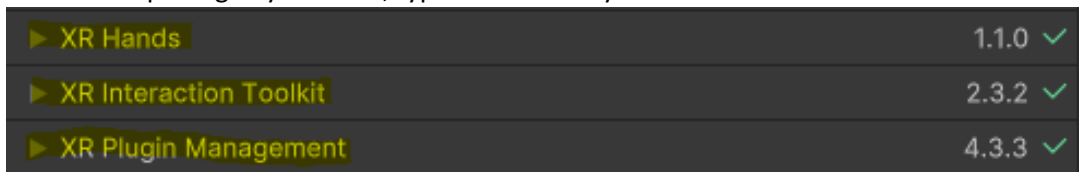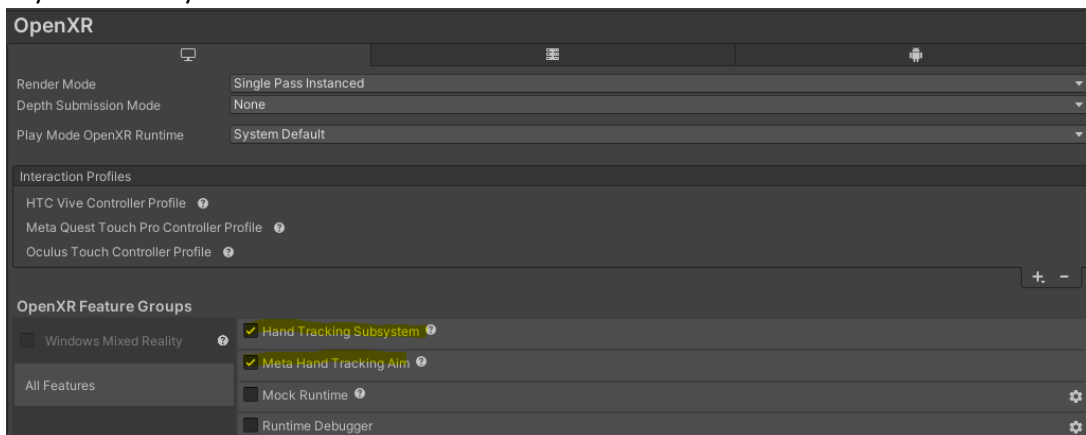# VR Keyboard – Setup Guide

This Asset works with the new input system. You can use PC mouse input or input from your XR ray interactors or hands. It works together with Unity XRI Poke Interactor and Hand Tracking.

1. Create a new Unity Project
2. Install XR Plugin Management
3. Install the VR plugin of your choice, for example OpenXR or Oculus.
4. Install XR Interaction Toolkit 2.3 or newer.
5. (Optional) Install XR Hands. You can install it in your package manager by clicking on and select "Add package by name...", type in "com.unity.xr.hands" and hit enter.

6. In your XR plugin management make sure to enable Hand Tracking if you want to use the keyboard with your hands:

Should you have any troubles or find any bugs or in general have suggestions for improvement, feel free to join our XR developer community on Discord.

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