**Reference Settings**

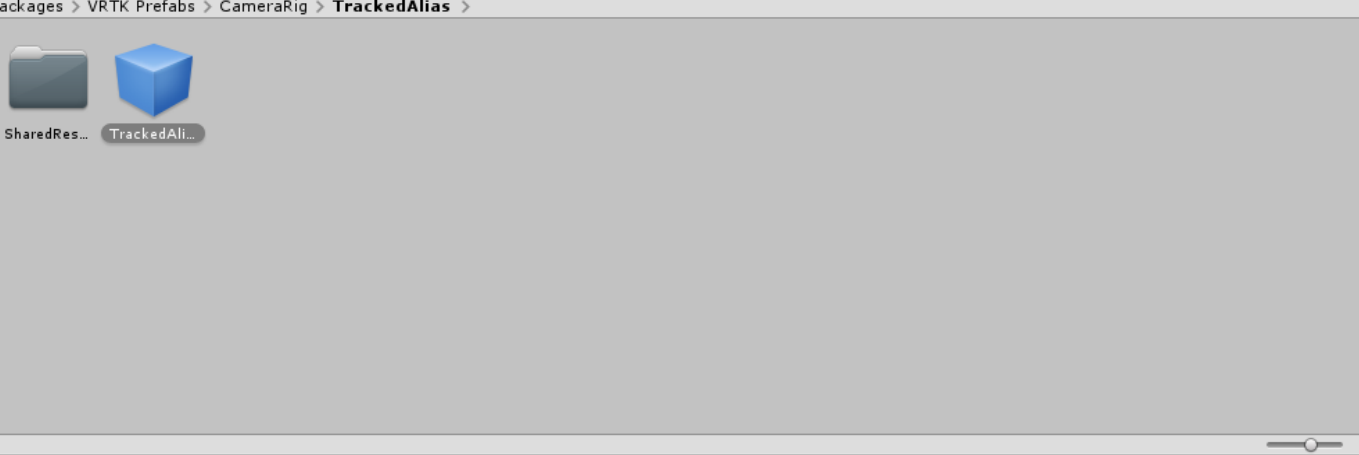
Configuration: Internal (TrackedAliasConfigurator)

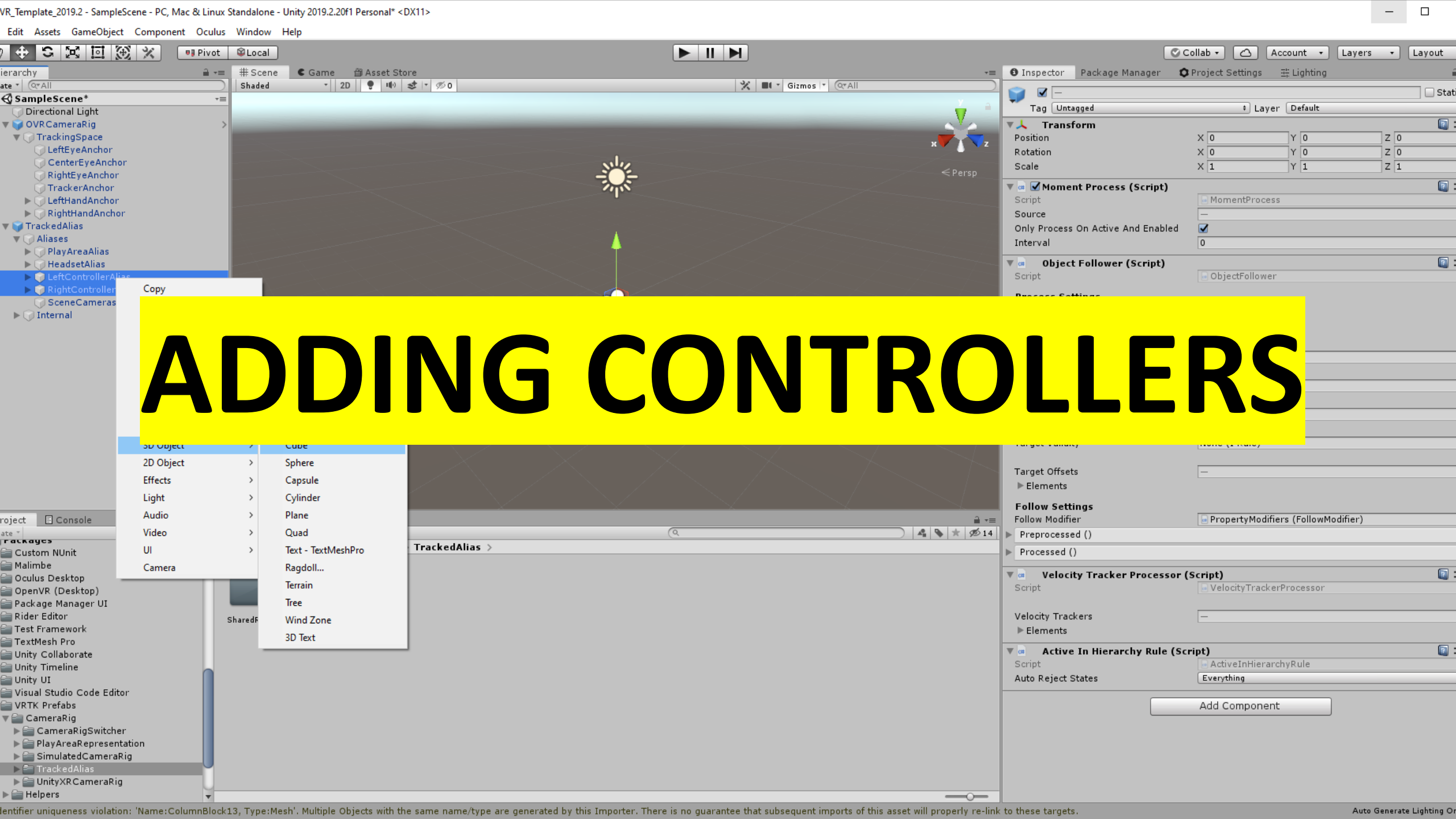
Add Component

Project Console

- VR Packages
  - Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro
  - Unity Collaborate
  - Unity Timeline
  - Unity UI
  - Visual Studio Code Editor
  - VRTK Prefabs
    - Camera Rig
      - CameraRigSwitcher
      - PlayAreaRepresentation
      - SimulatedCameraRig
      - TrackedAlias
      - UnityXR CameraRig
    - Helpers

Packages > VRTK Prefabs > Camera Rig > TrackedAlias





# ADDING CONTROLLERS

- 3D Object > Cube
- 2D Object > Sphere
- Effects > Capsule
- Light > Cylinder
- Audio > Plane
- Video > Quad
- UI > Text - TextMeshPro
- Camera > Ragdoll...
- Terrain
- Tree
- Wind Zone
- 3D Text

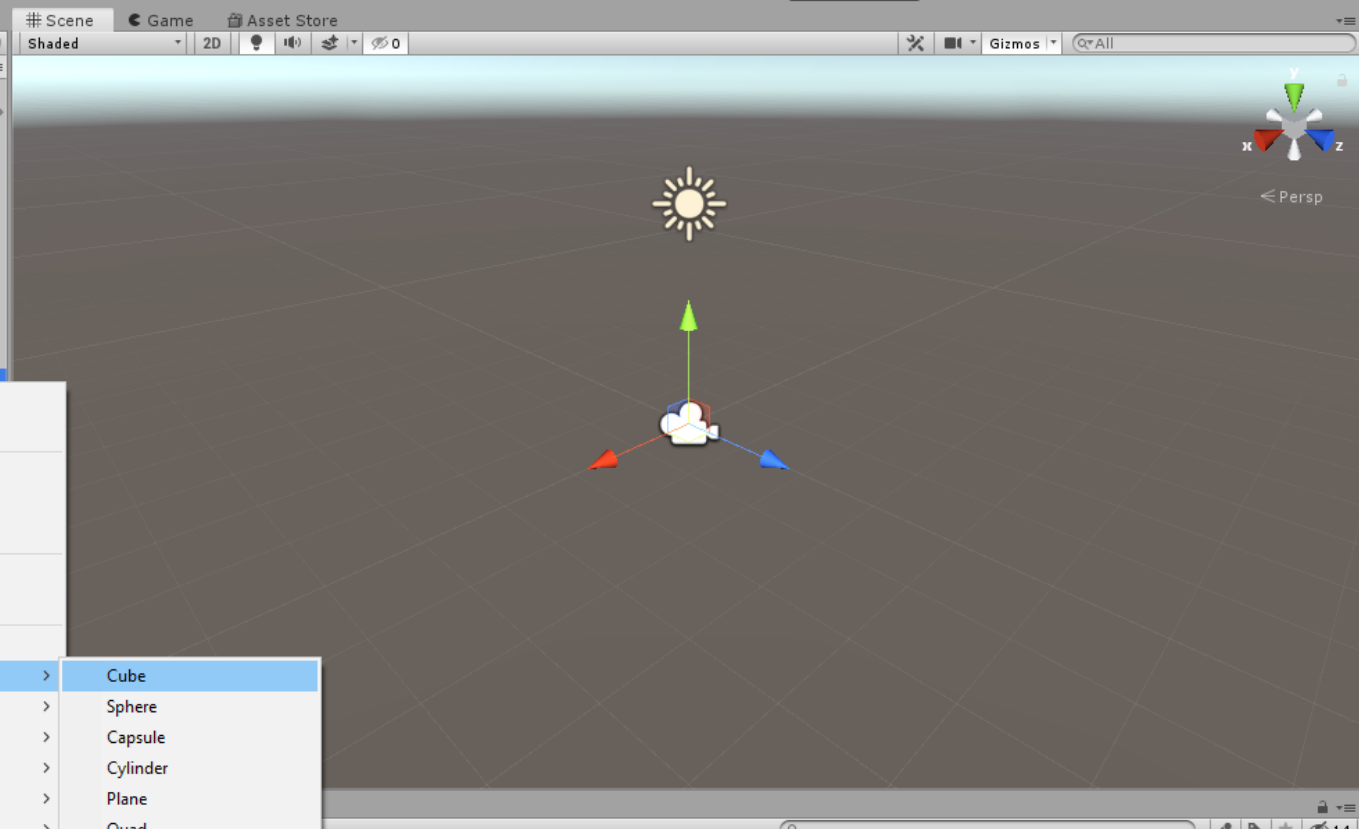
Inspector Panel:

- Tag: Untagged, Layer: Default
- Transform**
  - Position: X 0, Y 0, Z 0
  - Rotation: X 0, Y 0, Z 0
  - Scale: X 1, Y 1, Z 1
- Moment Process (Script)**
  - Script: MomentProcess
  - Source: --
  - Only Process On Active And Enabled:
  - Interval: 0
- Object Follower (Script)**
  - Script: ObjectFollower
- Follow Settings**
  - Follow Modifier: PropertyModifiers (FollowModifier)
  - Preprocessed ()
  - Processed ()
- Velocity Tracker Processor (Script)**
  - Script: VelocityTrackerProcessor
  - Velocity Trackers: --
- Active In Hierarchy Rule (Script)**
  - Script: ActiveInHierarchyRule
  - Auto Reject States: Everything

**Add Component**

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
      - LeftHandAnchor
      - RightHandAnchor
    - TrackedAlias
      - Aliases
        - PlayAreaAlias
        - HeadsetAlias
          - LeftControllerAlias
          - RightControllerAlias
        - SceneCameras
      - Internal



TrackedAlias

Inspector

Package Manager Project Settings Lighting

Tag Untagged Layer Default

**Transform**

Position X 0 Y 0 Z 0  
 Rotation X 0 Y 0 Z 0  
 Scale X 1 Y 1 Z 1

**Moment Process (Script)**

Script MomentProcess  
 Source --  
 Only Process On Active And Enabled   
 Interval 0

**Object Follower (Script)**

Script ObjectFollower

**Process Settings**

Cease After First Source Processed

**Entity Settings**

Sources --  
 Elements --  
 Source Validity --

Targets --  
 Elements --  
 Target Validity None (1 Rule)

Target Offsets --  
 Elements --

**Follow Settings**

Follow Modifier PropertyModifiers (FollowModifier)  
 Preprocessed ()  
 Processed ()

**Velocity Tracker Processor (Script)**

Script VelocityTrackerProcessor

Velocity Trackers --  
 Elements --

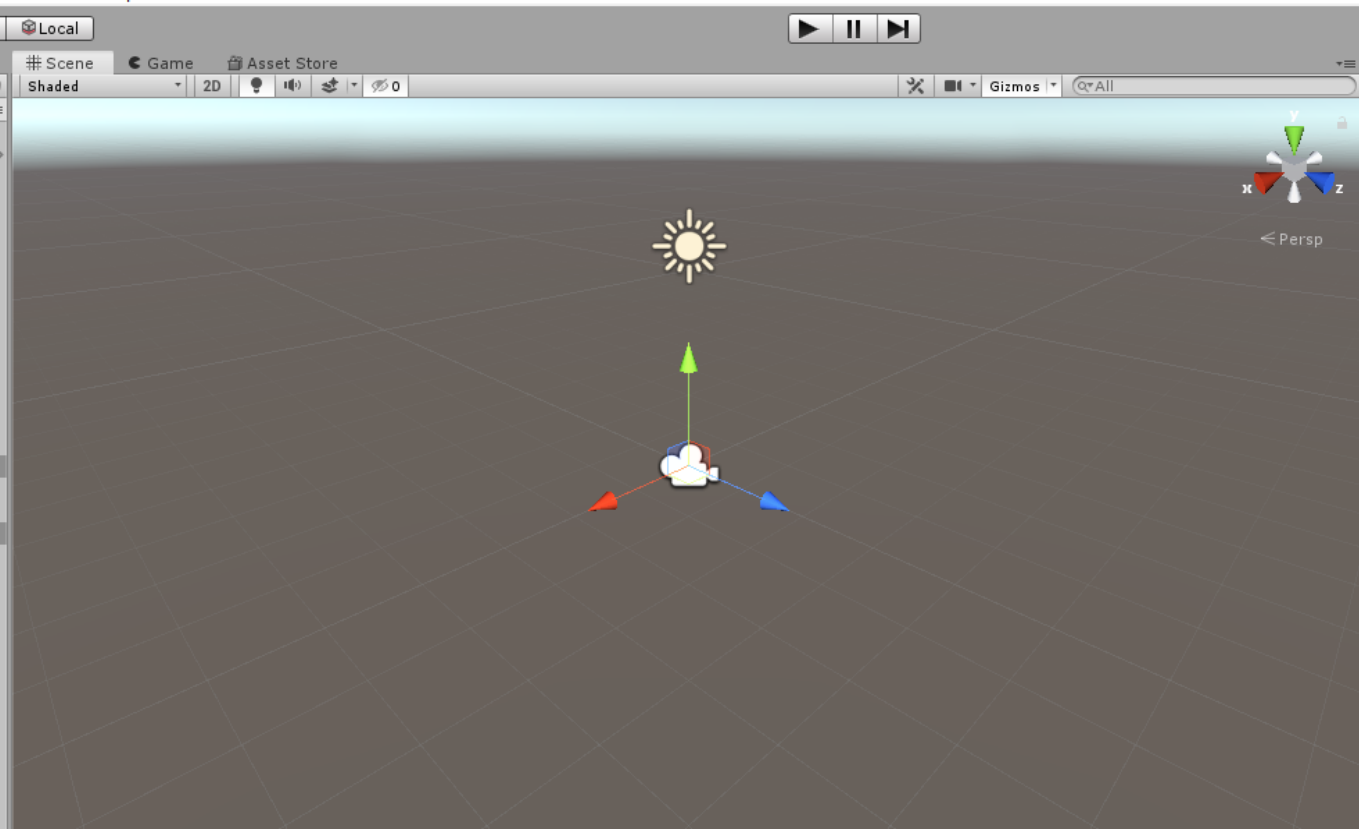
**Active In Hierarchy Rule (Script)**

Script ActiveInHierarchyRule  
 Auto Reject States Everything

Add Component

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
        - LeftHandAnchor
        - RightHandAnchor
    - TrackedAlias
      - Aliases
        - PlayAreaAlias
        - HeadsetAlias
        - LeftControllerAlias
          - Collections
            - Cube
        - RightControllerAlias
          - Collections
            - Cube
      - SceneCameras
      - Internal



Inspector

Package Manager Project Settings Lighting

**Cube**

Tag: Untagged Layer: Default

**Transform**

Position: X 0 Y 0 Z 0  
 Rotation: X 0 Y 0 Z 0  
 Scale: X 0.01 Y 0.01 Z .01

**Cube (Mesh Filter)**

Mesh: Cube

**Mesh Renderer**

Materials

Size: 1  
 Element 0: Default-Material

**Lighting**

Cast Shadows: On  
 Receive Shadows:   
 Contribute Global Illumination:   
 Receive Global Illumination: Light Probes

**Probes**

Light Probes: Blend Probes  
 Reflection Probes: Blend Probes  
 Anchor Override: None (Transform)

**Additional Settings**

Motion Vectors: Per Object Motion  
 Dynamic Occlusion:

**Box Collider**

Edit Collider

Is Trigger:   
 Material: None (Physic Material)  
 Center: X 0 Y 0 Z 0  
 Size: X 1 Y 1 Z 1

Default-Material  
 Shader: Standard

Add Component

Project Console

Packages

- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
    - CameraRigSwitcher
    - PlayAreaRepresentation
    - SimulatedCameraRig
    - TrackedAlias
    - UnityXR CameraRig
  - Helpers

Packages > VRTK Prefabs > CameraRig > TrackedAlias

SharedRes... TrackedAli...

The asset browser shows a search for 'TrackedAlias' within the 'CameraRig' folder of 'VRTK Prefabs'. It displays a folder icon labeled 'SharedRes...' and a blue cube icon labeled 'TrackedAli...'.



Pivot Local



Collab



Account

Layers

Layout

Hierarchy

# Scene Game Asset Store

Inspector

Package Manager

Project Settings

Lighting

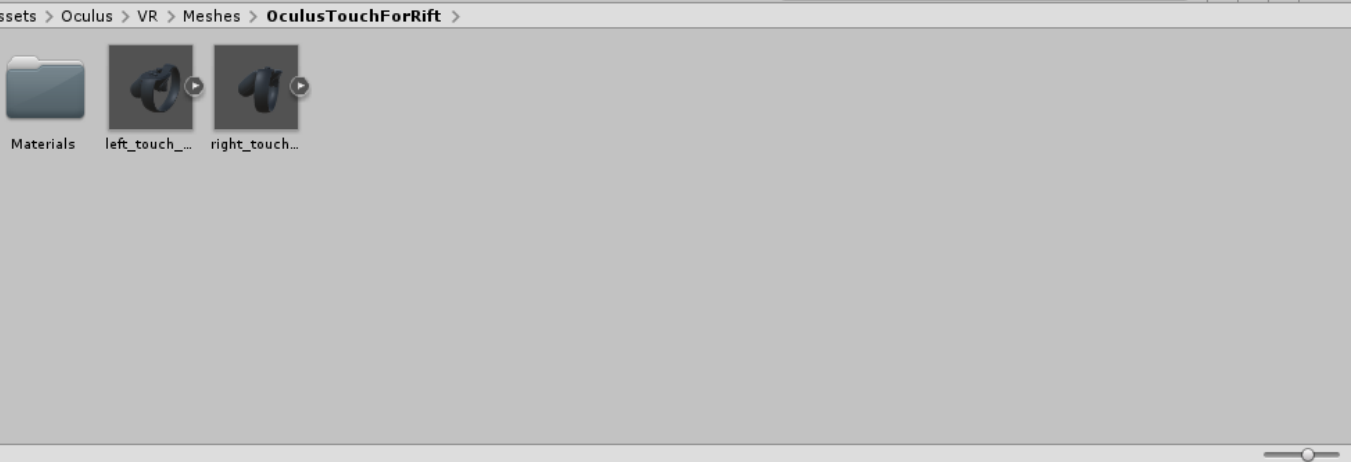
- SampleScene\*
  - Directional Light
  - OVRCameraRig
    - TrackingSpace
      - LeftEyeAnchor
      - CenterEyeAnchor
      - RightEyeAnchor
      - TrackerAnchor
      - LeftHandAnchor
      - RightHandAnchor
    - TrackedAlias
      - Aliases
        - PlayAreaAlias
        - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - left\_touch\_controller\_model\_skel
      - RightControllerAlias
        - Collections
          - right\_touch\_controller\_model\_skel
      - SceneCameras
      - Internal



Project Console

- Assets
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
    - AudioClips
    - Editor
    - Materials
    - Mesches
      - GearVrController
      - HandTracking
      - OculusGoController
      - OculusTouchForQuestAndRiftS
      - OculusTouchForRift
    - Plugins
    - Prefabs
    - Resources
    - Scenes
    - Scripts

Assets > Oculus > VR > Mesches > OculusTouchForRift

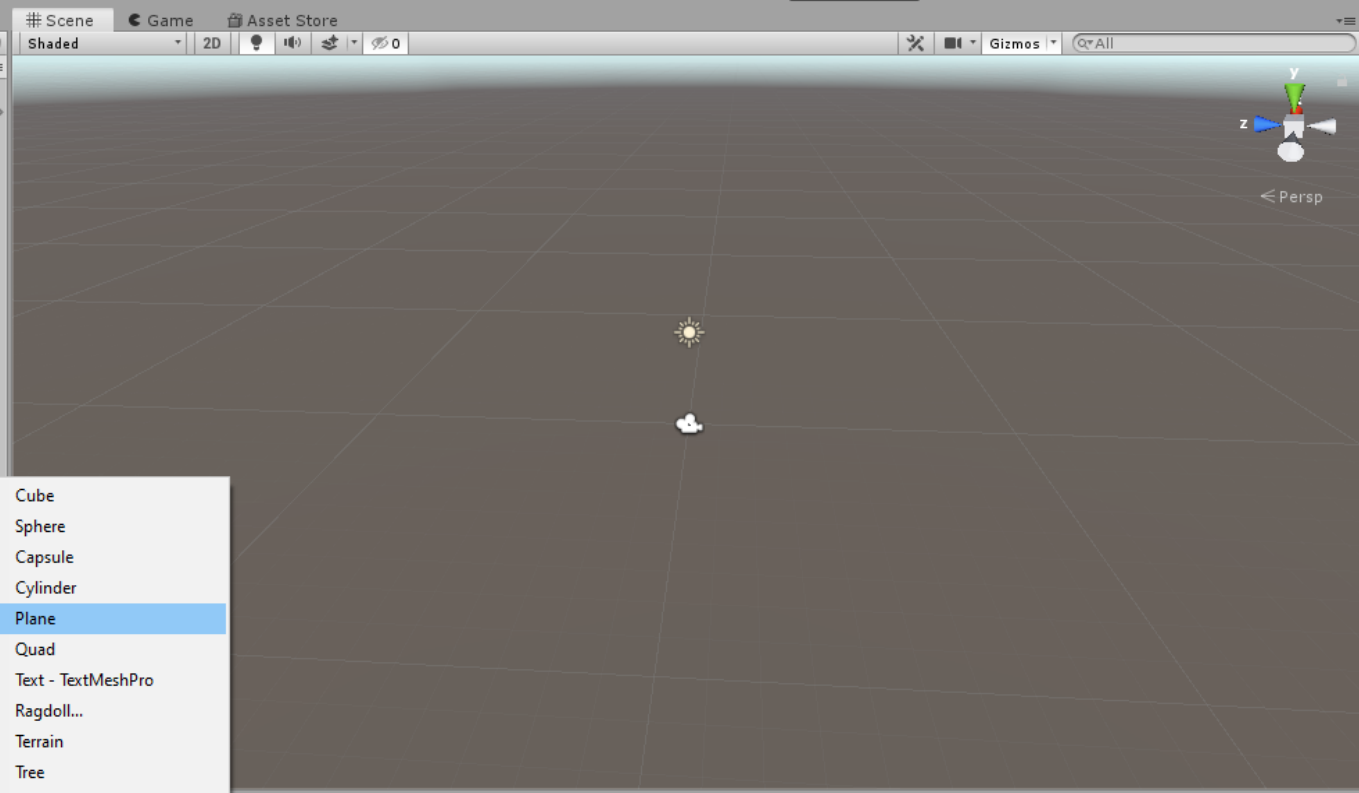




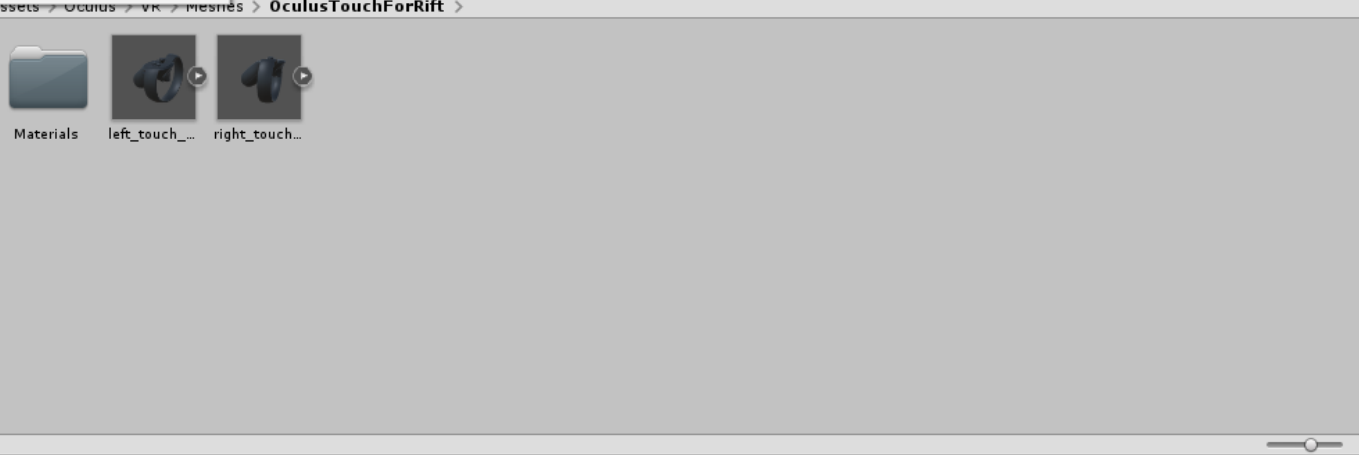
- SampleScene\*
- Directional Light
- OVRCameraRig
- TrackedAlias

- Copy
- Paste
- Rename
- Duplicate
- Delete
- Select Children
- Select Prefab Root
- Create Empty
- 3D Object
- 2D Object
- Effects
- Light
- Audio
- Video
- UI
- Camera

- Cube
- Sphere
- Capsule
- Cylinder
- Plane
- Quad
- Text - TextMeshPro
- Ragdoll...
- Terrain
- Tree
- Wind Zone
- 3D Text



- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
  - AudioClips
  - Editor
  - Materials
  - Mesches
    - GearVrController
    - HandTracking
    - OculusGoController
    - OculusTouchForQuestAndRiftS
    - OculusTouchForRift
  - Plugins
  - Prefabs
  - Resources
  - Scenes
  - Scripts





Pivot Local



Collab Account Layers Layout

Hierarchy

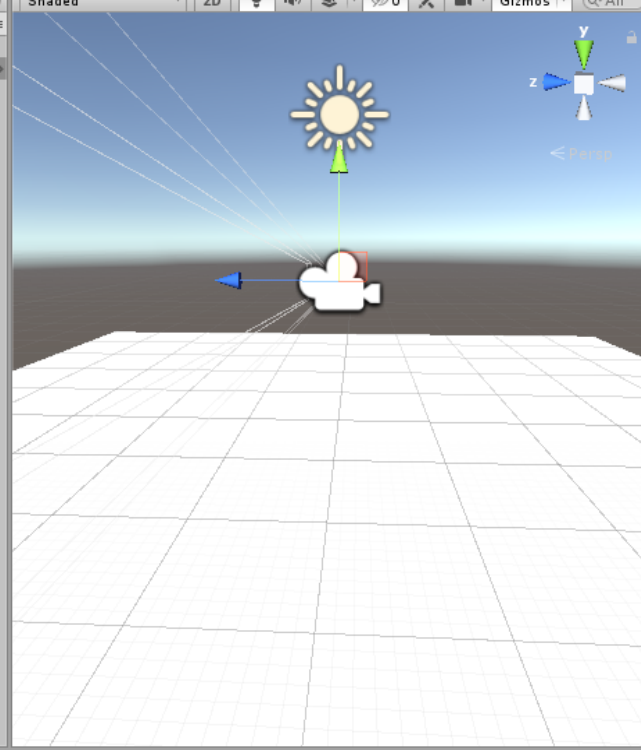
# Scene Shaded 2D Gizmos

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Plane



Inspector

**OVRCameraRig** (Script)

Tag: Untagged Layer: Default

Transform

Position	X: 0	Y: 1.5	Z: 0
Rotation	X: 0	Y: 0	Z: 0
Scale	X: 1	Y: 1	Z: 1

**OVR Camera Rig (Script)**

- Script: OVRCameraRig
- Use Per Eye Cameras:
- Use Fixed Update For Tracking:
- Disable Eye Anchor Cameras:

**OVR Manager (Script)**

- Script: OVRManager

**Performance/Quality**

- Queue Ahead:
- Use Recommended MSA Level:
- Monoscopic:
- Enable Adaptive Resolution:
- Min Render Scale:
- Max Render Scale:
- Head Pose Relative Offset Rotation: X: 0, Y: 0, Z: 0
- Head Pose Relative Offset Translation: X: 0, Y: 0, Z: 0
- Profiler Top Port: 32419

**Tracking**

**Tracking Origin Type: Floor Level**

- Use Position Tracking:
- Use IPD In Position Tracking:
- Reset Tracker On Load:
- Allow Recenter:
- Reorient HMD On Controller Recenter:
- Late Controller Update:

**Mixed Reality Capture**

- Show Properties:

**OVR Headset Emulator (Script)**

- Script: OVRHeadsetEmulator
- Op Mode: Editor Only
- Reset Hmd Pose On Release:
- Reset Hmd Pose By Middle Mouse Button:
- Activate Keys:
- Pitch Keys:

**Linked Alias Association Collection (Script)**

- Script: LinkedAliasAssociationCollection

**PlayArea Settings**

Play Area: OVR CameraRig

**Headset Settings**

Headset: CenterEyeAnchor

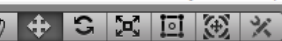
Console

Assets > Oculus > VR > Meshes > OculusTouchForRift

- Materials
- left\_touch\_...
- right\_touch...

Assets > Oculus > VR > Meshes > OculusTouchForRift

- Materials
- left\_touch\_...
- right\_touch...



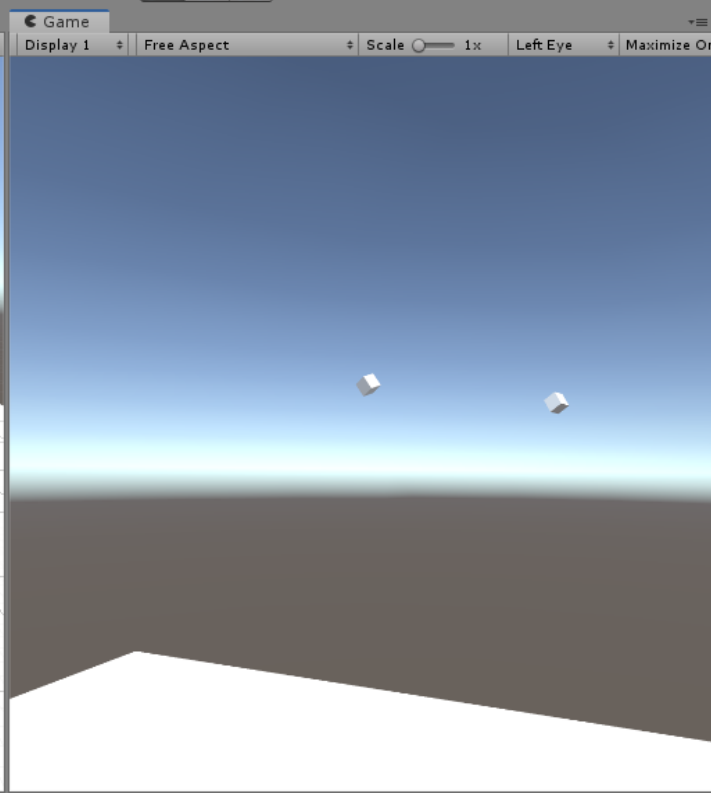
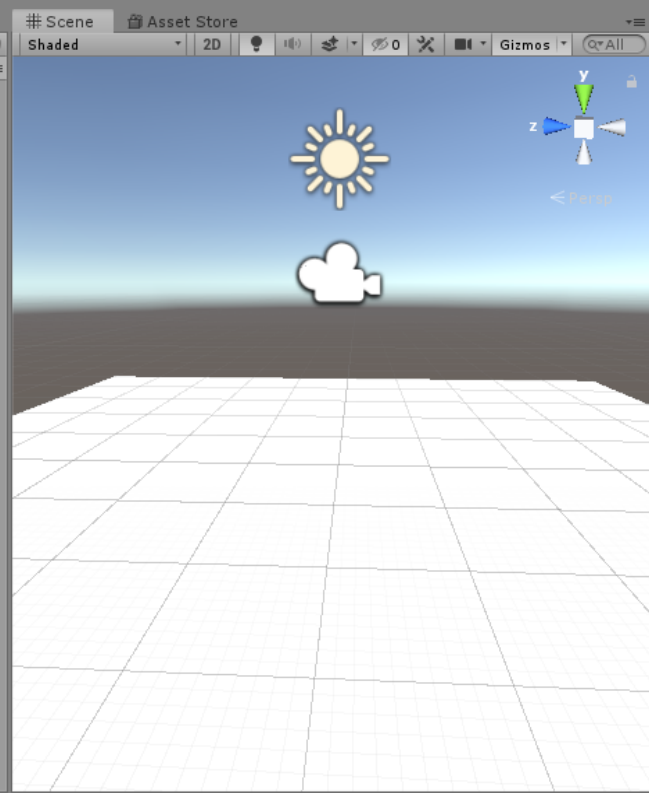
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
      - RightControllerAlias
        - Collections
        - Cube
    - SceneCameras
    - Internal
    - Plane



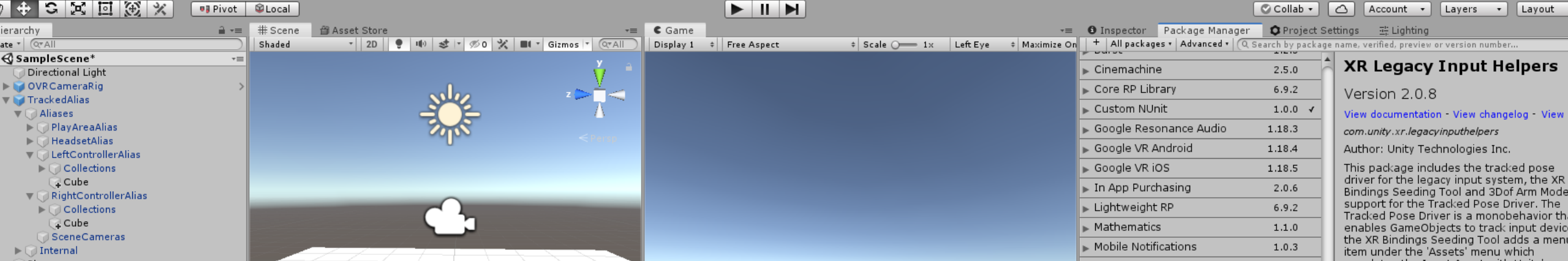
Inspector Package Manager Project Settings Lighting

Project Console

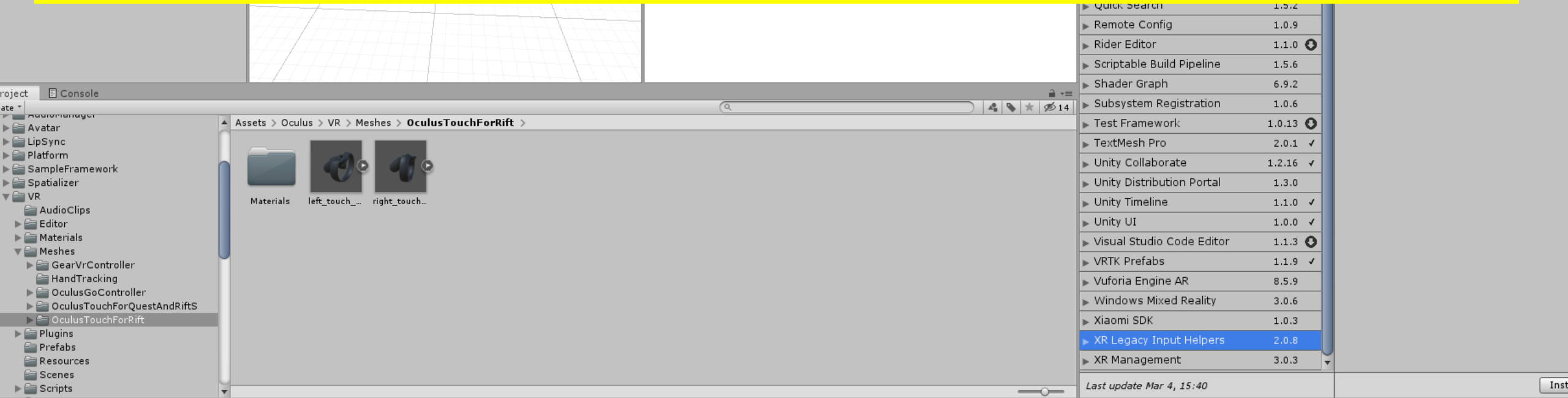
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
  - AudioClips
  - Editor
  - Materials
  - Mesches
    - GearVrController
    - HandTracking
    - OculusGo Controller
    - OculusTouchForQuestAndRiftS
    - OculusTouchForRift
  - Plugins
  - Prefabs
  - Resources
  - Scenes
  - Scripts

Assets > Oculus > VR > Mesches > OculusTouchForRift

- Materials
- left\_touch\_...
- right\_touch...



