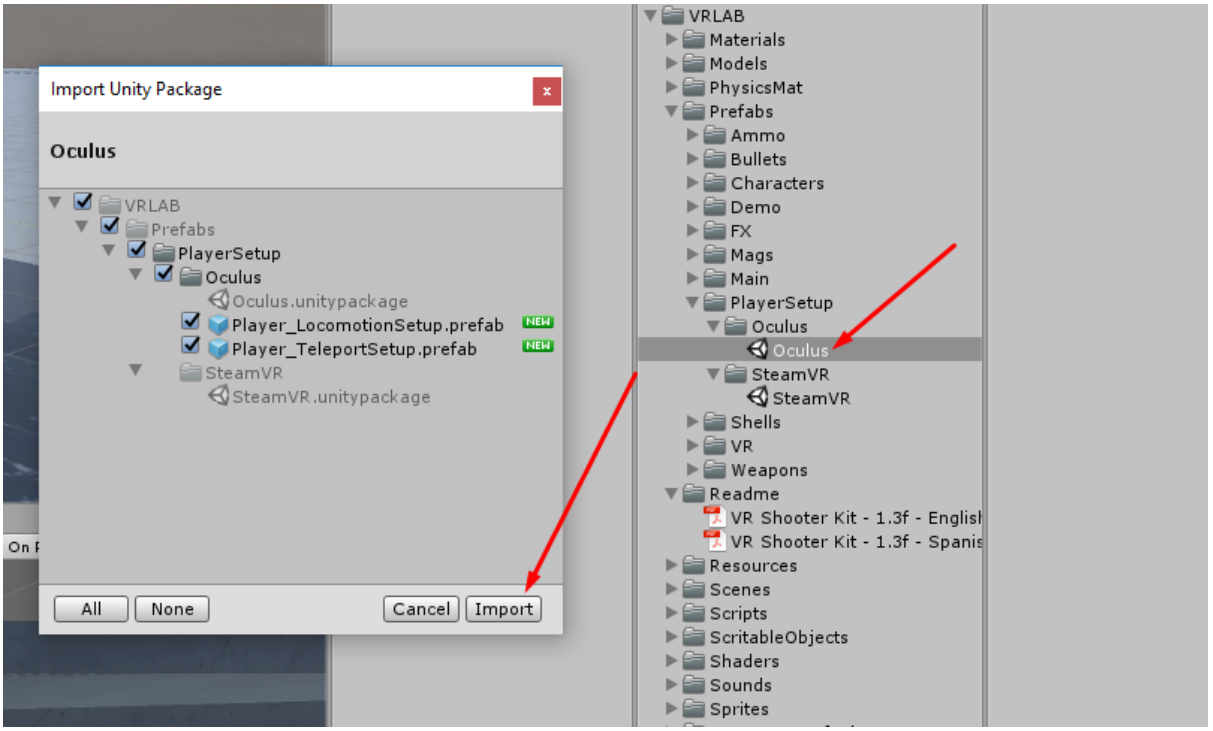
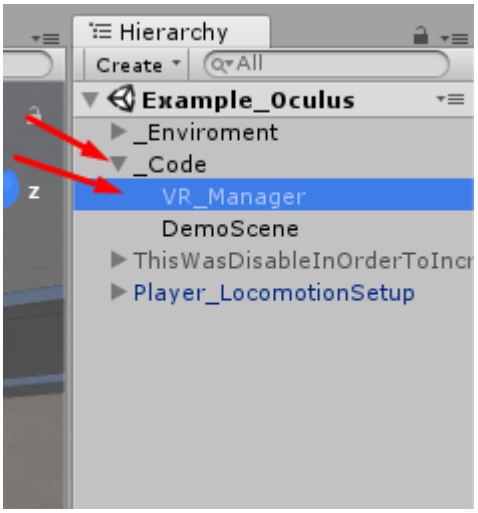
1) Import Oculus Integration from the [Assetstore]

