SteamVR Unity Toolkit - V2.1.0

A collection of useful scripts and prefabs for building SteamVR titles in Unity 5. Full source on Github - https://github.com/thestonefox/SteamVR_Unity_Toolkit

This Toolkit requires the SteamVR Plugin from the Unity Asset Store to be imported into your Unity project.

Games, Apps and Experiences that use this Toolkit

- Games
  - QuiVR | Steam Store Page
  - Left-Hand Path | Steam Store Page
  - Holodaze | Steam Store Page
  - ViveSpray | Steam Store Page
  - VeeR Pong | Steam Store Page
  - Emergence Fractal Universe | Steam Store Page
  - Ocarina of Vive | Itch.io Store Page
  - Danc<R | Itch.io Store Page
  - Tower Island: Explore, Discover and Disassemble | Steam Store Page
  - Virtual Warfighter | Game website
  - VR Regatta | Steam Store Page
  - Car Car Crash Hands | Steam Store Page
  - MegaPolice | Youtube Trailer
  - The Crystal Nebula | Steam Store Page
  - Drone Training VR | Youtube Trailer
  - Cogs and Cowboys | Steam Store Page
  - Frantic Freighter | Steam Store Page

Quick Start

- Clone this repository `git clone https://github.com/thestonefox/SteamVR_Unity_Toolkit.git`
- Open the `SteamVR_Unity_Toolkit` within Unity3d
- Import the SteamVR Plugin from the Unity Asset Store
- Browse the `Examples` scenes for example usage of the scripts

Summary

This toolkit provides many common VR functionality within Unity3d such as (but not limited to):

- Controller button events with common aliases
- Controller world pointers (e.g. laser pointers)
- Player teleportation
- Grabbing/holding objects using the controllers

- Interacting with objects using the controllers
- Transforming game objects into interactive UI elements

The toolkit is heavily inspired and based upon the [SteamVR Plugin for Unity3d Github Repo](#).

The reason this toolkit exists is because I found the SteamVR plugin to contain confusing to use or broken code and I decided to build a collection of scripts/assets that I would find useful when building for VR within Unity3d.

What's In The Box

This toolkit project is split into three main sections:

- Prefabs - `SteamVR_Unity_Toolkit/Prefabs/`
- Scripts - `SteamVR_Unity_Toolkit/Scripts/`
- Examples - `SteamVR_Unity_Toolkit/Examples/`

The `SteamVR_Unity_Toolkit` directory is where all of the relevant files are kept and this directory can be simply copied over to an existing project. The `Examples` directory contains useful scenes showing the `SteamVR_Unity_Toolkit` in action.

Documentation

The documentation for the project can be found within this directory in DOCUMENTATION.pdf which includes the up to date documentation. This documentation can also be viewed online at http://docs.vrtk.io.

License

Code released under the [MIT License](#).