1) Import the SteamVR Plugin from the Asset Store

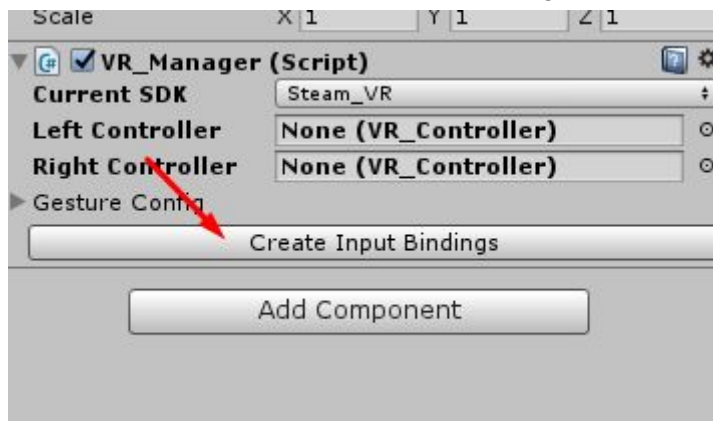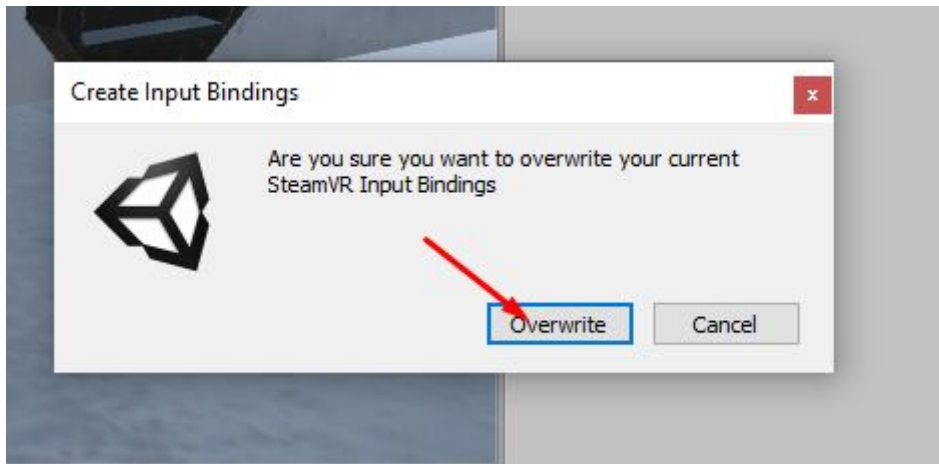2) Go to **VRShooterKit/Prefabs/SteamVR** and import the SteamVR prefabs.
