[SETUP]

[UNITY XR]

1. Make Sure to Include Dependencies on Download
2. Download **AutoHand/Packages/XR.package**
3. Go to **Edit/Project Settings/Xr Plugin-Management** install your desired plugin
4. Install desired XR Management Sub-Plugin where you enabled XR Managment
5. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/XR)
6. To adjust controller input settings or change device from default find the **XRHandControllerLink** attached to each **Hand** on the **XRPlayer** prefab

[STEAMVR 2019]

1. Download SteamVR Plugin | Integration Asset
2. Download **AutoHand/Packages/2019 SteamVR.package**
3. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/SteamVR)
4. To adjust controller input settings, or add input for non-wand devices navigate to the **SteamVRHandControllerLink** attached to each **Hand** on the **SteamVRPlayer** prefab (For **INDEX TRIGGER SUPPORT** adjust this script)

[STEAMVR 2020]

1. Go to **Edit/Project Settings/Xr Plugin-Management** and install
2. Download SteamVR Plugin | Integration Asset
3. Download **AutoHand/Packages/2020 SteamVR.package**
4. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/SteamVR)
5. To adjust controller input settings, or add input for non-wand devices navigate to the **SteamVRHandControllerLink** attached to each **Hand** on the **SteamVRPlayer** prefab (For **INDEX TRIGGER SUPPORT** adjust this script)

[OCULUS INTEGRATION]

1. Download Oculus Integration | Integration Asset
2. Download **AutoHand/Packages/OculusInput.package**
3. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/Oculus Integration)
4. To adjust controller input settings or change the device from default find the **OVRHandControllerLink** attached to each **Hand** on the **OVRPlayer** prefab