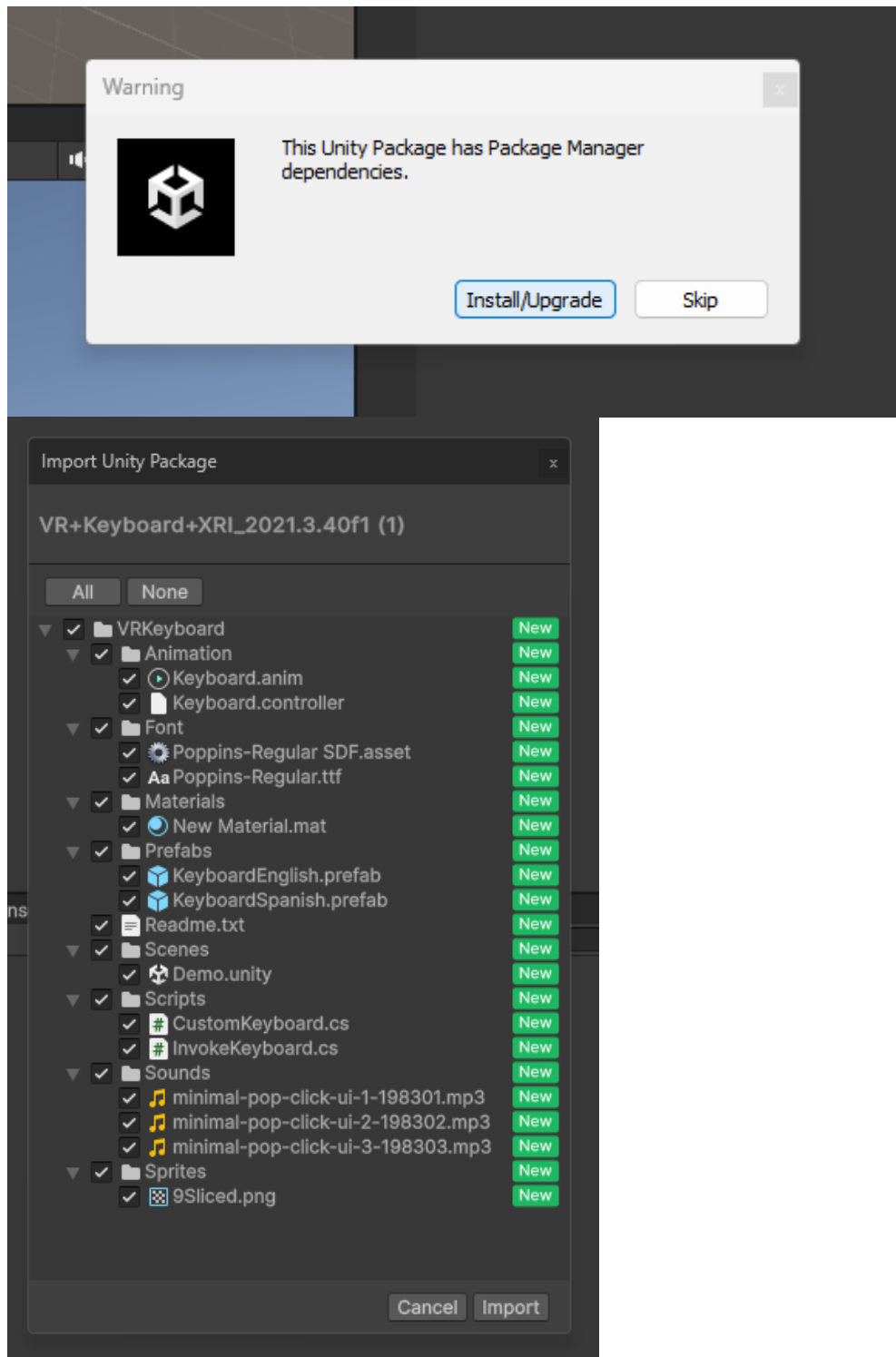
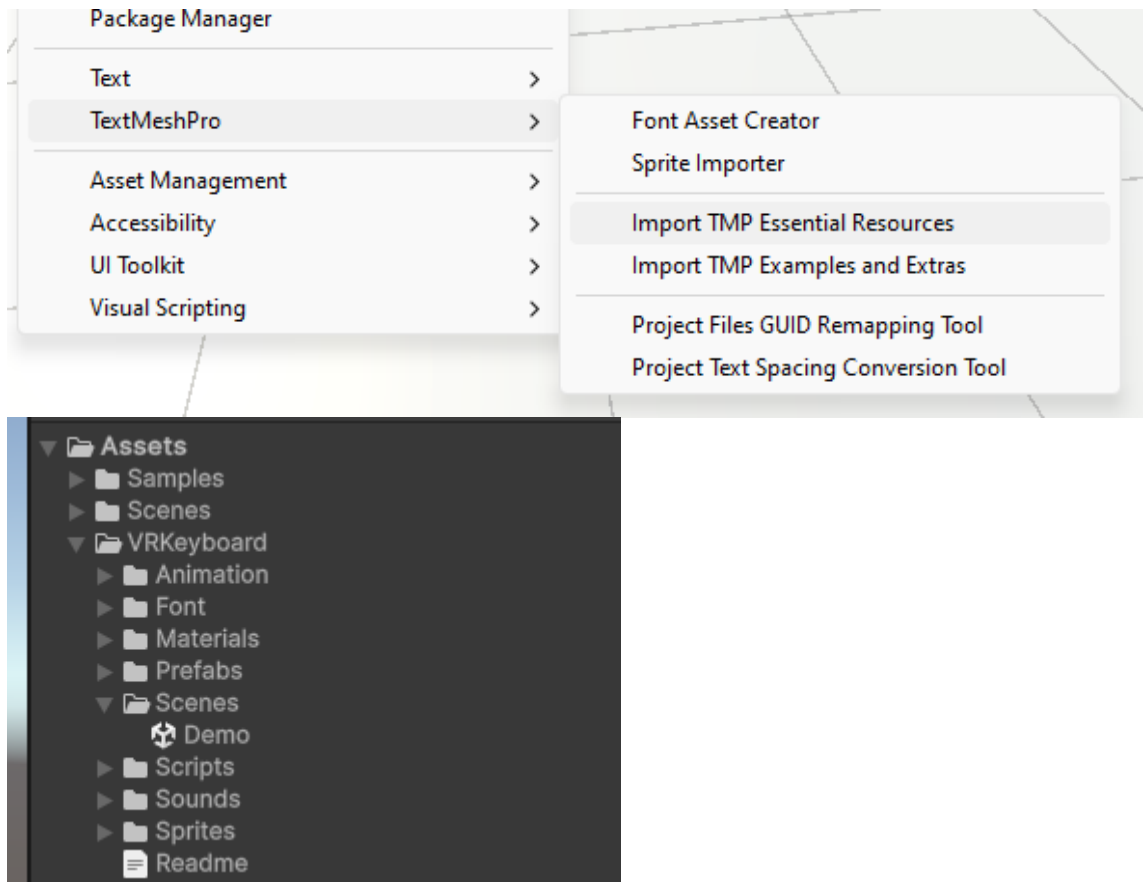


