Hello World for the HTC Vive using the support library.

1) Read the README.txt included with the package (in the folder “Vive-Input”).
2) Load the HelloWorld scene (or have a scene with a ground plane, camera, and directional light).
3) Add a Cube to the scene by right clicking on the Hierarchy window -> 3D Object -> Cube.
    a. Move the cube in front of the camera.
    b. Add a Box collider to the cube by using the Add Component button if it doesn’t have one.
4) Add a ViveControllerModule.cs component to your camera, and make sure the TestInput box is checked. Check the TestRay box if you want a helper ray for showing what you’re pointing at.
5) Create a script called HelloWorld.cs, and add it as a component to the cube.
6) Add “using FRL.IO” to the top of the HelloWorld.cs script.
7) Add the interface IPointerTriggerPressSetHandler to the script.
8) Add debug statements in the down, press, and up functions for that interface.
9) Run the scene. The camera can now be panned by using the arrow keys, and you can emulate pulling the trigger of the controller by pressing the T key.
10) Refer to the README.txt for more information of available interfaces and what’s available for use from the library.

Potential “Hello Solar System” things:

- Have the cube change size or color depending on emulating certain button presses.
- Turn on and off different components via the cube (should be possible after the roll a ball tutorial).
- Make a game out of moving the cube around the scene (you can use the prewritten PointerGrabbable script to help with this).