Welcome to Simple VR UI!

To get started open a new scene or your current project.
(Remember to make a backup if this is your first time using the system
& don't want to risk breaking the game)

SteamVR Plugin & VRTK are necessary for this system to work.

You can find these by looking in the Unity Asset Store.
(When importing SteamVR Plugin just click "Accept All" when it asks and
it will tell you "You've made the right choice")
Once those are imported you can start using SimpleVRUI

Using the System in Unity
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1.Import the package by double-clicking on the "SimpleVRUI" Unity Package.
Click import & it will be in your project folder.

2. Begin by deleting any additional Main Cameras.

3. In the project folder navigate to the SimpleVRUI folder and drag the
[VRTKManager] Prefab into the Hierarchy. (This is only set up SDK wise
for the HTC Vive) To use anything else here's a link to the
VRTK Youtube channel (
https://www.youtube.com/channel/UCWRk-LEMUNoZxUmY1wO7DBQ )
they have tutorials there and you shouldn't need anything additional.

4. Then drag in the MainVRCanvas under the "Prefabs" folder

5. Select the MainVRCanvas once GUI screens are dragged in. Drag the
relevant screens into the GUI Manager component script.

6. Go through all buttons & sliders; drag in the Canvas as the object
in the "On Click ()" area. Then select the corresponding function for
what you would like the button/slider to do.

7. Disable/Uncheck each UI Screen EXCEPT Main Menu

You should be able to now hop in the game and have a basic working UI.
I've also included some entirely Free and Public Domain fonts
for you to use if you would like. :)
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Thank you very much for using Simple VR UI.
If you have any questions, comments & concerns...
Please contact me at GrackGamesGG@Gmail.com
Or visit my website GrackGames