# CREATING BUTTON ACTION





Pivot Local



Collab Account Layers Layout

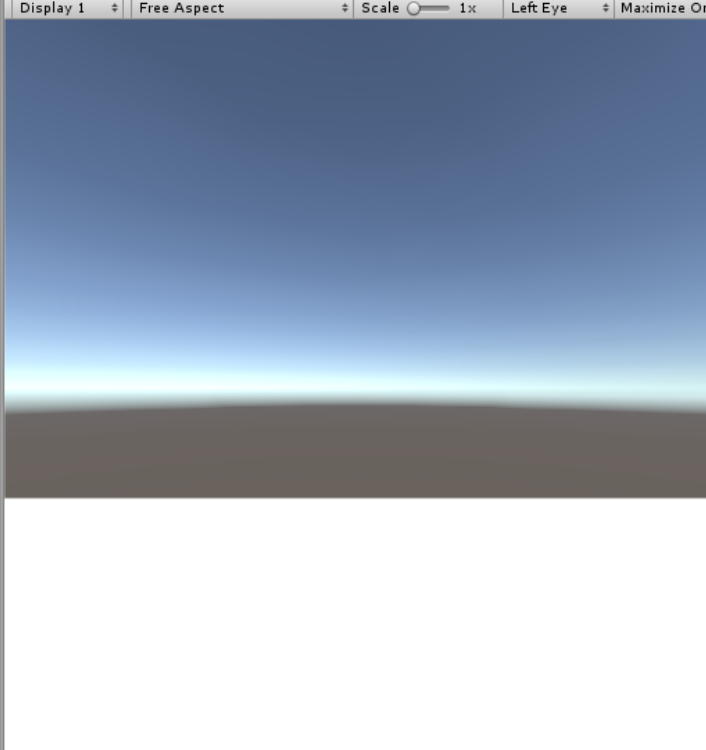
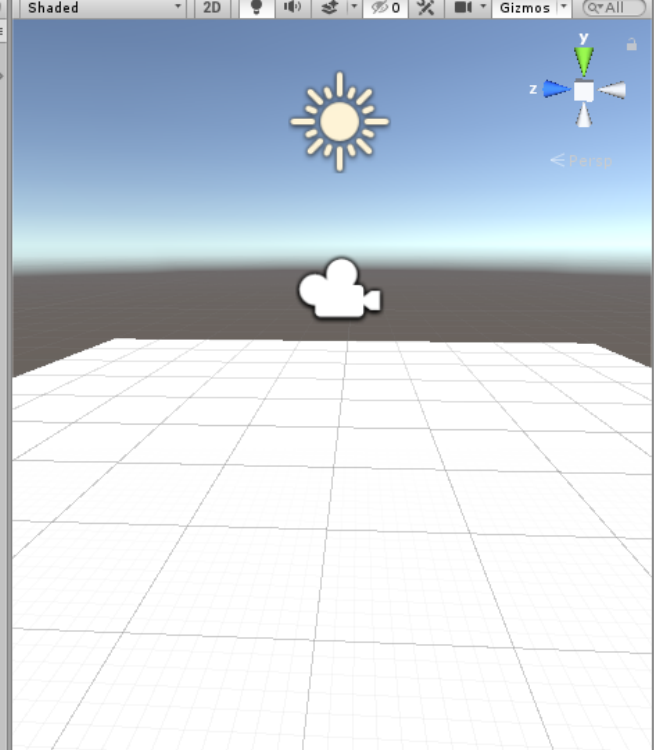
Hierarchy

# Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
      - RightControllerAlias
        - Collections
          - Cube
      - SceneCameras
    - Internal
    - Plane



Package Name	Version
Cinemachine	2.5.0
Core RP Library	6.9.2
Custom NUnit	1.0.0 ✓
Google Resonance Audio	1.18.3
Google VR Android	1.18.4
Google VR iOS	1.18.5
In App Purchasing	2.0.6
Lightweight RP	6.9.2
Mathematics	1.1.0
Mobile Notifications	1.0.3
Multiplayer HLAPI	1.0.4
Oculus Android	1.38.6
Oculus Desktop	1.38.4 ✓
OpenVR (Desktop)	1.0.5 ✓
Package Manager UI	2.2.0 ✓
Polybrush	1.0.1
Post Processing	2.1.7
ProBuilder	4.0.5
Quick Search	1.5.2
Remote Config	1.0.9
Rider Editor	1.1.0 ⬇
Scriptable Build Pipeline	1.5.6
Shader Graph	6.9.2
Subsystem Registration	1.0.6
Test Framework	1.0.13 ⬇
TextMesh Pro	2.0.1 ✓
Unity Collaborate	1.2.16 ✓
Unity Distribution Portal	1.3.0
Unity Timeline	1.1.0 ✓
Unity UI	1.0.0 ✓
Visual Studio Code Editor	1.1.3 ⬇
VRTK Prefabs	1.1.9 ✓
Vuforia Engine AR	8.5.9
Windows Mixed Reality	3.0.6
Xiaomi SDK	1.0.3
<b>XR Legacy Input Helpers</b>	<b>2.0.8</b>
XR Management	3.0.3

## XR Legacy Input Helpers

Version 2.0.8

[View documentation](#) - [View changelog](#) - [View](#)

*com.unity.xr.legacyinputhelpers*

Author: Unity Technologies Inc.

This package includes the tracked pose driver for the legacy input system, the XR Bindings Seeding Tool and 3DoF Arm Mode support for the Tracked Pose Driver. The Tracked Pose Driver is a MonoBehaviour that enables GameObjects to track input devices. The XR Bindings Seeding Tool adds a menu item under the 'Assets' menu which populates the Input Asset with Unity's crossplatform Input Bindings

*Last update Mar 4, 15:40*

Project Console

- Assets
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
    - AudioClips
    - Editor
    - Materials
    - Mesches
      - GearVrController
      - HandTracking
      - OculusGoController
      - OculusTouchForQuestAndRiftS
      - OculusTouchForRift
    - Plugins
    - Prefabs
    - Resources
    - Scenes
    - Scripts

Assets > Oculus > VR > Mesches > **OculusTouchForRift**

Materials

left\_touch\_...

right\_touch...

Hierarchy

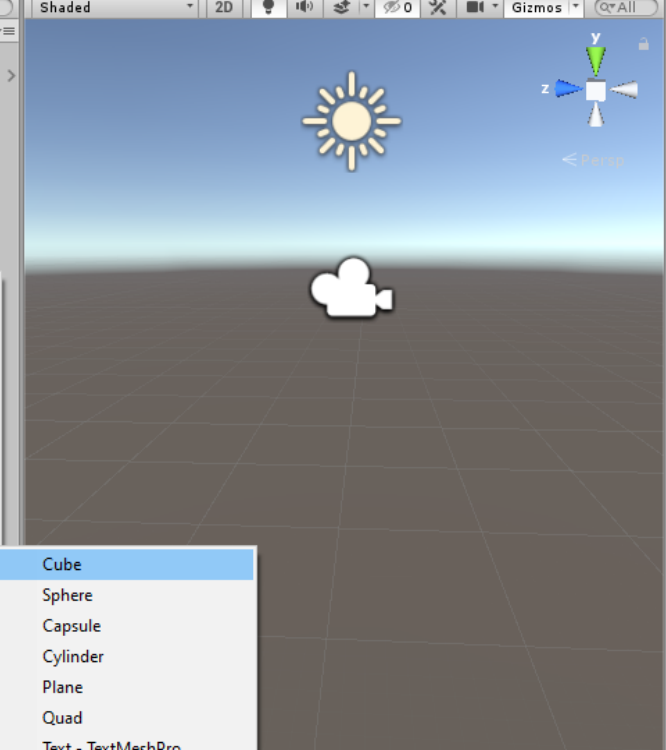
- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias

Project

- Avatar
- Lip Sync
- Platform
- Sample Framework
- Spatializer
- VR
  - Audio Clips
  - Editor
  - Materials
  - Mesches
    - Gear Vr Controller
    - Hand Tracking
    - Oculus Go Controller
    - Oculus Touch For Quest And Rifts
    - Oculus Touch For Rift
  - Plugins
  - Prefabs
  - Resources
  - Scenes
  - Scripts

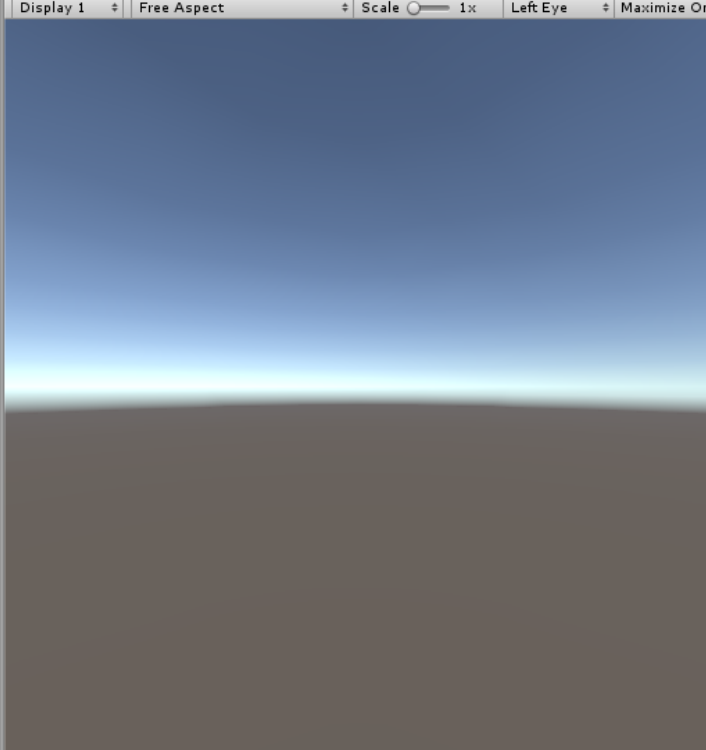
# Scene

Shaded 2D Gizmos



Game

Display 1 Free Aspect Scale 1x Left Eye Maximize On



Inspector Package Manager Project Settings Lighting

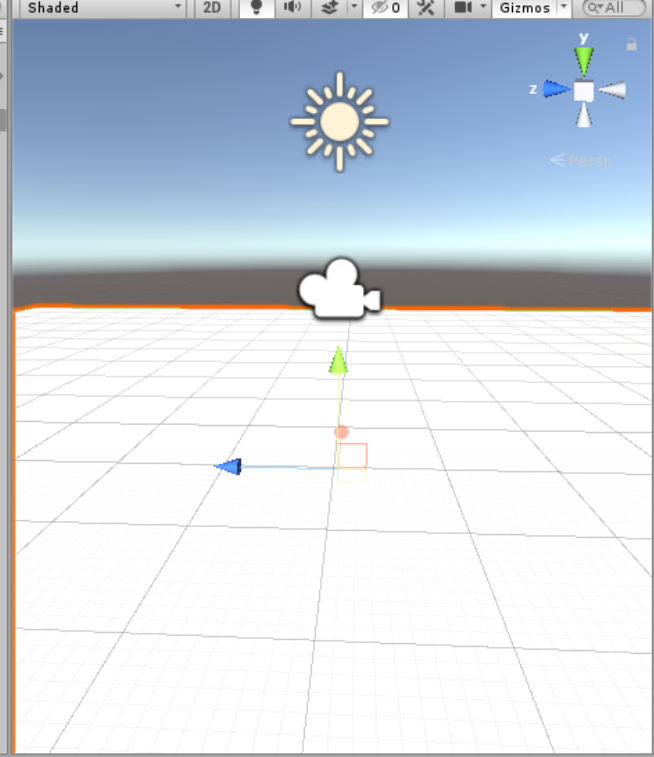
- Copy
- Paste
- Rename
- Duplicate
- Delete
- Select Children
- Select Prefab Root
- Create Empty
- 3D Object
  - Cube
  - Sphere
  - Capsule
  - Cylinder
  - Plane
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
  - Wind Zone
  - 3D Text
- 2D Object
- Effects
- Light
- Audio
- Video
- UI
- Camera

OculusTouchForRift

Materials left\_touch\_... right\_touch\_...

Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
  - Floor



Inspector

Tag: Untagged Layer: Default

**Transform**

Position X: 0 Y: -0.5 Z: 0  
 Rotation X: 0 Y: 0 Z: 0  
 Scale X: 20 Y: 1 Z: 20

**Cube (Mesh Filter)**

Mesh: Cube

**Mesh Renderer**

Materials: Default-Material

**Lighting**

Cast Shadows: On  
 Receive Shadows:   
 Contribute Global Illumination:   
 Receive Global Illumination: Light Probes

**Probes**

Light Probes: Blend Probes  
 Reflection Probes: Blend Probes  
 Anchor Override: None (Transform)

**Additional Settings**

Motion Vectors: Per Object Motion  
 Dynamic Occlusion:

**Box Collider**

Is Trigger:   
 Material: None (Physic Material)  
 Center X: 0 Y: 0 Z: 0  
 Size X: 1 Y: 1 Z: 1

Default-Material  
 Shader: Standard

Project Console

- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
  - AudioClips
  - Editor
  - Materials
  - Mesches
    - GearVrController
    - HandTracking
    - OculusGoController
    - OculusTouchForQuestAndRiftS
    - OculusTouchForRift
  - Plugins
  - Prefabs
  - Resources
  - Scenes
  - Scripts

Assets > Oculus > VR > Mesches > OculusTouchForRift

Materials left\_touch... right\_touch...



Pivot Local



Collab Account Layers Layout

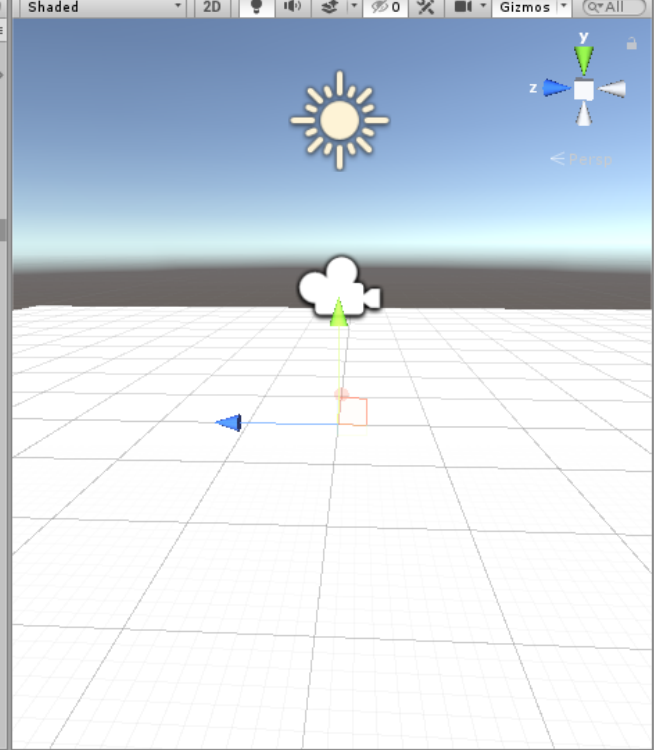
Hierarchy # Scene Asset Store

Shaded 2D Gizmos

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
  - Directional Light
  - OVR CameraRig
    - TrackedAlias
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ButtonOne
      - Touch[10]
        - Press[0]
      - ButtonTwo
      - ThumbRest
      - ThumbStick
      - IndexTrigger



Inspector

Tag: Untagged Layer: Default

**Transform**

Position X: 0 Y: 0 Z: 0

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

**Unity Button Action (Script)**

Script: UnityEngine.UI.Button.ButtonClicked (UnityEngine.UI.Button)

Activation State Changed (Boolean)

Default Value:

Sources

Activated (Boolean)

Runtime Only:  GameObject.SetActive

Floor:

Value Changed (Boolean)

Deactivated (Boolean)

Runtime Only:  GameObject.SetActive

Floor:

Key Code: Joystick Button 0

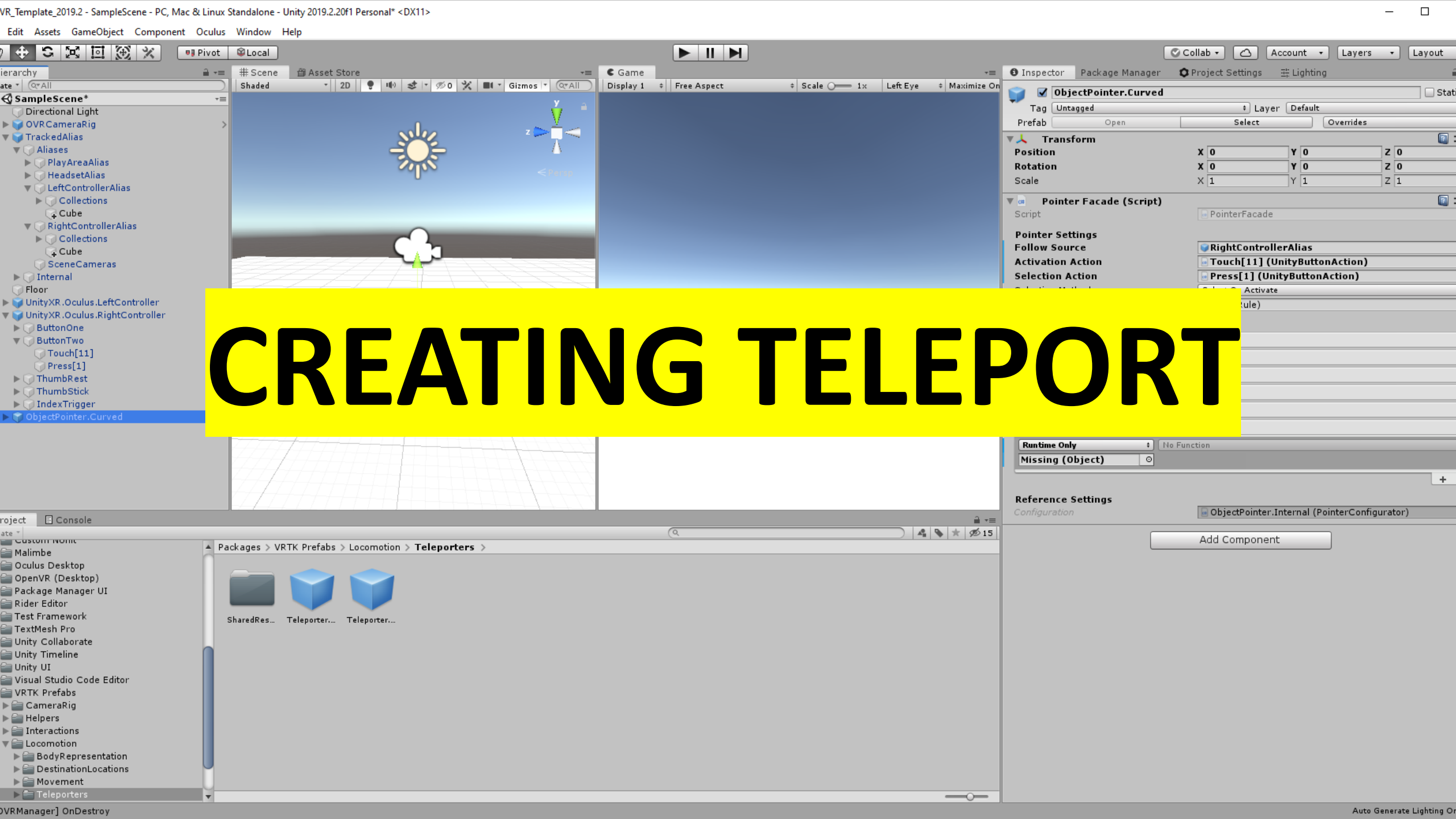
Add Component

Project Console

Package Manager VRCK Prefabs CameraRig UnityXR CameraRig InputMappings







# CREATING TELEPORT



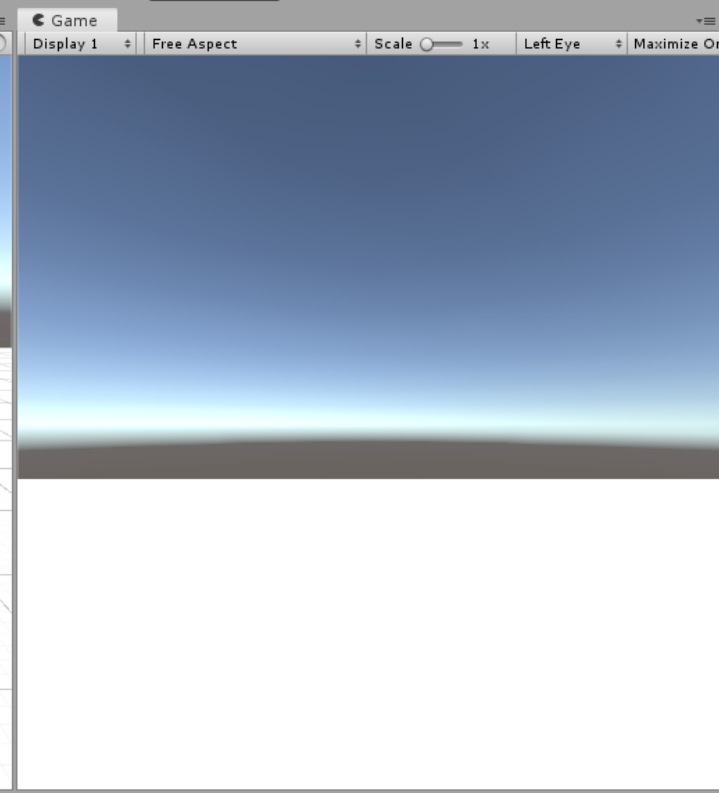
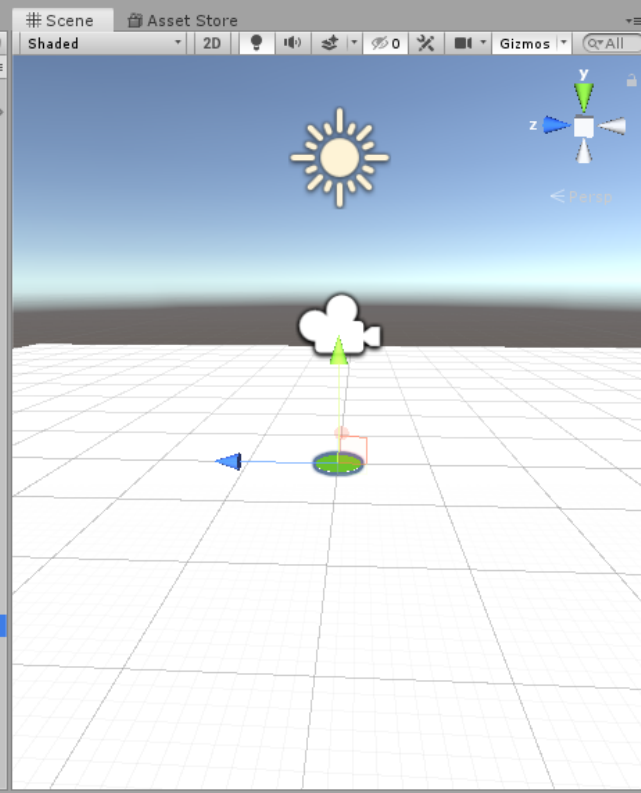
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
      - RightControllerAlias
        - Collections
          - Cube
      - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
      - ButtonOne
      - ButtonTwo
        - Touch[11]
        - Press[1]
        - ThumbRest
        - ThumbStick
        - IndexTrigger
      - ObjectPointer.Curved



Inspector

ObjectPointer.Curved

Tag: Untagged Layer: Default

Transform

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Pointer Facade (Script)

Script: PointerFacade

Pointer Settings

Follow Source: RightControllerAlias

Activation Action: Touch[11] (UnityButtonAction)

Selection Action: Press[1] (UnityButtonAction)

Selection Method: Select On Activate

Target Validity: None (I Rule)

Pointer Events

- Activated (EventData)
- Deactivated (EventData)
- Entered (EventData)
- Exited (EventData)
- Hover Changed (EventData)
- Selected (EventData)

Runtime Only: No Function

Missing (Object)

Reference Settings

Configuration: ObjectPointer.Internal (PointerConfigurator)

Add Component

Project

- Custom Icons
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
  - Locomotion
    - BodyRepresentation
    - DestinationLocations
    - Movement
    - Teleporters

Packages > VRTK Prefabs > Locomotion > Teleporters

SharedRes... Teleporter... Teleporter...



Pivot Local



Collab Account Layers Layout

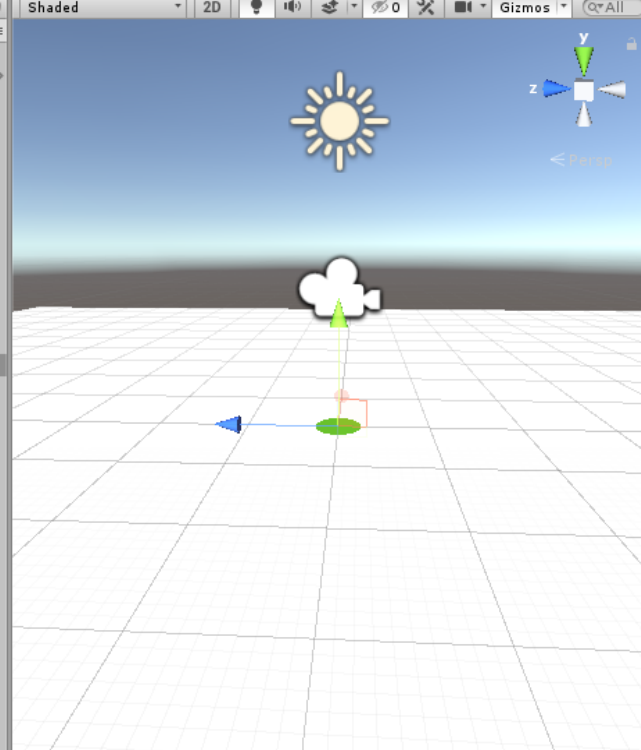
Hierarchy

# Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
- Directional Light
- OVR CameraRig
- TrackedAlias
  - Aliases
    - PlayAreaAlias
    - HeadsetAlias
    - LeftControllerAlias
    - RightControllerAlias
    - SceneCameras
  - Internal
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant



**Inspector**

**Teleporter.Instant**

Tag Untagged Layer Default

Prefab Open Select Overrides

**Transform**

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

**Teleporter Facade (Script)**

Script TeleporterFacade

**Teleporter Settings**

Target **PlayAreaAlias**

Offset **HeadsetAlias**

Offset Usage

Apply Destination Rotation

Add SceneCameras Here → None (I Rule)

Target Validity None (I Rule)

**Teleporter Events**

- Teleporting (EventData)
- Teleported (EventData)

**Reference Settings**

Configuration Internal (TeleporterConfigurator)

Project Console

Search icons

- Custom Icons
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
  - Locomotion
    - BodyRepresentation
    - DestinationLocations
    - Movement
    - Teleporters

Packages > VRTK Prefabs > Locomotion > **Teleporters**



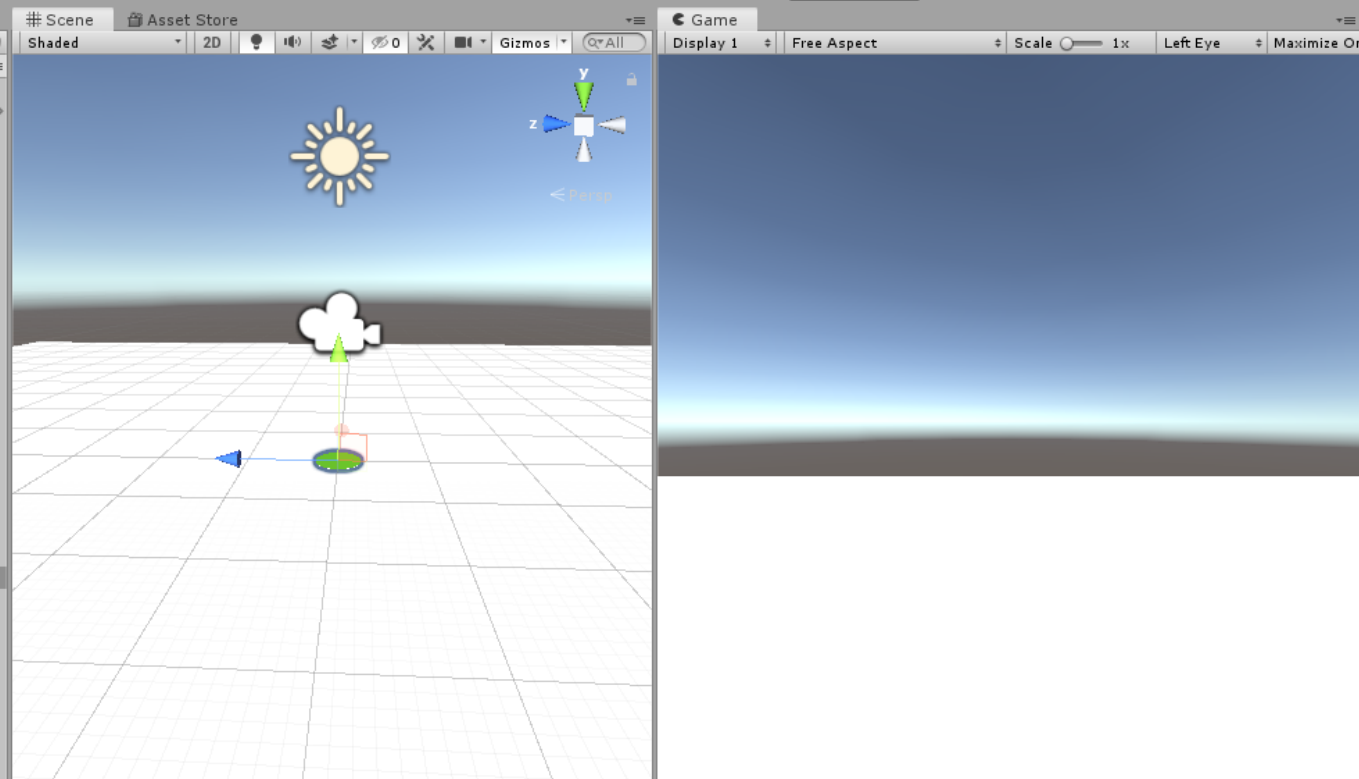
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
      - RightControllerAlias
      - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
      - ButtonOne
        - Touch[10]
        - Press[0]
      - ButtonTwo
        - Touch[11]
        - Press[1]
      - ThumbRest
      - ThumbStick
      - IndexTrigger
    - ObjectPointer.Curved
    - Teleporter.Instant



Inspector

ObjectPointer.Curved

Tag: Untagged Layer: Default

Transform

Position	X: 0	Y: 0	Z: 0
Rotation	X: 0	Y: 0	Z: 0
Scale	X: 1	Y: 1	Z: 1

Pointer Facade (Script)

Script: PointerFacade

Pointer Settings

Follow Source:  RightControllerAlias

Activation Action: Touch[11] (UnityButtonAction)

Selection Action: Press[1] (UnityButtonAction)

Selection Method: Select On Activate

Target Validity: None (1 Rule)

Pointer Events

- Activated (EventData)
- Deactivated (EventData)
- Entered (EventData)
- Exited (EventData)
- Hover Changed (EventData)
- Selected (EventData)

Runtime Only: TeleporterFacade.Teleport

Teleporter.Instant (T)

Reference Settings

Configuration: ObjectPointer.Internal (PointerConfigurator)

Add Component

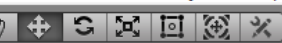
Project

- Custom Icons
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
  - Locomotion
    - BodyRepresentation
    - DestinationLocations
    - Movement
    - Teleporters

Assets

VRTK Prefabs > Locomotion > Teleporters

- SharedRes...
- Teleporter...
- Teleporter...



Pivot Local



Collab Account Layers Layout

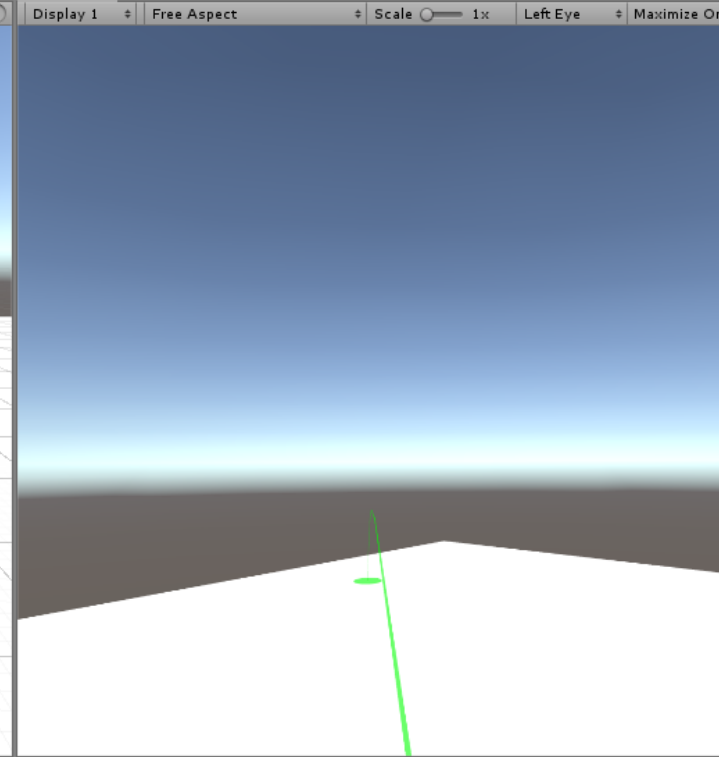
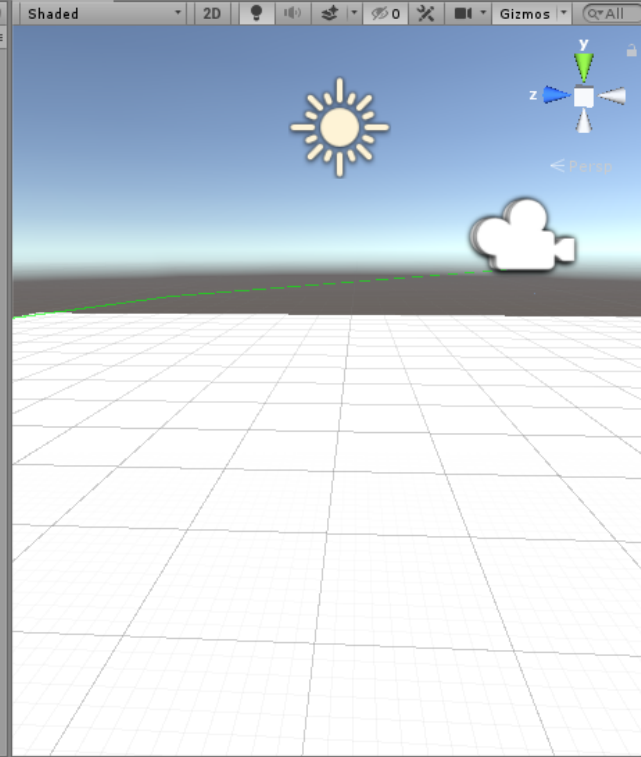
Hierarchy

# Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
      - RightControllerAlias
        - Collections
        - Cube
    - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant



Project Console

Search icons and a search bar.