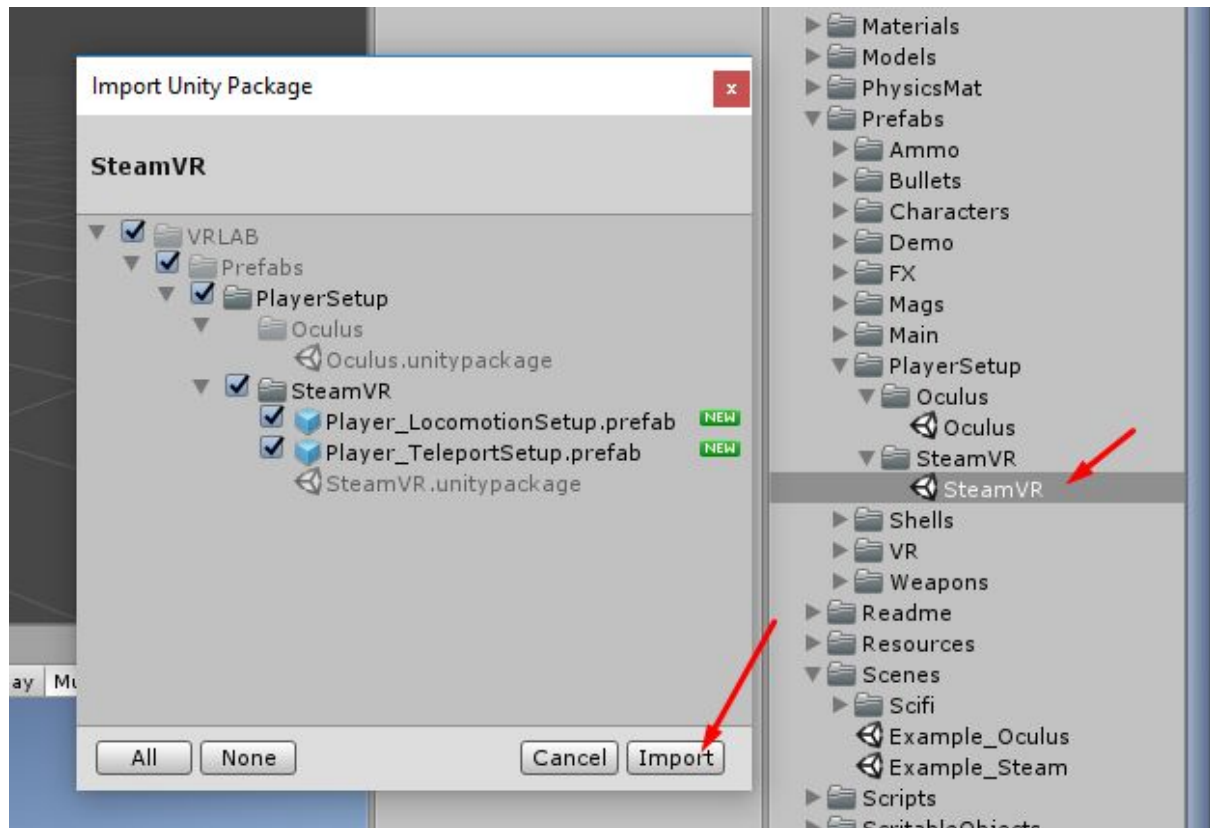
3) Open the scene **VRShooterKit/Scenes/Example_Steam**

4) Inside **_Code** GameObject select **VR_Manager**, and set your current SDK as Steam_VR, and click in the **Update SDK** Button, and wait.
