Developer mode

Packages

Enable preview packages

OpenXR Plugin

-Yes to the new plugin system

XR Interaction Toolkit

-Import Default Input Actions (???

Project Settings

XR Plugin Management

PC:

Enable Open XR

Fix all

Features

Enable Oculus Touch

Android:

Enable Oculus

XR Rig Default Input Presets

Assets > Samples > XR Interaction Toolkit > ###version > Default Input Actions

Each of the presets in that folder:

Inspector > “Add to Action Based Controller […]”

Differentiate the right and left controller

Project Settings > Preset Manager:

ActionBasedController

Filter column:

Write “Right” / “Left”

Add XR Rig

Hierarchy

Add > XR > XR Rig Action Based

Set Tracking Origin Mode to “Floor”

Add to XR Rig

Add Input Action Manager.

Drag XR Default Input Actions from:

Assets > Samples > XR Interaction Toolkit > ###version > Default Input Actions

Make sure there is the Link Mode on the Quest 2:

Settings > Quick Actions > Oculus Link

Interaction:

Add To a grabable:

XR Grab Interactable

Add to grabber:

“XR Direct Interacto”

Movement

Add a new game object from XR:

Locomotion System

On Locomotion System:

Assign the XR Rig of the “Locomotion System Script”

Delete Teleportation and Snap Turn

For Rotating:

Add “Continuous Turn Provider (Action Based)”

On System, assign “Locomotion System Script”

Select a hand (usually right) by unchecking the unused one

For Moving:

Add “Continuous Move Provider (Action Based)”

On System, assign “Locomotion System Script”

Select a hand (usually left) by unchecking the unused one

Add a Character Controller to the Rig Parent

Adjust the settings of the Character Controller

Add a script called “Character Controller Driver” to the Rig Parent

Assign the Locomotion System Object to the Locomotion Provider variable

Adjust the min and max height

Edit the Character Controller Driver SCRIPT:

Go to “protected virtual void UpdateCharacterController()” and copy that function WITH THE SUMMARY ABOVE IT