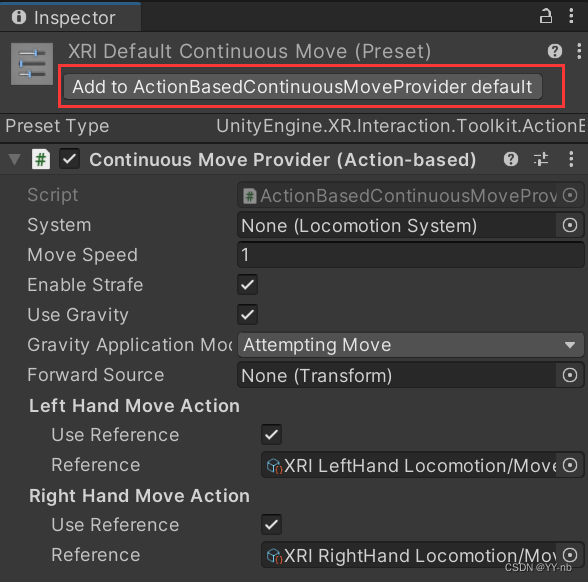
**VR Guideline**

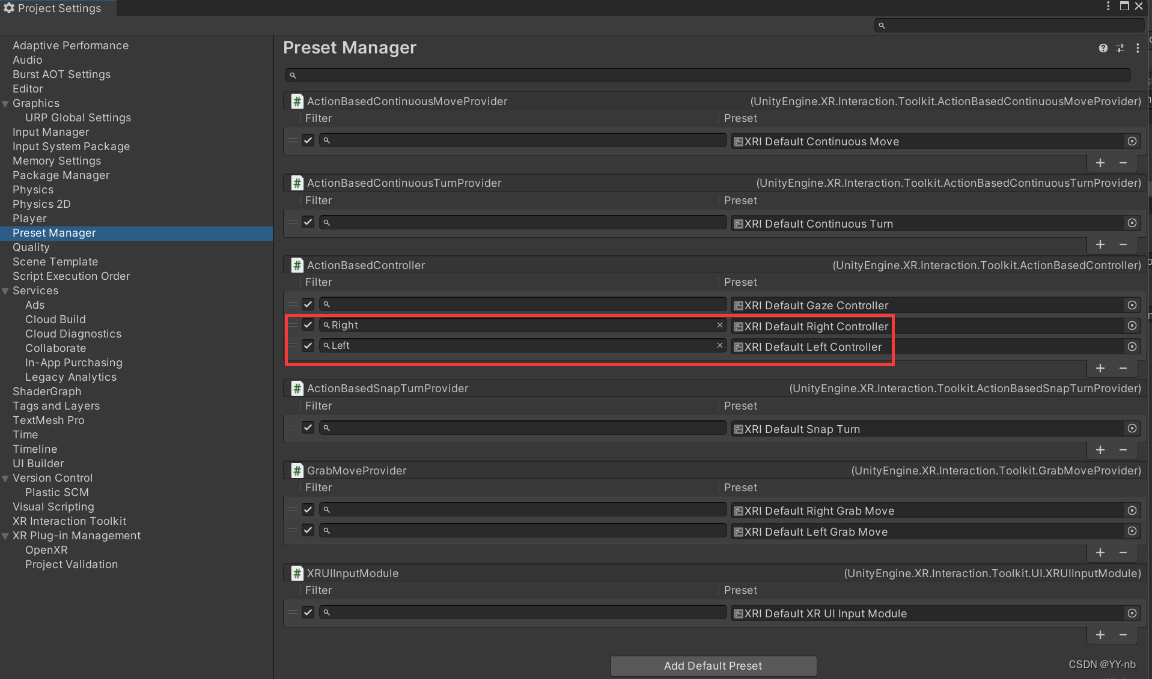
* VR Setup
  + Install XR Plugin Management
    1. Edit/Project Setting/XR Plugin Management
       1. Open XR: True
       2. XR Plugin Management/OpenXR
          1. [Render Mode](https://blog.csdn.net/t1370620378/article/details/123189815): Multi-Pass
          2. Interaction Profiles: According Devices
  + Import XR Interaction Toolkit
    1. Window/Package Manager/Unity Registry
    2. Import Toolkit And Samples/Starter Assets
    3. Update Preset of Start Assets

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自動產生的描述



* + 1. Update Preset Manager’s Filter



* + Setup Physics
    1. Project Setting/Physics
       1. Default Solver Iterations: 25
       2. Default Solver Velocity Iterations: 15
       3. Enable Adaptive Force: True
       4. Friction Type: One Directional Friction Type
       5. Solver Type: Temporal Gauss Seidel
  + Set Up Time
    1. Project Setting/Time
       1. Fixed Time Step: 0.01
  + Done!!!
* Create XR In Scene
  + Right Click Hierarchy
  + Select XR/XR Origin(VR)
  + Done!!!
* VR Movement (Continuous)
  + Add Locomotion System Component To XR Origin
  + Add Continuous Move Provider Component To XR Origin
    1. System: Locomotion System
    2. Forward Source: Camera
    3. Gravity Application Mode: Immediate一張含有 文字, 字型, 行, 數字 的圖片

       自動產生的描述
  + Done!!!
* VR Movement (Teleportation)
  + Add Locomotion System Component To XR Origin
  + Add Teleportation Provider Component To XR Origin’
  + Add Teleportation Area Component To The Plane For Teleportation
  + Add Teleportation Anchor To The Object For Teleportation
  + Done!!!
* VR Rotation (Continuous)
  + Add Locomotion System Component To XR Origin
  + Add Continuous Turn Provider Component To XR Origin
    1. System: Locomotion System
  + Done!!!
* VR Rotation (Snap Turn)
  + Add Locomotion System Component To XR Origin
  + Add Continuous Turn Provider Component To XR Origin
    1. System: Locomotion System
  + Done!!!
* VR Height Handle
  + Add Character Controller Component To XR Origin
  + Add Character Controller Driver Component To XR Origin
    1. Locomotion Provider: Continuous Move Provider
* VR Grab Handle (Direct)
  + Add XR Direct Interactor Component To Hands
  + Add A Collider To Hands
  + Add XR Grab Interactable Component To Object That Can Grab
  + Done!!!
* VR Grab Handle (Line Ray)
  + Add XR Ray Interactor Component To Hands
  + Add XR Grab Interactable Component To Object That Can Grab
  + Done!!!