

Welcome to Simple VR UI!

Using the System in Unity

SteamVR Plugin & Virtual Reality ToolKit (VRTK) are **necessary** for this system to work.

You can find these by looking in the **Unity Asset Store**.

(When importing SteamVR Plugin just click "Accept All" when it asks and it will tell you "You've made the right choice")

Once those are imported you can start using SimpleVRUI

1. Import the package by double-clicking on the "SimpleVRUI" Unity Package. Click import & it will be in your project folder.

2. **Delete** any **additional** Main **Cameras**.

3. In the project folder navigate to the SimpleVRUI folder and **drag** the **[VRTKManager] Prefab** into the Hierarchy. (This is only set up SDK wise for the HTC Vive) To use anything else here's a link to the VRTK Youtube channel (<https://www.youtube.com/channel/UCWRk-LEMUNoZxUmY1wO7DBQ>) they have tutorials there and you shouldn't need anything additional.

4. Then drag in the **MainVRCanvas** under the **"Prefabs" folder**

5. **Select** the **MainVRCanvas** and make sure if not there already you **drag** the relevant **screens** into the **GUI Manager component script**.

6. Go through all UI screens and ensure the right function is selected for each button. If not **drag** in the **Canvas** as the object in the **"On Click ()"** area. Then **select the corresponding function** for what you would like the button to do.

7. **Ensure** that each **UI Screen EXCEPT Main Menu** are **Disabled/Unchecked**

You now have a basic working UI. I've also included some entirely Free and Public Domain fonts

Thank you very much for using Simple VR UI.

If you have any questions, comments & concerns...

Please contact me at GrackGamesGG@Gmail.com

Or visit my website [GrackGames](http://GrackGames.com)

