1) Import the SteamVR Plugin from the Asset Store

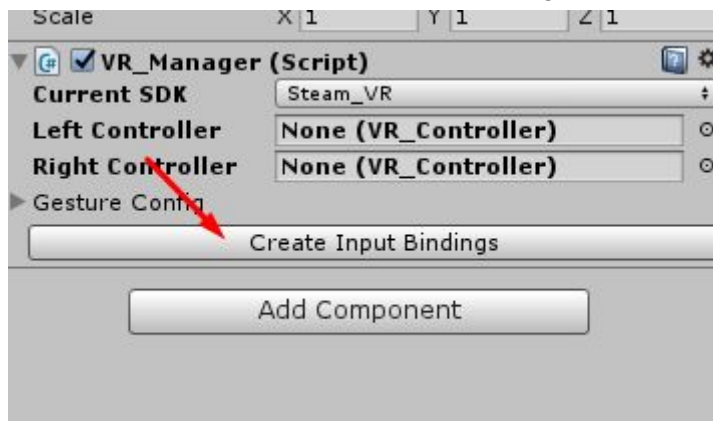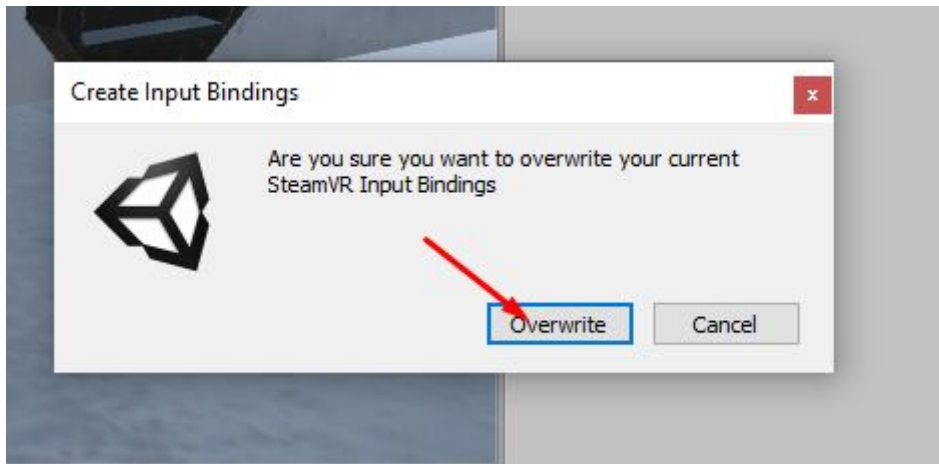2) Go to **VRShooterKit/Prefabs/SteamVR** and import the SteamVR prefabs.
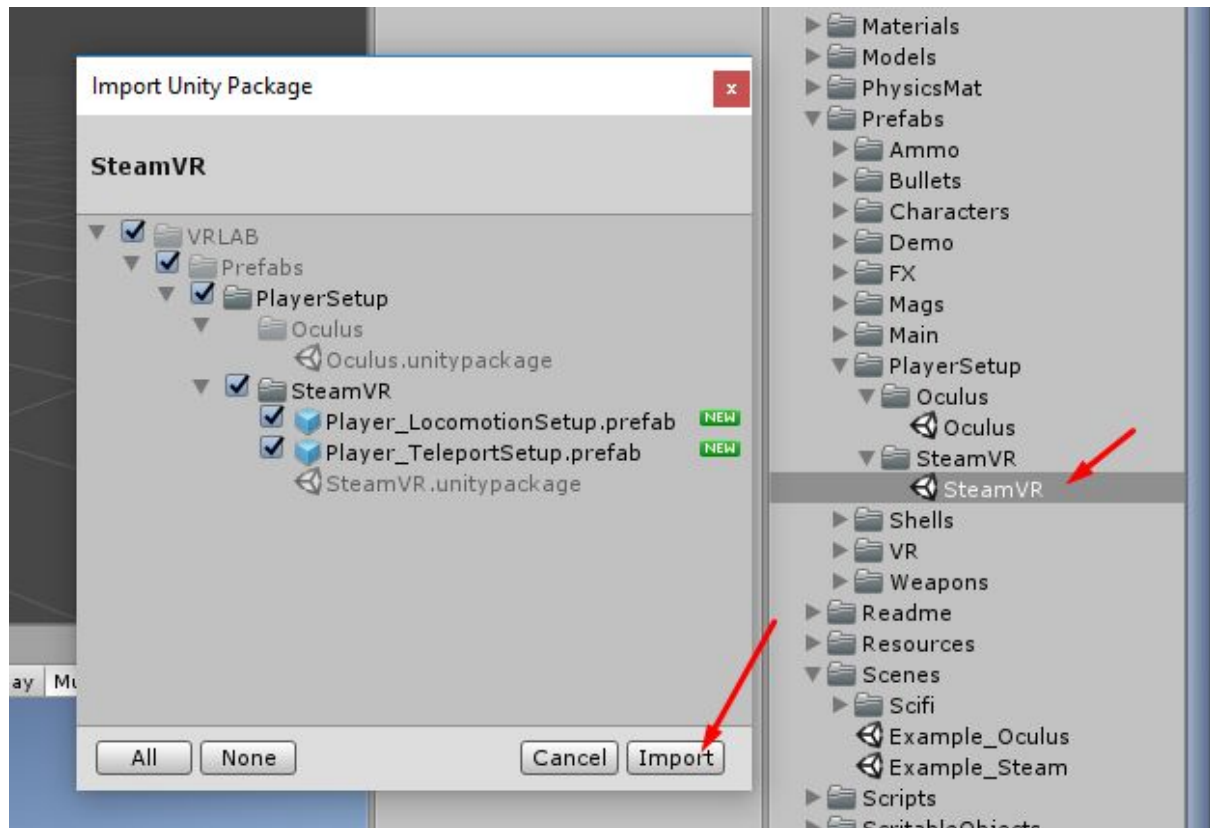
3) Open the scene **VRShooterKit/Scenes/Example_Steam**