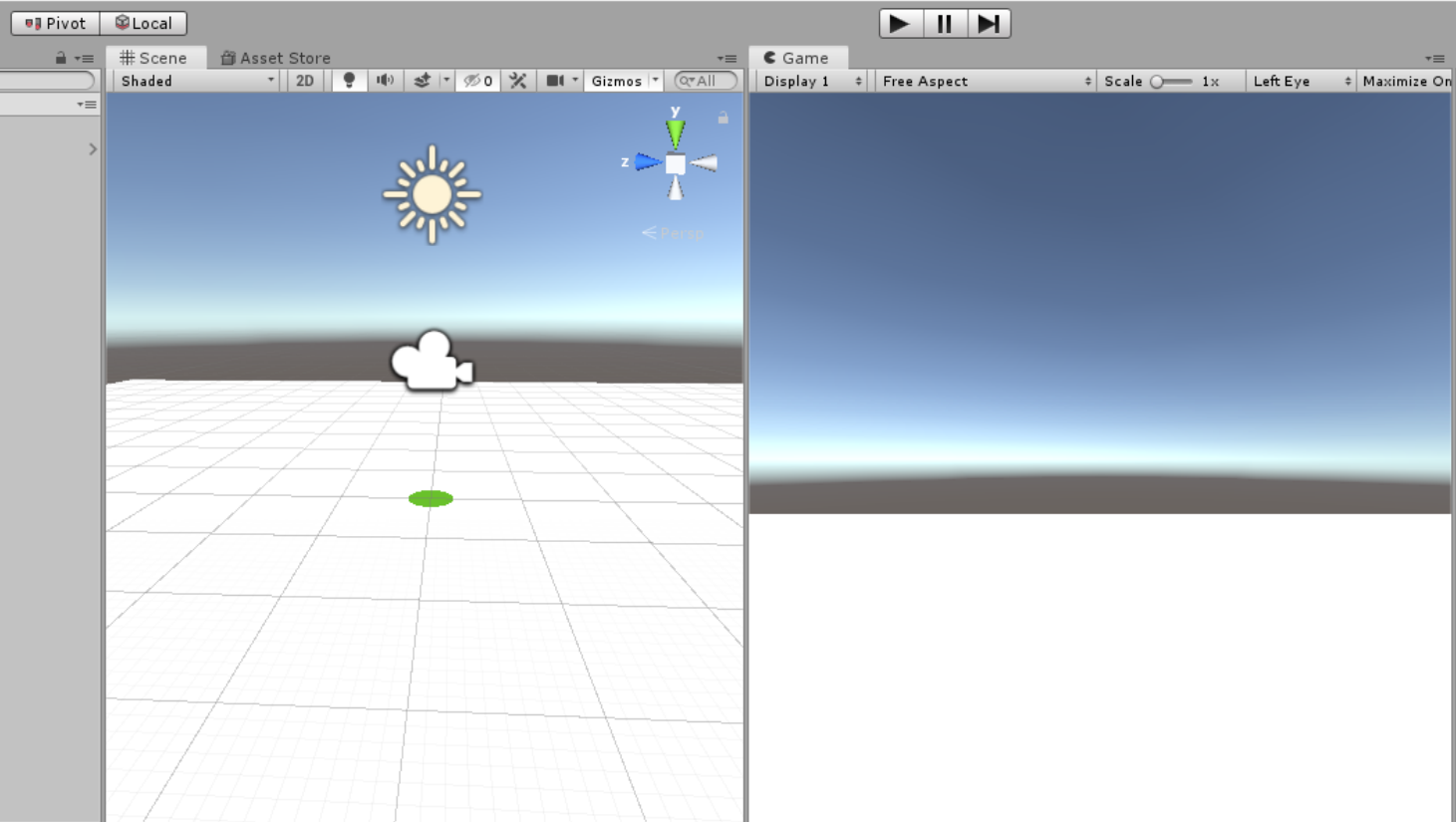
- Project
  - Custom Icons
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro
  - Unity Collaborate
  - Unity Timeline
  - Unity UI
  - Visual Studio Code Editor
  - VRTK Prefabs
    - CameraRig
    - Helpers
    - Interactions
    - Locomotion
      - BodyRepresentation
      - DestinationLocations
      - Movement
      - Teleporters

Package Manager window showing the path: Packages > VRTK Prefabs > Locomotion > Teleporters

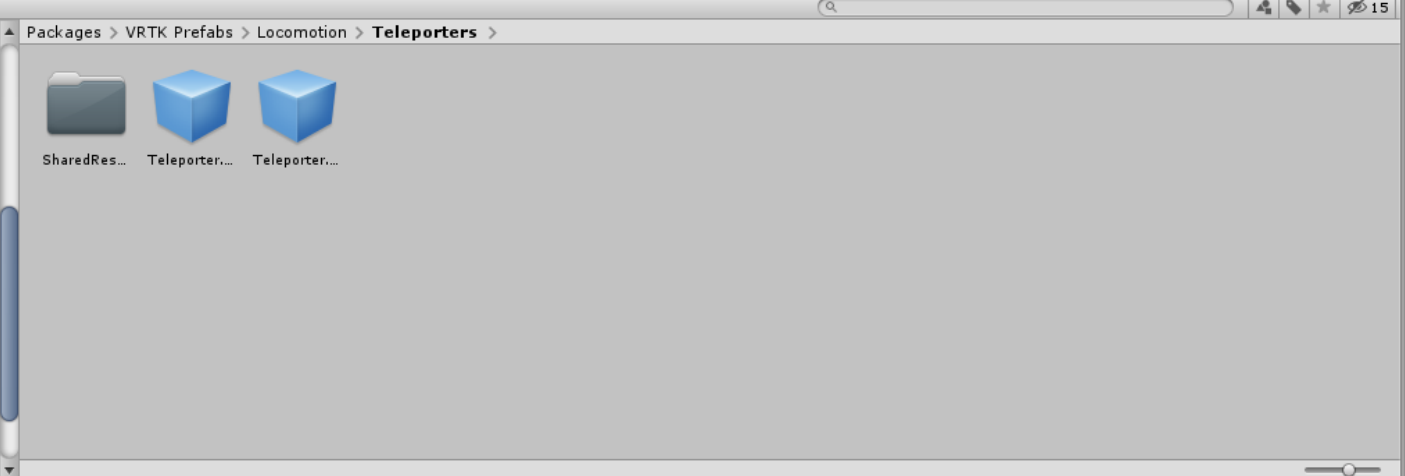
Assets displayed: SharedRes..., Teleporter..., Teleporter...

- New Scene Ctrl+N
- Open Scene Ctrl+O
- Save Ctrl+S
- Save As... Ctrl+Shift+S
- New Project...
- Open Project...
- Save Project
- Build Settings... Ctrl+Shift+B
- Build And Run Ctrl+B
- Exit

- Cube
- SceneCameras
  - Internal
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant



- Custom Icons
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
  - Locomotion
    - BodyRepresentation
    - DestinationLocations
    - Movement
    - Teleporters





# IMPORT 3D ASSET

- IN COLLECTIONS
- México prehispanico**  
victor.visual.artist  
22 4
  - mayan**  
einen9  
37 2
  - buildings**  
leonardorojasellas  
43 2

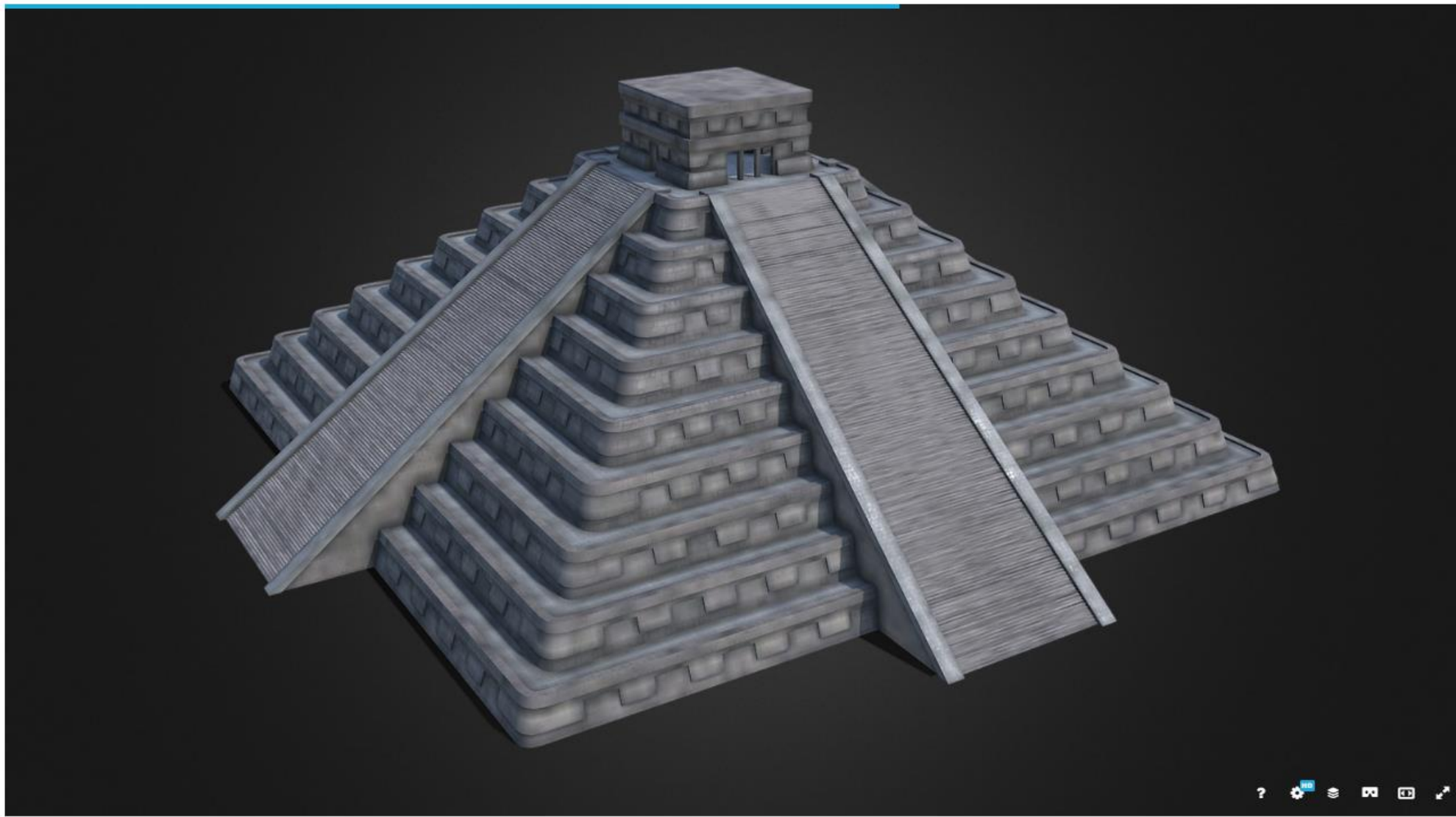
- SUGGESTED 3D MODELS
- Christmas Pyramid (Ver...**  
VIS-All-3D  
5 1.9k 35
  - Egypt souvenir box**  
Abby Crawford  
0 499 17
  - Sith Holocron (Star Wars)**  
Anthony Yanez  
3 1.7k 41
  - Secret Ancient Map**  
GameAnax  
0 206 20
  - Aztec Pyramid**  
rhcreations  
1 523 7
  - Vegas Plaza - Decentral...**  
Fablan Orrego  
6 2.5k 31

**Pyramid**  
3D Model

Mirfen  
FOLLOW

616 1.7k 21

Download 3D Model Add To Embed Share Report



# Pyramid

3D Model



Mirfen

FOLLOW

616 1.7k 21

Download 3D Model Add To Embed Share

Report

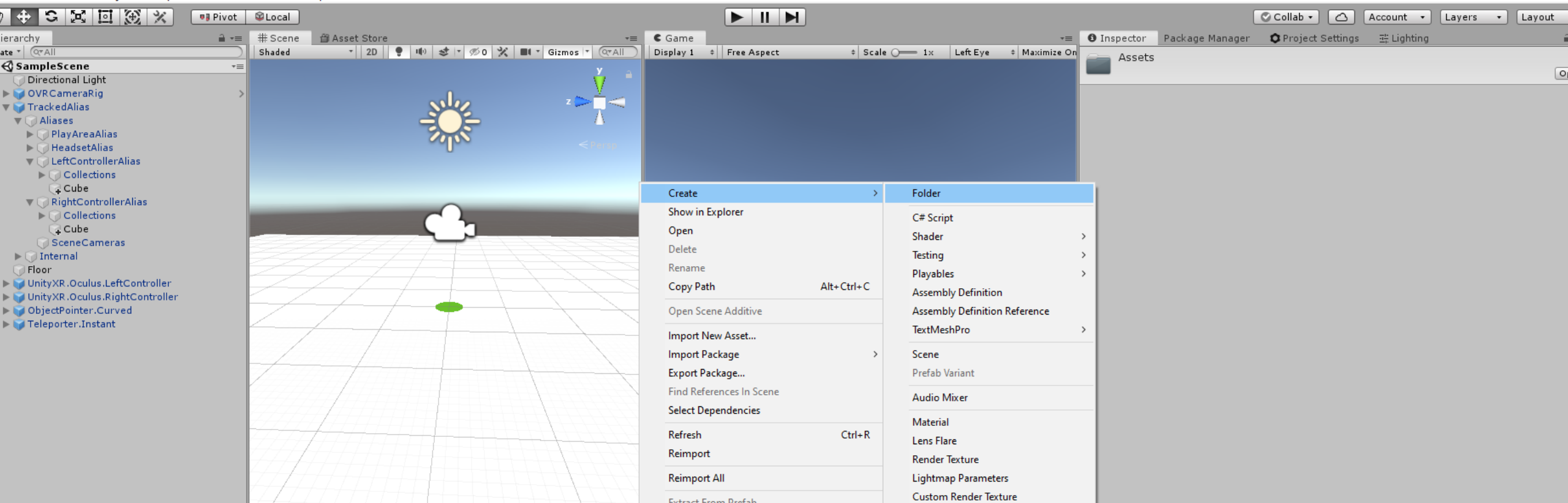
### IN COLLECTIONS

- México prehispanico**  
victor.visual.artist  
22 4
- mayan**  
einen9  
37 2
- buildings**  
leonardorojasellas  
43 2

### SUGGESTED 3D MODELS

- Christmas Pyramid (Ver...**  
VIS-All-3D  
5 1.9k 35
- Egypt souvenir box**  
Abby Crawford  
0 499 17
- Sith Holocron (Star Wars)**  
Anthony Yanez  
3 1.7k 41
- Secret Ancient Map**  
GameAnax  
0 206 20
- Aztec Pyramid**  
rhcreations  
1 523 7
- Vegas Plaza - Decentral...**  
Fablan Orrego  
6 2.5k 31





Project Explorer (Left):

- SampleScene
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
    - Aliases
      - PlayArea Alias
      - Headset Alias
      - Left Controller Alias
        - Collections
          - Cube
      - Right Controller Alias
        - Collections
          - Cube
      - Scene Cameras
    - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant

Assets Panel (Bottom Left):

- Assets
  - Oculus
  - Resources
  - Scenes

Assets Panel (Bottom Right):

- Assets
  - VR
    - AudioManager
    - Avatar
    - LipSync
    - Platform
    - SampleFramework
    - Spatializer
    - VR
  - Resources
  - Scenes

Inspector (Right):

- Inspector
  - Package Manager
  - Project Settings
  - Lighting

Console (Bottom):

- Console



Pivot Local



Collab



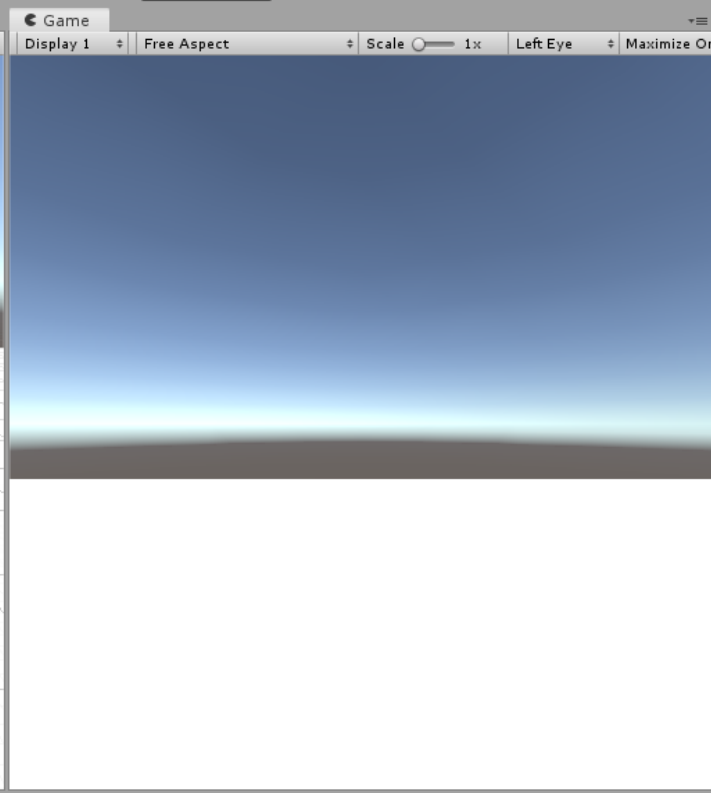
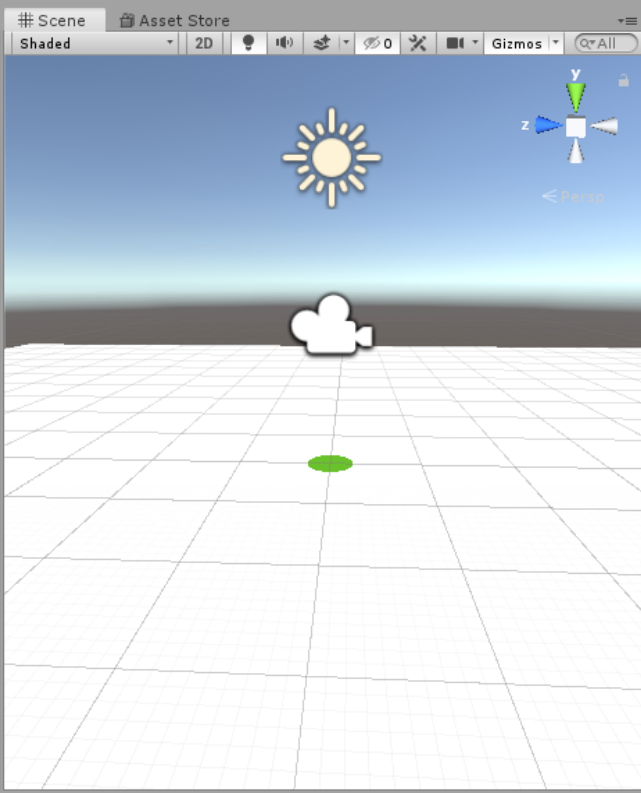
Account

Layers

Layout

Hierarchy

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
    - LeftControllerAlias
      - Collections
        - Cube
    - RightControllerAlias
      - Collections
        - Cube
    - SceneCameras
  - Internal
    - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant



Inspector

Package Manager

Project Settings

Lighting

Project

Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes

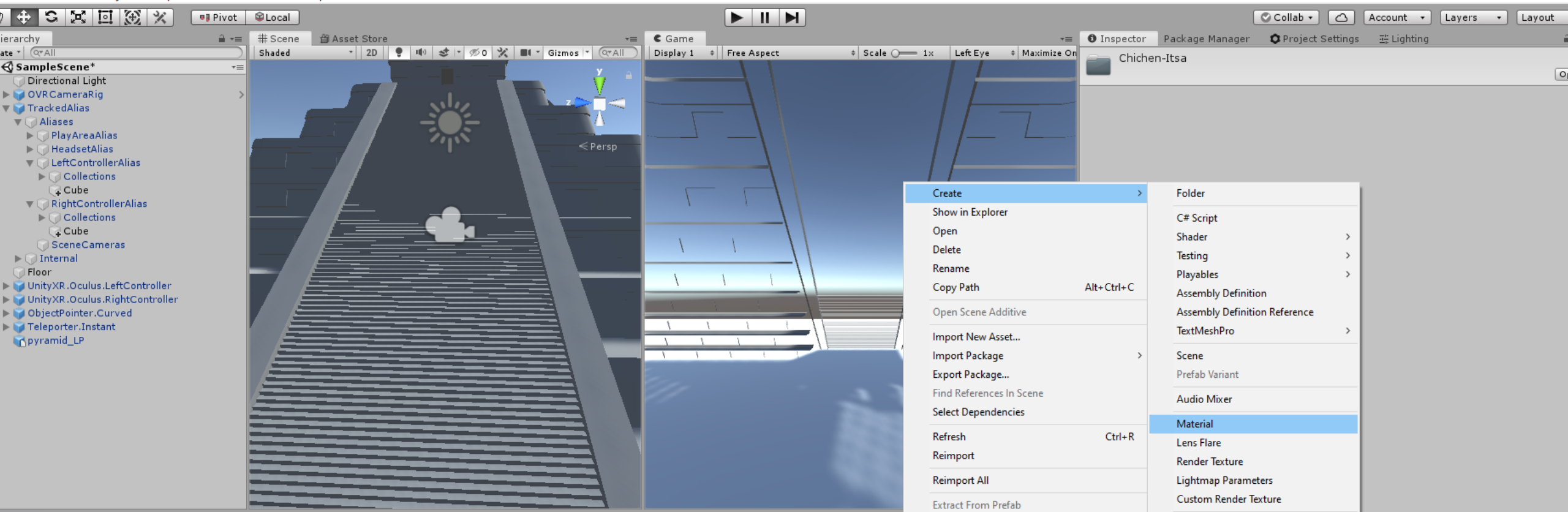
Packages

- Custom NUnit
- Malimbe
- Oculus.Desktop

Assets > 3DAssets

Chichen-It...

Assets/3DAssets



- Create >
  - Show in Explorer
  - Open
  - Delete
  - Rename
  - Copy Path Alt+Ctrl+C
  - Open Scene Additive
  - Import New Asset...
  - Import Package >
  - Export Package...
  - Find References In Scene
  - Select Dependencies
  - Refresh Ctrl+R
  - Reimport
  - Reimport All
  - Extract From Prefab
  - Run API Updater...
  - Update UIElements Schema
  - Open C# Project
  - Seed XR Input Bindings
- Folder
  - C# Script
  - Shader >
  - Testing >
  - Playables >
  - Assembly Definition
  - Assembly Definition Reference
  - TextMeshPro >
  - Scene
  - Prefab Variant
  - Audio Mixer
  - Material**
  - Lens Flare
  - Render Texture
  - Lightmap Parameters
  - Custom Render Texture
  - Sprite Atlas
  - Sprites >
  - Animator Controller
  - Animation
  - Animator Override Controller
  - Avatar Mask
  - Timeline
  - Signal
  - Physic Material
  - Physics Material 2D
  - GUI Skin
  - Custom Font
  - Legacy >
  - UIElements Editor Window
  - Brush
  - Terrain Layer



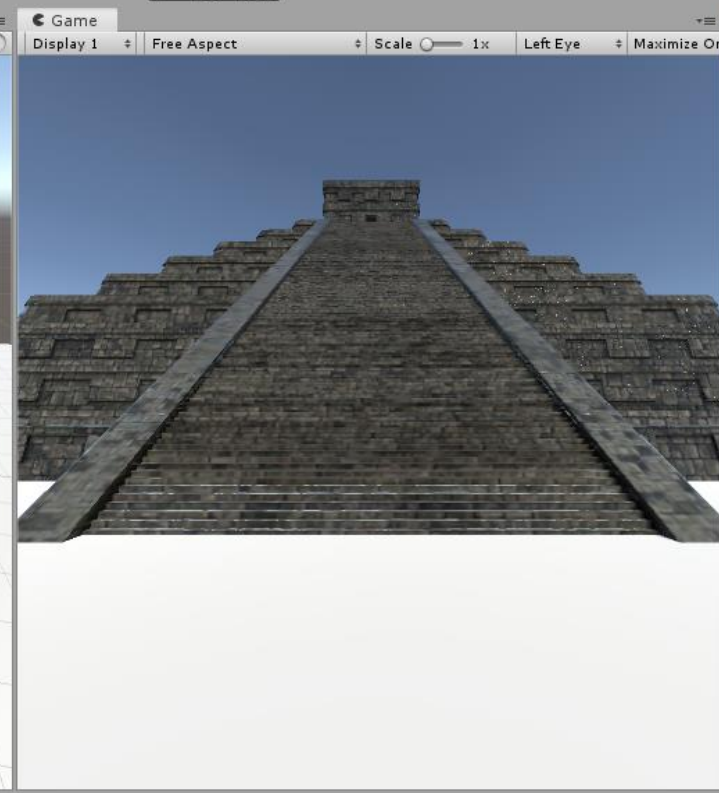
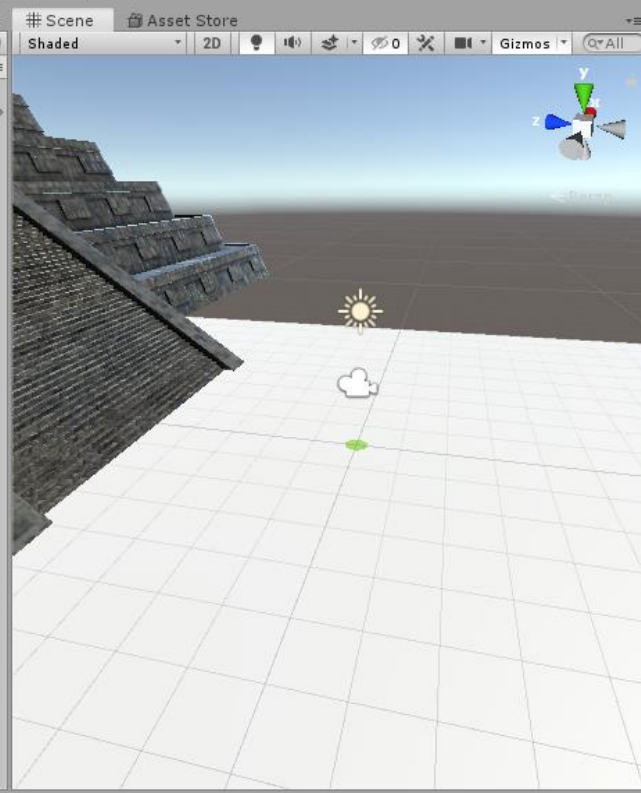
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
      - RightControllerAlias
        - Collections
        - Cube
    - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP



Inspector

Pyramid  
Shader: Standard

Rendering Mode: Opaque

**Main Maps**

- Albedo: [Color Picker]
- Metallic: [Color Picker]
- Smoothness: [Slider: 1]
- Source: Metallic Alpha
- Normal Map: [Color Picker]
- Height Map: [Color Picker]
- Occlusion: [Color Picker]
- Detail Mask: [Color Picker]

Emission: [Color Picker]

Tiling: X 1 Y 1  
Offset: X 0 Y 0

**Secondary Maps**

- Detail Albedo x2: [Color Picker]
- Normal Map: [Color Picker]

Tiling: X 1 Y 1  
Offset: X 0 Y 0  
UV Set: UV0

**Forward Rendering Options**

- Specular Highlights: [Checked]
- Reflections: [Checked]

**Advanced Options**

- Enable GPU Instancing: [Checked]
- Double Sided Global Illumination: [Unchecked]

Console

**Favorites**

- All Materials
- All Models
- All Prefabs

**Assets**

- 3DAssets
- Chichen-Itsa
- Oculus
  - AudioManager
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
- Resources
- Scenes
- Packages**
  - Custom NUnit
  - Malimbe

Assets > 3DAssets > Chichen-Itsa

Assets/3DAssets/Chichen-Itsa/Pyramid.mat

Pyramid

AssetBundle: None

VR\_Template\_2019.2 - SampleScene - PC, Mac & Linux Standalone - Unity 2019.2.20f1 Personal\* <DX11>

Edit Assets GameObject Component Oculus Window Help

Collab Account Layers Layout

Inspector Package Manager Project Settings Lighting

pyramid\_LP

Tag Untagged Layer Default

Model Open Select Overrides

**Transform**

Position X 0 Y 0 Z 31.56

Rotation X -90.00001 Y 0 Z 0

Scale X 5 Y 5 Z 5

**Pyramid\_LP (Mesh Filter)**

Mesh pyramid\_LP

**Mesh Renderer**

Materials

Size 1

Element 0 Pyramid diffuse

**Lighting**

Cast Shadows On

Receive Shadows

Contribute Global Illumination

Receive Global Illumination Light Probes

**Probes**

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

**Additional Settings**

Motion Vectors Per Object Motion

Dynamic Occlusion

**Mesh Collider**

Convex

Is Trigger

Cooking Options Mixed...

Material None (Physic Material)

Mesh pyramid\_LP

Pyramid diffuse Shader Standard

Add Component

Auto Generate Lighting On

Assets > 3DAssets > Chichen-Itsa

Pyramid dif... pyramid\_a... pyramid\_ba... pyramid\_dif... pyramid\_gl... pyramid\_LP pyramid\_m... pyramid\_no... pyramid\_ro... pyramid\_sp...

3DAssets

Chichen-Itsa

Oculus

AudioManager

Avatar

LipSync

Platform

SampleFramework

Spatializer

VR

Resources

Scenes

**Packages**

Custom NUnit

Malimbe

[VRManager] OnDestroy



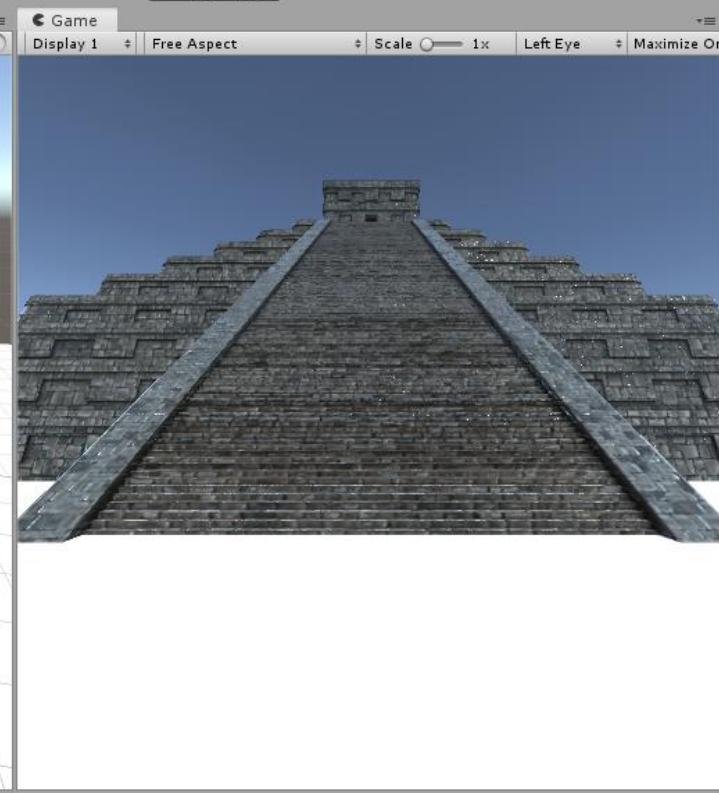
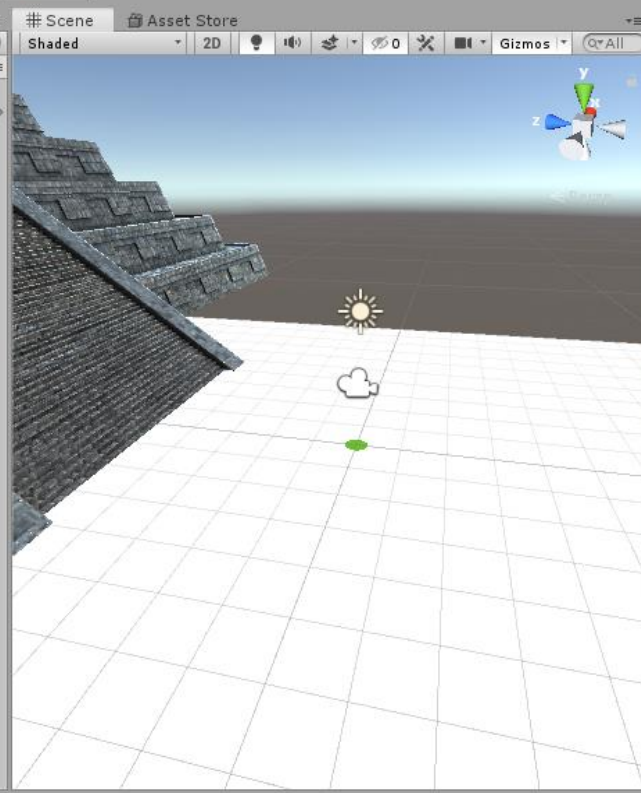
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
      - RightControllerAlias
        - Collections
        - Cube
      - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP



Inspector Package Manager Project Settings Lighting

pyramid\_LP Import Settings

Model Rig Animation Materials

**Scene**

- Scale Factor: 1
- Convert Units:  1mm (File) to 0.001m (Unity)
- Import BlendShapes:
- Import Visibility:
- Import Cameras:
- Import Lights:
- Preserve Hierarchy:
- Sort Hierarchy By Name:

**Meshes**

- Mesh Compression: Off
- Read/Write Enabled:
- Optimize Mesh: Everything
- Generate Colliders:

**Geometry**

- Keep Quads:
- Weld Vertices:
- Index Format: Auto
- Legacy Blend Shape Normals:
- Normals: Import
- Blend Shape Normals: Calculate
- Normals Mode: Area And Angle Weighted
- Smoothness Source: Prefer Smoothing Groups
- Smoothing Angle: 60
- Tangents: Calculate Mikktspace
- Swap UVs:
- Generate Lightmap UVs:
- Lightmap UVs settings

Revert Apply

Project Console

**Favorites**

- All Materials
- All Models
- All Prefabs

**Assets**

- 3DAssets
- Chichen-Itsa
- Oculus
  - AudioManager
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
- Resources
- Scenes
- Packages**
  - Custom NUnit
  - Malimbe

Assets > 3DAssets > Chichen-Itsa

Assets/3DAssets/Chichen-Itsa/pyramid\_LP.FBX

Imported Object

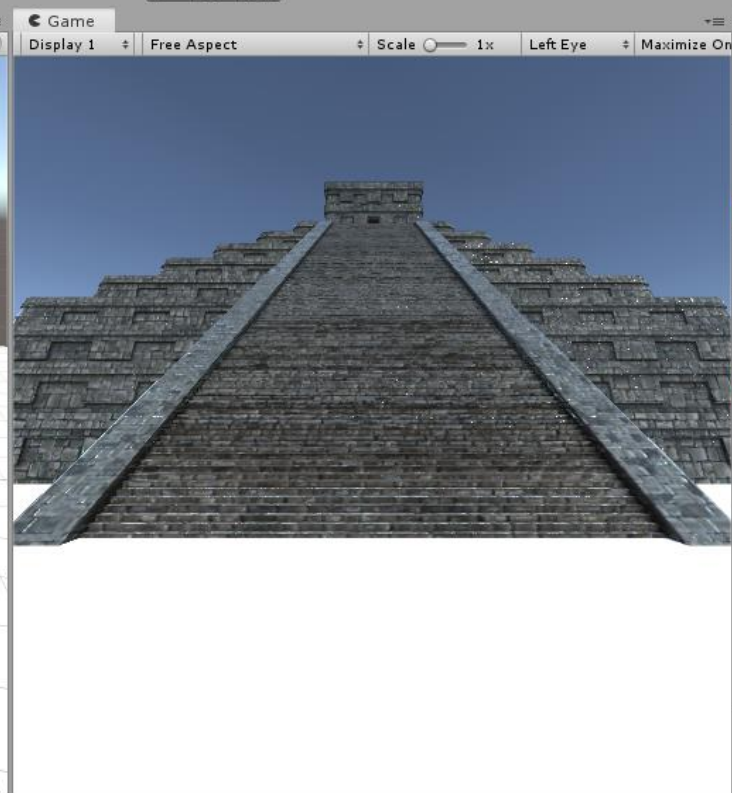
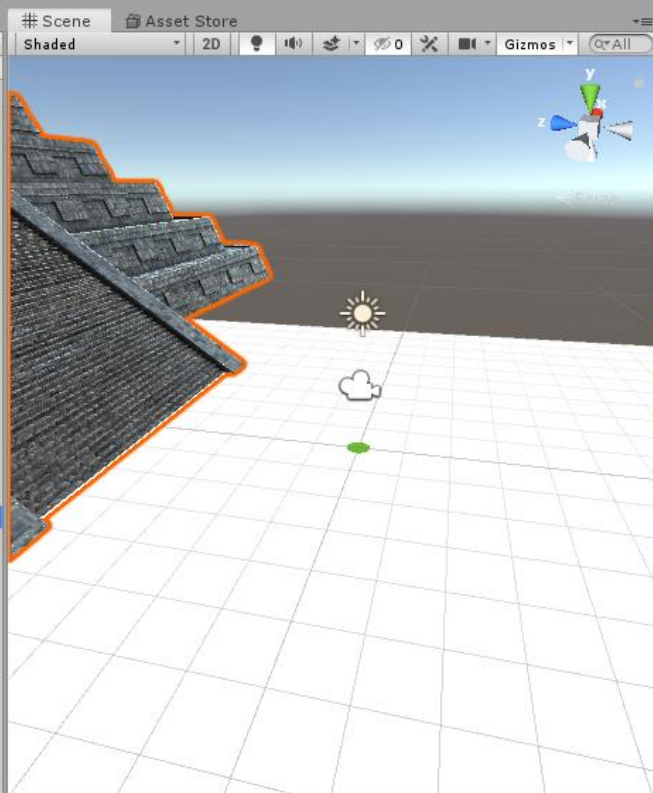
- pyramid\_LP
- Tag: Untagged
- Layer: Default

pyramid\_LP

AssetBundle: None

Hierarchy

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Aliases
    - PlayAreaAlias
    - HeadsetAlias
    - LeftControllerAlias
    - Collections
    - Cube
    - RightControllerAlias
    - Collections
    - Cube
    - SceneCameras
  - Internal
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP



Inspector

pyramid\_LP

Tag: Untagged Layer: Default

Model: Open Select Overrides

**Transform**

Position X: 0 Y: 0 Z: 31.56

Rotation X: -90.00001 Y: 0 Z: 0

Scale X: 5 Y: 5 Z: 5

**Pyramid\_LP (Mesh Filter)**

Mesh: pyramid\_LP

**Mesh Renderer**

Materials: 1

Element 0: Pyramid

**Lighting**

Cast Shadows: On

Receive Shadows:

Contribute Global Illumination:

Receive Global Illumination: Light Probes

**Probes**

Light Probes: Blend Probes

Reflection Probes: Blend Probes

Anchor Override: None (Transform)

**Additional Settings**

Motion Vectors: Per Object Motion

Dynamic Occlusion:

Assets > 3DAssets > Chichen-Itsa

- Pyramid
- pyramid\_a...
- pyramid\_ba...
- pyramid\_dif...
- pyramid\_gl...
- pyramid\_LP
- pyramid\_m...
- pyramid\_no...
- pyramid\_ro...
- pyramid\_sp...

