

Gaze

By



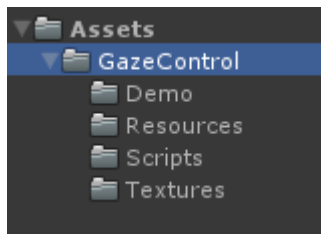
Babilin Applications

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[Documentation starts on next page]

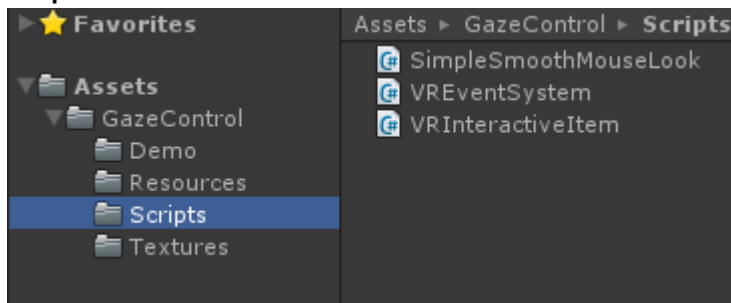
Getting Started:

When you import the package, your project should look like this



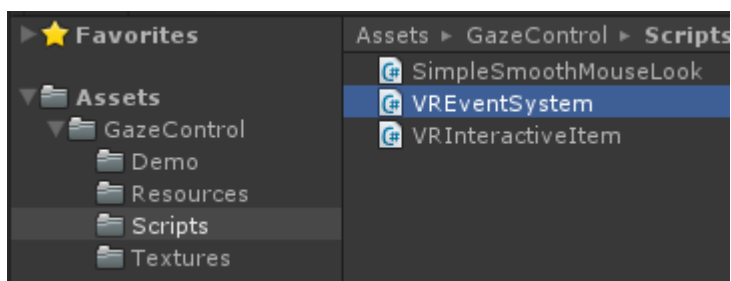
The Folder most importance are:

Scripts

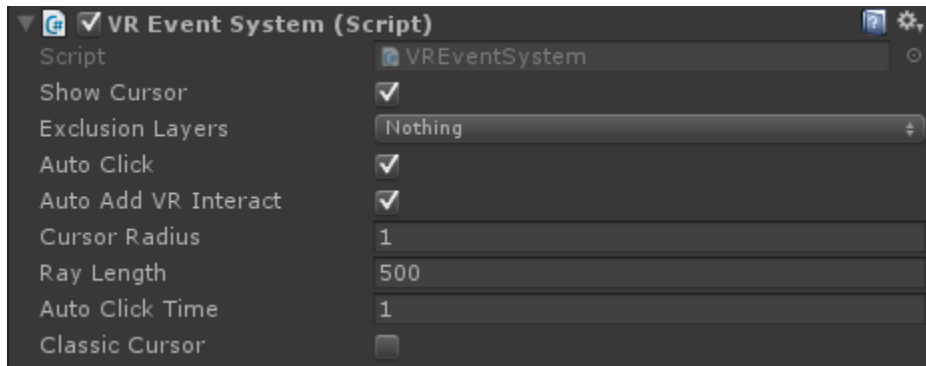


Gaze Set Up

Drag and drop the '**VREventSystem**' Onto an object in the scene



VR Event System:



Show Cursor: Show Crosshair.

Exclusion Layers: Layers excluded from the raycast.

Auto Click: Use the 'Auto Click Timer' to press the item.

Auto Add VR Interact: Adds 'VR Interactive Item' script to all UI objects.

Ray Length: How far into the scene, the ray is cast.

Auto Click Time: Time that has to pass to click event.

Classic Cursor: show crosshair at all times.

Contact:

If you need more help let me know. I will be happy to email, Skype, or Google Hangout.

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