

[SETUP]

[UNITY XR]

1. Make Sure to Include Dependencies on Download
 2. Download **AutoHand/Packages/XR.package**
 3. Go to **Edit/Project Settings/Xr Plugin-Management** install your desired plugin
 4. Install desired XR Management Sub-Plugin where you enabled XR Management
 5. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/XR)
- To adjust controller input settings or change device from default find the **XRHandControllerLink** attached to each **Hand** on the **XRPlayer** prefab

[STEAMVR]

1. Go to **Edit/Project Settings/Xr Plugin-Management** and install
 2. Download [SteamVR Plugin | Integration](#) Asset
 3. Download **AutoHand/Packages/2020 SteamVR.package**
 4. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/SteamVR)
- To adjust controller input settings, or add input for non-wand devices navigate to the **SteamVRHandControllerLink** attached to each **Hand** on the **SteamVRPlayer** prefab

[OCULUS INTEGRATION]

1. Download [Oculus Integration | Integration](#) Asset
 2. Download **AutoHand/Packages/OculusInput.package**
 3. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/Oculus Integration)
- To adjust controller input settings or change the device from default find the **OVRHandControllerLink** attached to each **Hand** on the **OVRPlayer** prefab