- Reset
- Remove Component
- Move Up
- Move Down
- Copy Component
- Paste Component As New
- Paste Component Values
- Find References In Scene

**Mesh Collider**

Convex

Is Trigger

Cooking Options

Material

Mesh

**Mesh**

Convex

Is Trigger

Cooking Options

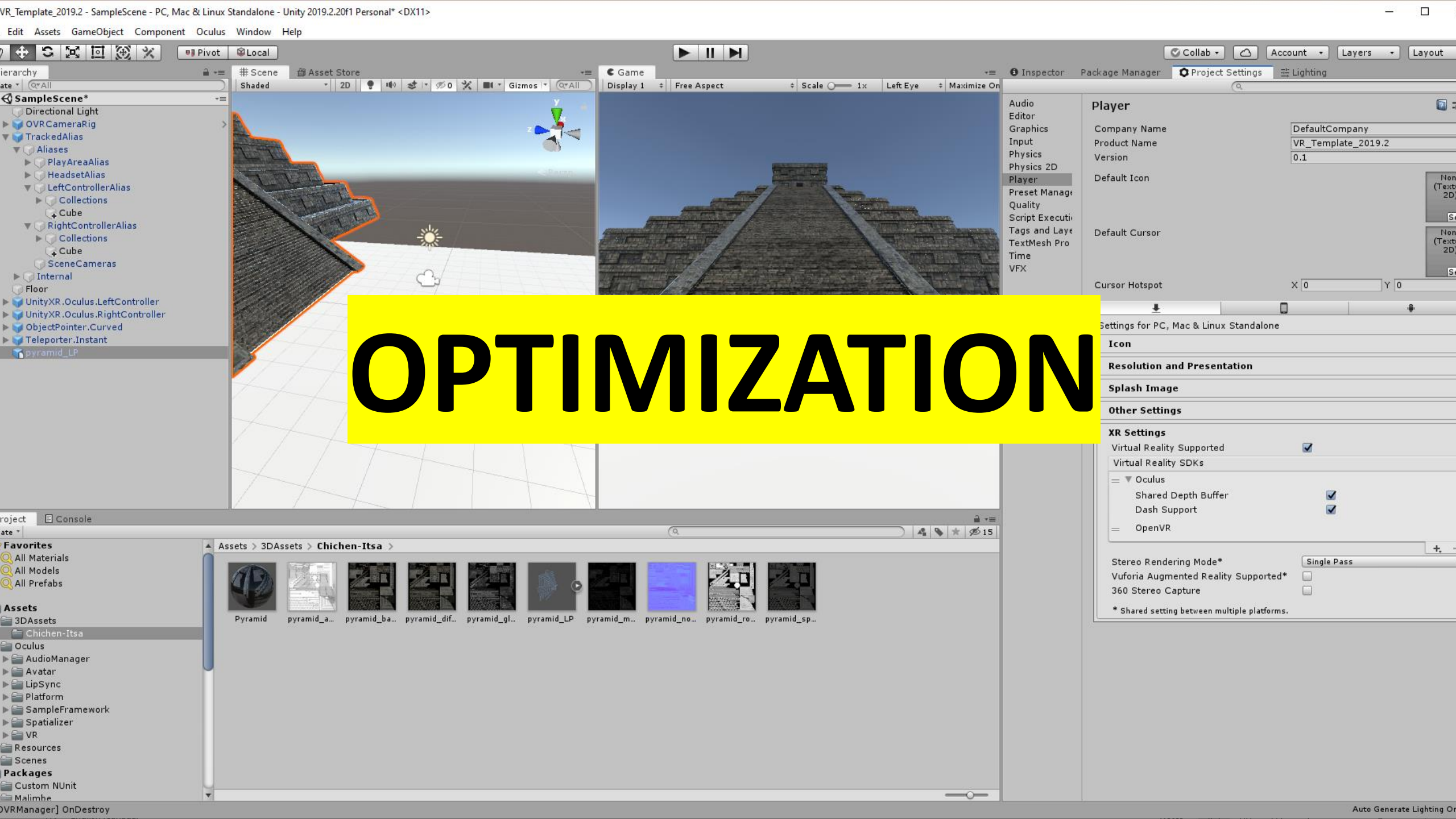
Material

Mesh: pyramid\_LP

Pyramid

Shader: Standard

Add Component



# OPTIMIZATION





Pivot Local



Collab Account Layers Layout

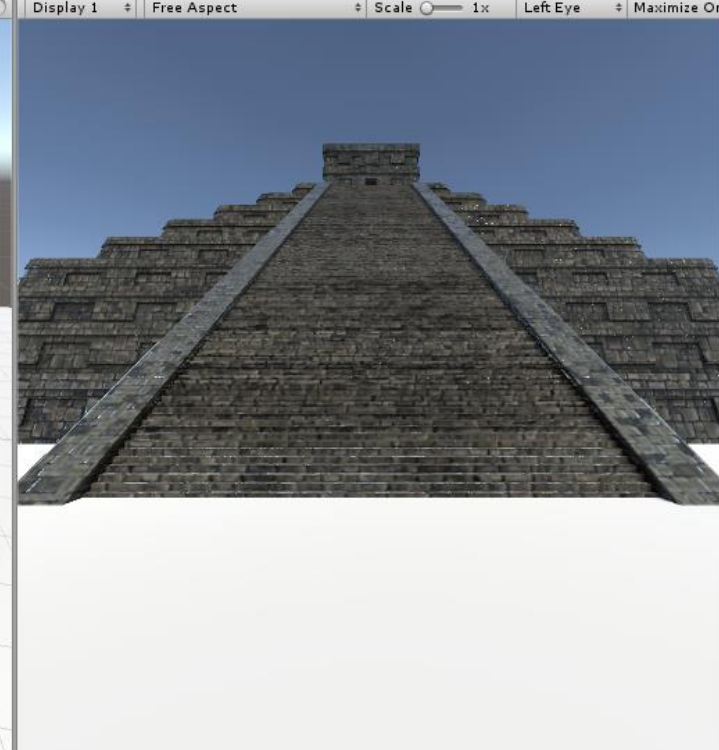
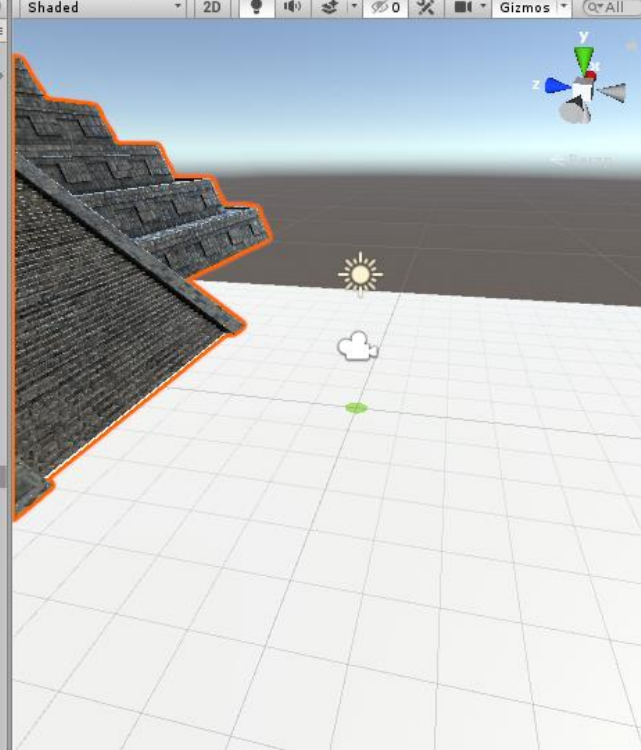
Hierarchy

# Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
    - Aliases
      - PlayArea Alias
      - Headset Alias
      - Left Controller Alias
        - Collections
        - Cube
      - Right Controller Alias
        - Collections
        - Cube
    - Scene Cameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP



Audio Editor Graphics Input Physics 2D **Player** Preset Manager Quality Script Execution Tags and Layers TextMesh Pro Time VFX

**Player**

Company Name: DefaultCompany  
 Product Name: VR\_Template\_2019.2  
 Version: 0.1

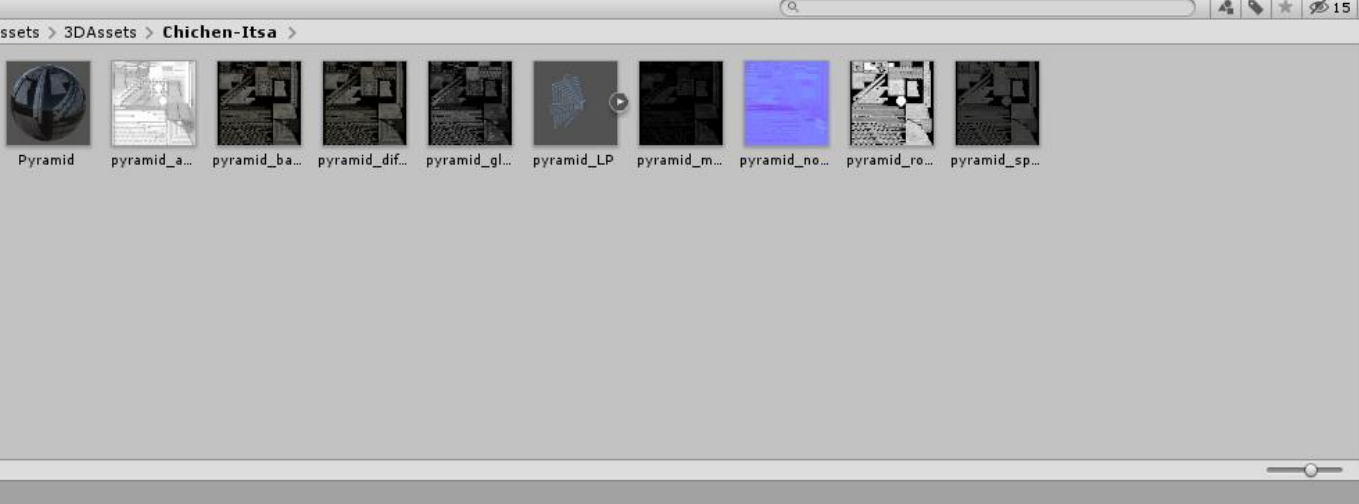
Default Icon: [None]

Default Cursor: [None]

Cursor Hotspot: X 0 Y 0

Console

- Favorites**
- All Materials
  - All Models
  - All Prefabs
- Assets**
- 3D Assets
    - Chichen-Itsa
    - Oculus
      - Audio Manager
      - Avatar
      - Lip Sync
      - Platform
      - Sample Framework
      - Spatializer
      - VR
    - Resources
    - Scenes
  - Packages**
    - Custom NUnit
    - Malimbe
    - [VR Manager] On Destroy



Settings for PC, Mac & Linux Standalone

**Icon**

**Resolution and Presentation**

**Splash Image**

**Other Settings**

**XR Settings**

Virtual Reality Supported

Virtual Reality SDKs

- Oculus
  - Shared Depth Buffer
  - Dash Support
- OpenVR

Stereo Rendering Mode\* **Single Pass**

Vuforia Augmented Reality Supported\*

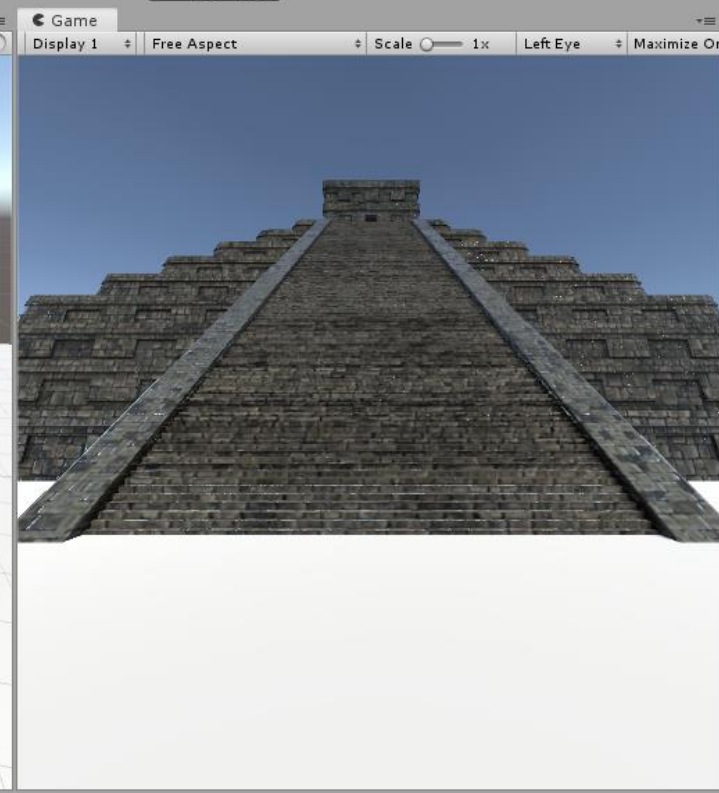
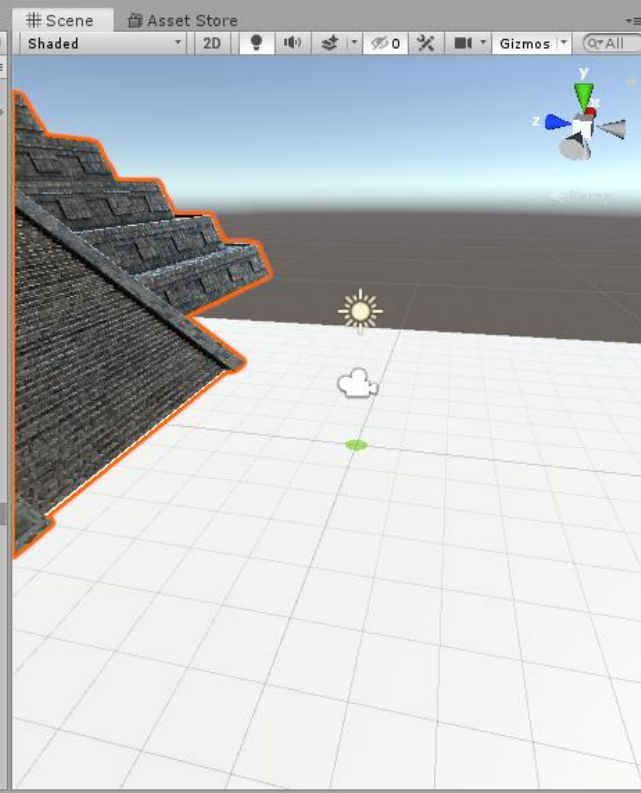
360 Stereo Capture

\* Shared setting between multiple platforms.



Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
    - Aliases
      - PlayArea Alias
      - Headset Alias
      - Left Controller Alias
        - Collections
        - Cube
      - Right Controller Alias
        - Collections
        - Cube
    - Scene Cameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP



Inspector

- Audio
- Editor
- Graphics
- Input
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Script Execution
- Tags and Layers
- TextMesh Pro
- Time
- VFX

Player

**Resolution and Presentation**

**Splash Image**

**Other Settings**

**Rendering**

Color Space\* Linear

Auto Graphics API for Windows

Reordering the list will switch editor to the first available platform

Graphics APIs for Windows

Direct3D11

Auto Graphics API for Mac

Graphics APIs for Mac

Metal

OpenGLCore

Auto Graphics API for Linux

Graphics APIs for Linux

OpenGLCore

Vulkan

Color Gamut For Mac\* sRGB

Static Batching

Dynamic Batching

GPU Skinning\*

Graphics Jobs (Experimental)\*

Lightmap Encoding Normal Quality

Lightmap Streaming Enabled

Streaming Priority 0

Enable Frame Timing Stats

**Vulkan Settings**

SRGB Write Mode\*

**Mac App Store Options**

Bundle Identifier com.DefaultCompany.VRTemplate

Build 0

Category public.app-category.games

Mac App Store Validation

**Configuration**

Scripting Backend Mono

Api Compatibility Level\* .NET Standard 2.0

C++ Compiler Configuration Release

Project Console

**Favorites**

- All Materials
- All Models
- All Prefabs

**Assets**

- 3D Assets
- Chichen-Itsa
- Oculus
  - Audio Manager
  - Avatar
  - Lip Sync
  - Platform
  - Sample Framework
  - Spatializer
  - VR
- Resources
- Scenes
- Packages
  - Custom NUnit
  - Malimbe

Assets > 3D Assets > Chichen-Itsa



Pivot Local



Collab Account Layers Layout

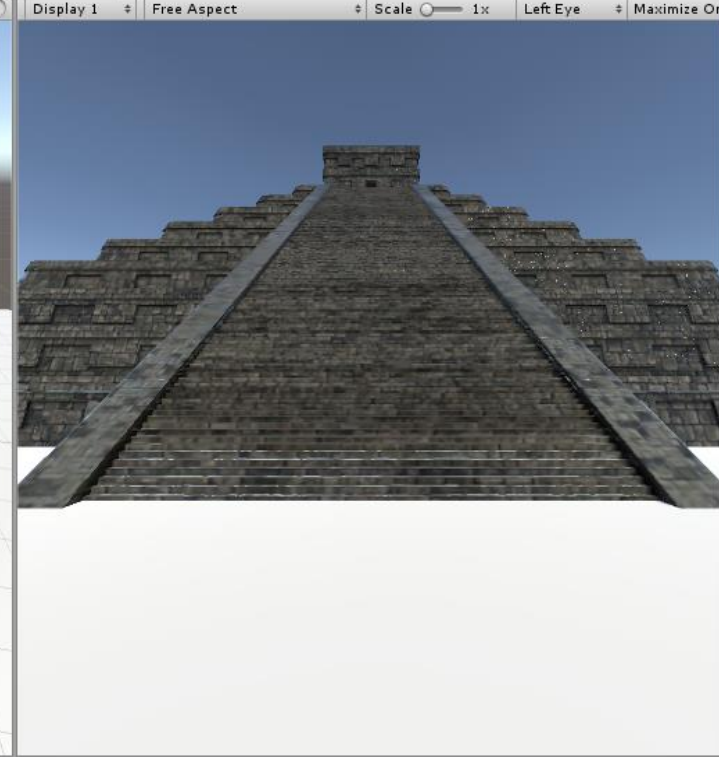
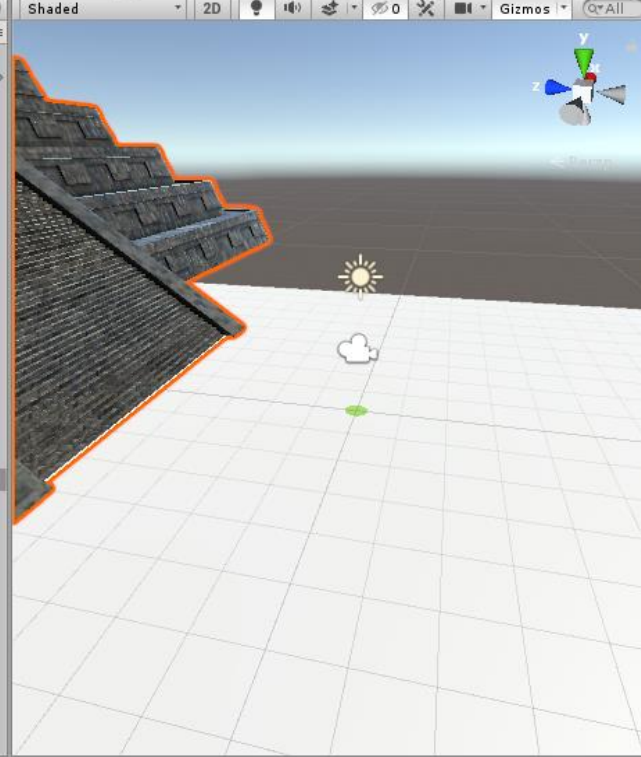
Hierarchy

# Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximize On

Inspector Package Manager Project Settings Lighting

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
      - RightControllerAlias
        - Collections
        - Cube
    - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP



- Audio
- Editor
- Graphics
- Input
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Script Execution
- Tags and Layers
- TextMesh Pro
- Time
- VFX

### Quality

Levels

Very Low	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Low	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Medium	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
High	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Very High	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
CUSTOM MODE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Level 6	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

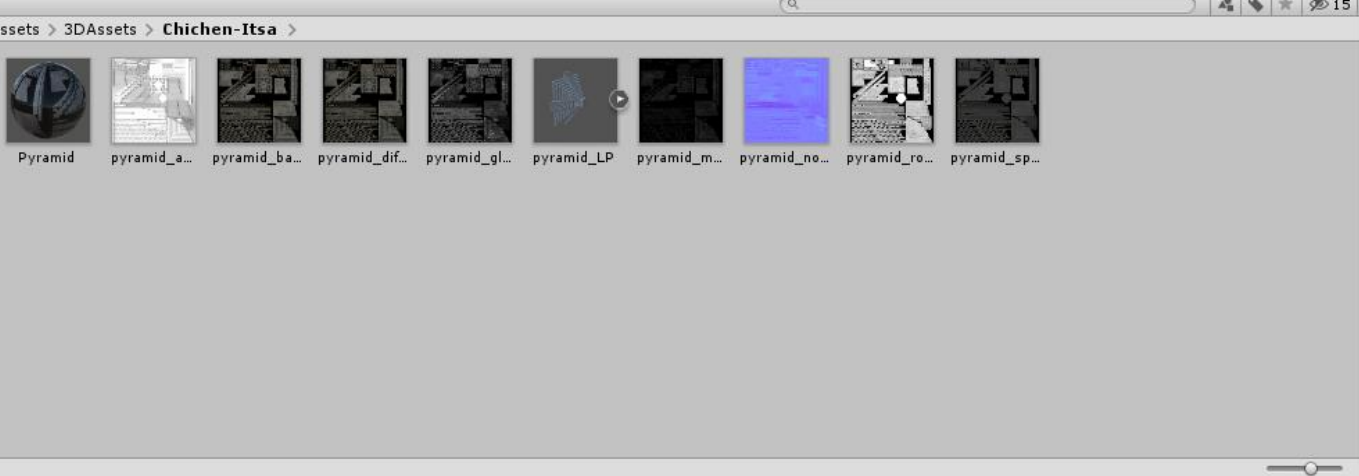
Default

Add Quality Level

Project Console

Assets 3DAssets Chichen-Itsa

- Favorites
  - All Materials
  - All Models
  - All Prefabs
- Assets
  - 3DAssets
    - Chichen-Itsa
      - Oculus
        - AudioManager
        - Avatar
        - LipSync
        - Platform
        - SampleFramework
        - Spatializer
        - VR
      - Resources
      - Scenes
    - Packages
      - Custom NUnit
      - Malimbe
        - [VRManager] OnDestroy



Name: CUSTOM MODE

### Rendering

Pixel Light Count: 1

Texture Quality: Half Res

Anisotropic Textures: Per Texture

Anti Aliasing: 2x Multi Sampling

Soft Particles:

Realtime Reflection Probes:

Billboards Face Camera Position:

Resolution Scaling Fixed DPI Factor: 1

Texture Streaming:

### Shadows

Shadowmask Mode: Distance Shadowmask

Shadows: Hard and Soft Shadows

Shadow Resolution: High Resolution

Shadow Projection: Stable Fit

Shadow Distance: 15

Shadow Near Plane Offset: 2

Shadow Cascades: Four Cascades

Cascade splits

0	1	2	3
6.7%	13.3%	26.7%	53.3%

### Other

Skin Weights: 4 Bones

VSync Count: Don't Sync

LOD Bias: 2

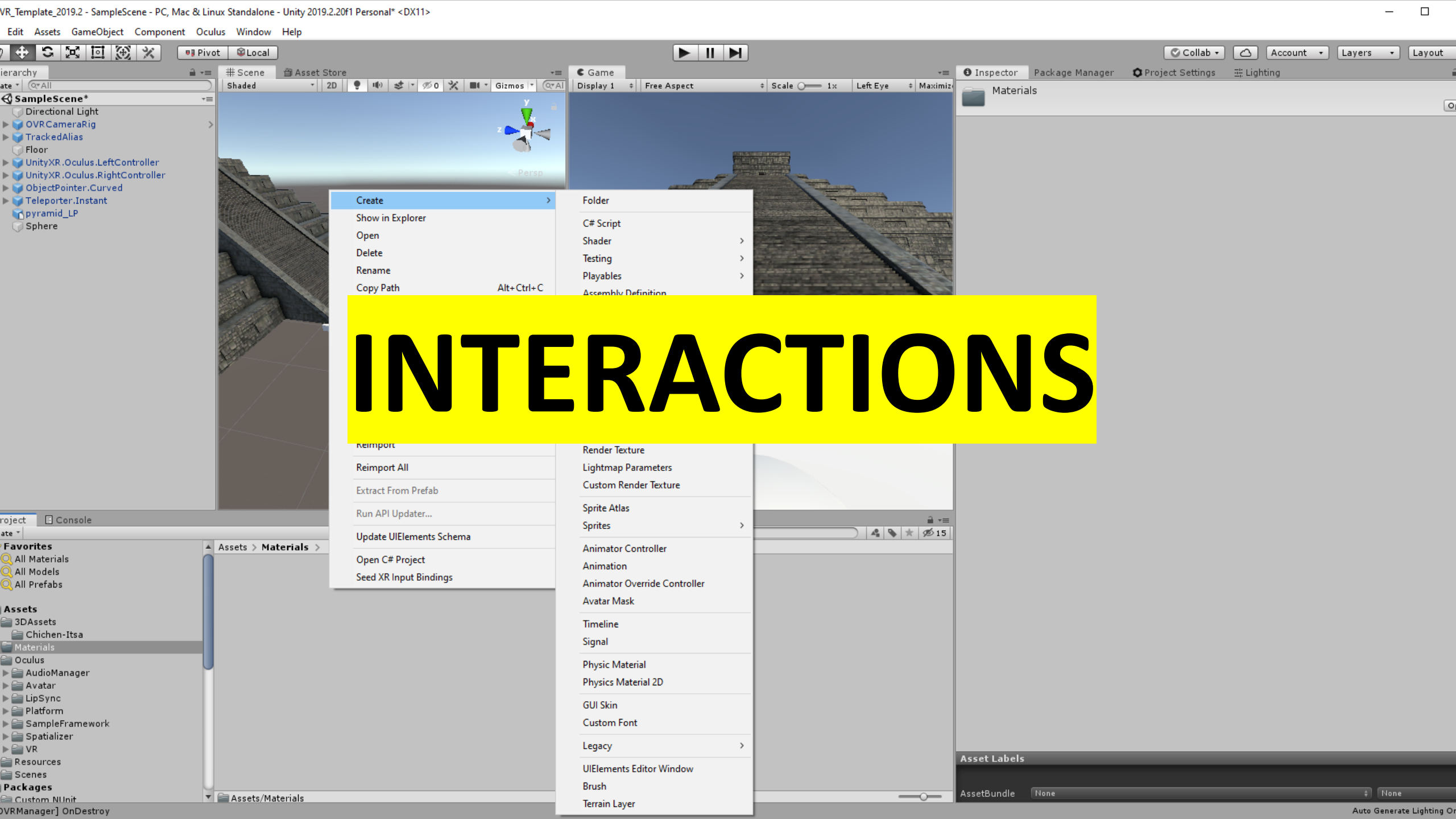
Maximum LOD Level: 0

Particle Raycast Budget: 4096

Async Upload Time Slice: 2

Async Upload Buffer Size: 16

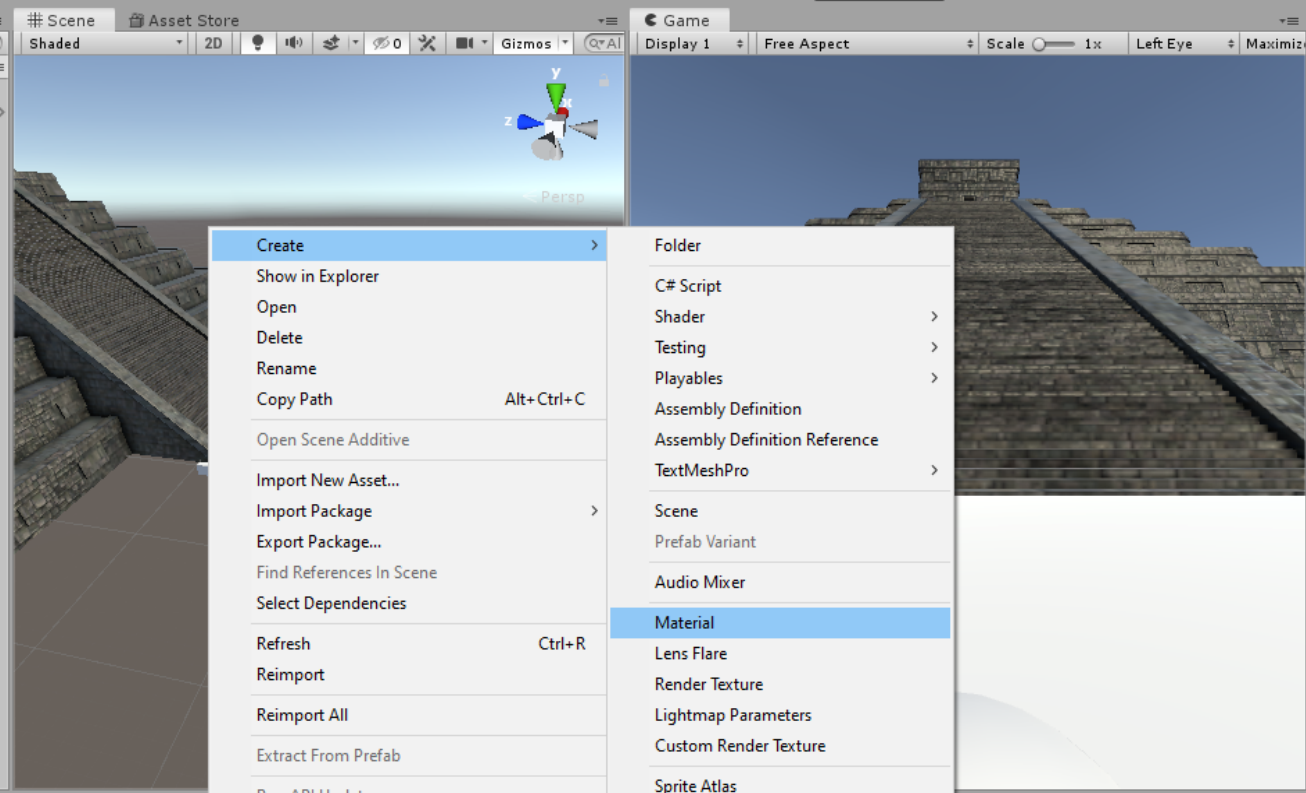
Async Upload Persistent Buffer:



# INTERACTIONS

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
    - TrackedAlias
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instance
    - pyramid\_LP
    - Sphere



- Create >
- Show in Explorer
- Open
- Delete
- Rename
- Copy Path Alt+Ctrl+C
- Open Scene Additive
- Import New Asset...
- Import Package >
- Export Package...
- Find References In Scene
- Select Dependencies
- Refresh Ctrl+R
- Reimport
- Reimport All
- Extract From Prefab
- Run API Updater...
- Update UIElements Schema
- Open C# Project
- Seed XR Input Bindings

- Folder
- C# Script
- Shader >
- Testing >
- Playables >
- Assembly Definition
- Assembly Definition Reference
- TextMeshPro >
- Scene
- Prefab Variant
- Audio Mixer
- Material
- Lens Flare
- Render Texture
- Lightmap Parameters
- Custom Render Texture
- Sprite Atlas
- Sprites >
- Animator Controller
- Animation
- Animator Override Controller
- Avatar Mask
- Timeline
- Signal
- Physic Material
- Physics Material 2D
- GUI Skin
- Custom Font
- Legacy >
- UIElements Editor Window
- Brush
- Terrain Layer

Materials

Console

Assets > Materials

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes
- Packages
- Custom NUnit



Pivot Local



Collab



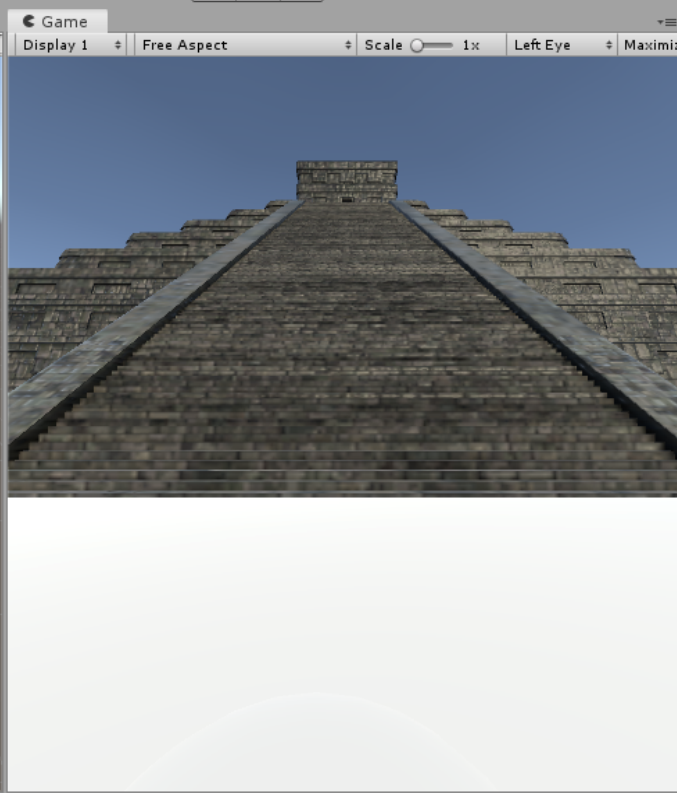
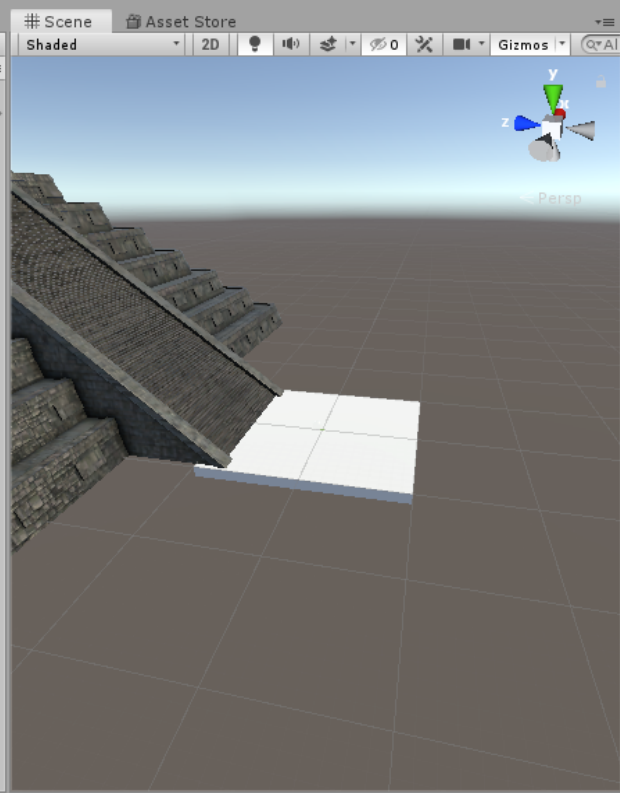
Account

Layers

Layout

Hierarchy

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere



Inspector

Package Manager Project Settings Lighting

Sphere Transparency

Shader Standard

Rendering Mode: Transparent

Main Maps

- Albedo: [Color Picker]
- Metallic: [Slider: 0]
- Smoothness: [Slider: 0.5]
- Source: Metallic Alpha
- Normal Map: [ ]
- Height Map: [ ]
- Occlusion: [ ]
- Detail Mask: [ ]

Emission: [ ]

Tiling: X 1 Y 1

Offset: X 0 Y 0

Secondary Maps

- Detail Albedo x2: [ ]
- Normal Map: [ ]

Tiling: X 1 Y 1

Offset: X 0 Y 0

UV Set: UV0

Forward Rendering Options

- Specular Highlights: [ ]
- Reflections: [ ]

Advanced Options

- Enable GPU Instancing: [ ]
- Double Sided Global Illumination: [ ]

Project

Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Materials
- Oculus
- Resources
- Scenes
- Scripts

Packages

- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro

VRManager] OnDestroy

Assets > Materials >

Sphere Tra...