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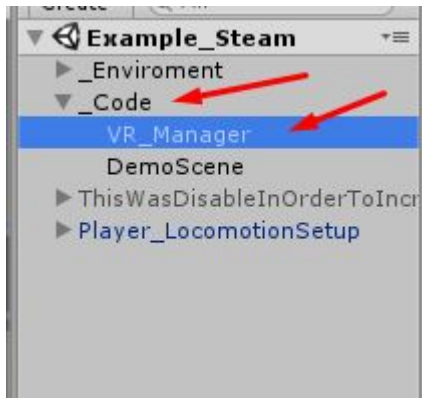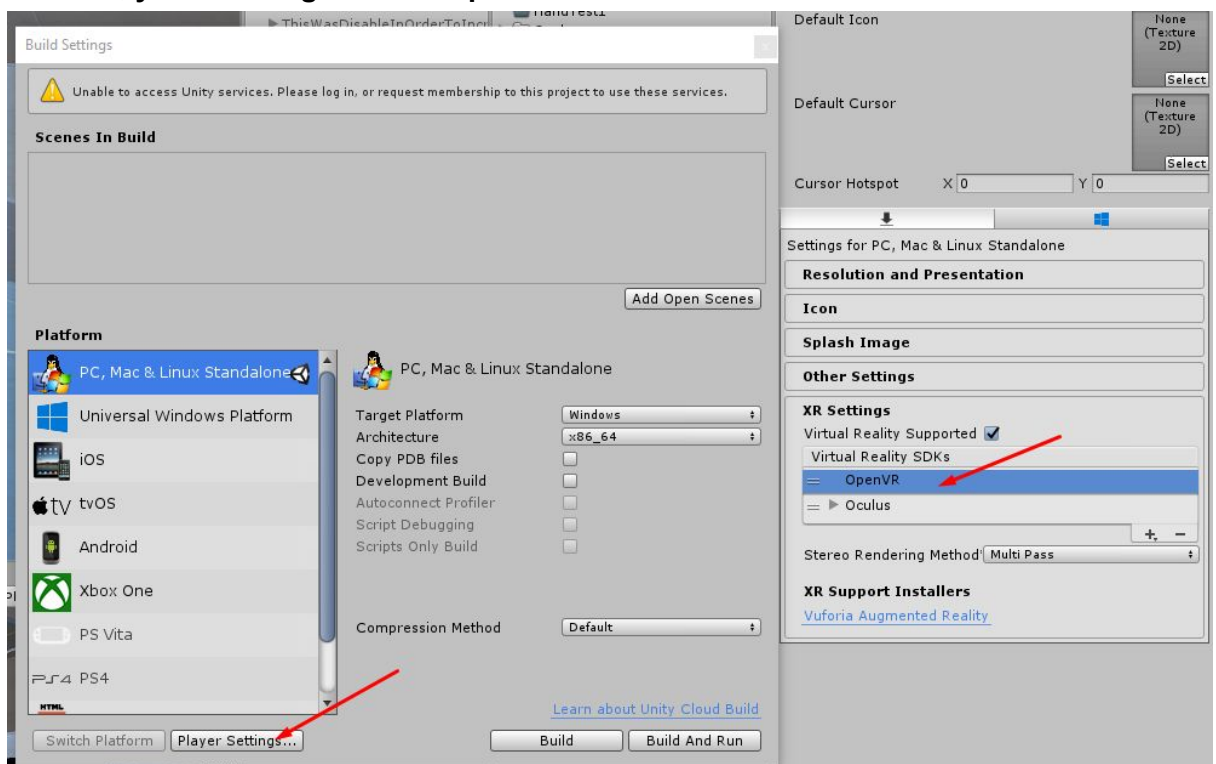

