1 Quick Start

Install the Immerseum VRSimulator

1. **Make sure your Unity project meets the requirements for the Immerseum VRSimulator ('Requirements and Supported Devices' in the on-line documentation).**

2. **Download the Immerseum VRSimulator**.

   Coming soon to the Unity Asset Store!

   > **ℹ You Should Know...**
   >
   > While we're waiting for the **VRSimulator** to be made available in the Unity Asset Store, you're welcome to download a ZIP file with the asset files directly by clicking this link.

3. **Extract the ZIP file to your hard drive**.

   > **✅ Best Practice**
   >
   > Remember where you extracted the ZIP file - you'll have to find the extracted folder to import it into Unity.

4. **Navigate to the folder where you extracted the ZIP file**. You should see two files in the folder: `vr-simulator-BETA-0.8.3.unitypackage` and `InputManager.asset`.

5. **If you will be creating a new project for the VRSimulator, then skip to step 7 for now. After you've completed the other steps, return to complete step 6.**

6. **Make sure that Unity is not currently running. Copy the InputManager.asset file to your VR project's Project Settings folder**. This will create new Unity Input Manager settings for you, defining the input manager axes and buttons that the VRSimulator will utilize.

   > **🛑 Be Careful!**
   >
   > This step may over-write any existing input manager settings you may have created for your project.
   >
   > If you really need to keep your own input manager settings, you'll need to turn off **Use Immerseum Defaults** in the VRSimulator's **InputActionManager** settings and define your own %**InputActions**% using **Custom InputAction Mapping**.
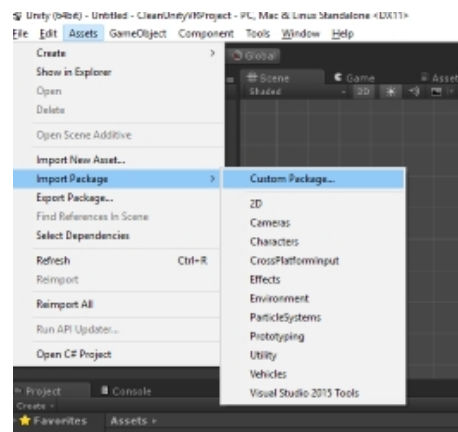   >
   > | **For More Information...** | ○ **InputAction Manager Settings ('InputActionManager Settings' in the on-line documentation)**
○ **Custom InputAction Mapping (on-line documentation)** |

7. **In Unity, open your project (or create a new project)**.
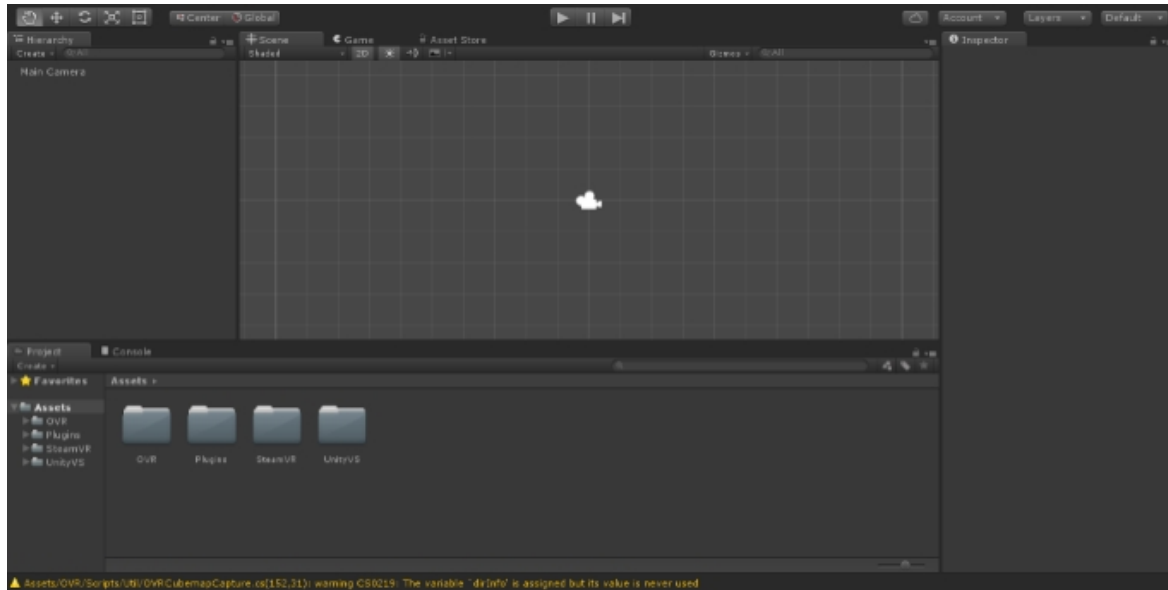
8. **Select Assets > Import Package > Custom Package...**

9. **Find the folder where you extracted the ZIP file. Select the file named:** `VRSimulator-BETA-0.8.unitypackage` **and click Open.**

> ⚠ **Be Aware**
>
> If you're shown any prompts or warnings, just click to accept them. This will make sure that you apply the input mapping axis definitions in your Unity Input Manager.

