

Hierarchy Lighting

+ All

- 2UISample
 - Directional Light
 - OVRCameraRig
 - Plane
 - Cube
 - Cube (1)
 - UIHelpers
 - LaserPointer
 - Sphere
 - EventSystem
 - Canvas
 - Panel
 - Button
 - Text
 - Main

Inspector

☒ Canvas ☐ Static

Tag Untagged Layer UI

Rect Transform

Pos X	Pos Y	Pos Z
0	1.5	1
Width	Height	
800	600	

▶ Anchors

Pivot X 0.5 Y 0.5

Rotation X 0 Y 0 Z 0

Scale X 0.00125 Y 0.00125 Z 0.00125

☒ Canvas

Render Mode World Space

Event Camera CenterEyeAnchor (Camera)

Sorting Layer Default

Order in Layer 0

Additional Shader Channels Nothing

▶ ☒ Canvas Scaler

▶ ☐ Graphic Raycaster

▼ ☒ OVR Raycaster (Script)

Script OVRRaycaster

Ignore Reversed Graphics ☒

Blocking Objects None

Blocking Mask Everything

Pointer None (Game Object)

Sort Order 0

Add Component