Steps to use Gaze and Dwell feature

Step 1:

Setup scene with JioMixedReality Prefab

Graphical user interface, application

Description automatically generated

Step 2.

To interact with UI or any game gameobject you must attach JMRGazeAndDwellInteratable.cs script

On gameobject or UI that you want to interact with

Graphical user interface

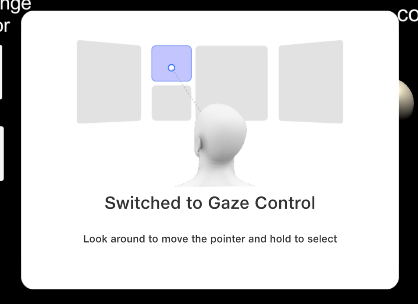
Description automatically generated

Step 3

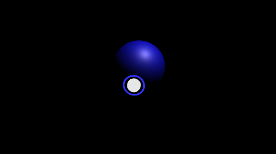
Switch to Gaze pointer mode you will get below popups

Graphical user interface, application

Description automatically generated



Step 4. Focus cursor on interactable gameobjects(on which JMRGazeAndDwellInteratable.cs is attached)



Graphical user interface

Description automatically generated with medium confidence

Note:  
1. If the interactable gameobject is UI button, then after focusing the cursor it will trigger OnClick method on the button

Graphical user interface, application

Description automatically generated

2.If the interactable gameobject is not UI then you can implement ISelectHandler or IselectClickHandler interface

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, chat or text message

Description automatically generated