You will find three prefabs on`

Kandooz/Hands/Sci-Fi/Prefabs

The first two are just the hands with

With the AnimationController Component which controls the hand pose.

The third prefab is a full rig that uses the TrackedPoseDriverComponent to locate the hand, It also have the XRHandController Script which maps The input from the XR controller to the hand. (see setting Up XRHandController below)
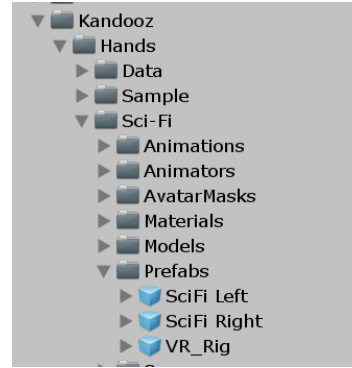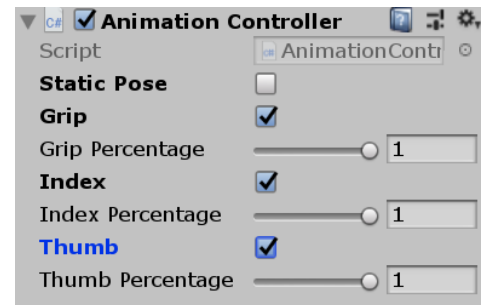

Animation Controller Script

The Animation Controller Script Have 4 bool values

- **Static Pose**
  if enabled you choose a static pose to enable
- Grip
  if the grip will be closed
- Index
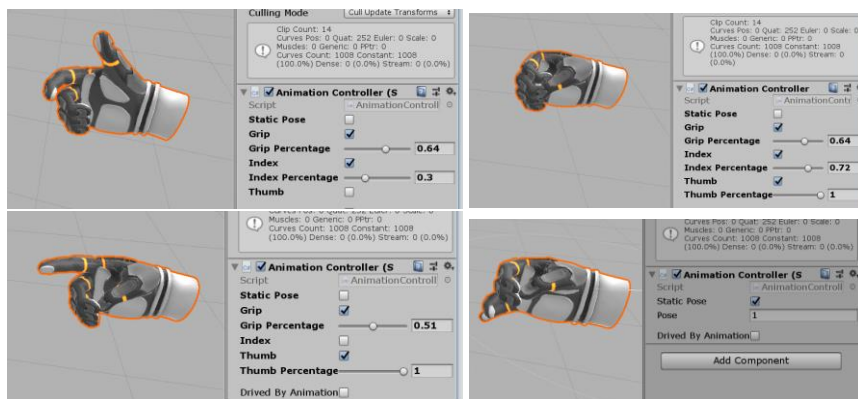 if true index will be closed
- Thumb
  if enabled Thumb will be closes
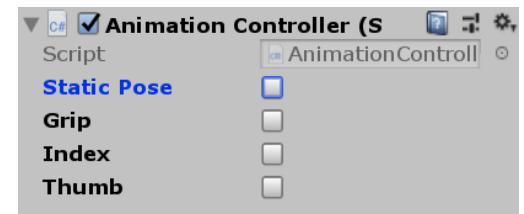
It also have three float values

- Grip Percentage
- Index Percentage
- Thumb Percentage

They define how much of the Hand Is Close

see setting Up XRHandController

XRHandController uses the build-in unity VR binding which needs some extra steps

You need to add axis for the buttons

Goto Edit -> Project setting -> input and add

- Trigger Right
  - Type: Joystick Axis
  - Axis 10th Axis
- TriggerLeft
  - Type: Joystick Axis
  - Axis 9th Axis
- GripRight
  - Type: Joystick Axis
  - Axis 12th Axis
- GripLeft
  - Type: Joystick Axis
  - Axis 11th Axis

You can change their names but make sure to use the same names on the XRHandController component