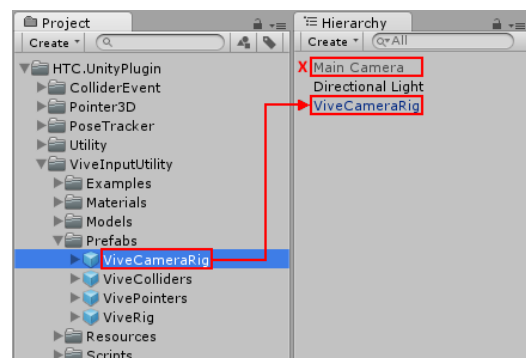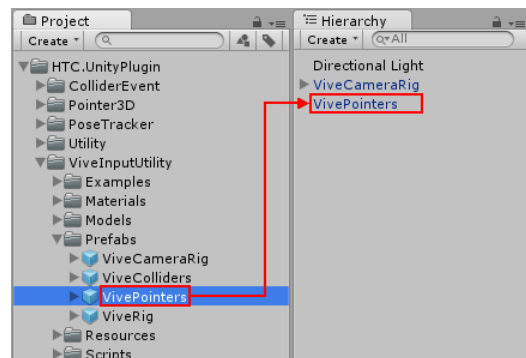# STEP BY STEP TUTORIAL

- After opening a new scene, remove default Main Camera and add the ViveCameraRig prefab to setup a basic VR scene. This prefab simply include VR devices like HMD(Camera), controllers and trackers.
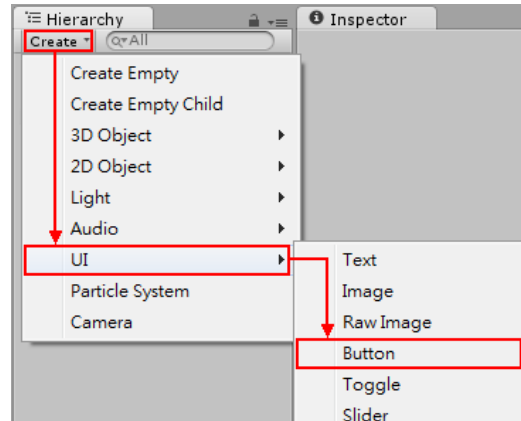


- Add VivePointers prefab into the scene. This prefab contains 2 event raycasters that can interact with the UI elements.
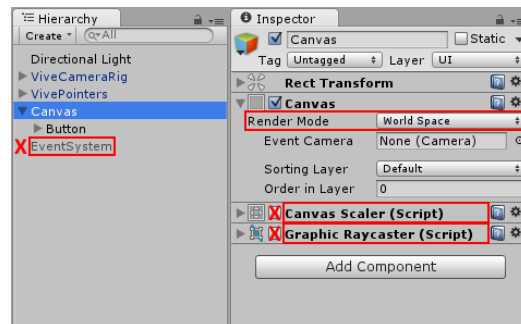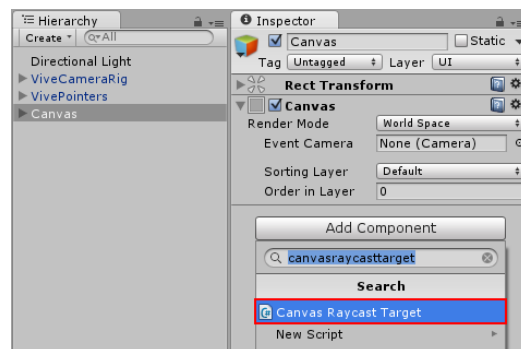
- Create an UI button in hierarchy.



- Remove default event system object (Optional).
- Select default canvas object.
- Remove canvas scalar component (Optional).
- Remove graphic raycaster component (Optional).
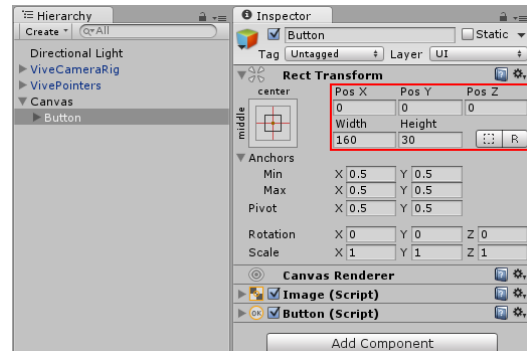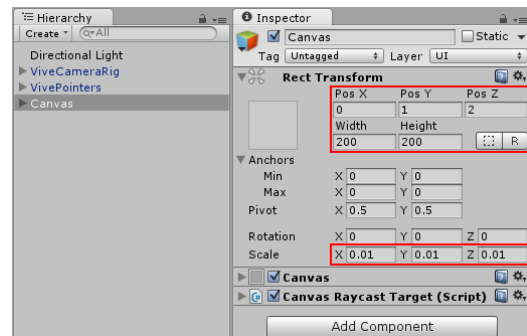- Set render mode to "World Space".



- Click "Add Component" to add the CanvasRaycastTarget script.

- Set rect transform on canvas and button to locate them into your VR camera's sight.



- UGUI now catches events from your Vive controllers!
- You can find the complete scene in Asset/HTC.UnityPlugin/ViveInputUtility/Examples/0.Tutorial