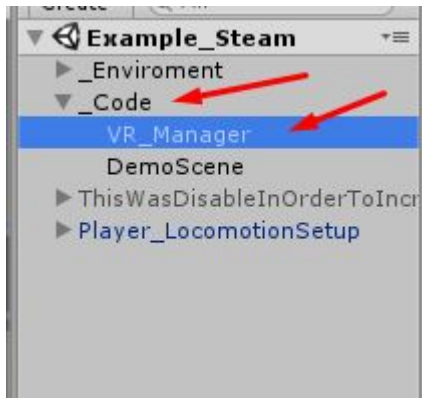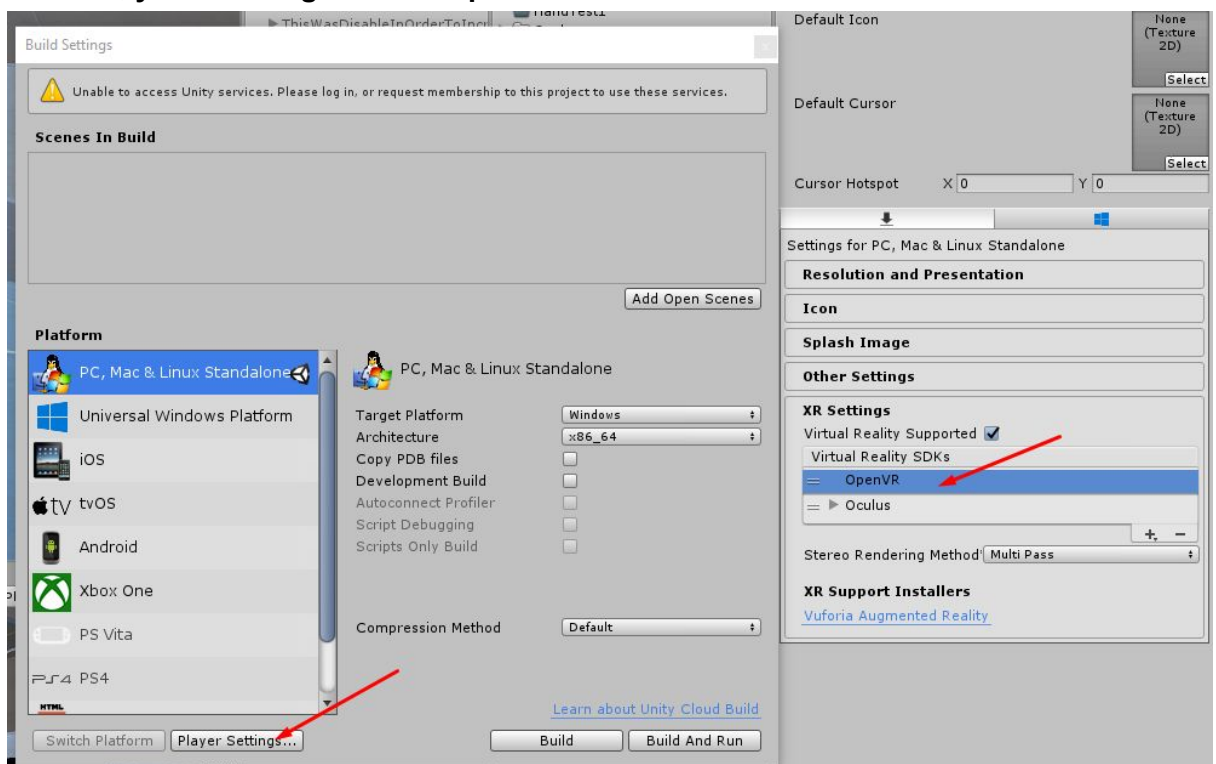

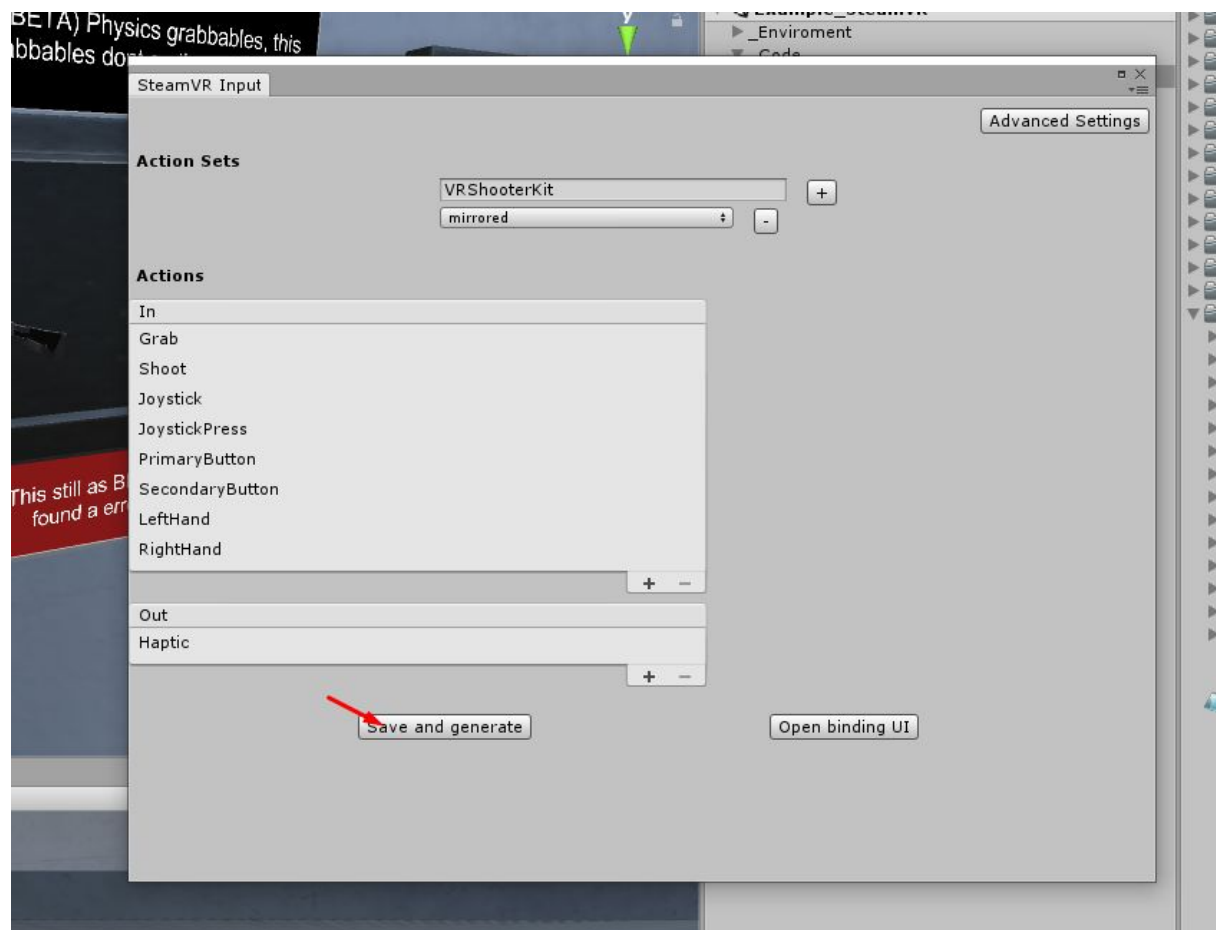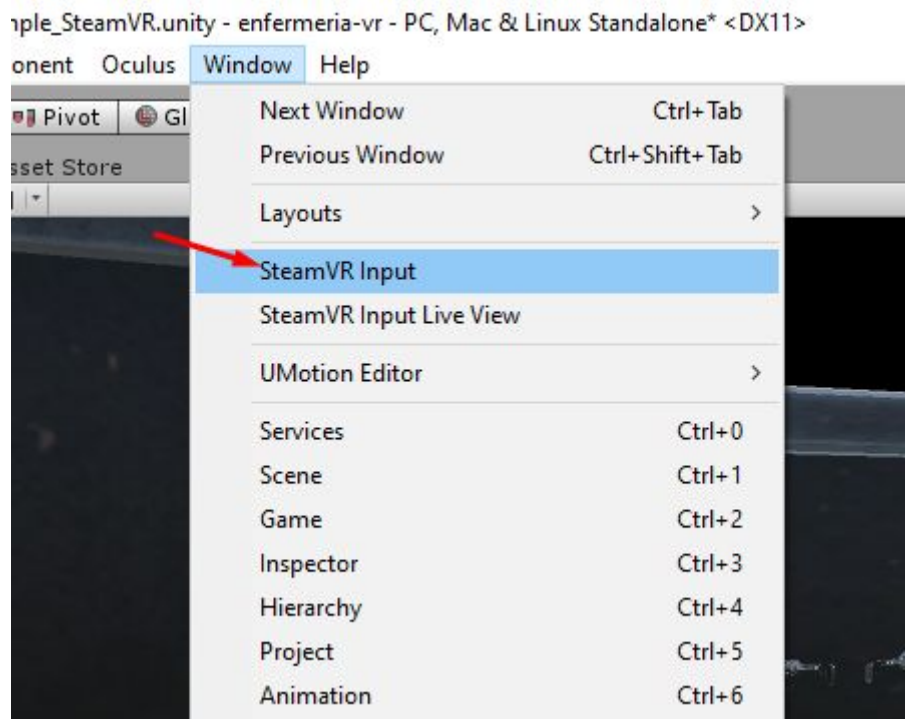5) Then click the Create Input Bindings button, and click overwrite

6) Go to **BuildSettings/PlayerSettings/XR** Settings and be sure that OpenVR is the first SDK, **you can drag it to the top**.

7) Go to **Window/SteamVR Input** and click **save and generate**

8) And you are ready to go!