SETUP PROJECT FOR QUEST 2 (USING OVR INTEGRATION)

1. Change Packages to **Unity Registry -> Package Manager -> Oculus XR Plugin -> Install**

2. Then still in **Package Manager -> XR Plugin Management -> Import or Install** (If it says to Update, don't update it click import only)

2. Change Packages to My Assets (make sure you have the Oculus Integration in your assets. If not, go to the Asset Store in a Browser, search "Oculus Integration" and Add to Assets) -> **Package Manager -> Oculus Integration -> Import** (You may choose to update this one) -> Import All Files (this will add all the OVR dependencies into your project that will be helpful in coding)

It will ask you if you want to convert to OpenXR. Press Cancel here. If you want to go the OpenXR route, there is a whole another tutorial for that. It will ask you upgrade some stuff and restart. Click Upgrade, and Restart whenever necessary.

3. If everything is done correctly, you should see an "Oculus" folder in the Project Browser.

4. Go to **Edit -> Project Settings -> XR Plug-in Management** and **check Oculus** UNDER THE PC TAB. This will enable you to connect using Link and debug immediately.

5. Delete the main camera. Under Project Browser, go to **Oculus -> VR -> Prefabs -> OVRCameraRig** and drag it into hierarchy.

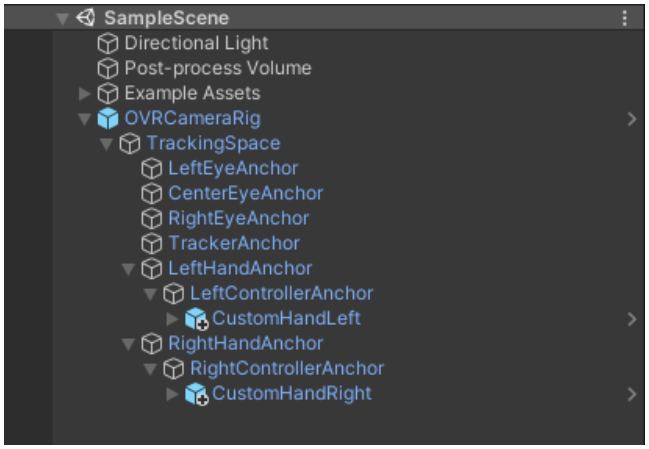
5. Connect your Quest 2 using the cable, put it in Link mode, and Press Play in Unity. It should be working (but you will not be able to move using joysticks or see your hands). If you are stuck in the floor, that issue can be solved by editing some other settings, but its not a big issue.

Note: This is working for the 2020.3.8f1, so I am assuming it will work for 2019 and 2021 versions (as long as all the packages are there).

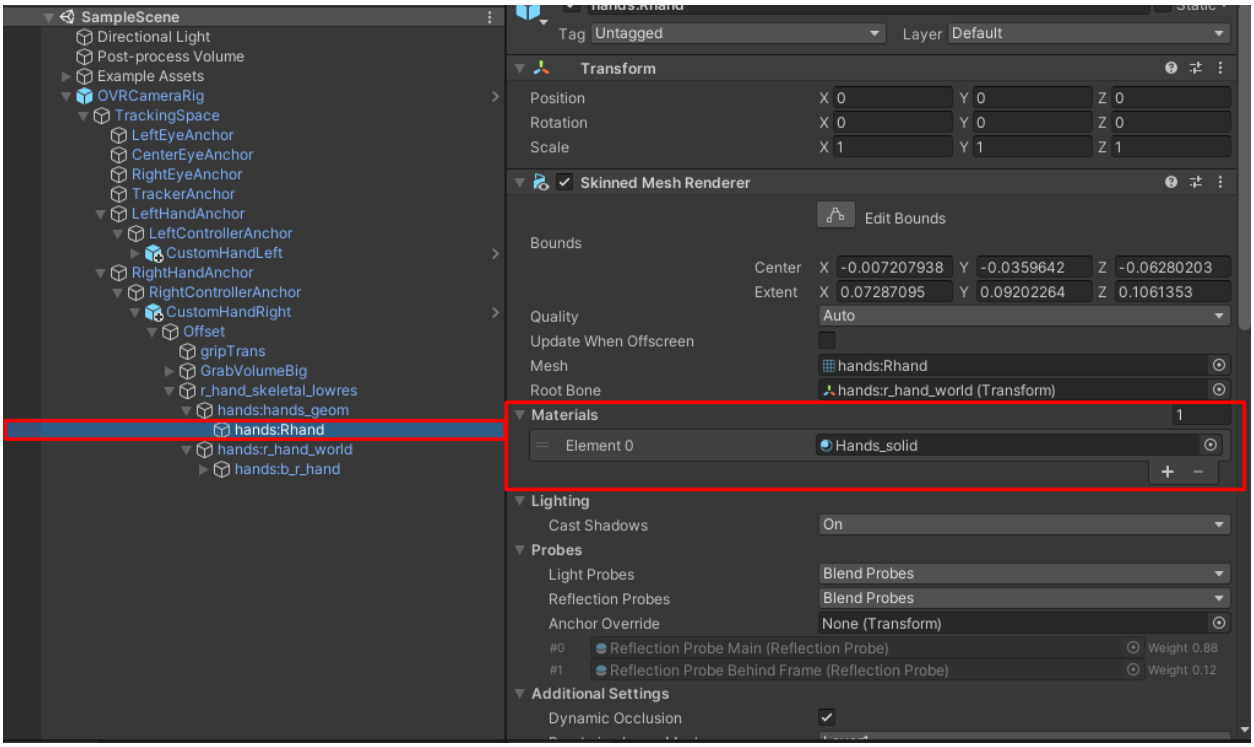
SETTING UP THE SCENE AND THE HANDS

6. In Project Browser, go to **Oculus -> Sample Framework -> Core -> Custom Hands**.

7. Drag and drop "CustomHandLeft" prefab under the "LeftHandAnchor" in the OVRCameraRig. Drag and drop "CustomHandRight" prefab under the "RightHandAnchor" in the same way. Hierarchy should look something like this.



Note: If your hands have missing textures, go to Oculus -> Sample Framework -> Core -> Custom Hands -> Materials, and drag and drop “Hands_striped” to (under OVRCameraRig) CustomRightHand -> Offset -> r_hand_skeletal_lowres -> hands:hands_geom -> hands:Rhand and expand the materials tab. Do the same for the left hand.



Your project should be working fine now and ready for some VR shenanigans.

Keep the project in PC mode, until you need to build out to a Quest 2. To convert to Android, change the options in Build Settings, and it should work (it worked when I tested it). Make sure to go to ***Edit -> Project Settings -> XR Plug-in Management*** *and* ***check Oculus*** *UNDER THE ANDROID TAB. This will enable you to connect using Link and debug immediately. This document has been made via a lot of trial and error, so you may need to tinker around with a few settings if things do not work smoothly. However, I am 95% sure, you should be able to get it working without any issues.*