XR set up

1. Go to package manager
2. Search for XR – select XR Plugin Management and install
3. Select Oculus XR Plugin and install (Ignore the android and desktop versions)
4. Select Main Camera- set to 0,0,0
5. In GameObject menu- XR-Convert Main Camera to XR Rig, select to replace with XR rig hierarchy
6. Edit-Project Settings- click XR Project Management and check Oculus