Assets/Materials/Sphere Transparency.mat

Sphere Transparency

AssetBundle: None

Auto Generate Lighting



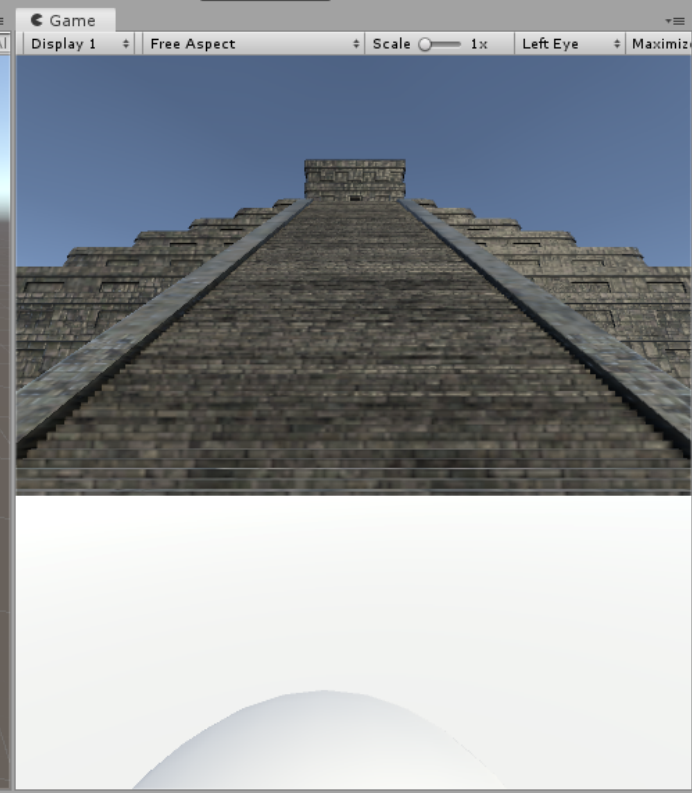
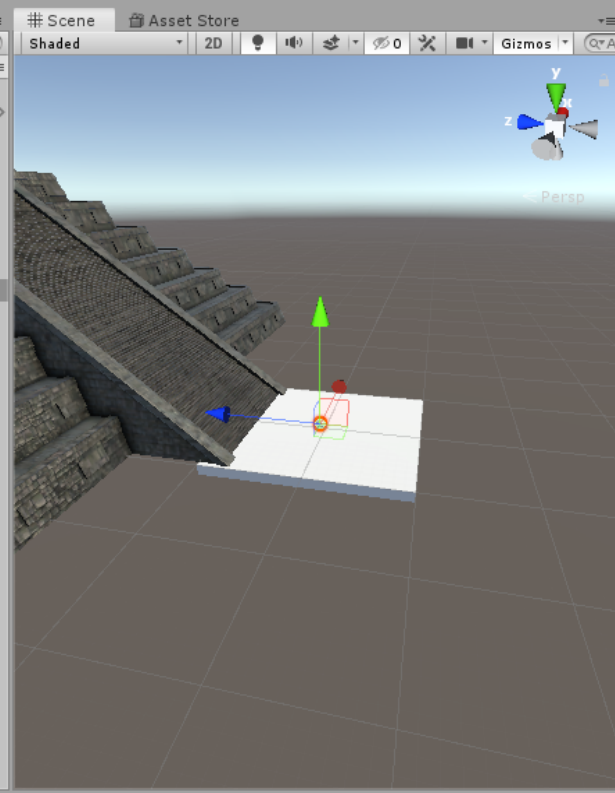
Pivot Local



Collab Account Layers Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere



Inspector

Sphere

Tag Untagged Layer Default

**Transform**

Position X: -0.06583691 Y: 0.5074224 Z: 0.5207314

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

**Sphere (Mesh Filter)**

Mesh Sphere

**Mesh Renderer**

Materials

Size 1

Element 0 Sphere Transparency

**Lighting**

Cast Shadows On

Receive Shadows

Contribute Global Illumination

Receive Global Illumination Light Probes

**Probes**

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

**Additional Settings**

Motion Vectors Per Object Motion

Dynamic Occlusion

**Sphere Collider**

Edit Collider

Is Trigger

Material None (Physic Material)

Center X: 0 Y: 0 Z: 0

Radius 0.5

Sphere Transparency

Shader Standard

Add Component

Console

Assets > Materials >

Sphere Tra...

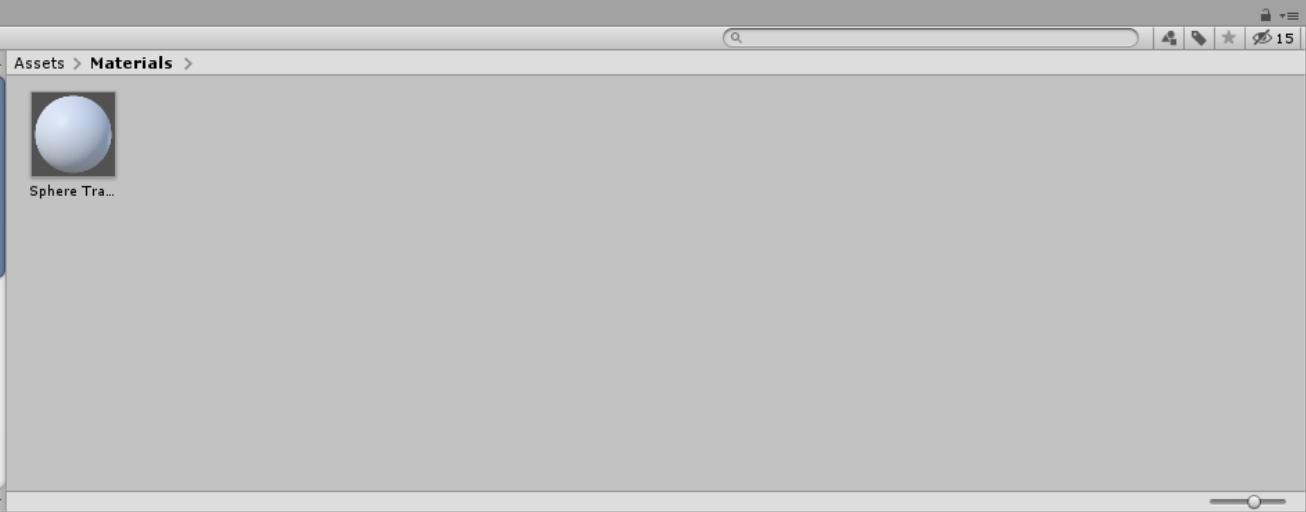
Assets

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes
- Packages
- Custom NUnit

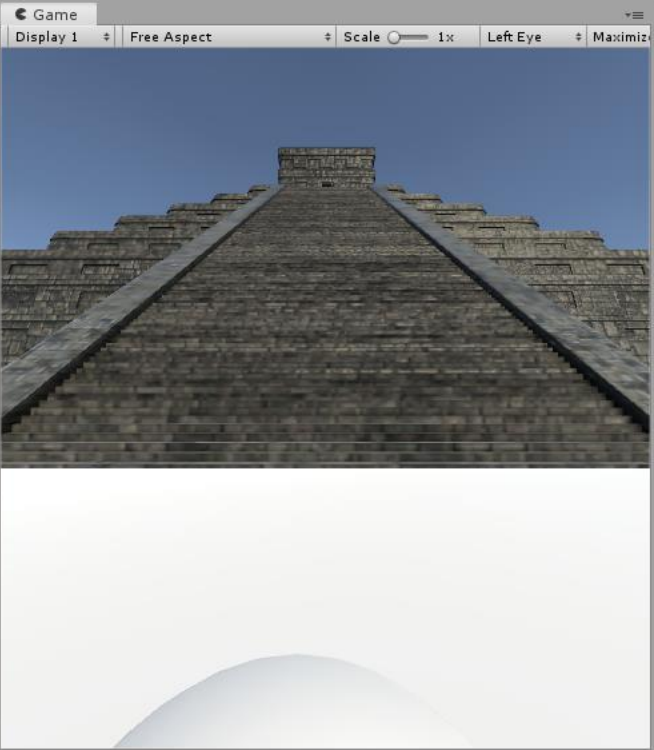
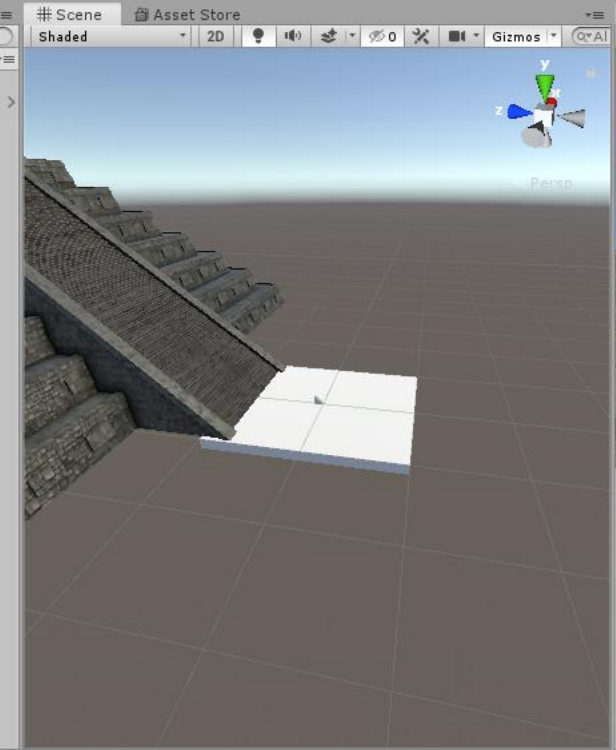
OVRManager] OnDestroy



Hierarchy

- Create All
- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere

- Copy
- Paste
- Rename
- Duplicate
- Delete
- Select Children
- Select Prefab Root
- Create Empty
- 3D Object >
- 2D Object >
- Effects >
- Light >
- Audio >
- Video >
- UI >
- Camera >



Project

- Create
- Favorites
  - All Materials
  - All Models
  - All Prefabs
- Assets
  - 3DAssets
  - Chichen-Itsa
  - Materials
    - Oculus
      - AudioManager
      - Avatar
      - LipSync
      - Platform
      - SampleFramework
      - Spatializer
      - VR
    - Resources
    - Scenes
  - Packages
    - Custom NUInit

[OVRManager] OnDestroy

Assets > Materials

- Sphere Tra...

Inspector Package Manager Project Settings Lighting

Auto Generate Lighting On



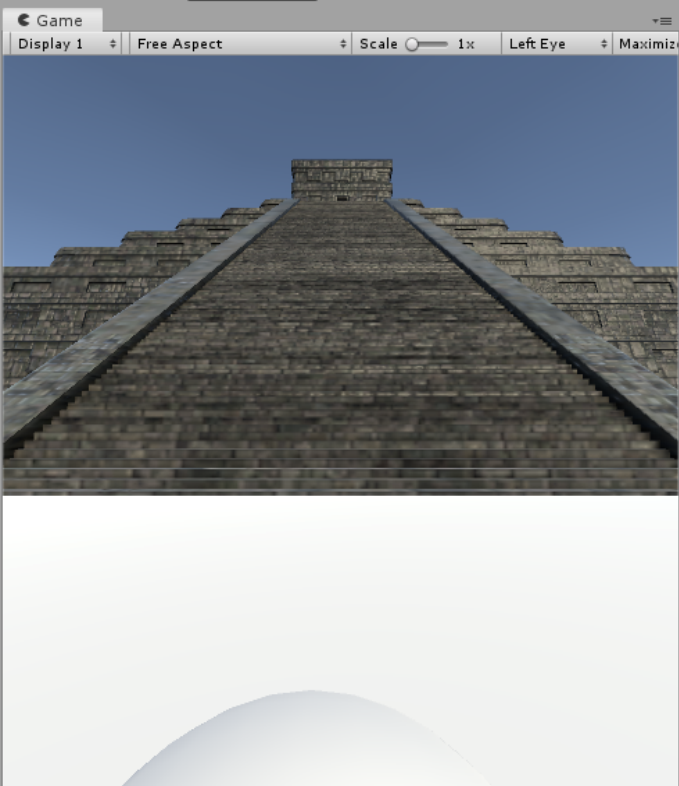
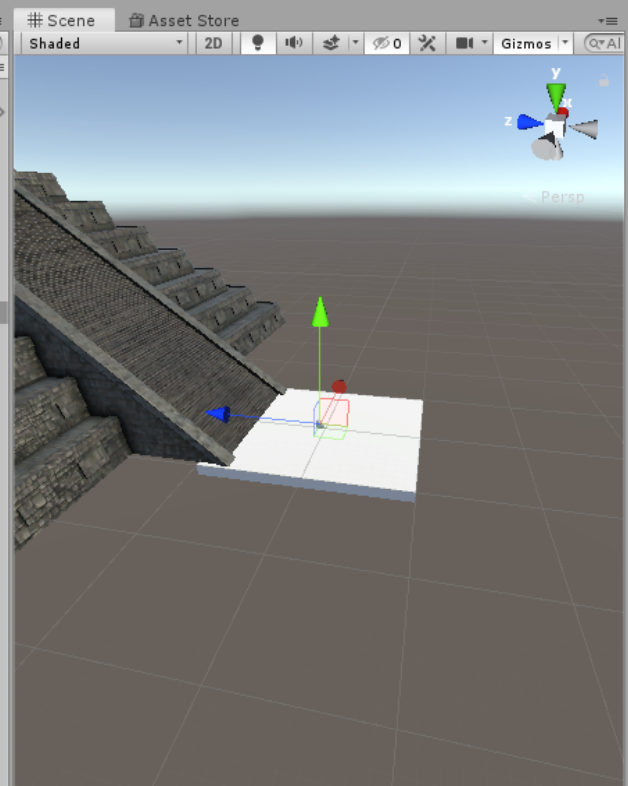


Pivot Local



Collab Account Layers Layout

- SampleScene\*
- Directional Light
- OVR CameraRig
- TrackedAlias
- Floor
- UnityXR.Oculus.LeftController
- UnityXR.Oculus.RightController
- ObjectPointer.Curved
- Teleporter.Instance
- pyramid\_LP
- Sphere
- GameObject



Inspector

GameObject

Tag Untagged Layer Default

**Transform**

Position	X	-0.06583691	Y	0.5074224	Z	0.5207314
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Add Component

unity|

**Search**

- Unity Axis 1D Action
- Unity Axis 2D Action
- Unity Button Action
- Unity Object Observable List
- Unity XR Configurator
- Oculus Spatializer Unity
- New script

- Console
- Favorites**
- All Materials
  - All Models
  - All Prefabs
- Assets**
- 3DAssets
  - Chichen-Itsa
  - Materials
  - Oculus
  - AudioManager
  - Avatar
  - LipSync
  - Platform
  - SampleFramework
  - Spatializer
  - VR
  - Resources
  - Scenes
- Packages**
- Custom NUnit
  - OVRManager] OnDestroy

Assets > Materials

Sphere Tra...



Pivot Local



Collab



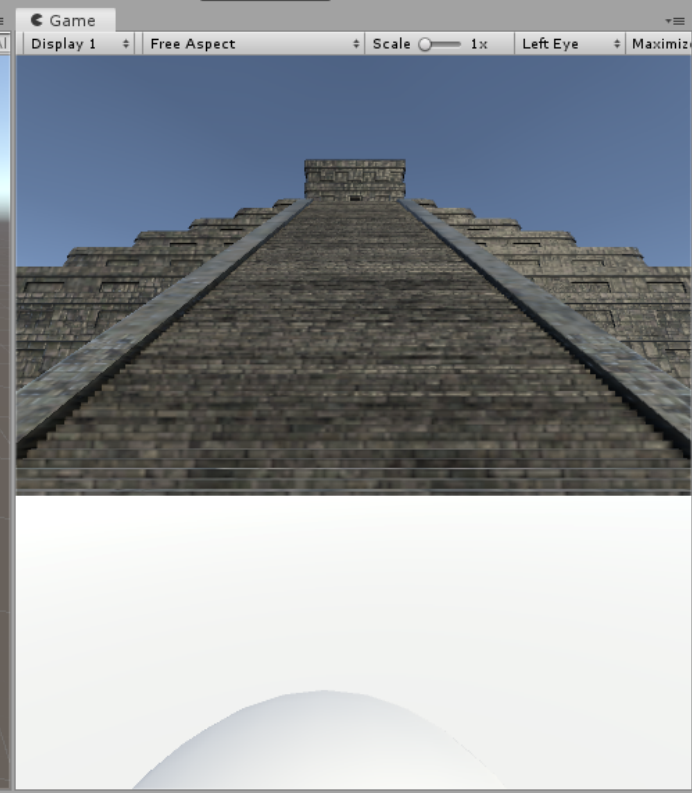
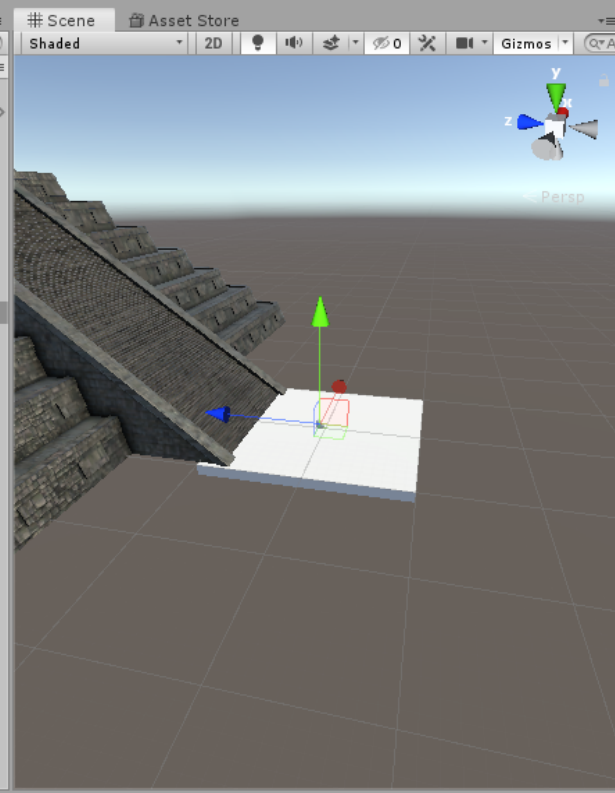
Account

Layers

Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject



Inspector

- Audio
- Editor
- Graphics
- Input**
  - Vertical
    - Fire1
    - Fire2
    - Fire3
    - Jump
    - Mouse X
    - Mouse Y
    - Mouse ScrollWheel
  - Horizontal
    - Vertical
      - Fire1
      - Fire2
      - Fire3
      - Jump
      - Submit
      - Submit
      - Cancel
      - Oculus\_GearVR\_LThumbstickX
      - Oculus\_GearVR\_LThumbstickY
      - Oculus\_GearVR\_RThumbstickX
      - Oculus\_GearVR\_RThumbstickY
      - Oculus\_GearVR\_DpadX
      - Oculus\_GearVR\_DpadY
      - Oculus\_GearVR\_LIndexTrigger
      - Oculus\_GearVR\_RIndexTrigger
      - Oculus\_CrossPlatform\_Button2
      - Oculus\_CrossPlatform\_Button4
      - Oculus\_CrossPlatform\_PrimaryThumbstick
      - Oculus\_CrossPlatform\_SecondaryThumbstick
      - Oculus\_CrossPlatform\_PrimaryIndexTrigger
      - Oculus\_CrossPlatform\_SecondaryIndexTrigger
 

Name	Oculus_CrossPlatform_SecondaryIndexTrigger
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	
Alt Negative Button	
Alt Positive Button	
Gravity	0
Dead	0.19
Sensitivity	1
Snap	<input type="checkbox"/>
Invert	<input type="checkbox"/>
Type	Joystick Axis
Axis	10th axis (Joysticks)
Joy Num	Get Motion from all Joysticks
  - Oculus\_CrossPlatform\_PrimaryHandTrigger
  - Oculus\_CrossPlatform\_SecondaryHandTrigger
- Physics
- Physics 2D
- Player
- Preset Manager
- Quality
- Script Execution
- Tags and Layers
- TextMesh Pro
- Time
- VFX

Project Console

Assets > Materials

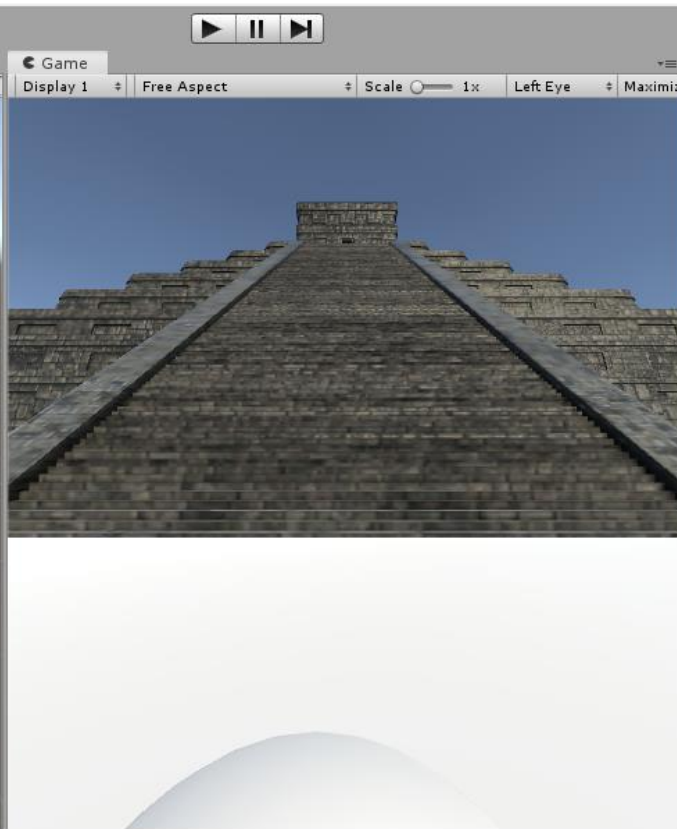
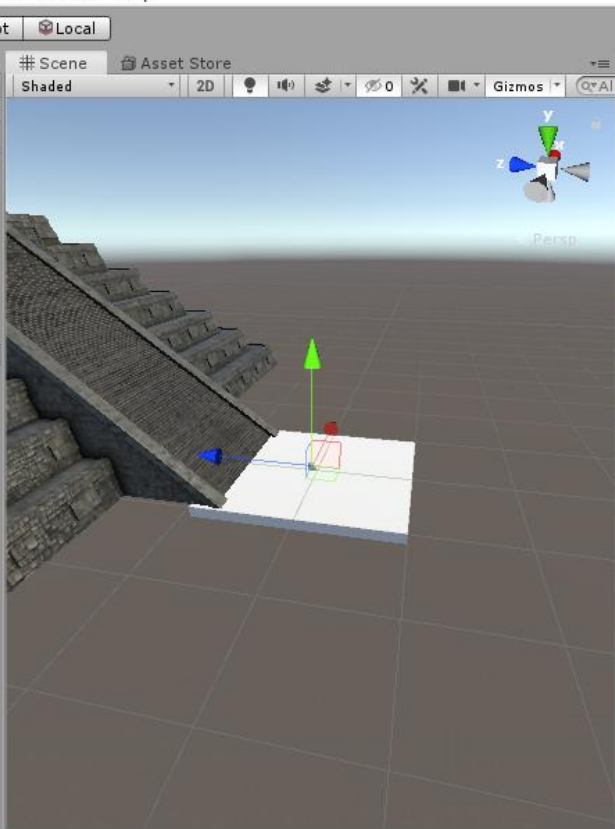
- Sphere Tra...

Assets > Materials

- Sphere Tra...

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject



Inspector

GameObject

Tag: Untagged Layer: Default

**Transform**

Position	X	-0.06583691	Y	0.5074224	Z	0.5207314
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

**Unity Axis 1D Action (Script)**

Script: UnityAxis1DAction

Activation State Changed (Boolean)

Default Value: 0

Sources

Activated (Single)

Value Changed (Single)

Deactivated (Single)

Equality Tolerance: 1.401298e-45

Axis Name: Oculus\_CrossPlatform\_SecondaryIndexTrigger

Add Component

Project Console

Console

Project Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes
- Packages
- Custom NUIUnit

Assets > Materials

Sphere Tra...



Pivot Local



Collab



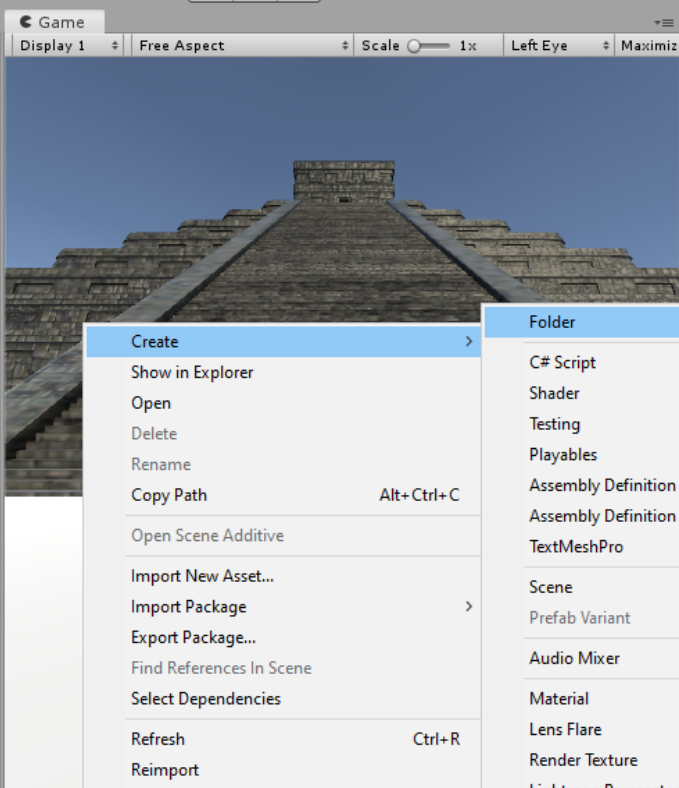
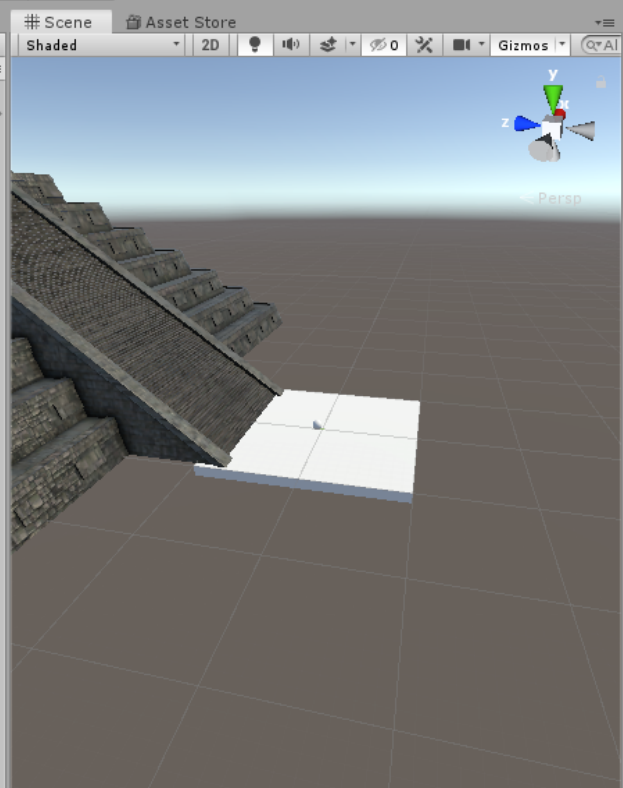
Account

Layers

Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
    - TrackedAlias
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP
    - Sphere
    - GameObject



Inspector Package Manager Project Settings Lighting

Assets

Console

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes

Packages

- Custom NUIUnit

OVRManager] OnDestroy

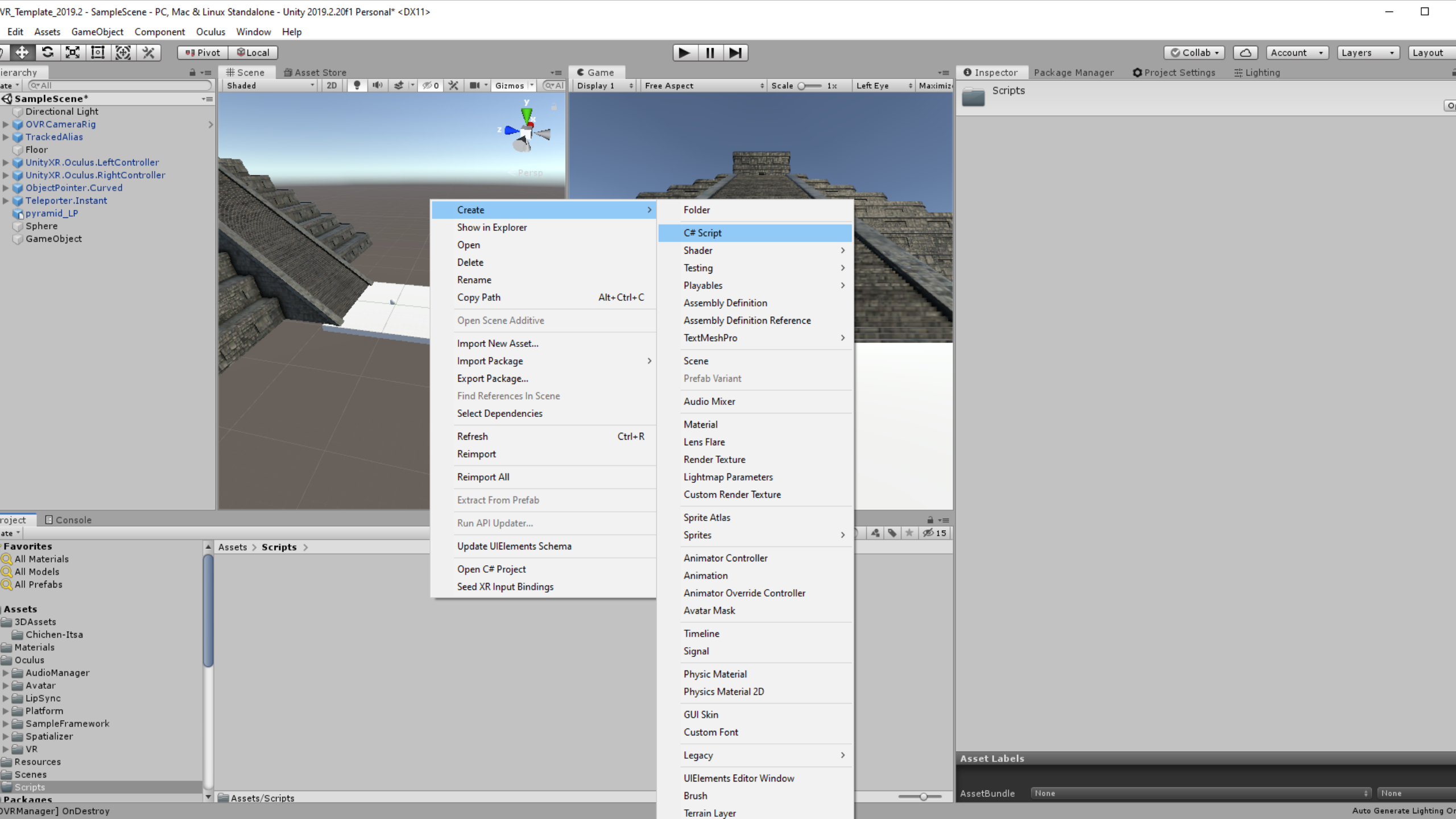
Assets

- 3DAssets
- Materials
- Oculus
- Resources
- Scenes

- Create
- Show in Explorer
- Open
- Delete
- Rename
- Copy Path Alt+Ctrl+C
- Open Scene Additive
- Import New Asset...
- Import Package
- Export Package...
- Find References In Scene
- Select Dependencies
- Refresh Ctrl+R
- Reimport
- Reimport All
- Extract From Prefab
- Run API Updater...
- Update UIElements Schema
- Open C# Project
- Seed XR Input Bindings

Folder

- C# Script
- Shader
- Testing
- Playables
- Assembly Definition
- Assembly Definition Reference
- TextMeshPro
- Scene
- Prefab Variant
- Audio Mixer
- Material
- Lens Flare
- Render Texture
- Lightmap Parameters
- Custom Render Texture
- Sprite Atlas
- Sprites
- Animator Controller
- Animation
- Animator Override Controller
- Avatar Mask
- Timeline
- Signal
- Physic Material
- Physics Material 2D
- GUI Skin
- Custom Font
- Legacy
- UIElements Editor Window



Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject

Scene

Shaded 2D Gizmos

Game

Display 1 Free Aspect Scale 1x Left Eye Maximiz

Create >

- Folder
- C# Script
- Shader >
- Testing >
- Playables >
- Assembly Definition
- Assembly Definition Reference
- TextMeshPro >
- Scene
- Prefab Variant
- Audio Mixer
- Material
- Lens Flare
- Render Texture
- Lightmap Parameters
- Custom Render Texture
- Sprite Atlas
- Sprites >
- Animator Controller
- Animation
- Animator Override Controller
- Avatar Mask
- Timeline
- Signal
- Physic Material
- Physics Material 2D
- GUI Skin
- Custom Font
- Legacy >
- UIElements Editor Window
- Brush
- Terrain Layer

Inspector

Package Manager Project Settings Lighting

Scripts

Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes
- Scripts

Packages

- [VRManager] OnDestroy

Assets > Scripts

Asset Labels

AssetBundle None

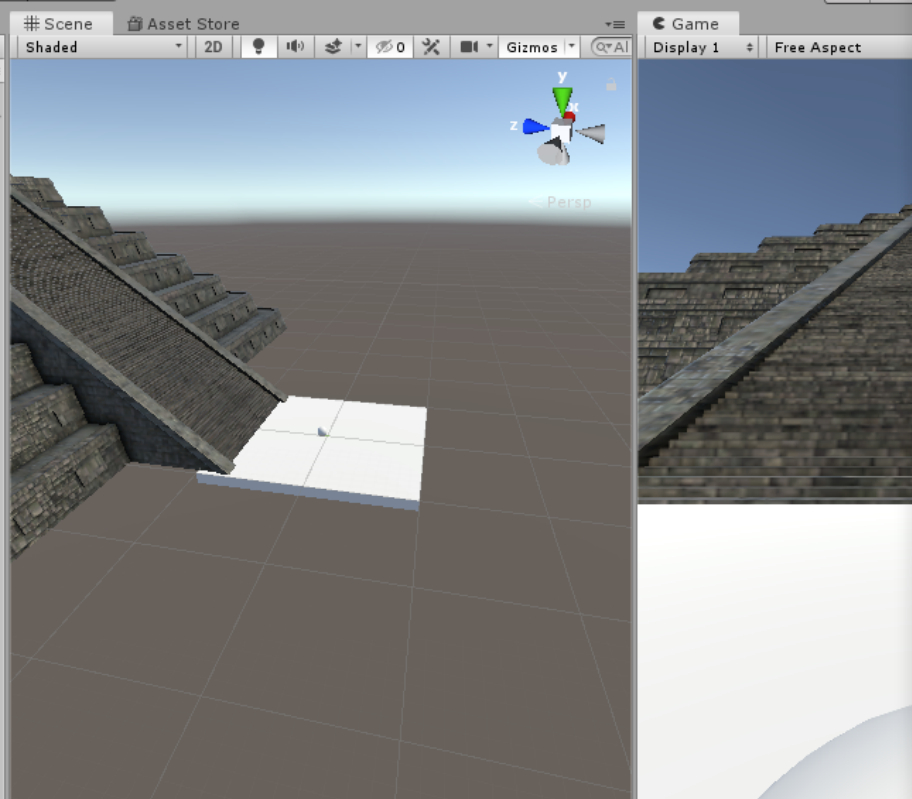
Auto Generate Lighting O



Pivot Local

SampleScene\*

- Directional Light
- OVR CameraRig
- TrackedAlias
- Floor
- UnityXR.Oculus.LeftController
- UnityXR.Oculus.RightController
- ObjectPointer.Curved
- Teleporter.Instant
- pyramid\_LP
- Sphere
- GameObject



Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Chichen-Itsa
- Materials
- Oculus
- AudioManager
- Avatar
- LipSync
- Platform
- SampleFramework
- Spatializer
- VR
- Resources
- Scenes
- Scripts

Assets > Scripts >



OpacityCh...