11. You should now see the `_ImmerseumSDK` folder in your Unity project's Assets folder. This is where the VRSimulator resides, where you can find its prefabs, scripts, and sample scenes.
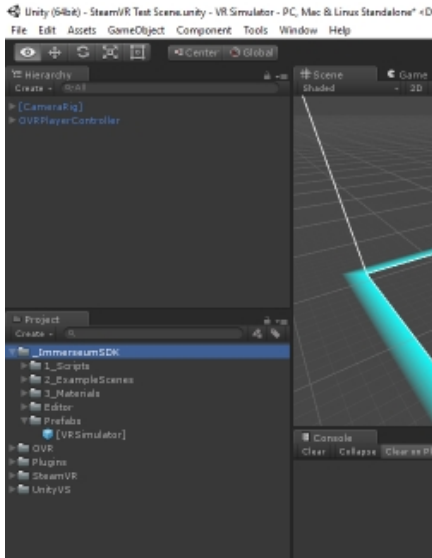
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12. **Did you copy over the** `InputManager.asset` **file into your VR project's** `ProjectSettings` **folder?** If not, then you can do so now by closing Unity and returning to **step #6** above.

13. Drag the **[VRSimulator]** prefab from `_ImmerseumSDK / Prefabs` into your scene, and just hit "Play!"

Open a Sample Scene

The **VRSimulator** comes packaged with a sample scene which you can find in:

```
Assets /

    _ImmerseumSDK /

        2_ExampleScenes /
```

Add the VRSimulator to Your VR Scene

1. First, make sure your scene Hierarchy contains a -compatible camera rig:

- the SteamVR: `[CameraRig]` prefab, and/or;
- the Oculus camera rig, using either:
  - the Oculus: `OVRCameraRig` prefab, or;
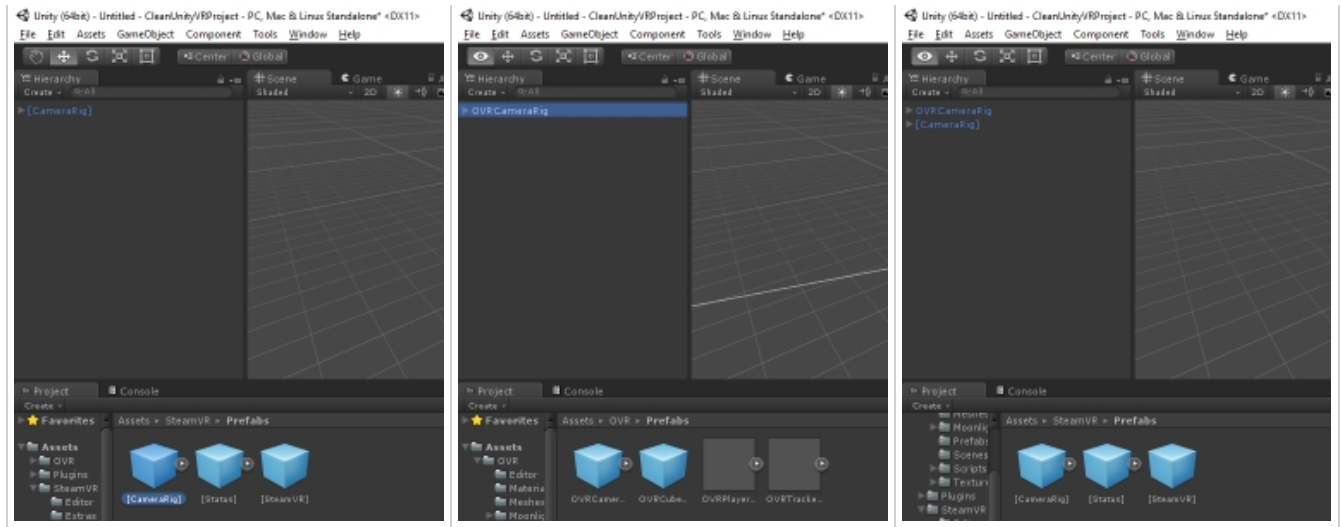 - the Oculus: `OVRPlayerController` prefab, or;

> ℹ️ **You Should Know...**
>
> By default, you can find the camera rig prefabs in the following locations:
>
> **SteamVR:** `Assets / SteamVR / Prefabs /`
>
> **Oculus:** `Assets / OVR / Prefabs /`

SteamVR:[CameraRig]	Oculus:OVRCameraRig	Both SteamVR / Oculus

> **ⓘ You Should Know...**
>
> If your scene contains one active SteamVR camera rig and one active Oculus camera rig, then the VRSimulator will automatically use the SteamVR camera rig when simulating an HMD unless you configure the HMDSimulator's **Camera Rig** property.

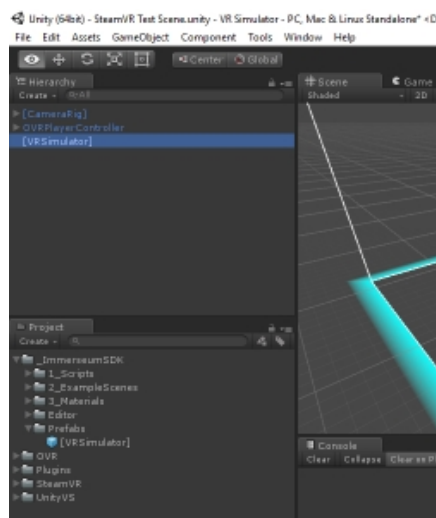2. From your project's Assets folder, find the **[VRSimulator]** prefab:

```
Assets/

    _ImmerseumSDK/

        Prefabs/

            [VRSimulator]
```

3. Drag the **[VRSimulator]** prefab into your scene Hierarchy.

And that's it! The VRSimulator is now set up, and you can either use it right out of the box (just hit **Play**) or **Configure the VRSimulator ('Configuring the VRSimulator' in the on-line documentation)** however you'd like.

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