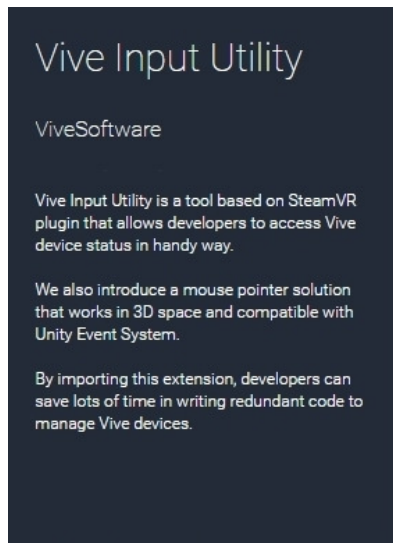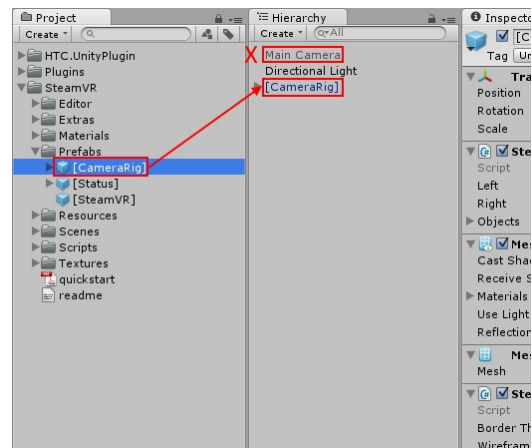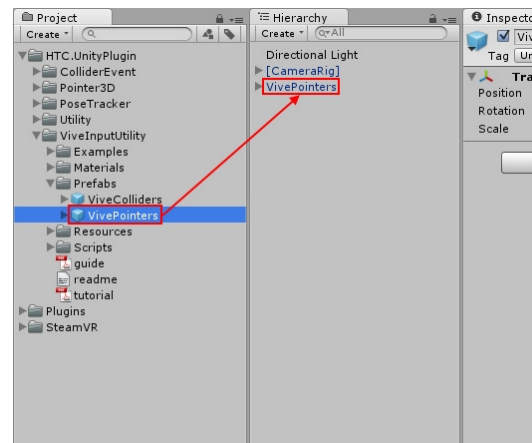# STEP BY STEP TUTORIAL

Step 1

- Follow the SteamVR Unity Plugin Quickstart Guide, or just remove default Main Camera and add the [CameraRig] prefab to setup a basic VR supported scene.
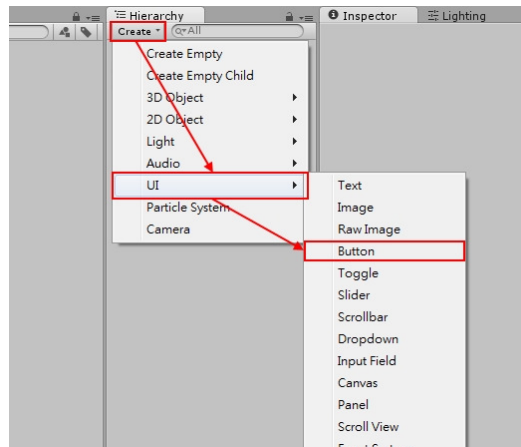

Step 2

- Add VivePointers prefab into the scene.
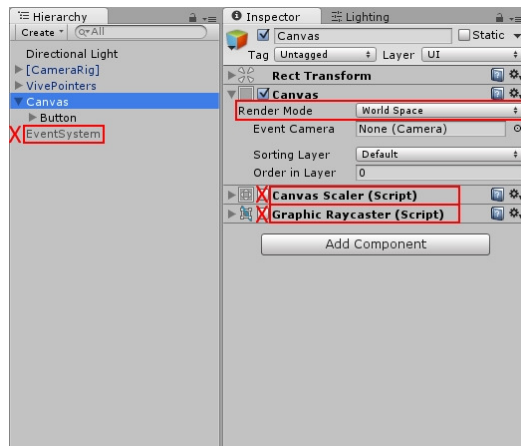
Vive Input Utility Tutorial

Step 3

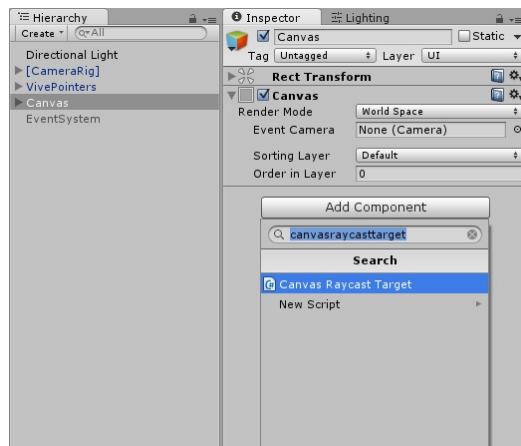- Create an UI button in hierarchy.