Assets/Scripts/OpacityChanger.cs

Debug Unity Editor

MonoDevelop-Unity

Press 'Control+', to search

Solution

VR\_Template\_2019.2

Assembly-CSharp

References

Assets

Oculus

Scripts

OpacityChanger.cs

Assembly-CSharp-Editor

Oculus.VR

Oculus.VR.Editor

Oculus.VR.Scripts.Editor

OpacityChanger.cs

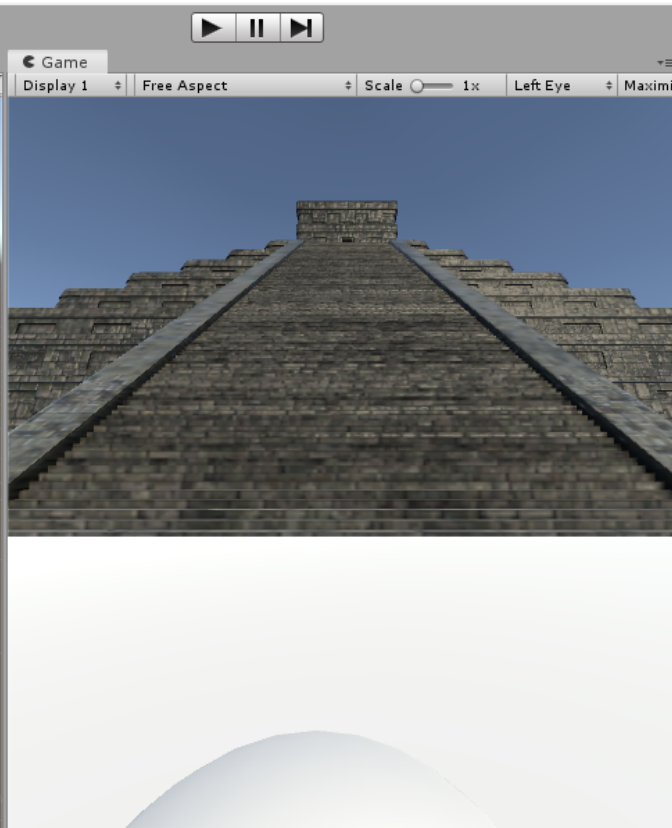
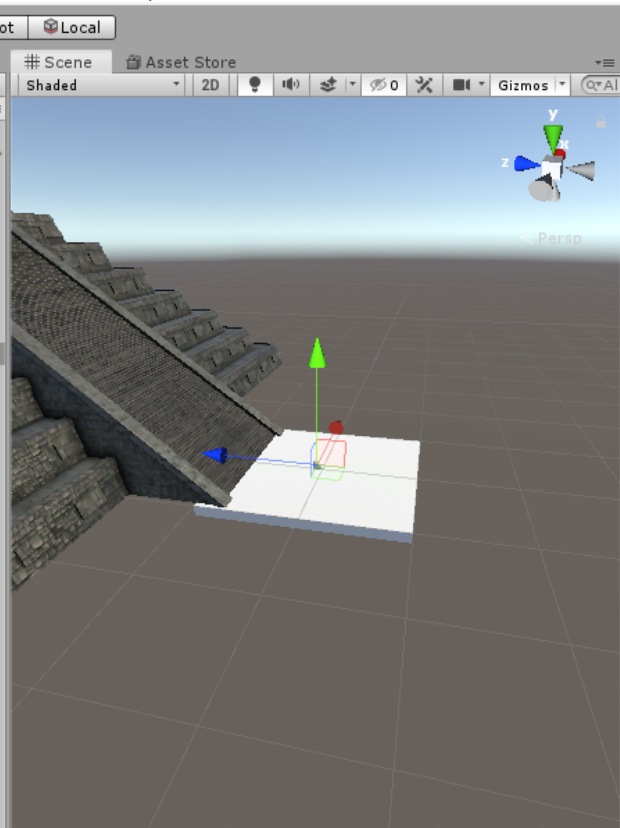
No selection

```

1 using UnityEngine;
2 public class OpacityChanger : MonoBehaviour
3 {
4     public Material target;
5     public void UpdateOpacity(float alphaValue)
6     {
7         Color color = target.color;
8         color.a = alphaValue;
9         target.color = color;
10    }
11 }
    
```

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject



Inspector

GameObject

Tag: Untagged Layer: Default

**Transform**

Position X: -0.06583691 Y: 0.5074224 Z: 0.5207314

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

**Unity Axis 1D Action (Script)**

Script: UnityAxis1DAction

Activation State Changed (Boolean)

Default Value: 0

Sources

Activated (Single)

Value Changed (Single)

Runtime Only: OpacityChanger.UpdateOpacity

GameObject (OpacityChan)

Deactivated (Single)

Equality Tolerance: 1.401298e-45

Axis Name: Oculus\_CrossPlatform\_SecondaryIndexTrigger

**Opacity Changer (Script)**

Script: OpacityChanger

Target: Sphere Transparency

Add Component

Project Console

Assets > Materials

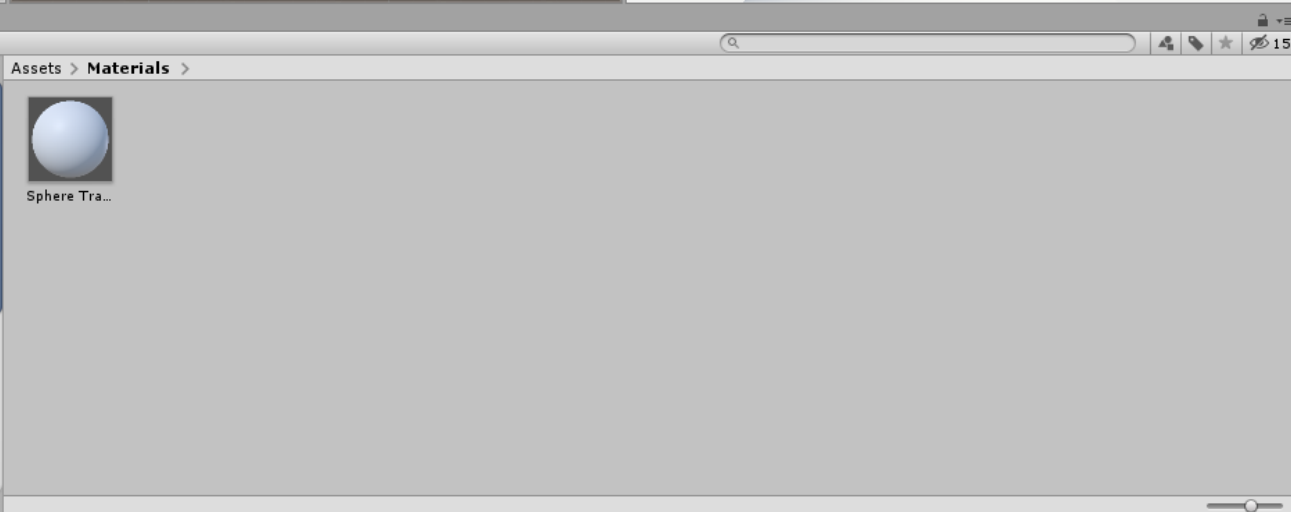
Sphere Tra...

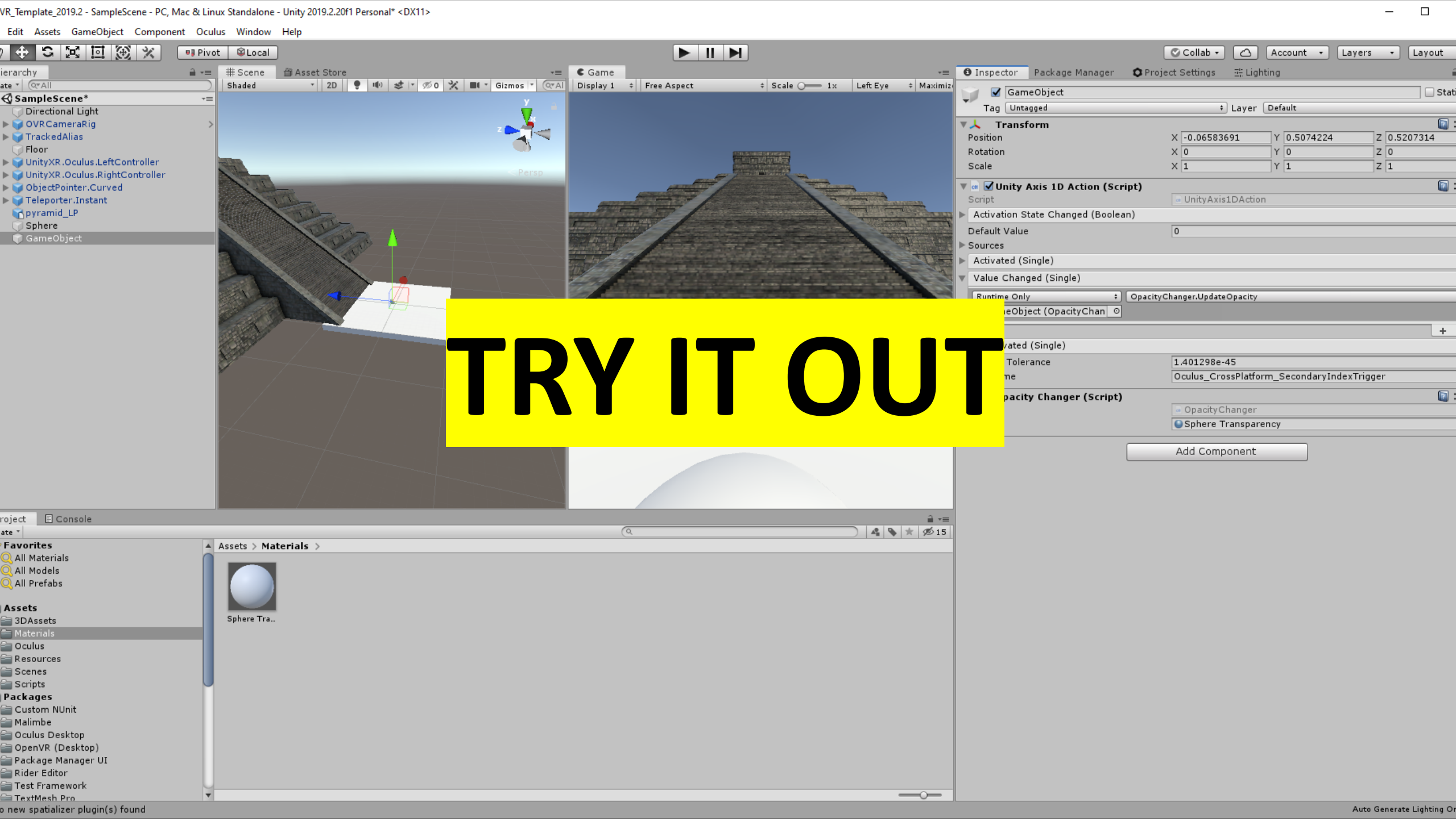
Assets

- 3DAssets
- Materials
- Oculus
- Resources
- Scenes
- Scripts

Packages

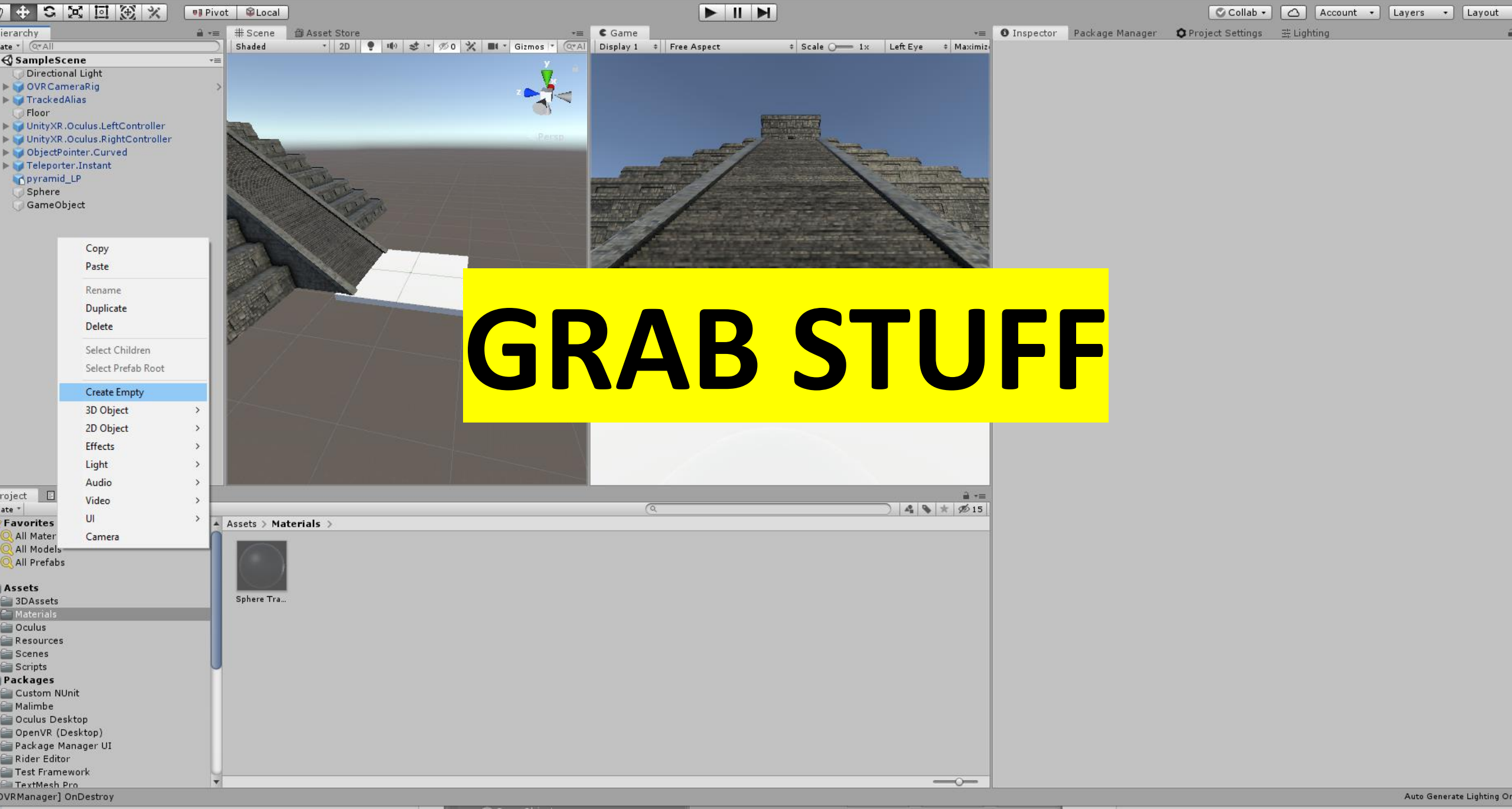
- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro





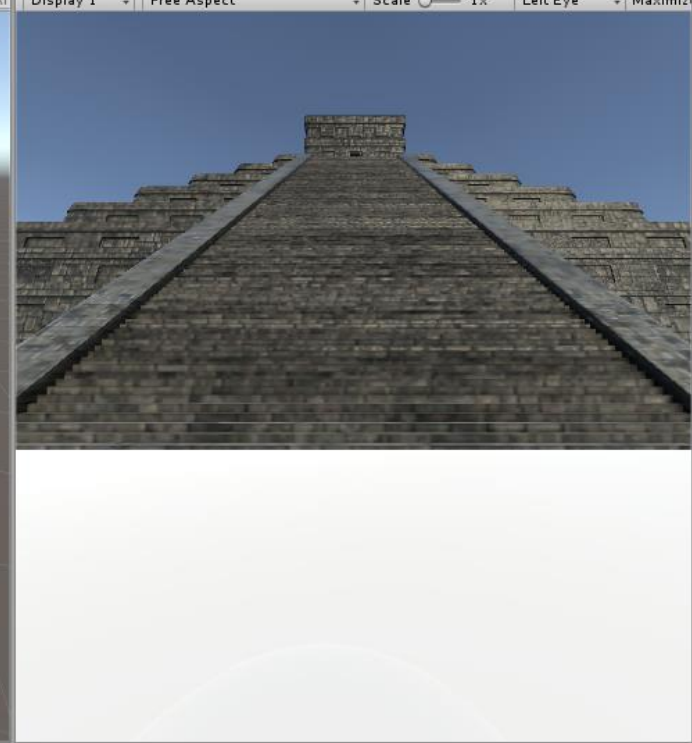
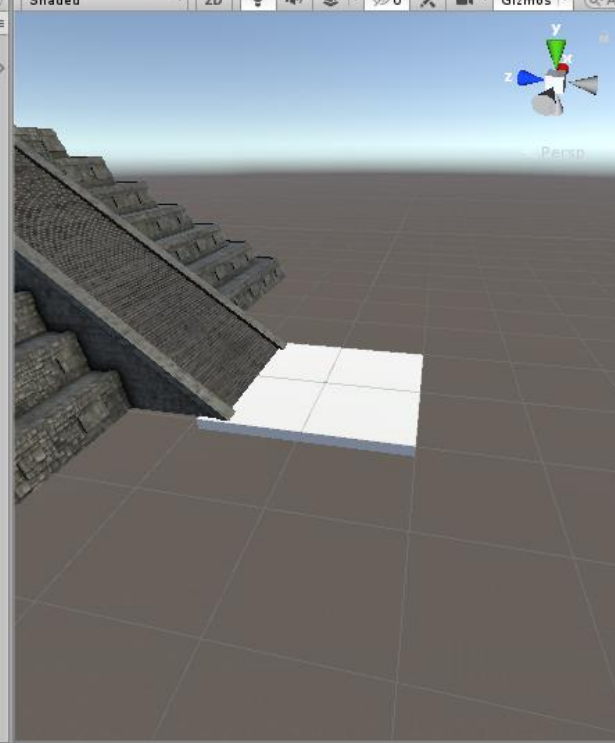
TRY IT OUT





**GRAB STUFF**

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject



- Copy
- Paste
- Rename
- Duplicate
- Delete
- Select Children
- Select Prefab Root
- Create Empty
- 3D Object >
- 2D Object >
- Effects >
- Light >
- Audio >
- Video >
- UI >
- Camera

- Favorites
  - All Materials
  - All Models
  - All Prefabs

- Assets
  - 3DAssets
  - Materials
  - Oculus
  - Resources
  - Scenes
  - Scripts
- Packages
  - Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro





Pivot Local



Collab Account Layers Layout

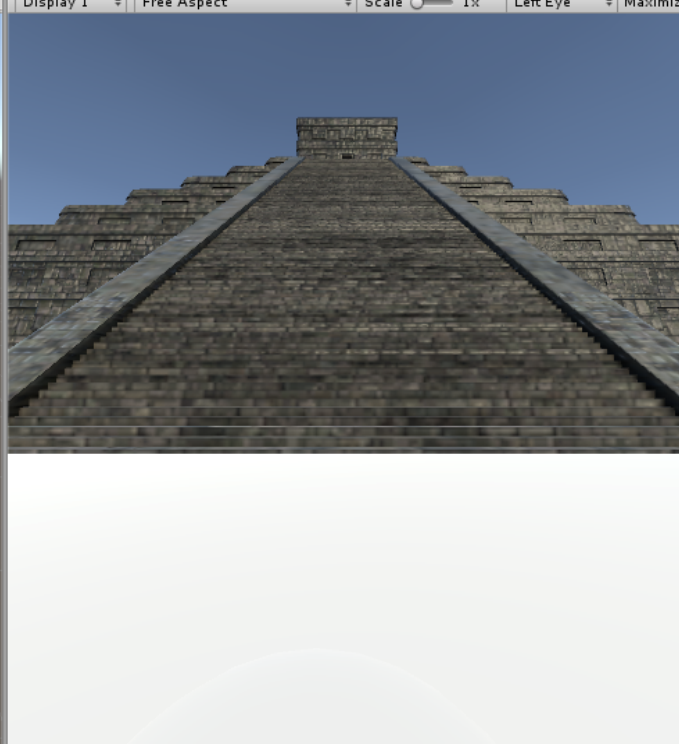
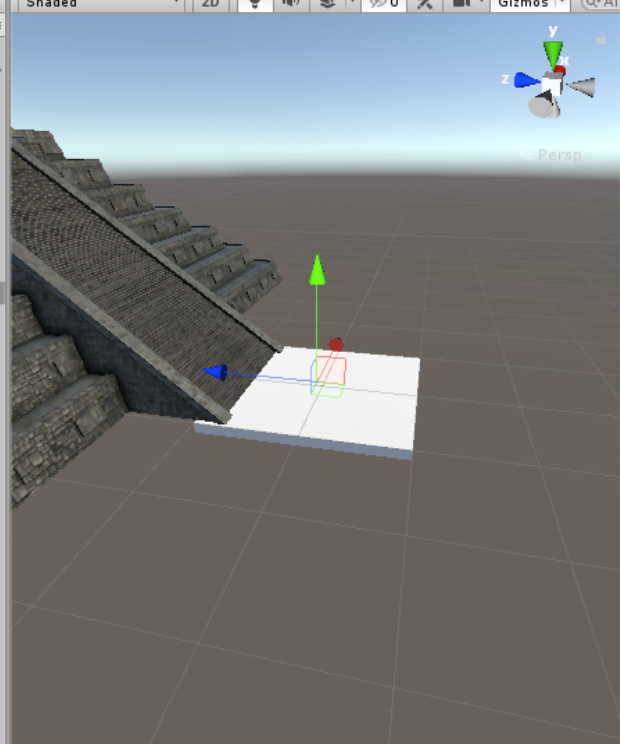
Hierarchy

Scene Asset Store

Game Display 1 Free Aspect Scale 1x Left Eye Maximiz

Inspector Package Manager Project Settings Lighting

- SampleScene\*
- Directional Light
- OVR CameraRig
- TrackedAlias
- Floor
- UnityXR.Oculus.LeftController
- UnityXR.Oculus.RightController
- ObjectPointer.Curved
- Teleporter.Instant
- pyramid\_LP
- Sphere
- GameObject
- RightTriggerPressed



**Inspector**

RightTriggerPressed

Tag Untagged Layer Default

**Transform**

Position	X -0.06583691	Y 0.5074224	Z 0.5207314
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

**Float To Boolean (Script)**

Script FloatToBoolean

Transformed (Boolean)


Positive Bounds 0 1

Add Component

Console

- Favorites**
- All Materials
  - All Models
  - All Prefabs
- Assets**
- 3DAssets
  - Materials
  - Oculus
  - Resources
  - Scenes
  - Scripts
- Packages**
- Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro

Assets > Materials



Sphere Tra...



Pivot Local



Collab



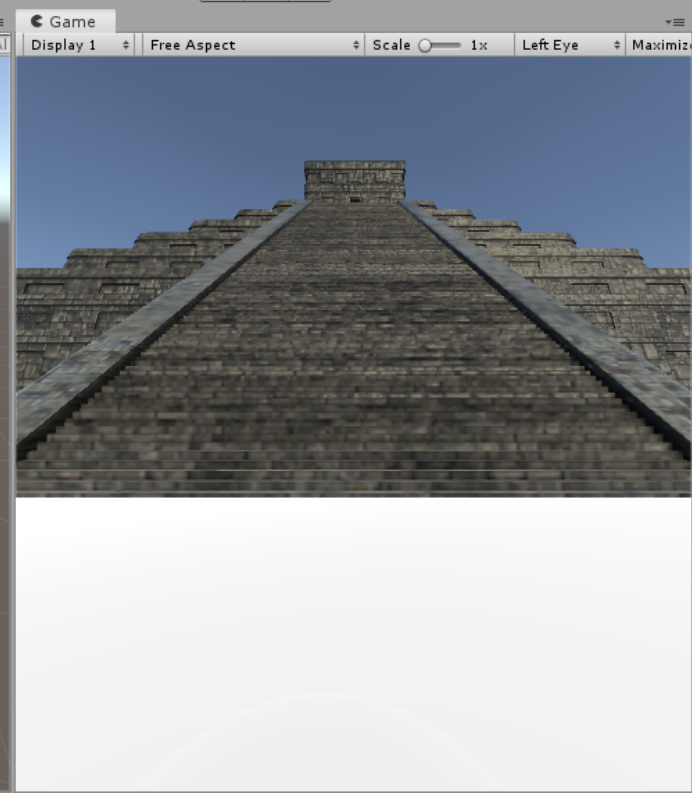
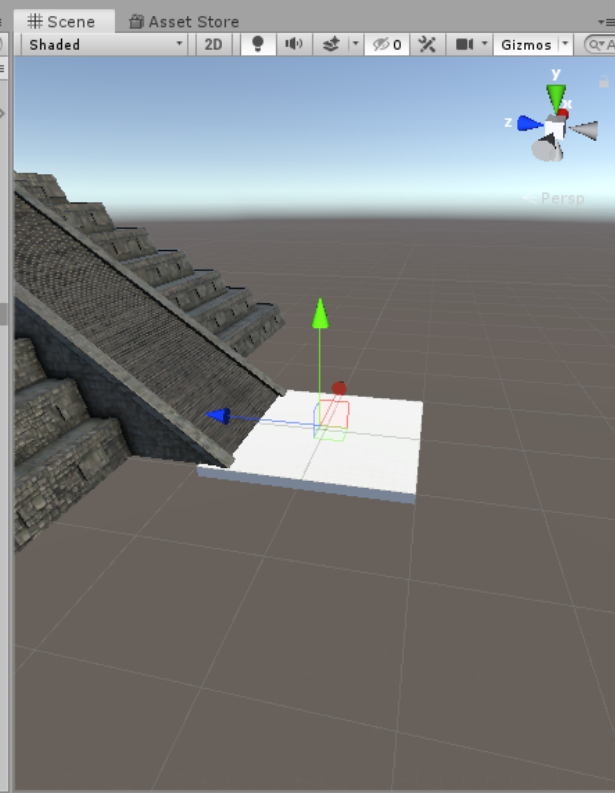
Account

Layers

Layout

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - GameObject
  - RightTriggerPressed



Inspector

GameObject

Tag: Untagged Layer: Default

**Transform**

Position X: -0.06583691 Y: 0.5074224 Z: 0.5207314

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

**Unity Axis 1D Action (Script)**

Script: UnityAxis1DAction

Activation State Changed (Boolean)

Default Value: 0

Sources

Activated (Single)

Value Changed (Single)

Runtime Only: FloatToBoolean.DoTransform

RightTriggerPressed (Float)

Deactivated (Single)

Equality Tolerance: 1.401298e-45

Axis Name: Oculus\_CrossPlatform\_SecondaryIndexTrigger

**Opacity Changer (Script)**

Script: OpacityChanger

Target: Sphere Transparency

Add Component

Project

Console

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Materials
- Oculus
- Resources
- Scenes
- Scripts

Packages

- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- VRManager OnDestroy

Assets > Materials

Sphere Tra...



Pivot Local



Collab

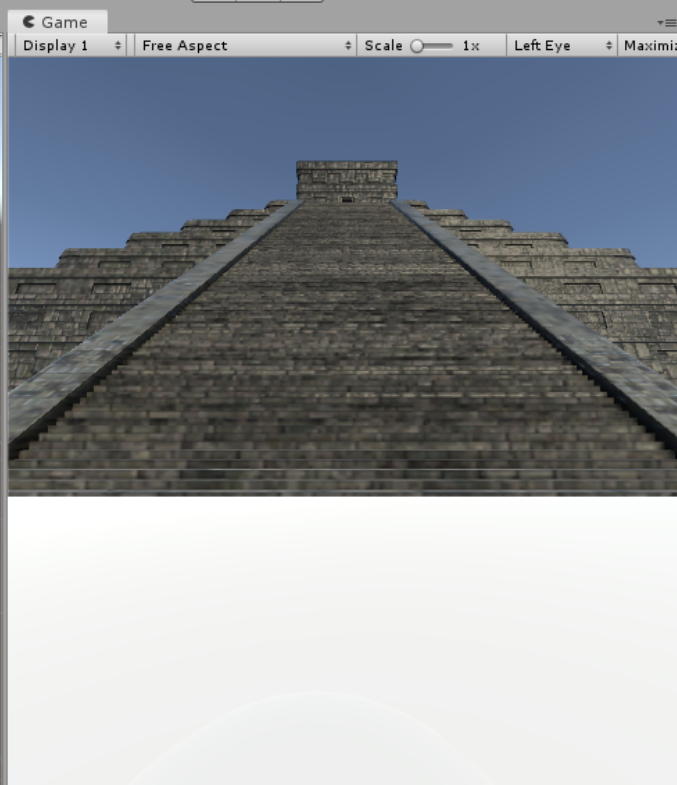
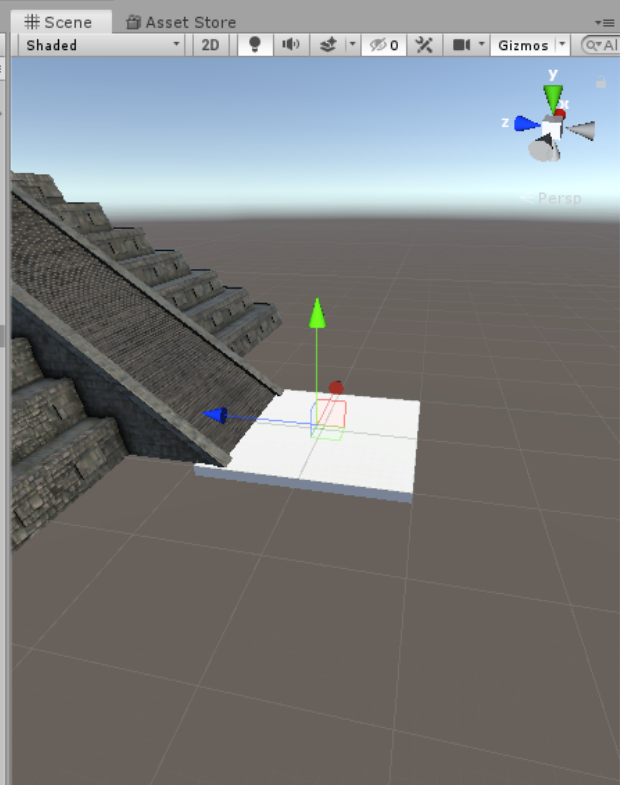


Account

Layers

Layout

- SampleScene\*
- Directional Light
- OVR CameraRig
- TrackedAlias
- Floor
- UnityXR.Oculus.LeftController
- UnityXR.Oculus.RightController
- ObjectPointer.Curved
- Teleporter.Instance
- pyramid\_LP
- Sphere
- GameObject
- RightTriggerPressed



Inspector

RightTriggerPressed

Tag Untagged Layer Default

**Transform**

Position	X	-0.06583691	Y	0.5074224	Z	0.5207314
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

**Float To Boolean (Script)**

Script FloatToBoolean

Transformed (Boolean)

Positive Bounds 0.75 1

Add Component

- Console
- Console
- Favorites
- All Materials
  - All Models
  - All Prefabs
- Assets
- 3DAssets
  - Materials
  - Oculus
  - Resources
  - Scenes
  - Scripts
- Packages
- Custom NUnit
  - Malimbe
  - Oculus Desktop
  - OpenVR (Desktop)
  - Package Manager UI
  - Rider Editor
  - Test Framework
  - TextMesh Pro

Assets > Materials

Sphere Tra...

Project Hierarchy

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instance
  - pyramid\_LP
  - Sphere
  - GameObject
  - RightTriggerPressed

Game View

Shaded | 2D | Gizmos | Display 1 | Free Aspect | Scale 1x | Left Eye | Maximiz

Inspector

RightTriggerPressed

Tag Untagged | Layer Default

**Transform**

Position	X -0.06583691	Y 0.5074224	Z 0.5207314
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

**Float To Boolean (Script)**

Script FloatToBoolean

Transformed (Boolean)

Runtime Only BooleanAction.Receive

RightTriggerPressed (Boole

Positive Bounds 0.75 | 1

**Boolean Action (Script)**

Script BooleanAction

Activation State Changed (Boolean)

Default Value

Sources

- Activated (Boolean)
- Value Changed (Boolean)
- Deactivated (Boolean)

Add Component

Project Favorites

- All Materials
- All Models
- All Prefabs

Assets

- 3DAssets
- Materials
- Oculus
- Resources
- Scenes
- Scripts

Packages

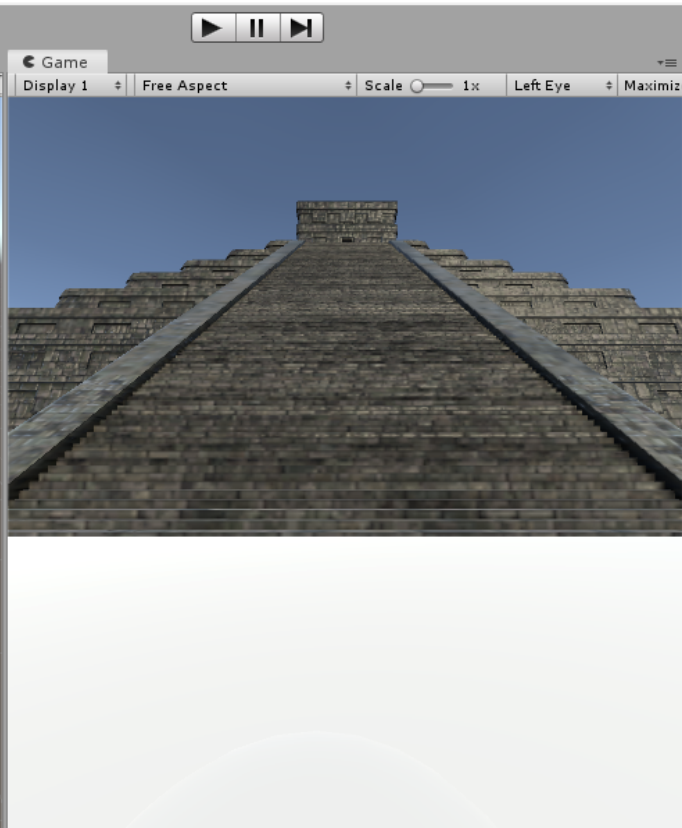
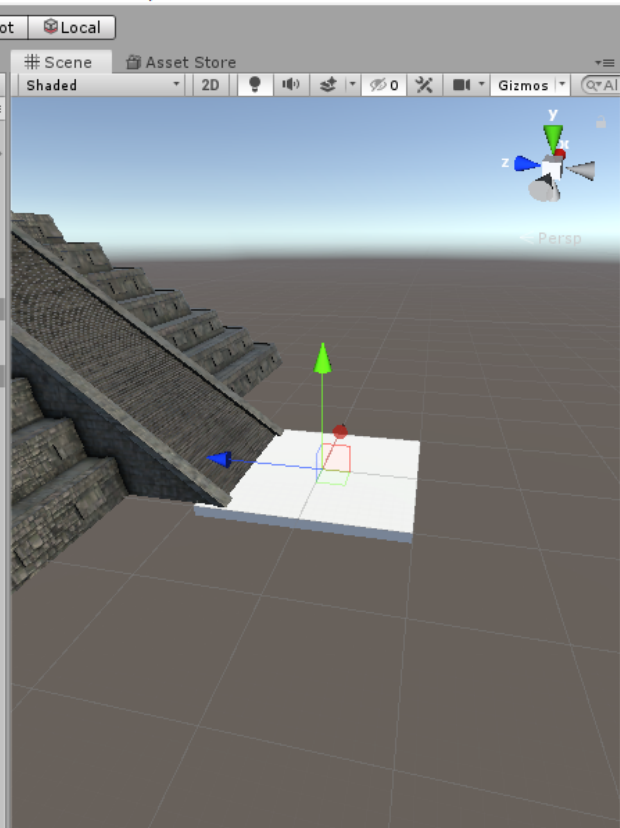
- Custom NUnit
- Malimbe
- Oculus Desktop
- OpenVR (Desktop)
- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro

Assets > Materials

Sphere Tra...