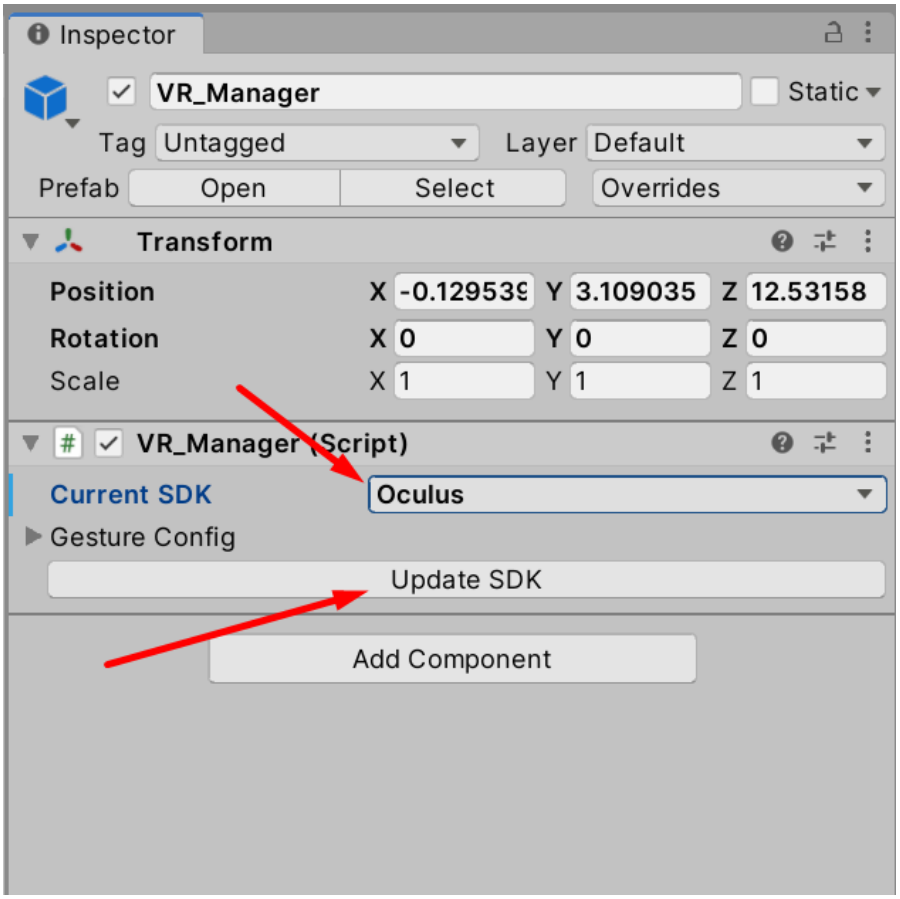
2) Go to **VRShooterKit/Prefabs/PlayerSetup/Oculus** and import the Oculus players prefabs.



