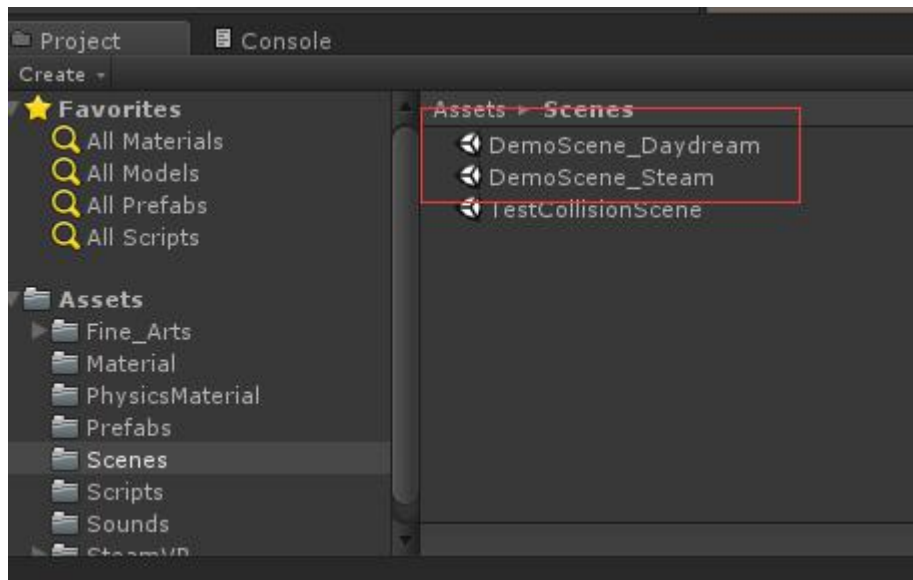


Quick Start



- 1 Find the Scenes Folder:
- 2 Open one scene
- 3 hit the play button.

When you play the DemoScene_Daydream.press space bar to serve, mouse move to control the racket. Button R to reset the game.

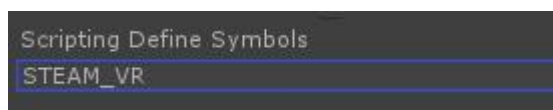
When you play the DemoScene_Steam.

First you need Download SteamVR Plugin from here:

<https://www.assetstore.unity3d.com/en/#!/content/32647>

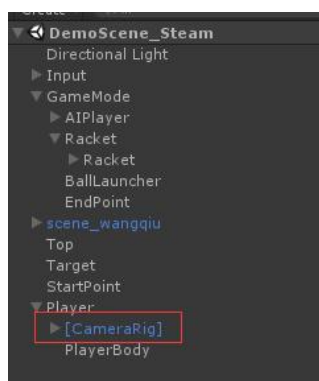
And import it in the project.

Then open project setting



Set the Scripting Define Symbols with "STEAM_VR"

After import steam vr plugin. In hierachy view,you need drag the [CameraRig] to the Player note.



The set [CameraRig]'s position,rotation and scale,like this:



Then everything have done.

SteamVR controller is the racket, press Trigger button to serve, the Touchpad button to reset the game.

If you have a daydream device, you can just use the rotation of daydream controller to set to the Racket like this:

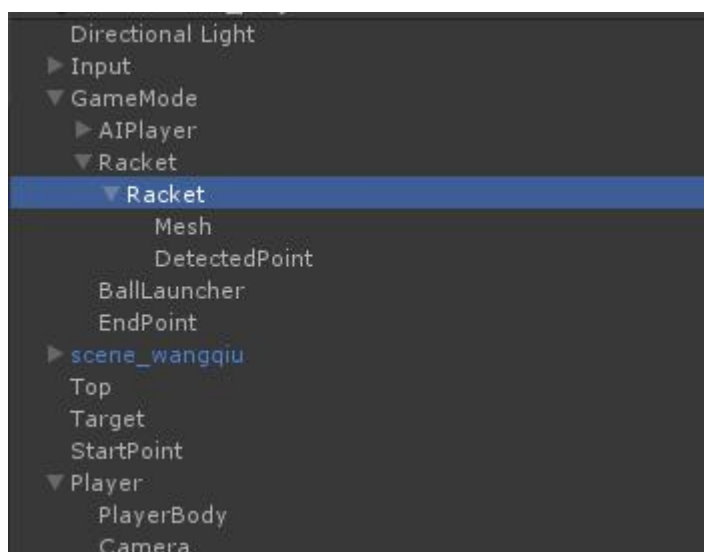
In Racket.cs

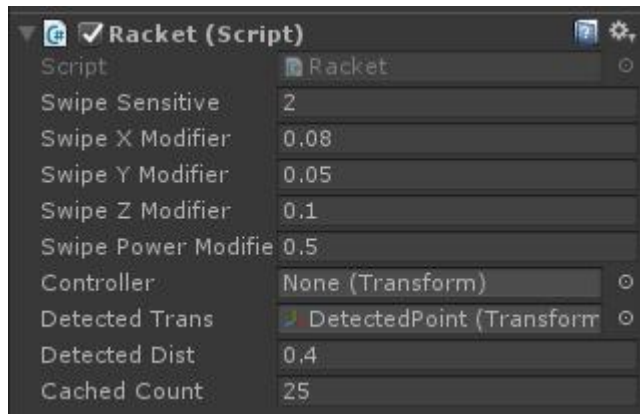
```
public void HandleDayDreamRacket()
{
    // TODO:if you have a day dream device,you can just use the rotation of daydream controller.
    // for example :
    // SelfTrans.rotation = DaydreamController.rotation.

    // now we just use pc mouse to simulate the daydream controller.
    Ray ray = Camera.main.ScreenPointToRay(Input.mousePosition);
    Vector3 targetPoint = ray.origin + ray.direction * 50f;
    SelfTrans.LookAt(targetPoint);
}
```

It's same to the Oculus touch.

Racket Setting:





- 1 Swipe Sensitive: the racket swipe sensitive.
- 2 Swipe X Modifier: swipe left or right factor.
- 3 Swipe Y Modifier: swipe up or down factor.
- 4 Swipe Z Modifier: swipe forward factor.
- 5 Swipe Power Modifier:swipe power factor.

Any question please contact me.

email: 422952307@qq.com

Community: <https://forum.unity3d.com/threads/vr-tennis.450521/>