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
    - Aliases
      - PlayArea Alias
      - Headset Alias
      - Left Controller Alias
        - Collections
          - Cube
      - Right Controller Alias
        - Collections
          - Cube
    - Scene Cameras
      - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant
      - pyramid\_LP
      - Sphere
      - GameObject
      - RightTriggerPressed



Inspector

Package Manager Project Settings Lighting

Cube

Tag: Untagged Layer: Default

**Transform**

Position X: 0 Y: 0 Z: 0  
 Rotation X: 0 Y: 0 Z: 0  
 Scale X: 0.01 Y: 0.01 Z: 0.01

**Cube (Mesh Filter)**

Mesh: Cube

**Mesh Renderer**

Materials: Default-Material

**Lighting**

Cast Shadows: On  
 Receive Shadows:   
 Contribute Global Illumination:   
 Receive Global Illumination: Light Probes

**Probes**

Light Probes: Blend Probes  
 Reflection Probes: Blend Probes  
 Anchor Override: None (Transform)

**Additional Settings**

Motion Vectors: Per Object Motion  
 Dynamic Occlusion:

**Box Collider**

Edit Collider

Is Trigger:   
 Material: None (Physic Material)  
 Center X: 0 Y: 0 Z: 0  
 Size X: 1 Y: 1 Z: 1

Default-Material  
 Shader: Standard

Add Component

Package Manager UI

- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - Camera Rig
  - Helpers
  - Interactions
    - Controllable
    - Haptics
    - Interactables
    - InteractableSnapZone
    - Interactors
    - InteractorVisibilityModifier
  - Locomotion
  - Pointers
  - SharedResources

Package Manager UI

VR TK Prefabs > Interactions > **Interactors**

SharedResources Interactor

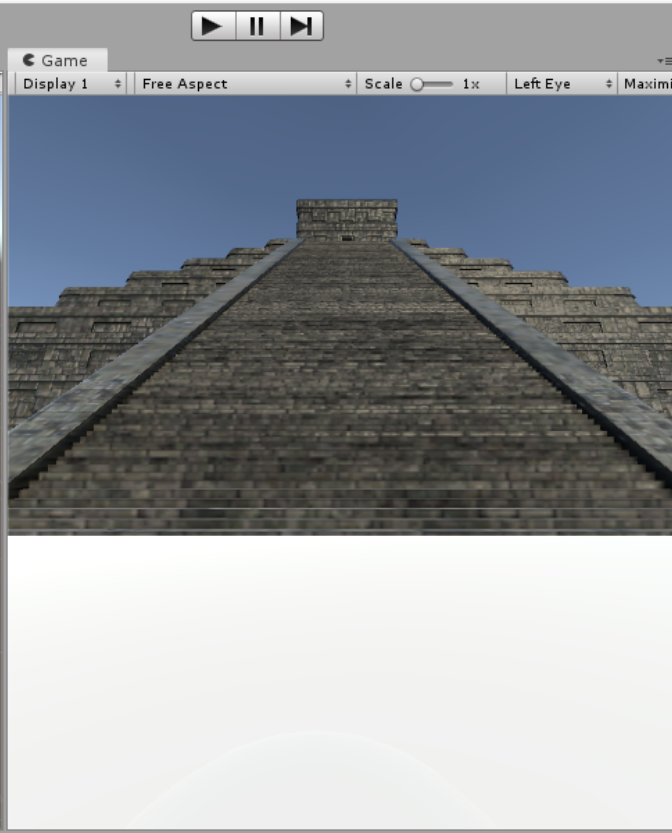
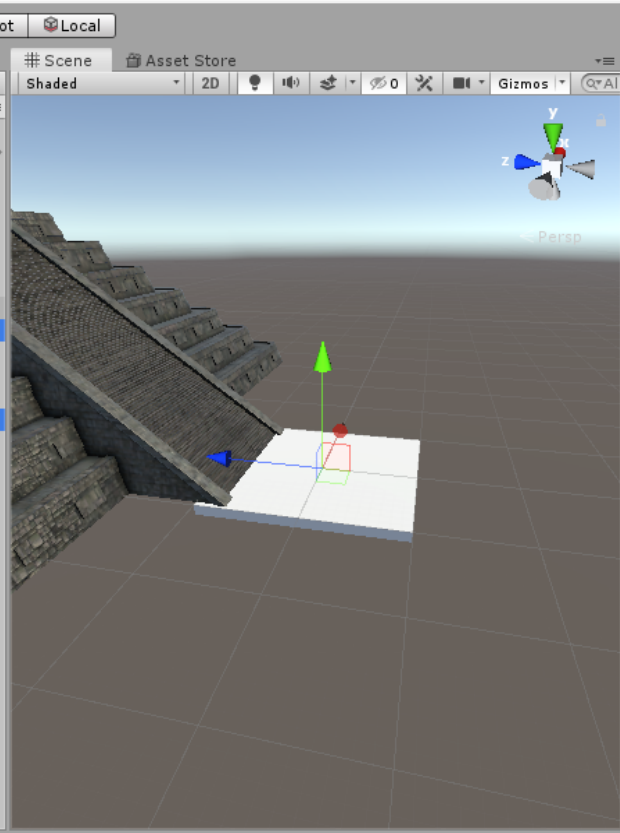
Package Manager UI

VR TK Prefabs > Interactions > **Interactors**

SharedResources Interactor

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
      - RightControllerAlias
        - Collections
          - Cube
          - Interactor
    - SceneCameras
    - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant
      - pyramid\_LP
      - Sphere
      - GameObject
      - RightTriggerPressed



Inspector Panel

**Interactor**

Tag: Untagged | Layer: Default

Multiple: Open | Select | Overrides

**Transform**

Position: X 0, Y 0, Z 0  
 Rotation: X 0, Y 0, Z 0  
 Scale: X 1, Y 1, Z 1

**Interactor Facade (Script)**

Script: InteractorFacade

**Interactor Settings**

Grab Action: None (Boolean Action)  
 Velocity Tracker: None (Velocity Tracker Processor)  
 Grab Precognition: 0.1

**Interactor Events**

- Touched (InteractableFacade)
- Untouched (InteractableFacade)
- Grabbed (InteractableFacade)
- Ungrabbed (InteractableFacade)

**Reference Settings**

Touch Configuration: —  
 Grab Configuration: —

**Collision Tracker (Script)**

Script: CollisionTracker

Emitted Types: Everything  
 States To Process: Everything  
 Forwarding Source Validity: —

- Collision Started (EventData)
- Collision Changed (EventData)
- Collision Stopped (EventData)

Stop Collisions On Disable:

**Rigidbody**

Mass: 1  
 Drag: 0  
 Angular Drag: 0  
 Use Gravity:   
 Is Kinematic:   
 Interpolate: None  
 Collision Detection: Discrete

Info

Add Component

Project Console

VRManager] OnDestroy

Package Manager UI

VRTK Prefabs > Interactions > **Interactors**

SharedRes... Interactor

Package Manager UI

VRTK Prefabs > Interactions > **Interactors**

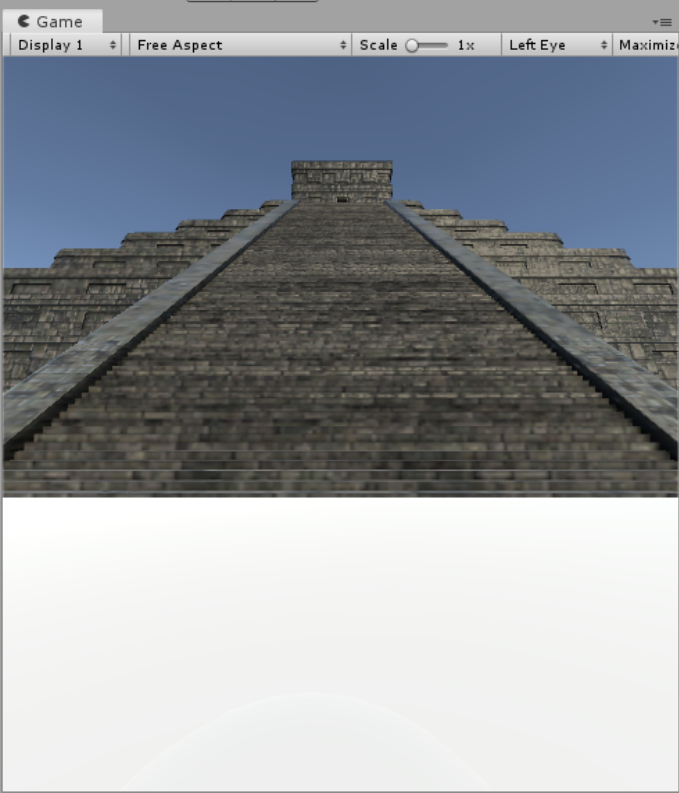
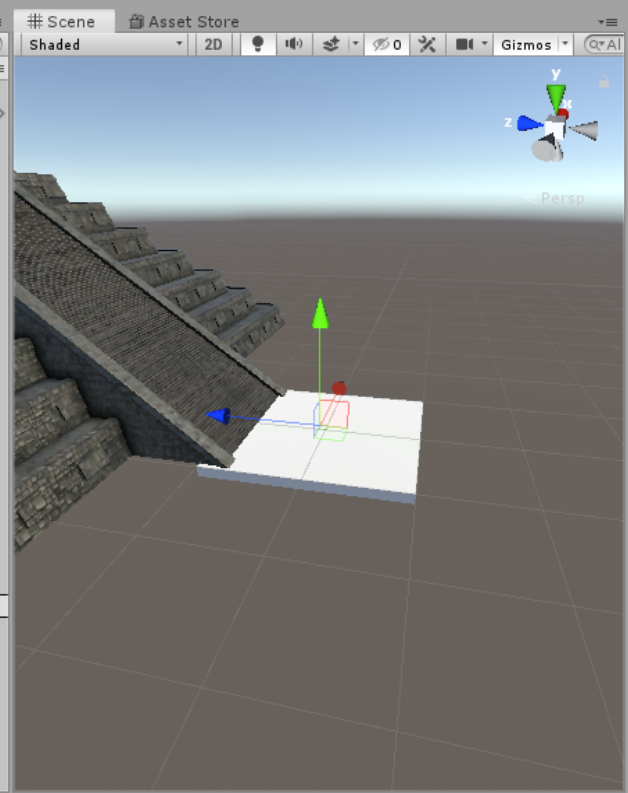
SharedRes... Interactor





Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
      - RightControllerAlias
        - Collections
          - Cube
          - Interactor
      - SceneCameras
      - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant
      - pyramid\_LP
      - Sphere
      - GameObject**
      - RightTriggerPressed



Inspector

GameObject

Tag Untagged Layer Default

**Transform**

Position X -0.06583691 Y 0.5074224 Z 0.5207314

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**Unity Axis 1D Action (Script)**

Script UnityAxis1DAction

Activation State Changed (Boolean)

Default Value 0

Sources

Activated (Single)

Value Changed (Single)

Runtime Only FloatToBoolean.DoTransform

RightTriggerPressed (Float)

Deactivated (Single)

Equality Tolerance 1.401298e-45

Axis Name Oculus\_CrossPlatform\_SecondaryIndexTrigger

**Opacity Changer (Script)**

Script OpacityChanger

Target Sphere Transparency

Add Component

Project

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllables
    - Haptics
    - Interactables
    - InteractableSnapZone
    - Interactors**
    - InteractorVisibilityModifier
  - Locomotion
  - Pointers
  - SharedResources

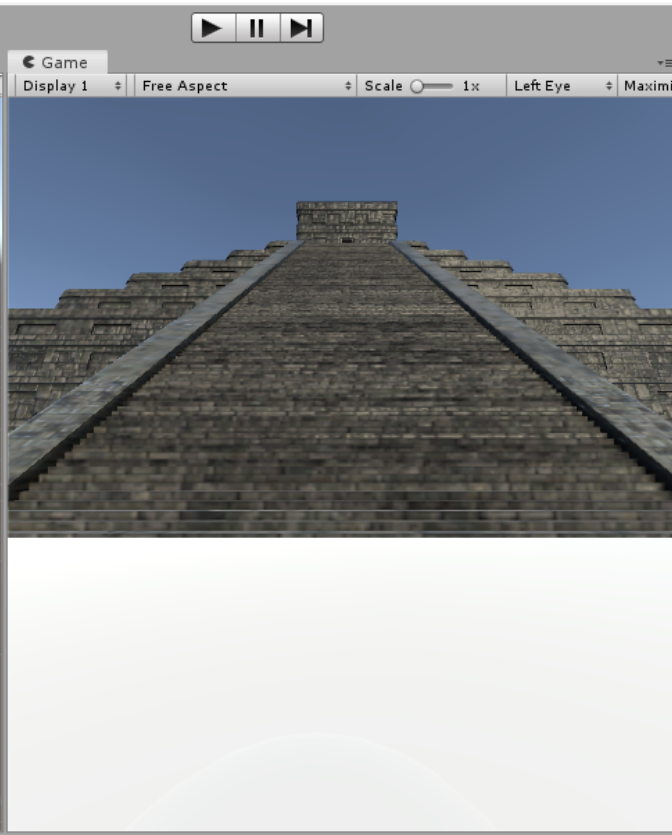
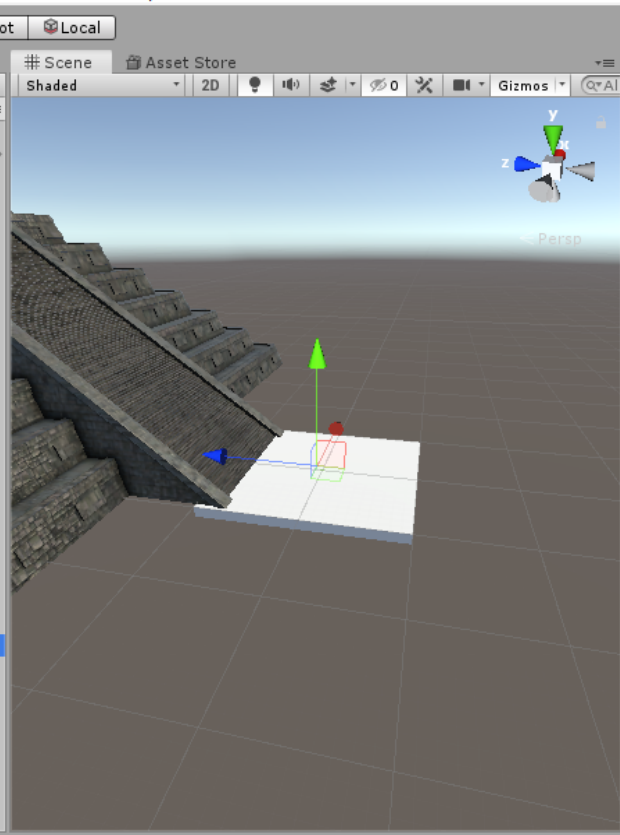
Package Manager

VRK Prefabs > Interactions > **Interactors**

SharedRes... Interactor

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
      - RightControllerAlias
        - Collections
          - Cube
          - Interactor
      - SceneCameras
      - Internal
        - Floor
        - UnityXR.Oculus.LeftController
        - UnityXR.Oculus.RightController
        - ObjectPointer.Curved
        - Teleporter.Instant
        - pyramid\_LP
        - Sphere
        - RightTriggerAxis
        - RightTriggerPressed



Inspector

RightTriggerAxis

Tag Untagged Layer Default

**Transform**

Position X -0.06583691 Y 0.5074224 Z 0.5207314

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**Unity Axis 1D Action (Script)**

Script UnityAxis1DAction

Activation State Changed (Boolean)

Default Value 0

Sources

Activated (Single)

Value Changed (Single)

Runtime Only FloatToBoolean.DoTransform

RightTriggerPressed (Float)

Deactivated (Single)

Equality Tolerance 1.401298e-45

Axis Name Oculus\_CrossPlatform\_SecondaryIndexTrigger

**Opacity Changer (Script)**

Script OpacityChanger

Target Sphere Transparency

Add Component

Project Console

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllables
    - Haptics
    - Interactables
    - InteractableSnapZone
    - Interactors
    - InteractorVisibilityModifier
  - Locomotion
  - Pointers
  - SharedResources

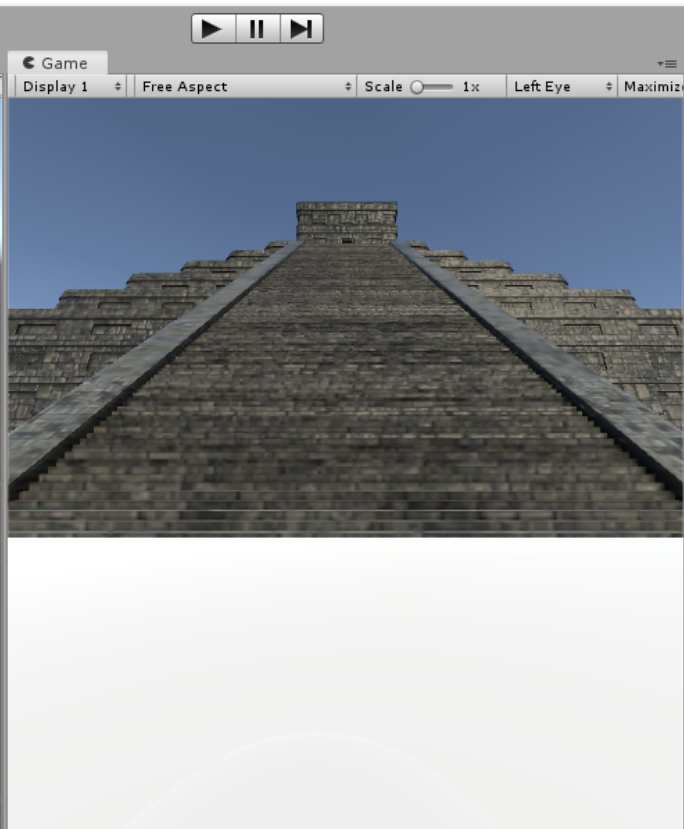
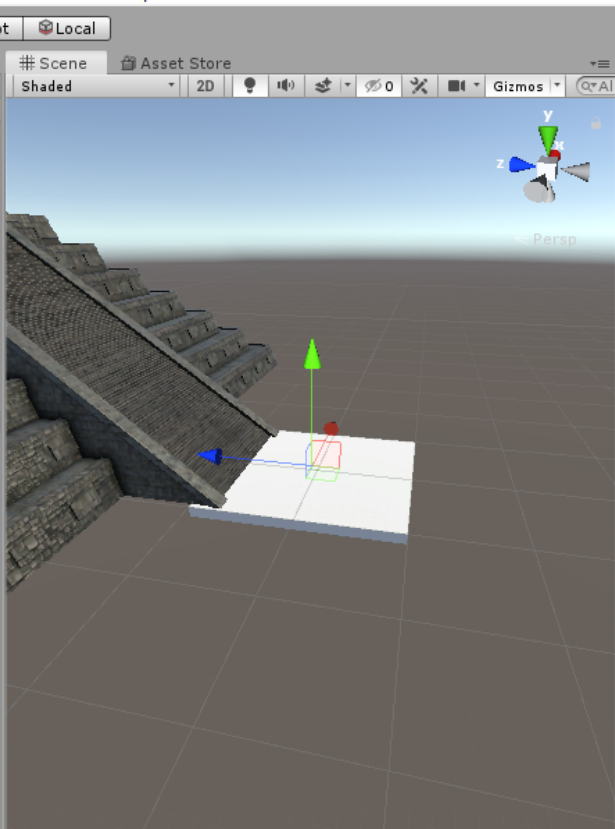
Package Manager

VR\_2019.2 > Prefabs > Interactions > Interactors

SharedResources Interactor

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - Tracked Alias
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - RightTriggerAxis
  - RightTriggerPressed
  - LeftTriggerPressed
  - LeftTriggerAxis



Inspector Panel

LeftTriggerAxis

Tag: Untagged | Layer: Default

**Transform**

Position	X	-0.06583691	Y	0.5074224	Z	0.5207314
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

**Unity Axis 1D Action (Script)**

Script: UnityAxis1DAction

Activation State Changed (Boolean)

Default Value: 0

Sources

Activated (Single)

Value Changed (Single)

Runtime Only: FloatToBoolean.DoTransform

LeftTriggerPressed (FloatToBoolean.DoTransform)

Deactivated (Single)

Equality Tolerance: 1.401298e-45

Axis Name: Oculus\_CrossPlatform\_PrimaryIndexTrigger

**Opacity Changer (Script)**

Script: OpacityChanger

Target: Sphere Transparency

Add Component

Project Hierarchy

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - Camera Rig
  - Helpers
  - Interactions
    - Controllable
    - Haptics
    - Interactables
    - InteractableSnapZone
    - Interactors
    - InteractorVisibilityModifier
  - Locomotion
  - Pointers
  - SharedResources

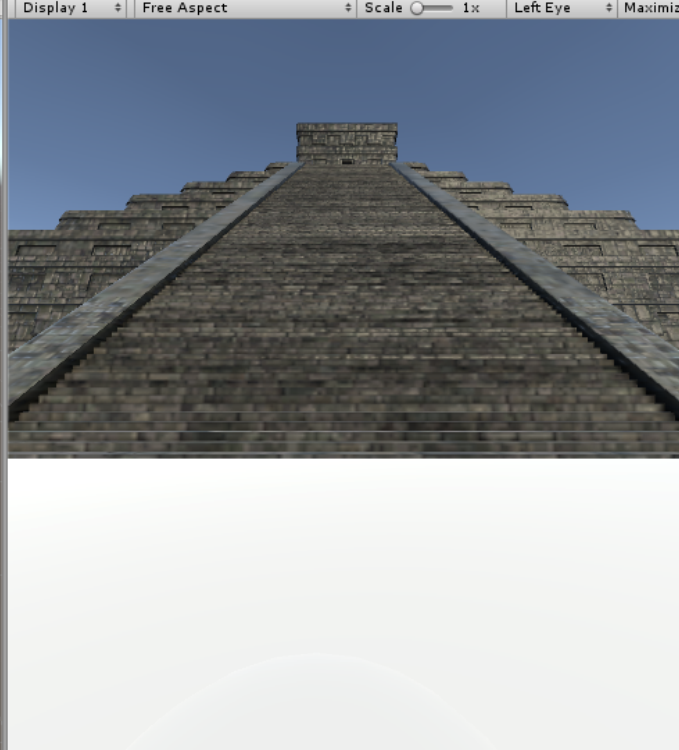
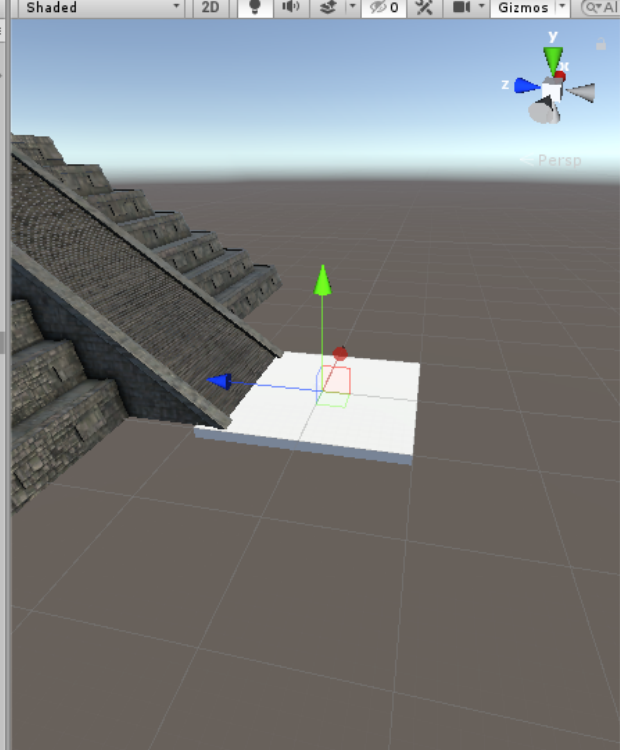
Package Manager

Path: Packages > VRTK Prefabs > Interactions > **Interactors**

SharedResources | Interactor

Hierarchy

- SampleScene\*
  - Directional Light
  - OVR Camera Rig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
      - RightControllerAlias
        - Collections
          - Cube
          - Interactor
    - SceneCameras
      - Internal
        - Floor
        - UnityXR.Oculus.LeftController
        - UnityXR.Oculus.RightController
        - ObjectPointer.Curved
        - Teleporter.Instant
        - pyramid\_LP
        - Sphere
        - RightTriggerAxis
        - RightTriggerPressed
        - LeftTriggerPressed
        - LeftTriggerAxis



Inspector

Tag: Untagged Layer: Default

Transform

Position: X 0 Y 0 Z 0

Rotation: X 0 Y 0 Z 0

Scale: X 1 Y 1 Z 1

Interactor Facade (Script)

Script: InteractorFacade

Interactor Settings

Grab Action: RightTriggerPressed (BooleanAction)

Velocity Tracker: RightControllerAlias (VelocityTrackerProcessor)

Grab Precognition: 0.1

Interactor Events

- Touched (InteractableFacade)
- Untouched (InteractableFacade)
- Grabbed (InteractableFacade)
- Ungrabbed (InteractableFacade)

Reference Settings

Touch Configuration: Interaction.Touching (TouchInteractorConfigurator)

Grab Configuration: Interaction.Grabbing (GrabInteractorConfigurator)

Collision Tracker (Script)

Script: CollisionTracker

Emitted Types: Everything

States To Process: Everything

Forwarding Source Validity: CollisionValidity (NegationRule)

- Collision Started (EventData)
- Collision Changed (EventData)
- Collision Stopped (EventData)

Stop Collisions On Disable:

Rigidbody

Mass: 1

Drag: 0

Angular Drag: 0

Use Gravity:

Is Kinematic:

Interpolate: None

Collision Detection: Discrete

Constraints

Info

Add Component

Package Manager UI

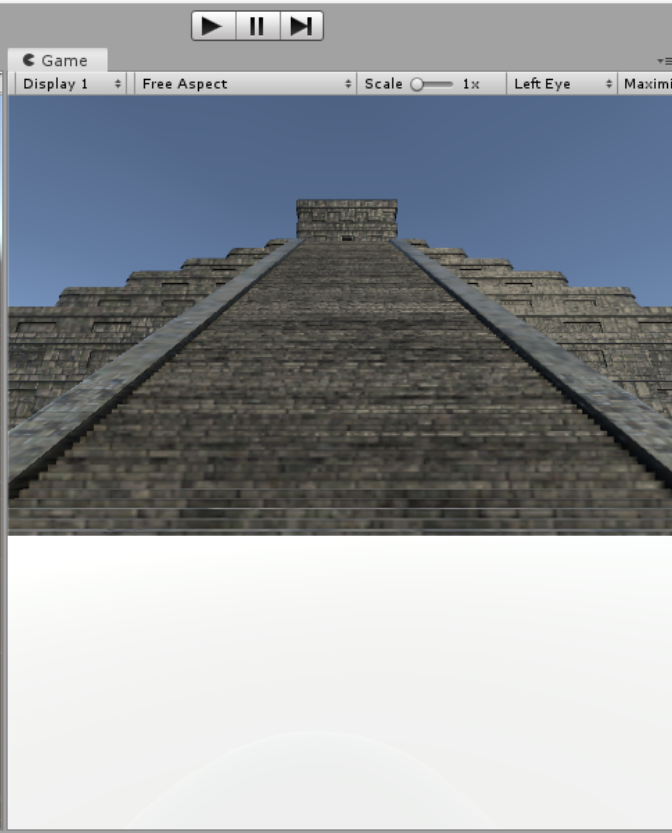
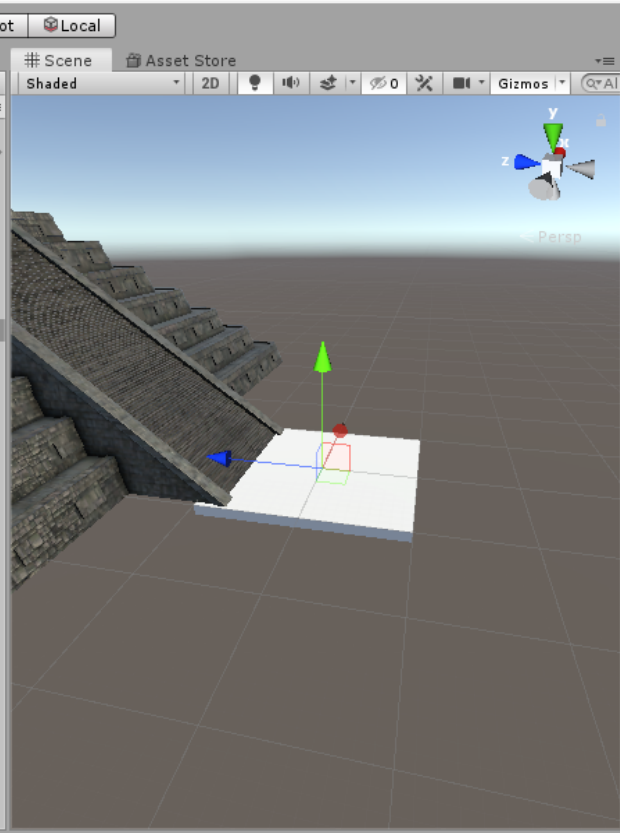
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllables
    - Haptics
    - Interactables
    - InteractableSnapZone
    - Interactors
      - InteractorVisibilityModifier
    - Locomotion
    - Pointers
    - SharedResources

Packages > VRTK Prefabs > Interactions > Interactors

- SharedResources
- Interactor

Project Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
        - Interactor
      - RightControllerAlias
        - Collections
        - Cube
        - Interactor
      - SceneCameras
    - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant
      - pyramid\_LP
      - Sphere
      - RightTriggerAxis
      - RightTriggerPressed
      - LeftTriggerPressed
      - LeftTriggerAxis



Inspector Panel

**Interactor**

Tag: Untagged | Layer: Default

Prefab: [Open] | Select | Overrides

**Transform**

Position: X 0, Y 0, Z 0  
 Rotation: X 0, Y 0, Z 0  
 Scale: X 1, Y 1, Z 1

**Interactor Facade (Script)**

Script: InteractorFacade

**Interactor Settings**

Grab Action: LeftTriggerPressed (BooleanAction)  
 Velocity Tracker: LeftControllerAlias (VelocityTrackerProcessor)  
 Grab Precognition: 0.1

**Interactor Events**

- Touched (InteractableFacade)
- Untouched (InteractableFacade)
- Grabbed (InteractableFacade)
- Ungrabbed (InteractableFacade)

**Reference Settings**

Touch Configuration: Interaction.Touching (TouchInteractorConfigurator)  
 Grab Configuration: Interaction.Grabbing (GrabInteractorConfigurator)

**Collision Tracker (Script)**

Script: CollisionTracker

Emitted Types: Everything  
 States To Process: Everything  
 Forwarding Source Validity: CollisionValidity (NegationRule)

- Collision Started (EventData)
- Collision Changed (EventData)
- Collision Stopped (EventData)

Stop Collisions On Disable:

**Rigidbody**

Mass: 1  
 Drag: 0  
 Angular Drag: 0  
 Use Gravity:   
 Is Kinematic:   
 Interpolate: None  
 Collision Detection: Discrete

Constraints  
 Info

Add Component

Project Console

Package Manager UI  
 Rider Editor  
 Test Framework  
 TextMesh Pro  
 Unity Collaborate  
 Unity Timeline  
 Unity UI  
 Visual Studio Code Editor  
 VRTK Prefabs  
 CameraRig  
 Helpers  
 Interactions  
 Controllables  
 Haptics  
 Interactables  
 InteractableSnapZone  
 Interactors  
 InteractorVisibilityModifier  
 Locomotion  
 Pointers  
 SharedResources

Package Manager

Packages > VRTK Prefabs > Interactions > **Interactors**

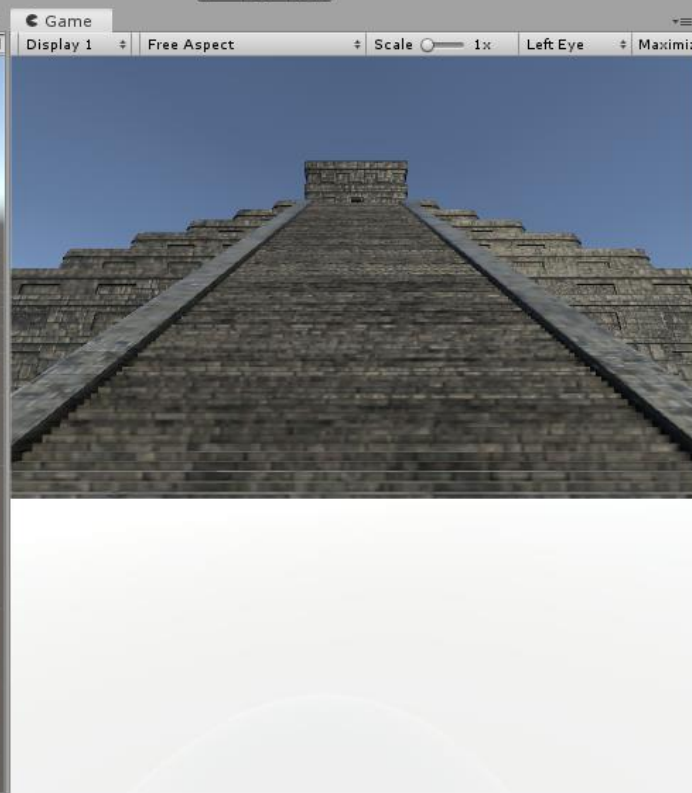
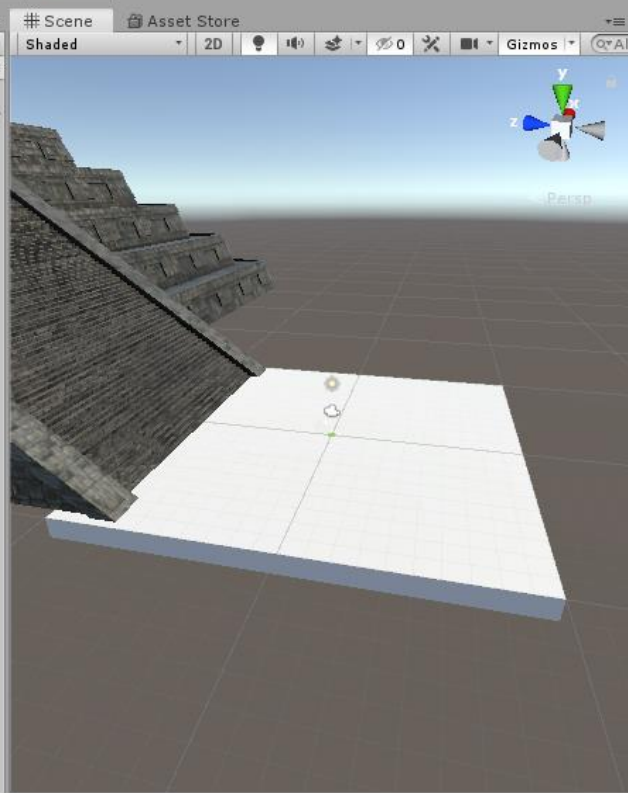
SharedRes... | Interactor

Console

[VRManager] OnDestroy

Auto Generate Lighting On

- SampleScene
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
        - Interactor
      - RightControllerAlias
        - Collections
        - Cube
        - Interactor
      - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP
    - Sphere
    - RightTriggerAxis
    - RightTriggerPressed
    - LeftTriggerPressed
    - LeftTriggerAxis



Inspector Package Manager Project Settings Lighting

- Copy
- Paste
- Rename
- Duplicate
- Delete
- Select Children
- Select Prefab Root
- Create Empty
- 3D Object
  - Cube
  - Sphere
  - Capsule
  - Cylinder
  - Plane
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- 2D Object
  - Sphere
  - Capsule
  - Cylinder
  - Plane
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- Effects
  - Cylinder
  - Plane
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- Light
  - Plane
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- Audio
  - Quad
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- Video
  - Text - TextMeshPro
  - Ragdoll...
  - Terrain
  - Tree
- UI
  - Ragdoll...
  - Terrain
  - Tree
- Camera

Asset Store

Game

Display 1 Free Aspect Scale 1x Left Eye Maximize

VRK Prefabs Interactions **Interactables**

SharedRes... Climbable.I... Interactabl... Interactabl... Interactabl... Interactabl...

