

Quick Start

- 1) Install Input System ([instructions](#))
- 2) Install TextMeshPro
 - a) Go to Edit/Project Settings/ TextMeshPro
 - b) Press “import TMP Essentials” button
- 3) Install XR Interaction Toolkit ([instruction](#))
- 4) Install XR Plugin Management:
 - a) Go to Edit/Project Settings/Xr Plugin-Management
 - b) Install desired XR Management Sub-Plugin where you enabled XR Management
- 5) Open a Demo Scene (Grid based VR Inventory – Scenes – Demo)
- 6) (Optional) By default item collision can be enabled when the player picks it up from the inventory. This can push the player in some cases. You can adjust these settings in Grid based VR Inventory/Settings folder.

Asset description

Go to folder: Grid based VR Inventory/Prefabs/Inventory and drag “GridInventory” to scene and setup parameters as you need

Parameters description:

`gridWidth` – width in number of cells

`gridHeight` – height in number of cells

`cellSize` – number (100 is equal 0.1 of units)

`viewportHeight` – height of viewport in number cells, that will be visible simultaneously (width is always max)

`defaultDirectionAxis` – Axis along which items are placed by default

`startingItems` – initial items

`setupPrefabs` – used to change template of panels and cells that are used for inventory generation

`setupShaders` – used to change shaders utilized in the inventory

Brief over view of interaction logic

Player owns the `hand` component, that connected to each player hand and have references to `Interactors` components and which keep track of what the player interacts with. `UIPointer` component interacts with UI (inventory included).

When ray interacts with any cell, it gets cell coordinates (each cell has `InventoryCellObject` component) and transmit it to `InventorySystem` class with `hand` component from interacting hand. `InventorySystem` checks if cell is empty, drawing transparent version of the item and putting it to cell on confirmation. Items stacking is also support (equality is checked by name).

When item is put to cell, the object is scaled to cell size, comparing `Bounds` in all `MeshRenderer` components and changing shaders.