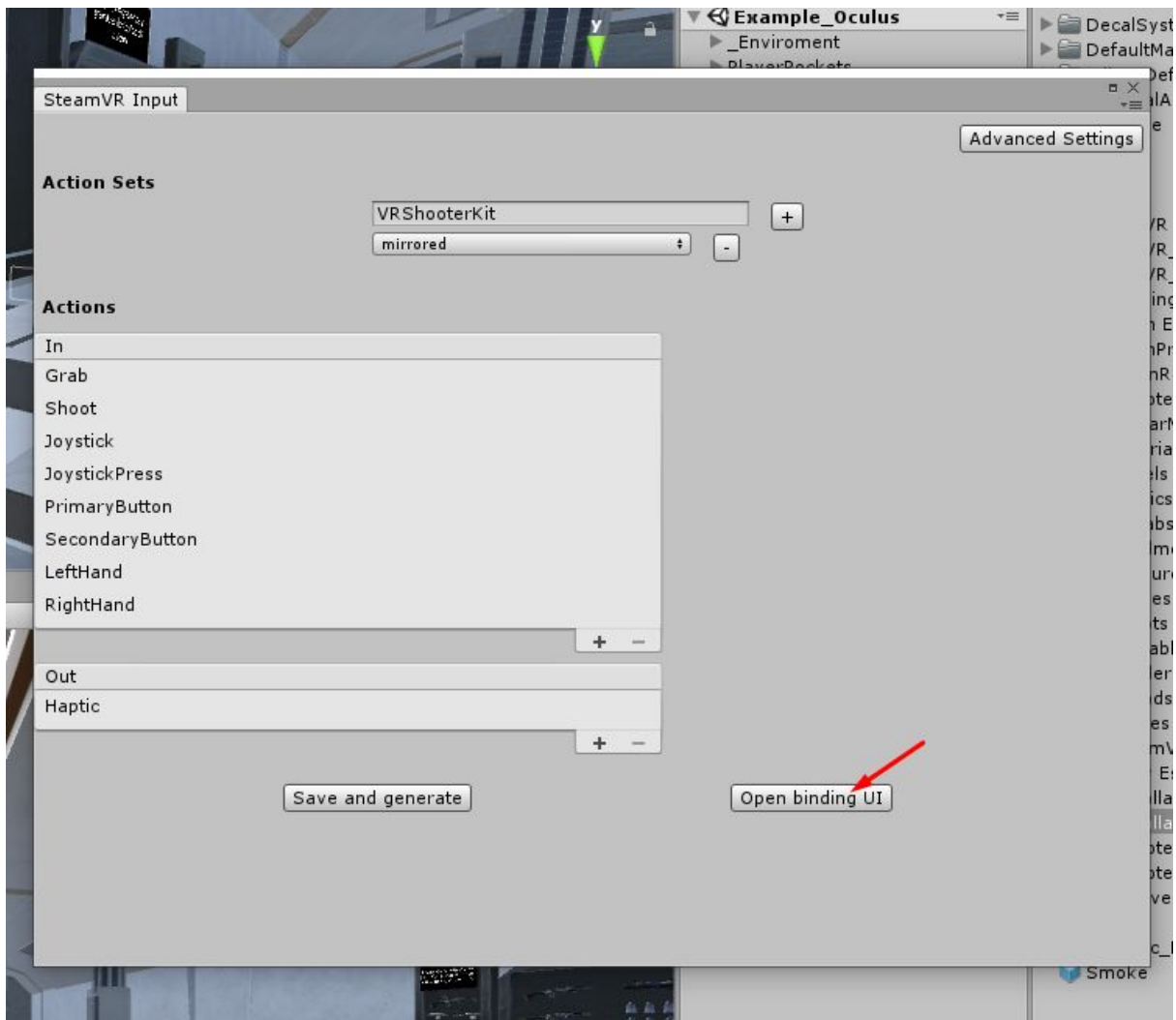5) Then click the Create Input Bindings button, and click overwrite