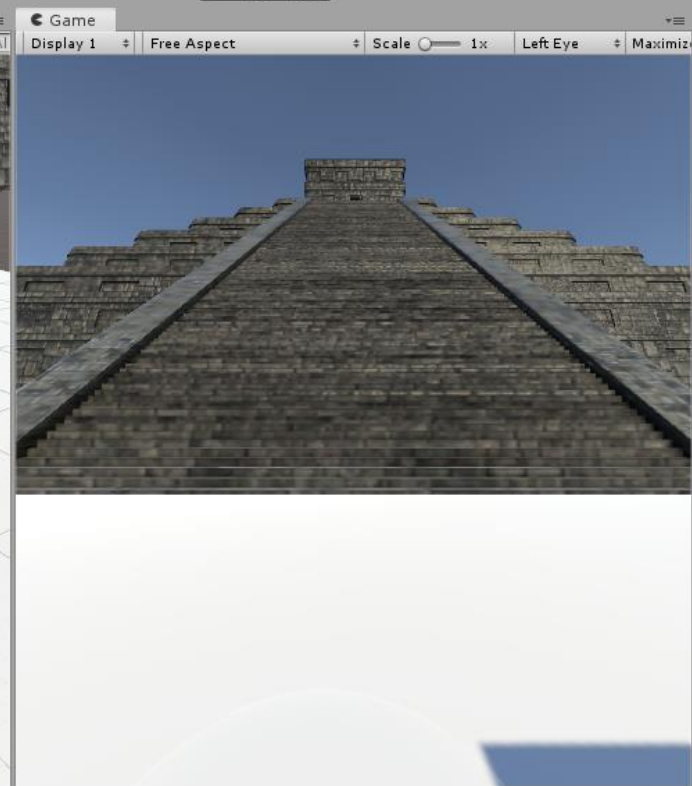
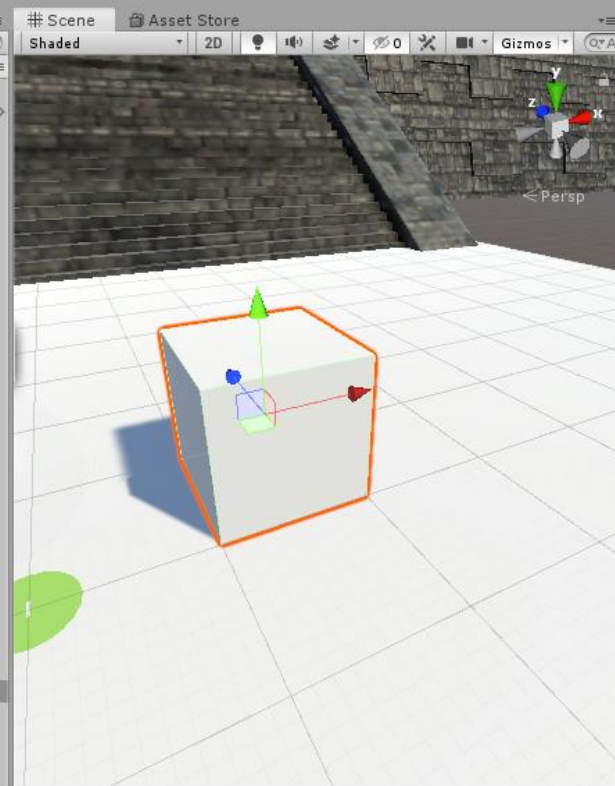


Pivot Local



Collab Account Layers Layout

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
        - RightControllerAlias
          - Collections
            - Cube
            - Interactor
          - SceneCameras
        - Internal
        - Floor
        - UnityXR.Oculus.LeftController
        - UnityXR.Oculus.RightController
        - ObjectPointer.Curved
        - Teleporter.Instant
        - pyramid\_LP
        - Sphere
        - RightTriggerAxis
        - RightTriggerPressed
        - LeftTriggerPressed
        - LeftTriggerAxis
        - Table



Inspector

Table

Tag: Untagged Layer: Default

**Transform**

Position X: 1.5 Y: 0.5 Z: 0.5

Rotation X: 0 Y: 0 Z: 0

Scale X: 1 Y: 1 Z: 1

**Cube (Mesh Filter)**

Mesh: Cube

**Mesh Renderer**

Materials

Size: 1

Element 0: Default-Material

**Lighting**

Cast Shadows: On

Receive Shadows:

Contribute Global Illumination:

Receive Global Illumination: Light Probes

**Probes**

Light Probes: Blend Probes

Reflection Probes: Blend Probes

Anchor Override: None (Transform)

**Additional Settings**

Motion Vectors: Per Object Motion

Dynamic Occlusion:

**Box Collider**

Edit Collider

Is Trigger:

Material: None (Physic Material)

Center X: 0 Y: 0 Z: 0

Size X: 1 Y: 1 Z: 1

Default-Material

Shader: Standard

Add Component

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllableables
    - Haptics
    - Interactables
      - InteractableSnapZone
      - Interactors
      - InteractorVisibilityModifier
    - Locomotion
    - Pointers
    - SharedResources

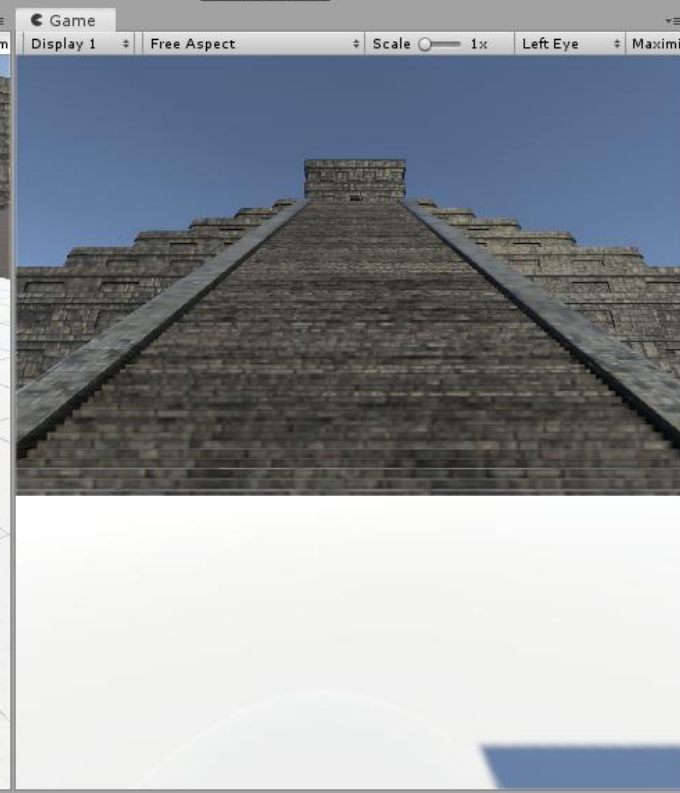
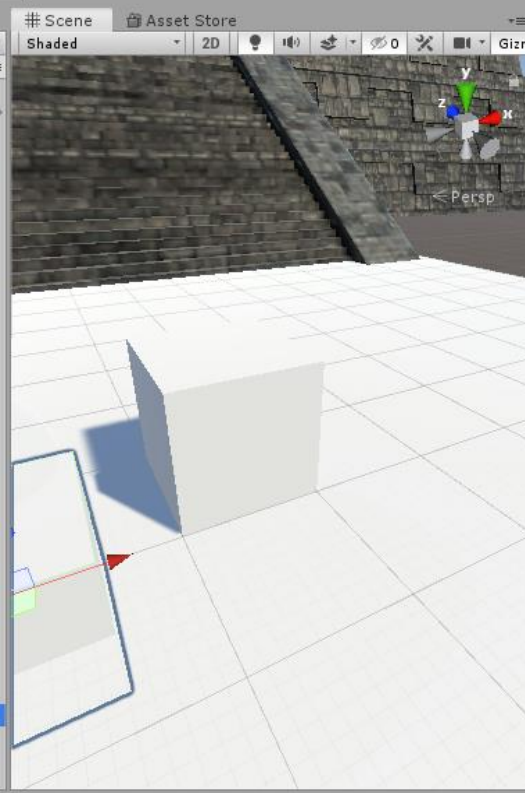
Packages > VRTK Prefabs > Interactions > Interactables >

SharedRes... Climbable.I... Interactabl... Interactabl... Interactabl... Interactabl...



Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
          - Cube
          - Interactor
        - RightControllerAlias
          - Collections
            - Cube
            - Interactor
        - SceneCameras
      - Internal
        - Floor
        - UnityXR.Oculus.LeftController
        - UnityXR.Oculus.RightController
        - ObjectPointer.Curved
        - Teleporter.Instant
        - pyramid\_LP
        - Sphere
        - RightTriggerAxis
        - RightTriggerPressed
        - LeftTriggerPressed
        - LeftTriggerAxis
        - Table
        - Interactable.Primary\_Grab.Secondary\_Swap



Inspector

Package Manager Project Settings Lighting

**Interactable.Primary\_Grab.Secondary\_Swap**

Tag Untagged Layer Default

Prefab Open Select Overrides

**Transform**

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**Interactable Facade (Script)**

Script InteractableFacade

**Touch Events**

- First Touched (InteractorFacade)
- Touched (InteractorFacade)
- Untouched (InteractorFacade)
- Last Untouched (InteractorFacade)

**Grab Events**

- First Grabbed (InteractorFacade)
- Grabbed (InteractorFacade)
- Ungrabbed (InteractorFacade)
- Last Ungrabbed (InteractorFacade)

**Restriction Settings**

Disabled Touch Interactors DisallowedTouchInteractors (ListContainsRule)

Disabled Grab Interactors DisallowedGrabInteractors (ListContainsRule)

**Container Settings**

Consumer Container Interactable.Primary\_Grab.Secondary\_Swap

Consumer Rigidbody Interactable.Primary\_Grab.Secondary\_Swap (Rigidbody)

**Reference Settings**

Collision Notifier Interactable.Primary\_Grab.Secondary\_Swap (CollisionNoti)

Active Collisions CollisionContainer (GameObjectObservableList)

Touch Configuration Interactable.TouchReceiver (TouchInteractableConfigurato)

Grab Configuration Interactable.GrabLogic (GrabInteractableConfigurator)

Project Console

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllable
    - Haptics
    - Interactables
      - InteractableSnapZone
      - Interactors
      - InteractorVisibilityModifier
    - Locomotion
    - Pointers
    - SharedResources

Packages > VRTK Prefabs > Interactions > Interactables

**Rigidbody**

Mass 1

Drag 0

Angular Drag 0.05

Use Gravity

Is Kinematic

Interpolate None

Collision Detection Discrete

**Collision Notifier (Script)**

Script CollisionNotifier

Emitted Types Everything

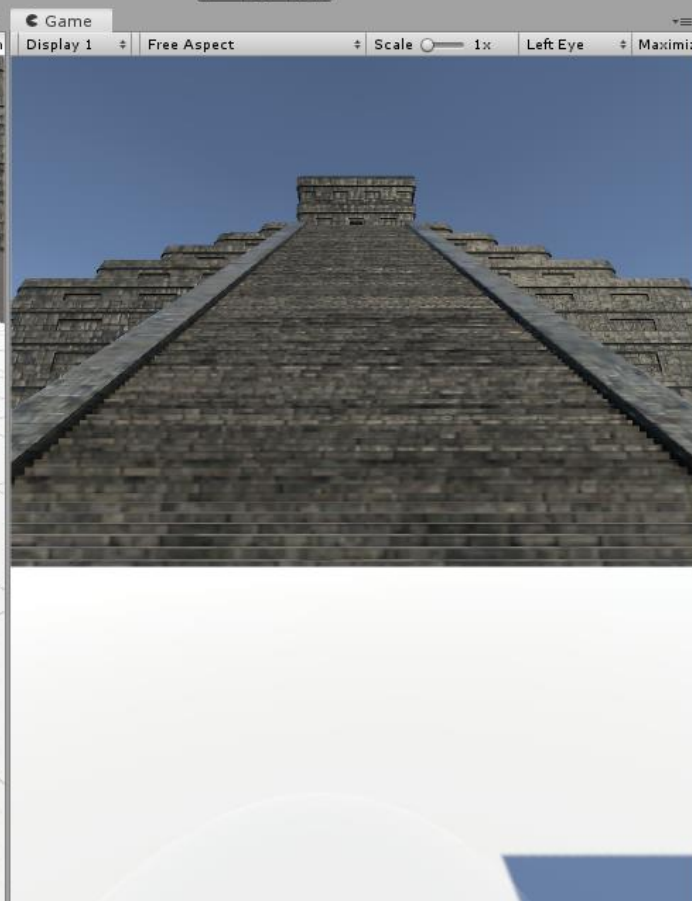
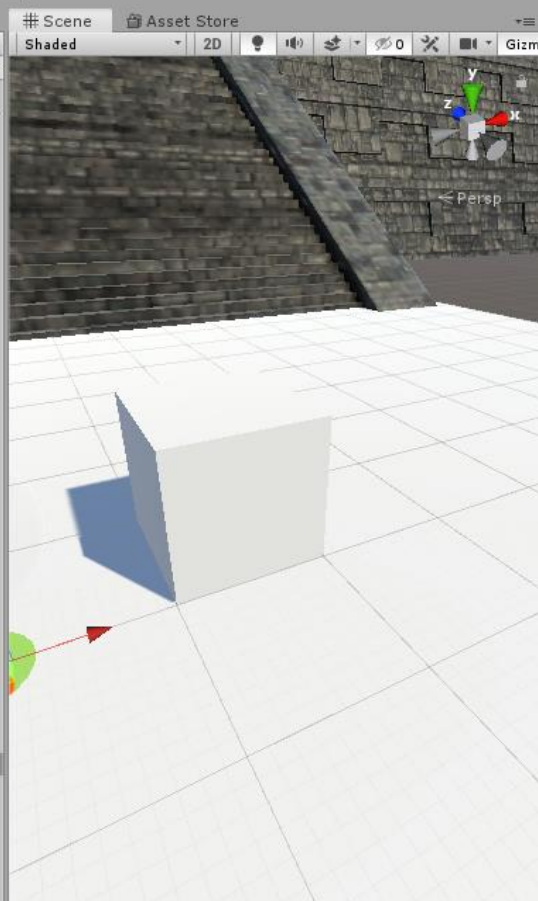
States To Process Everything

Forwarding Source Validity None (I Rule)



Hierarchy

- SampleScene\*
  - Directional Light
  - OVR CameraRig
  - TrackedAlias
  - Aliases
    - PlayAreaAlias
    - HeadsetAlias
    - LeftControllerAlias
  - Collections
    - Cube
  - Interactor
  - RightControllerAlias
    - Collections
      - Cube
    - Interactor
  - SceneCameras
  - Internal
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - RightTriggerAxis
  - RightTriggerPressed
  - LeftTriggerPressed
  - LeftTriggerAxis
  - Table
  - Interactable.Primary\_Grab.Secondary\_Swap
  - Meshes
    - DefaultMesh
  - InteractionLogic
  - Interactable.Common



Inspector

Package Manager Project Settings Lighting

DefaultMesh

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 0.2 Y 0.2 Z .2

Cube (Mesh Filter)

Mesh Cube

Mesh Renderer

Materials

Size 1

Element 0 Default-Material

Lighting

Cast Shadows On

Receive Shadows

Contribute Global Illumination

Receive Global Illumination Light Probes

Probes

Light Probes Blend Probes

Reflection Probes Blend Probes

Anchor Override None (Transform)

Additional Settings

Motion Vectors Per Object Motion

Dynamic Occlusion

Box Collider

Edit Collider

Is Trigger

Material None (Physic Material)

Center X 0 Y 0 Z 0

Size X 1 Y 1 Z 1

Default-Material

Shader Standard

Add Component

Console

Package Manager UI

Rider Editor

Test Framework

TextMesh Pro

Unity Collaborate

Unity Timeline

Unity UI

Visual Studio Code Editor

VRTK Prefabs

CameraRig

Helpers

Interactions

Controllable

Haptics

Interactables

InteractableSnapZone

[Manager] OnDestroy

Package Manager UI

Rider Editor

Test Framework

TextMesh Pro

Unity Collaborate

Unity Timeline

Unity UI

Visual Studio Code Editor

VRTK Prefabs

CameraRig

Helpers

Interactions

Controllable

Haptics

Interactables

InteractableSnapZone

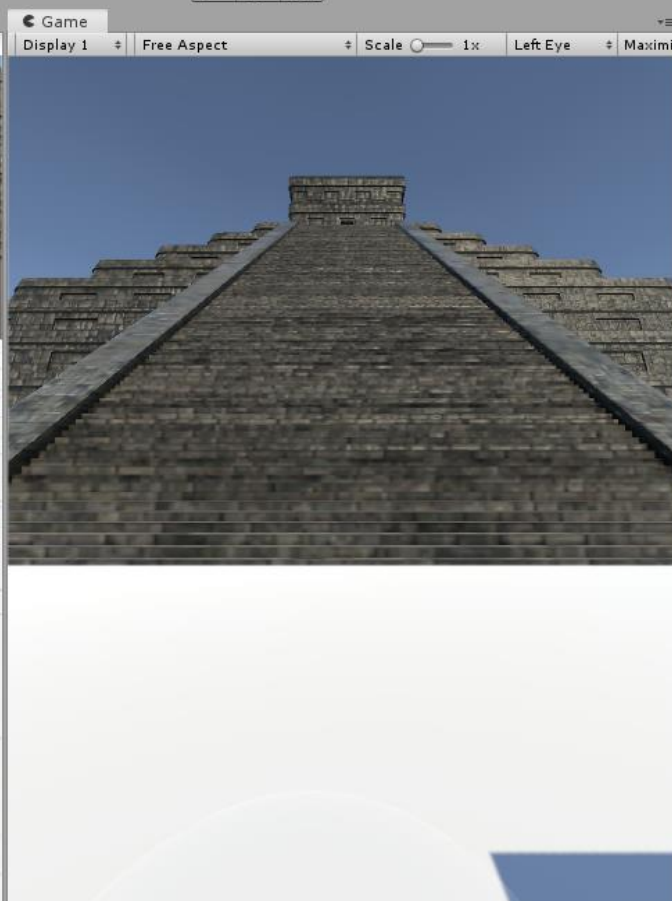
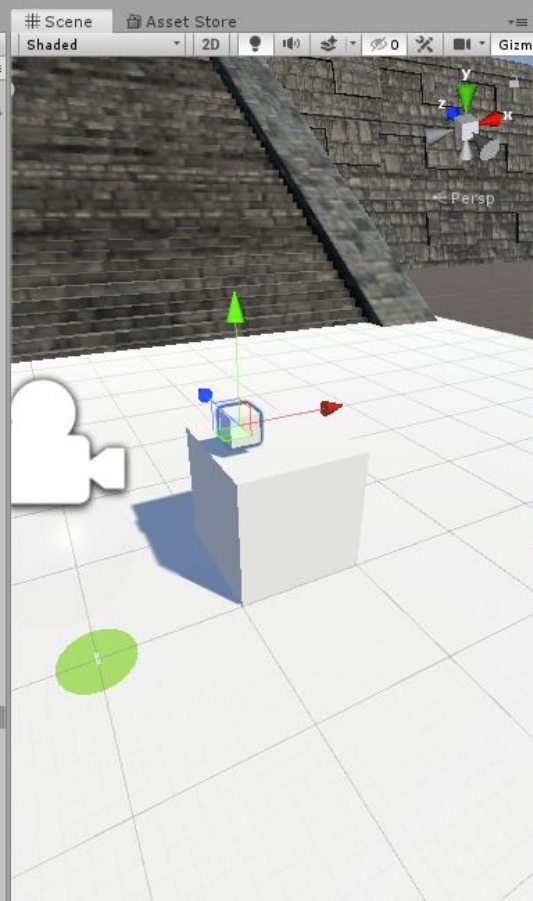
[Manager] OnDestroy

Packages > VRTK Prefabs > Interactions > Interactables >

SharedRes... Climbable.I... Interactabl... Interactabl... Interactabl... Interactabl...

Hierarchy

- SampleScene\*
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
        - Interactor
      - RightControllerAlias
        - Collections
        - Cube
        - Interactor
      - SceneCameras
    - Internal
    - Floor
    - UnityXR.Oculus.LeftController
    - UnityXR.Oculus.RightController
    - ObjectPointer.Curved
    - Teleporter.Instant
    - pyramid\_LP
    - Sphere
    - RightTriggerAxis
    - RightTriggerPressed
    - LeftTriggerPressed
    - LeftTriggerAxis
    - Table
    - Interactable.Primary\_Grab.Secondary\_Swap
      - Meshes
        - DefaultMesh
      - InteractionLogic
      - Interactable.Common



Inspector

Package Manager Project Settings Lighting

Interactable.Primary\_Grab.Secondary\_Swap

Tag Untagged Layer Default

Prefab Open Select Overrides

Transform

Position X 1.2 Y 1.2 Z .4

Rotation X 0 Y 0 Z 0

Y 1 Z 1

The local position of this GameObject relative to the parent.

Interactable Facade (Script)

Script InteractableFacade

Touch Events

- First Touched (InteractorFacade)
- Touched (InteractorFacade)
- Untouched (InteractorFacade)
- Last Untouched (InteractorFacade)

Grab Events

- First Grabbed (InteractorFacade)
- Grabbed (InteractorFacade)
- Ungrabbed (InteractorFacade)
- Last Ungrabbed (InteractorFacade)

Restriction Settings

Disabled Touch Interactors DisallowedTouchInteractors (ListContainsRule)

Disabled Grab Interactors DisallowedGrabInteractors (ListContainsRule)

Container Settings

Consumer Container Interactable.Primary\_Grab.Secondary\_Swap

Consumer Rigidbody Interactable.Primary\_Grab.Secondary\_Swap (Rigidbody)

Reference Settings

Collision Notifier Interactable.Primary\_Grab.Secondary\_Swap (CollisionNoti)

Active Collisions CollisionContainer (GameObjectObservableList)

Touch Configuration Interactable.TouchReceiver (TouchInteractableConfigurato)

Grab Configuration Interactable.GrabLogic (GrabInteractableConfigurator)

Rigidbody

Mass 1

Drag 0

Angular Drag 0.05

Use Gravity

Is Kinematic

Interpolate None

Collision Detection Discrete

Constraints

Info

Collision Notifier (Script)

Script CollisionNotifier

Emitted Types Everything

States To Process Everything

Forwarding Source Validity None (I Rule)

Collision Started (EventData)

Project Console

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllableables
    - Haptics
    - Interactables
    - InteractableSnapZone

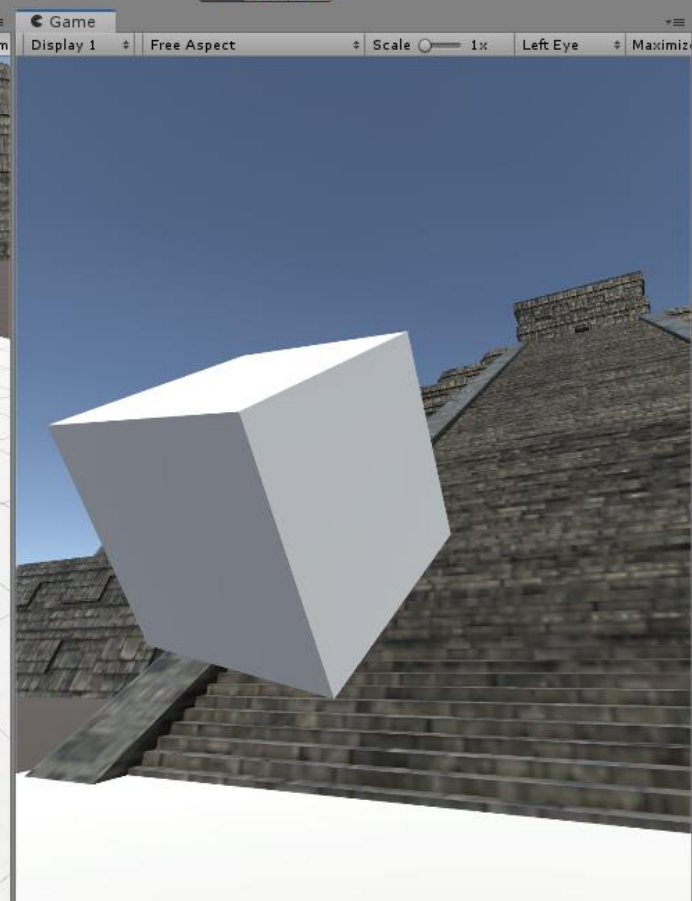
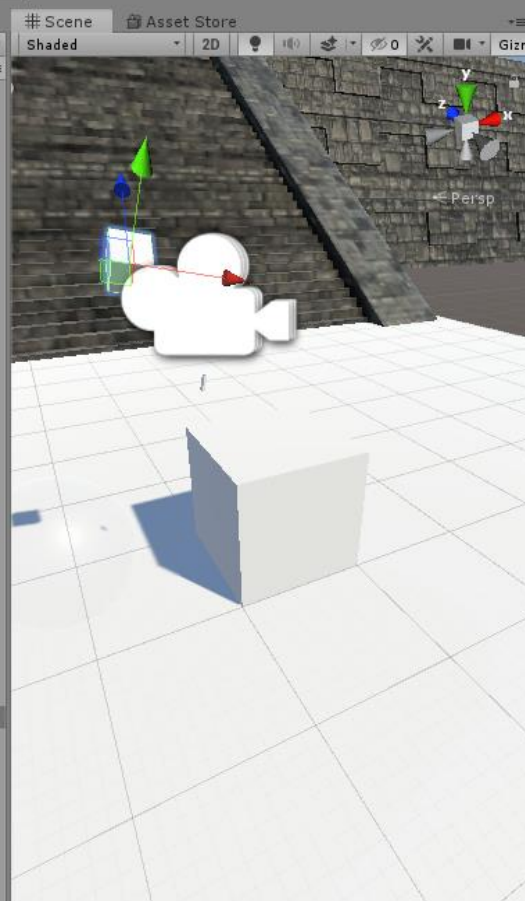
Assets

VR TK Prefabs > Interactions > Interactables

SharedRes... Climbable.I... Interactabl... Interactabl... Interactabl... Interactabl...

Hierarchy

- SampleScene
  - Directional Light
  - OVRCameraRig
  - TrackedAlias
    - Aliases
      - PlayAreaAlias
      - HeadsetAlias
      - LeftControllerAlias
        - Collections
        - Cube
        - Interactor
      - RightControllerAlias
        - Collections
        - Cube
        - Interactor
      - SceneCameras
    - Internal
      - Floor
      - UnityXR.Oculus.LeftController
      - UnityXR.Oculus.RightController
      - ObjectPointer.Curved
      - Teleporter.Instant
      - pyramid\_LP
      - Sphere
      - RightTriggerAxis
      - RightTriggerPressed
      - LeftTriggerPressed
      - LeftTriggerAxis
      - Table
    - Interactable.Primary\_Grab.Secondary\_Swap
      - Meshes
        - DefaultMesh
      - InteractionLogic
      - Interactable.Common



Inspector

Package Manager Project Settings Lighting

Interactable.Primary\_Grab.Secondary\_Swap

Tag Untagged Layer Default

**Transform**

Position	X 0.608364	Y 2.210143	Z 0.342267
Rotation	X -40.011	Y 13.716	Z -12.988
Scale	X 1	Y 1	Z 1

**Interactable Facade (Script)**

Script InteractableFacade

**Touch Events**

- First Touched (InteractableFacade)
- Touched (InteractableFacade)
- Untouched (InteractableFacade)
- Last Untouched (InteractableFacade)

**Grab Events**

- First Grabbed (InteractableFacade)
- Grabbed (InteractableFacade)
- Ungrabbed (InteractableFacade)
- Last Ungrabbed (InteractableFacade)

**Restriction Settings**

Disabled Touch Interactors DisallowedTouchInteractors (ListContainsRule)

Disabled Grab Interactors DisallowedGrabInteractors (ListContainsRule)

**Container Settings**

Consumer Container Interactable.Primary\_Grab.Secondary\_Swap

Consumer Rigidbody Interactable.Primary\_Grab.Secondary\_Swap (Rigidbody)

**Reference Settings**

- Interactable.Primary\_Grab.Secondary\_Swap (CollisionNoti
- CollisionContainer (GameObjectObservableList)
- Interactable.TouchReceiver (TouchInteractableConfigurato
- Interactable.GrabLogic (GrabInteractableConfigurator)

**Rigidbody**

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	<input checked="" type="checkbox"/>
Is Kinematic	<input checked="" type="checkbox"/>
Interpolate	None
Collision Detection	Discrete

**Collision Notifier (Script)**

Script CollisionNotifier

Emitted Types Everything

States To Process Everything

Forwarding Source Validity None (1 Rule)

Collision Started (EventData)

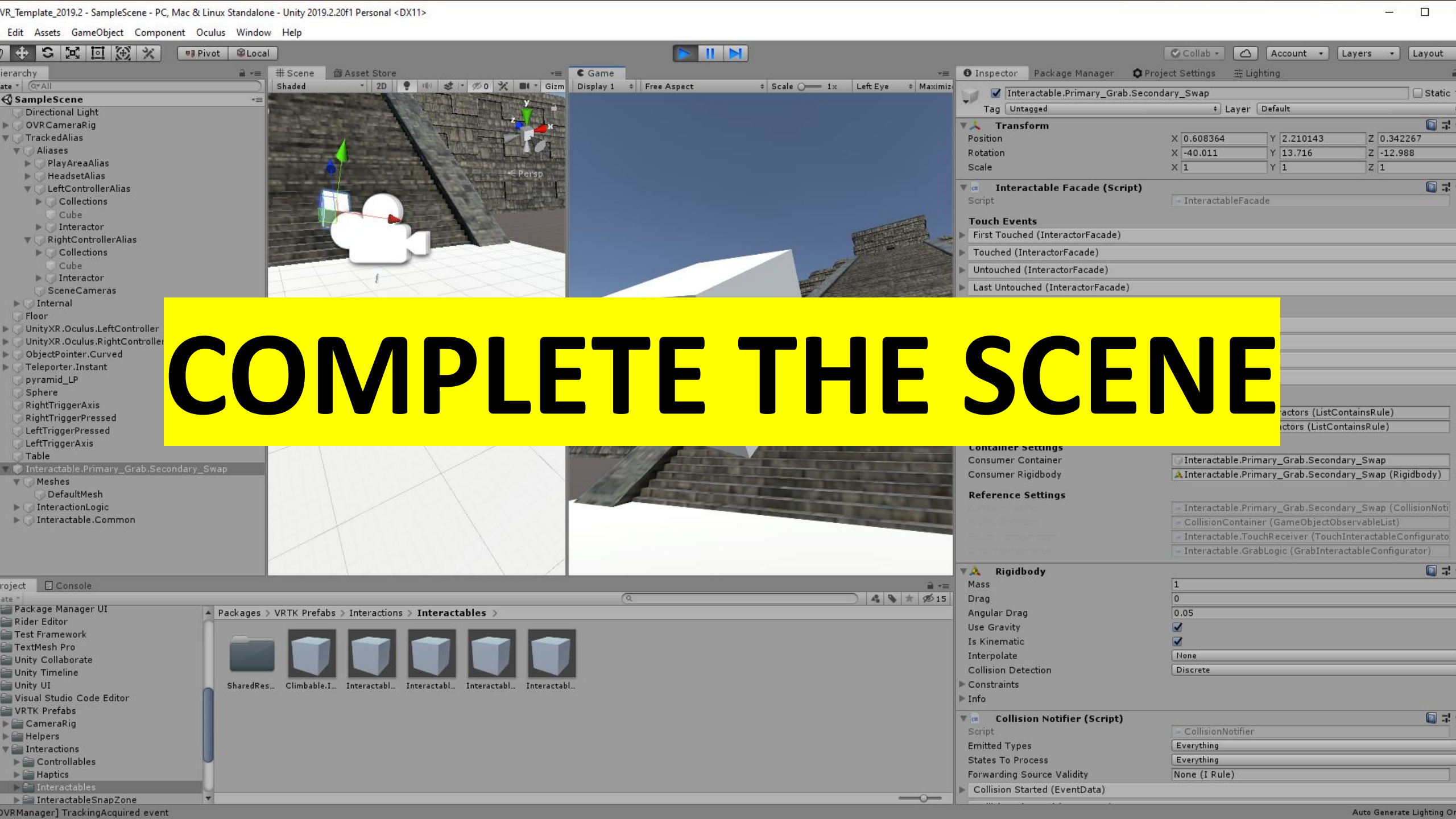
Project Console

- Package Manager UI
- Rider Editor
- Test Framework
- TextMesh Pro
- Unity Collaborate
- Unity Timeline
- Unity UI
- Visual Studio Code Editor
- VRTK Prefabs
  - CameraRig
  - Helpers
  - Interactions
    - Controllableables
    - Haptics
    - Interactables
    - InteractableSnapZone

Package Manager

VRTK Prefabs > Interactions > Interactables

- SharedRes...
- Climbable.I...
- Interactabl...
- Interactabl...
- Interactabl...
- Interactabl...



**COMPLETE THE SCENE**

VR\_Template\_2019.2 - SampleScene - PC, Mac & Linux Standalone - Unity 2019.2.20f1 Personal <DX11>

Edit Assets GameObject Component Oculus Window Help

Pivot Local

Inspector Package Manager Project Settings Lighting

Collab Account Layers Layout

SampleScene

- Directional Light
- OVRCameraRig
- TrackedAlias
- Aliases
  - PlayAreaAlias
  - HeadsetAlias
  - LeftControllerAlias
    - Collections
    - Cube
    - Interactor
  - RightControllerAlias
    - Collections
    - Cube
    - Interactor
- Internal
  - Floor
  - UnityXR.Oculus.LeftController
  - UnityXR.Oculus.RightController
  - ObjectPointer.Curved
  - Teleporter.Instant
  - pyramid\_LP
  - Sphere
  - RightTriggerAxis
  - RightTriggerPressed
  - LeftTriggerPressed
  - LeftTriggerAxis
  - Table
- Interactable.Primary\_Grab.Secondary\_Swap
  - Meshes
    - DefaultMesh
    - InteractionLogic
    - Interactable.Common

Game

Display 1 Free Aspect Scale 1x Left Eye Maximiz

Inspector

Interactable.Primary\_Grab.Secondary\_Swap

Tag Untagged Layer Default

Transform

Position	X	0.608364	Y	2.210143	Z	0.342267
Rotation	X	-40.011	Y	13.716	Z	-12.988
Scale	X	1	Y	1	Z	1

Interactable Facade (Script)

Script InteractableFacade

Touch Events

- First Touched (InteractorFacade)
- Touched (InteractorFacade)
- Untouched (InteractorFacade)
- Last Untouched (InteractorFacade)

Container Settings

Consumer Container Interactable.Primary\_Grab.Secondary\_Swap

Consumer Rigidbody Interactable.Primary\_Grab.Secondary\_Swap (Rigidbody)

Reference Settings

- Interactable.Primary\_Grab.Secondary\_Swap (CollisionNoti
- CollisionContainer (GameObjectObservableList)
- Interactable.TouchReceiver (TouchInteractableConfigurato
- Interactable.GrabLogic (GrabInteractableConfigurator)

Rigidbody

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	<input checked="" type="checkbox"/>
Is Kinematic	<input checked="" type="checkbox"/>
Interpolate	None
Collision Detection	Discrete

Collision Notifier (Script)

Script CollisionNotifier

Emitted Types	Everything
States To Process	Everything
Forwarding Source Validity	None (1 Rule)

Collision Started (EventData)

Project Console

Package Manager UI

Rider Editor

Test Framework

TextMesh Pro

Unity Collaborate

Unity Timeline

Unity UI

Visual Studio Code Editor

VRTK Prefabs

CameraRig

Helpers

Interactions

- Controllable
- Haptics
- Interactables
- InteractableSnapZone

VRManager] TrackingAcquired event

Auto Generate Lighting