

Hierarchy

Lighting

All

- 2UISample*
 - Directional Light
 - OVRPlayerController
 - Plane
 - OVRCameraRig
 - TrackingSpace
 - LeftEyeAnchor
 - CenterEyeAnchor
 - RightEyeAnchor
 - TrackerAnchor
 - LeftHandAnchor
 - LeftControllerAnchor
 - OVRControllerPrefab
 - RightHandAnchor
 - RightControllerAnchor
 - OVRControllerPrefab
 - Cube
 - Cube (1)

Inspector

OVRControllerPrefab

Static

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 Controller Helper (Script)

Script OVRControllerHelper

Model Oculus Touch OculusTouchForQue

Model Oculus Touch OculusTouchForQue

Model Oculus Touch left_touch_controller_

Model Oculus Touch right_touch_controll

Model Oculus Touch OculusTouchForQue

Model Oculus Touch OculusTouchForQue

Controller L Touch

Add Component