6) Go to **BuildSettings/PlayerSettings/XR** Settings and be sure that OpenVR is the first SDK, **you can drag it to the top**.
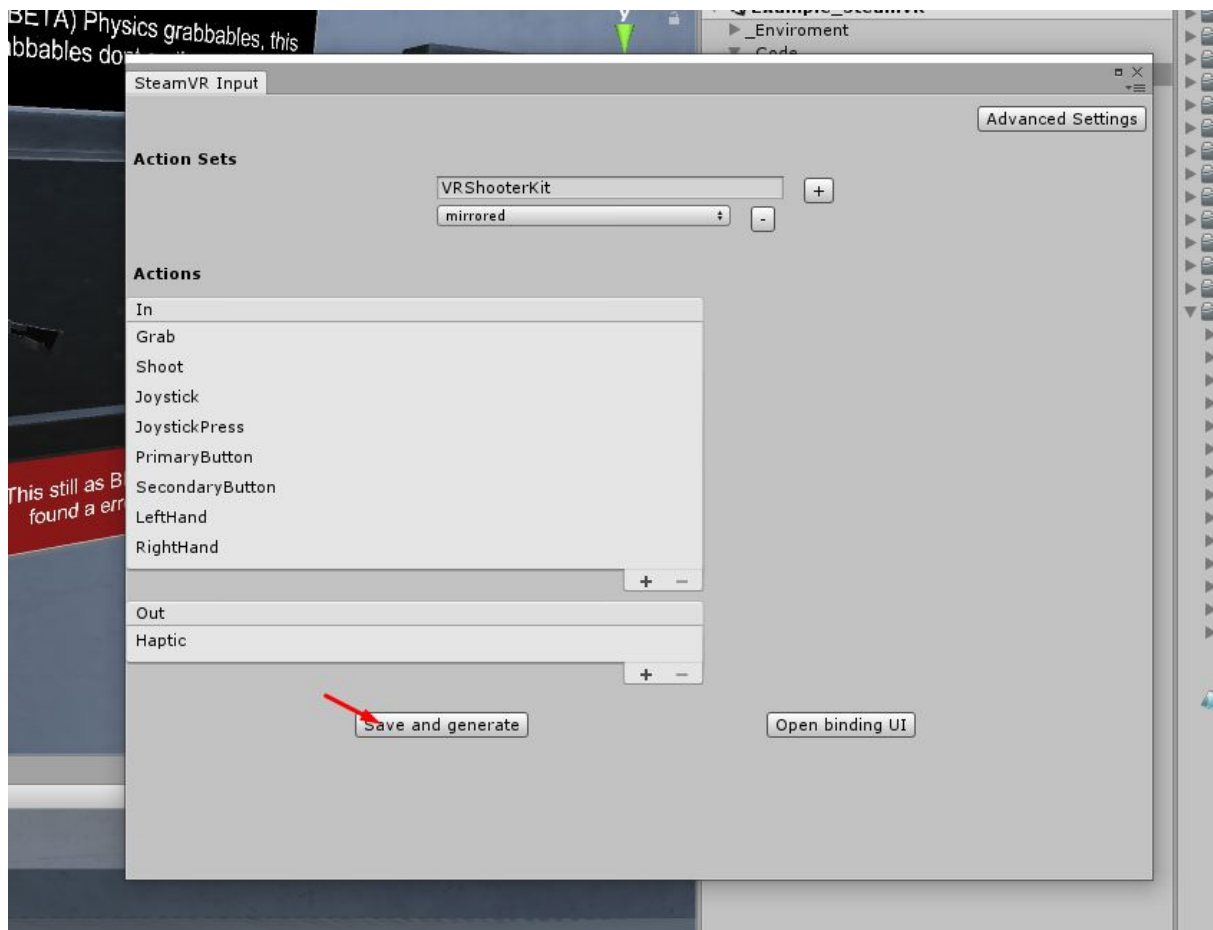
7) Open the Binding UI , **Window/Steam VR** Input and click open binding UI

8) set the bindings as you wish, for example the shoot button would be nice to have it in the trigger button, in this video you can see me setting the bindings for a Oculus Touch controller, but it is the same process for any controller.

9) Click save and generate

10) you are ready to go!