

Arm Swinging Locomotion

By Pranav Sharma (63688)

Syed Muhammad Ahmed (62740)

This is a readme file. Below are the details of setup:

Hardware description

HTC VIVE, controllers

Processor: Intel(R) Xeon(R) CPU E5-2687W v2 @ 3.40GHz (32 CPUs),
~3.4GHz

Memory: 65536MB RAM

DirectX Version: DirectX 12

Software description

Install Unity Editor Version: 2019.3.0f3

Import SteamVR Plugin from the unity asset store

Import XR Interaction Tool from Unity preview packages

Import XR Management from Unity registry packages

In Preset Manager check the right configuration

- right for XRI Default Right Controller
- left for XRI Default Left Controller

In Player inside XR Setting, select Virtual Reality Supported and then add Open VR