Step 4

- Remove default event system object (Optional).
- Select default canvas object.
- Remove canvas scalar component (Optional).
- Remove graphic raycaster component (Optional).
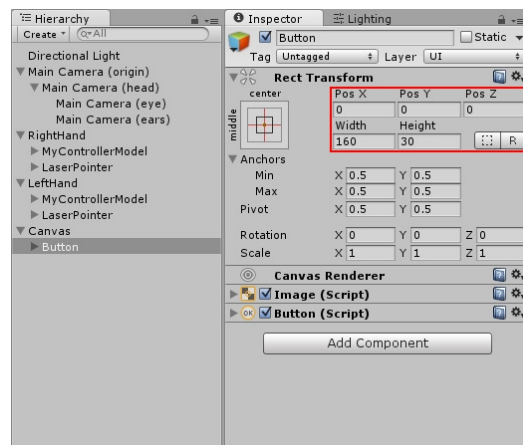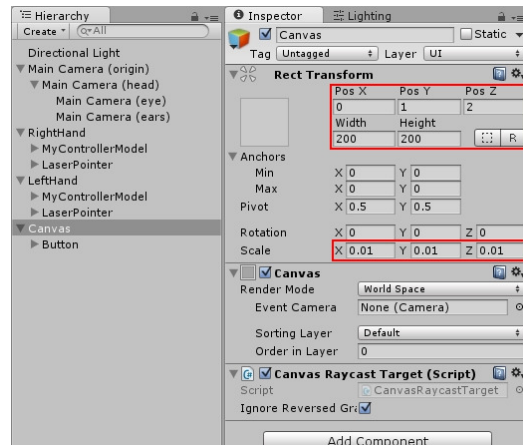- Set render mode to "World Space".

Step 5

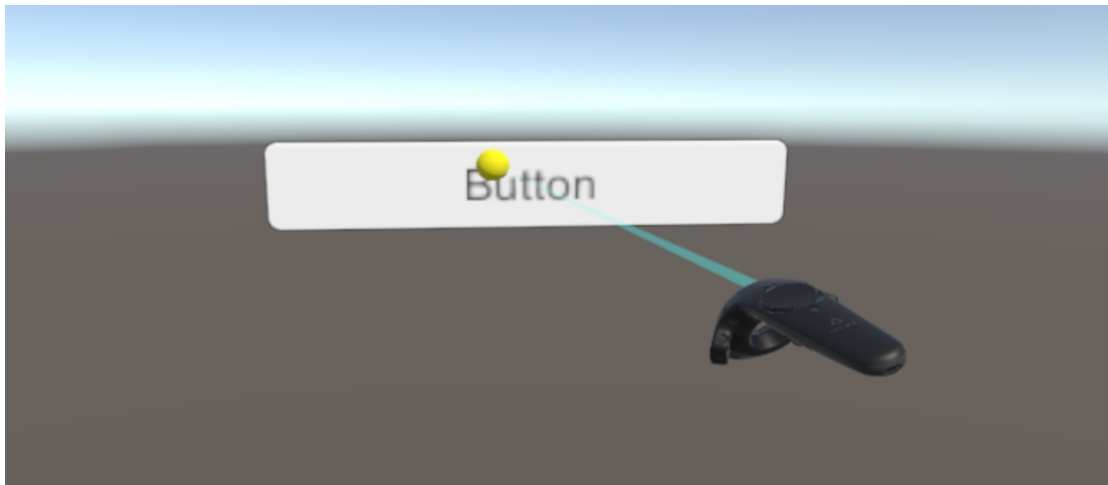- Click "Add Component" to add the CanvasRaycastTarget script.

Step 6

- Set rect transform on canvas and button to locate them into your VR camera's sight.

Well Done!

- UGUI now catches events from your Vive controllers!
- You can find this tutorial scene in Asset/HTC.UnityPlugin/ViveInputUtility/Examples/0.Tutorial