

Oculus

Stereo Rendering Mode

Multiview

Low Overhead Mode (GLES)

☒

Optimize Buffer Discards (Vulkan)

☒

Phase Sync

☒

Symmetric Projection (Vulkan)

☒

Subsampled Layout (Vulkan)

☒

Foveated Rendering Method

Fixed Foveated Rendering

Enable TrackingOrigin Stage Mode

☒

Depth Submission (Vulkan)

☒

Late Latching (Vulkan)

☒

Late Latching Debug Mode

☐

System Splash Screen

None (Texture 2D)

Target Devices

Quest 2

☒

Quest Pro

☐

Experimental

XR Plug-in Management

Initialize XR on Startup

☐

Plug-in Providers ?

☐ Oculus


☐ OpenXR

☐ Mock HMD Loader

Information about configuration, tracking and migration can be found below.

[View Documentation](#)

Initialize XR on Startup ☒

Plug-in Providers 

☐ ARCore

☒ Oculus

☐ OpenXR

☐ Mock HMD Loader

Information about configuration, tracking and migration can be found below.
[View Documentation](#)

Player

Company Name

DefaultCompany

Product Name

TFMUnityLaLagunaURP_VR

Version

0.1.0

Default Icon

Default Cursor

Cursor Hotspot

X 0

Y

Settings for Android

Icon

Resolution and Presentation

Fullscreen Mode

Fullscreen Window

Resizable Window

☐

Hide Navigation Bar

☒

Render outside safe area

☒

Optimized Frame Pacing

☐

Resolution Scaling

Resolution Scaling Mode

Disabled

Reset resolution on window resize

☐

Blit Type

Always

Supported Aspect Ratio

Aspect Ratio Mode

Native Aspect Ratio

Orientation

Default Orientation*

Auto Rotation

Allowed Orientations for Auto Rotation

Portrait

☒

Portrait Upside Down

☒

Landscape Right

☒

Landscape Left

☒

Use 32-bit Display Buffer*

☒

Disable Depth and Stencil*

☐

Render Over Native UI*

☐

Show Loading Indicator

Don't Show

* Shared setting between multiple platforms.

Player

▶ Spiasn image

▼ Other Settings

Rendering

Color Space*

Linear

Auto Graphics API

Graphics APIs

= Vulkan

Color Gamut*

= sRGB

Multithreaded Rendering*

☒

Static Batching

☒

Sprite Batching Threshold

GPU Skinning*

☒

Graphics Jobs (Experimental)

☐

Texture Compression Formats

= ASTC

!

Texture Compression Targeting is disabled. To use texture compression targeting, add more than one texture compression format to Texture Compression Formats.

Normal Map Encoding

DXT5nm-style

Lightmap Encoding

Normal Quality

HDR Cubemap Encoding

Normal Quality

Lightmap Streaming

☒

Streaming Priority

0

Frame Timing Stats

☐

OpenGL: Profiler GPU Recorders

☒

!

On OpenGL, Profiler GPU Recorders may disable the GPU Profiler.

Allow HDR Display Output*

☐

Virtual Texturing (Experimental)*

☐

360 Stereo Capture*

☐

Load/Store Action Debug Mode

☐

Vulkan Settings

SRGB Write Mode*

☐

Number of swapchain buffers*

3

Acquire swapchain image late as possible*

☐

Recycle command buffers*

☒

Apply display rotation during rendering

☒

Identification

Override Default Package Name

☐

Package Name

com.DefaultCompany.TFMUnityLaLagunaURP_VR

Version*

0.1.0

Player

Minimum API Level	Android 11.0 (API level 30)
Target API Level	Automatic (highest installed)

Configuration

Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.1
Editor Assemblies Compatibility Level*	Default (.NET Framework)
IL2CPP Code Generation	Faster runtime
C++ Compiler Configuration	Release
IL2CPP Stacktrace Information	Method Name
Use incremental GC	<input type="checkbox"/>
Allow downloads over HTTP*	Not allowed
Mute Other Audio Sources*	<input type="checkbox"/>
Target Architectures	
ARMv7	<input type="checkbox"/>
ARM64	<input checked="" type="checkbox"/>
x86 (Chrome OS)	<input type="checkbox"/>
x86-64 (Chrome OS and Magic Leap 2)	<input type="checkbox"/>
Enable Armv9 Security Features for Arm64	<input type="checkbox"/>
Split APKs by target architecture	<input type="checkbox"/>
Target Devices	All Devices
Install Location	Prefer External
Internet Access	Auto
Write Permission	Internal
Filter Touches When Obscured	<input type="checkbox"/>
Sustained Performance Mode	<input type="checkbox"/>
Low Accuracy Location	<input type="checkbox"/>
Chrome OS Input Emulation	<input checked="" type="checkbox"/>
Android TV Compatibility	<input type="checkbox"/>
Warn about App Bundle size	<input checked="" type="checkbox"/>
App Bundle size threshold	150
Application Entry Point	
Activity	<input checked="" type="checkbox"/>
GameActivity	<input type="checkbox"/>
Active Input Handling*	Input System Package (New)

Shader Settings

Shader precision model*	Use platform defaults for sampler precision
Strict shader variant matching*	<input type="checkbox"/>
Keep Loaded Shaders Alive*	<input type="checkbox"/>

Shader Variant Loading Settings

Default chunk size (MB)*	16
Default chunk count*	0
Override	<input type="checkbox"/>

Script Compilation

Scripting Define Symbols	
<input checked="" type="checkbox"/> USE_INPUT_SYSTEM_POSE_CONTROL	