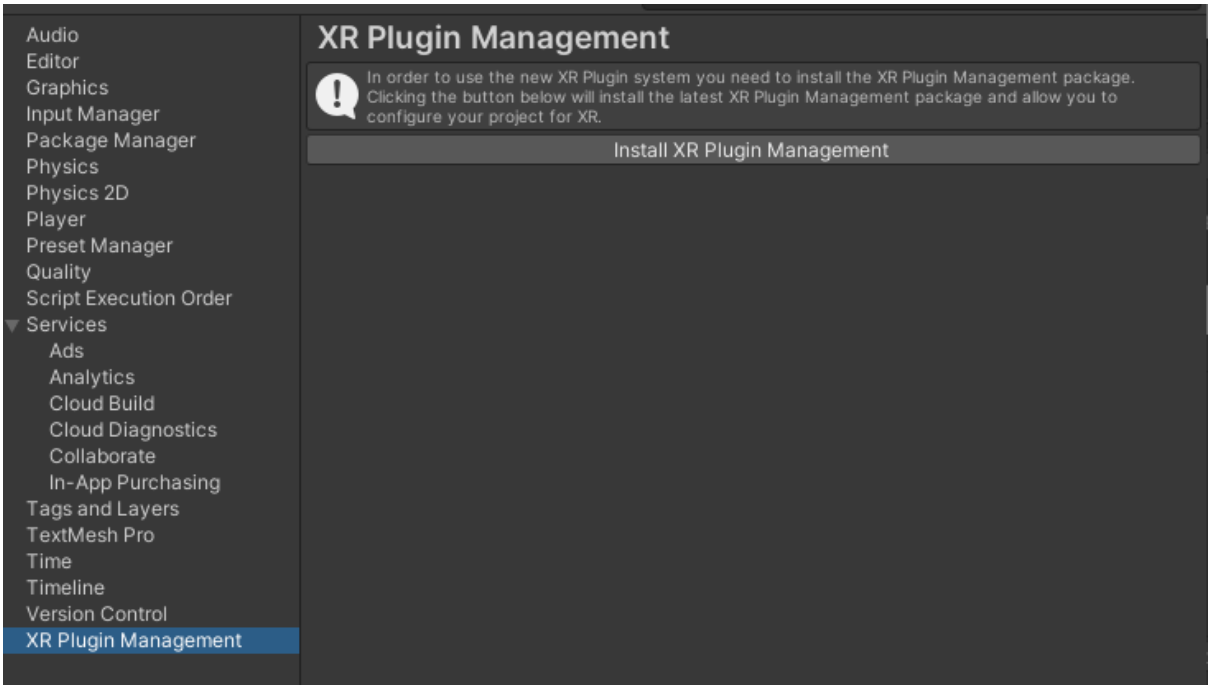

3) Open the example scene **VRShooterKit/Scenes/Example_Oculus**

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

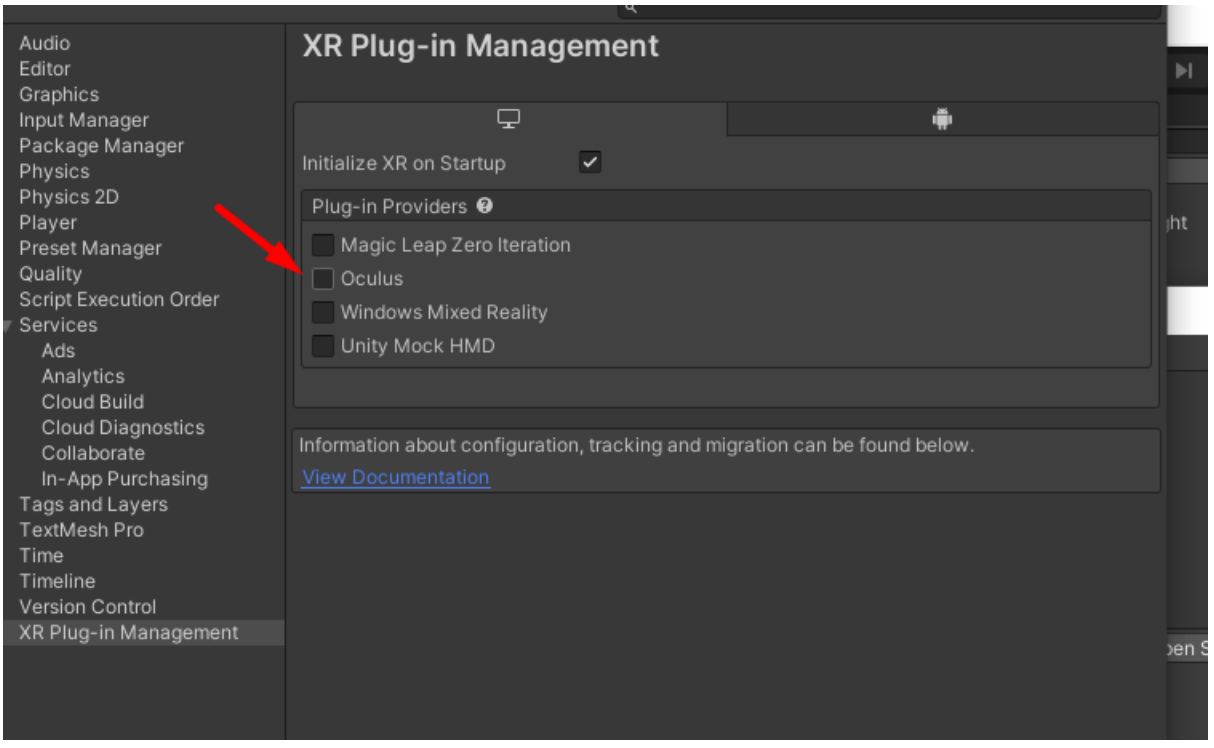



Inspector
VR_Manager
Static
Tag
Untagged
Layer
Default
Prefab
Open
Select
Overrides
Transform
Position
X -0.129539
Y 3.109035
Z 12.53158
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
VR_Manager (Script)
Current SDK
Oculus
Gesture Config
Update SDK
Add Component

5) Go to **BuildSettings/PlayerSettings/XR Plugin Management** and click install XR Plugin Management




6) Enable Oculus




7) You are ready :)

8) Remember to leave an honest review so this can become better in the future!