ExtendedVRCore plugin for Unity.

First of all it is required to enable virtual reality in the Unity project. To do this go to Edit > Project Settings > Player > XR Settings and check the Virtual Reality box to enable it.

Then Use the + dropdown to add OpenVR to enable the VIVE device and the Oculus to enable the Rift device.

The order in which the SDKs are placed is important so make sure to swap them when using one device or the other or it might suffer some errors.

This Assets requires some external tools or apis in order to work properly. Follow the steps following steps in order to start using this asset properly.

- Oculus Rift settings

In order to use Oculus Rift, the Oculus Integration from the Asset Store and the Oculus Avatar SDK and the Oculus Utilities from the Oculus Center website. To include them do the following steps:

Step 1: Download and import the Oculus Integration package from the Asset Store to your project.
https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022

Step 2: Download and import the Oculus Utilities for Unity from the oculus official webpage.https://developer.oculus.com/downloads/package/oculus-utilities-for-unity-5/

Step 3: Download and import the Oculus Avatar SDK for Unity from the oculus official webpage to be able to use the oculus avatar simulation.
https://developer.oculus.com/downloads/package/oculus-avatar-sdk/

- HTC VIVE settings

In order to use the HTC VIVE device it is required to download and import the SteamVR plugin.https://assetstore.unity.com/packages/tools/integration/steamvr-plugin-32647

- Changing device platform.

To change the platform or the device which is wanted to be used for the current project is needed to look for the Scriptable Object called InputGeneralConfig and select the device wanted from the list of the available devices.

Make sure that in the build options, the platform is also correct, for example, vive is for platform windows and cardboard is for the platforms android or ios usually.