**Getting started;**

You will need to have the free Steam VR plugin installed for the base VR features to function correctly.

Once this package and Steam VR are installed try the "ArcheryDemoScene" to try some VR archery and see how it is set up.

**If you are setting up your own variation instead of starting with the setup from the "ArcheryDemoScene" then here are some instructions:**

You will want to make sure you have an arrow prefab with a rigidbody and the "arrowScript" component attached, and have the "HandGrab" script on the opposite vive controller to the bow just as in the demo scene.

You will need to set up the arrow variable on the Hand Grab scrip to use your arrow prefab in the inspector, the other variables on the HandGrab script are a matter of preference, such as force, the notch point of the bow, haptic feedback strength etc so adjust these to taste.

**If you have any questions email** [jazzcousins@gmail.com](mailto:jazzcousins@gmail.com)