To get the keyboard working in our project, follow these steps. I will use OpenXR and Oculus Quest 2 for testing, but you can use any XR plugin and VR headset. The only essential requirement is the XR Interaction Toolkit.

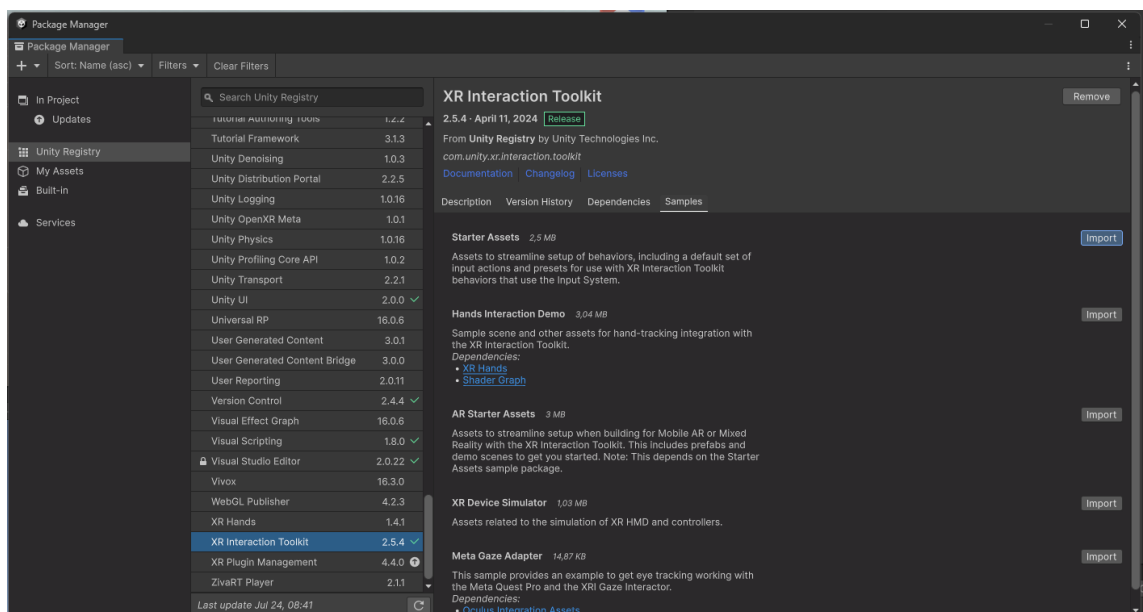
1. First, download the VRKeyboard package from the Asset Store. Press Install/Upgrade and Import



2. Install the Text Mesh Pro package if you don't already have it, and navigate to the scene named "Demo".



3. To test the keyboard in VR, you'll need to place an XR Rig in the scene. I will use the prefab provided by the starter examples of the XR Interaction Toolkit. Drag it into the scene and delete the Main Camera. If you already have an XR Rig configured using the XR Interaction Toolkit interactions, feel free to use it.



4. Press the Play button and test the keyboard.



5. The keyboard is very simple to use. Drag the keyboard into the scene (if you have multiple scenes and navigate between them, you only need to place it in the first one that loads since it will then be set to DontDestroyOnLoad). For each input field where you want to use the keyboard, you need to attach the InvokeKeyboard script to it.

PROJECT SETUP

<https://www.youtube.com/watch?v=HOLQPqsOgII>