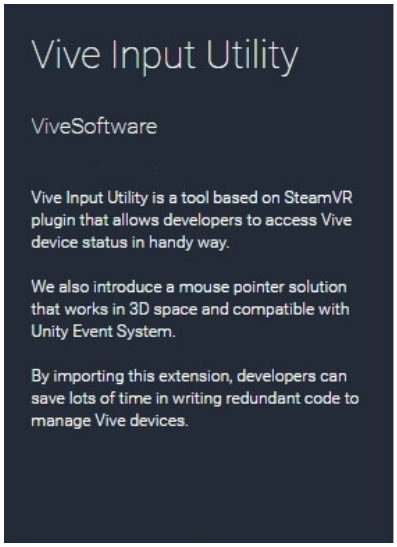
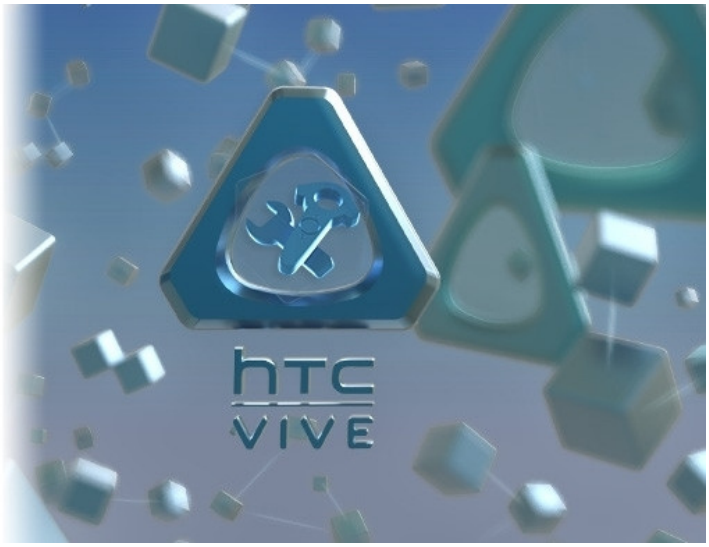
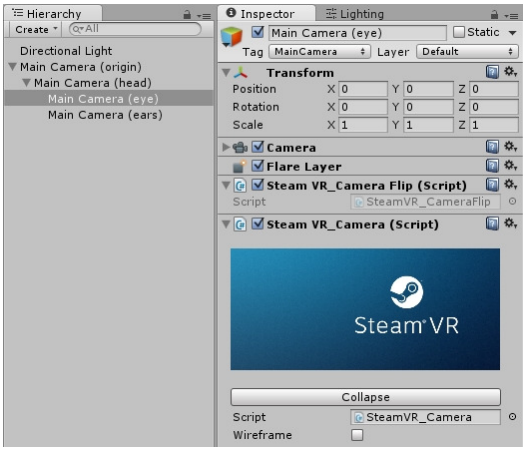




STEP BY STEP TUTORIAL

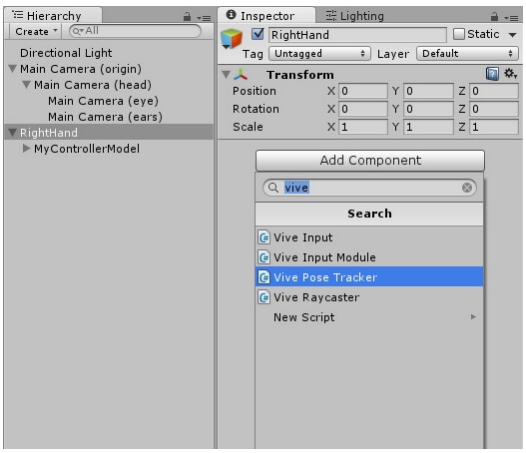
Step 1

- Follow the SteamVR Unity Plugin Quickstart Guide to setup a basic VR supported scene.



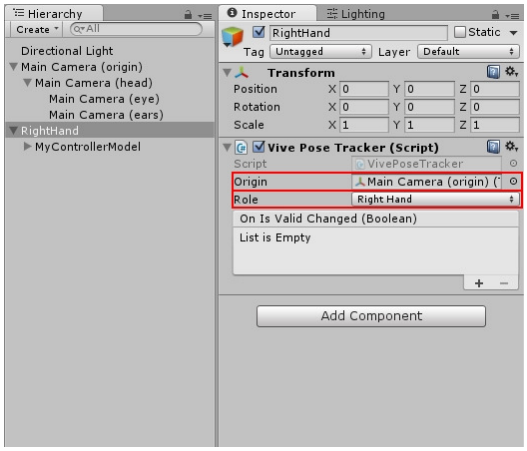
Step 2

- Create and select your right hand object.
- Click "Add Component" to add the VivePoseTracker script.



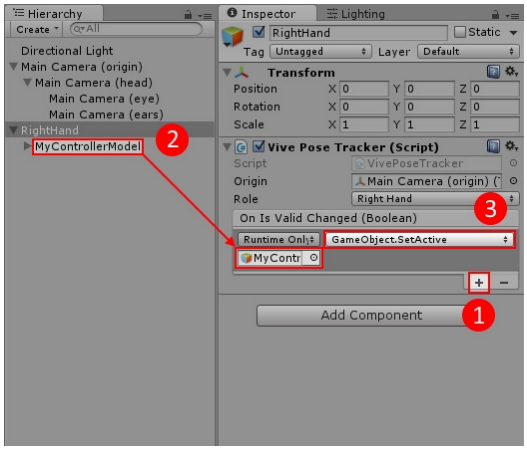
Step 3

- Set origin to VR camera origin.
- Set hand role to "Right Hand".



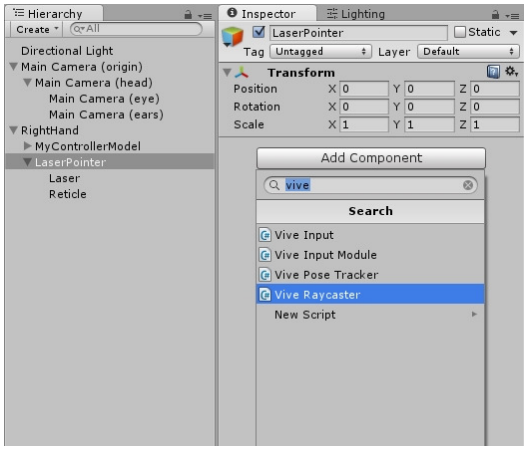
Step 4

- You may want to hide your model when the device loses tracking or is disconnected.
- To do so:
  1. Add an item to "On Is Valid Changed" list by clicking "+".
  2. Drag your model object to the item.
  3. Pick the callback function "SetActive".



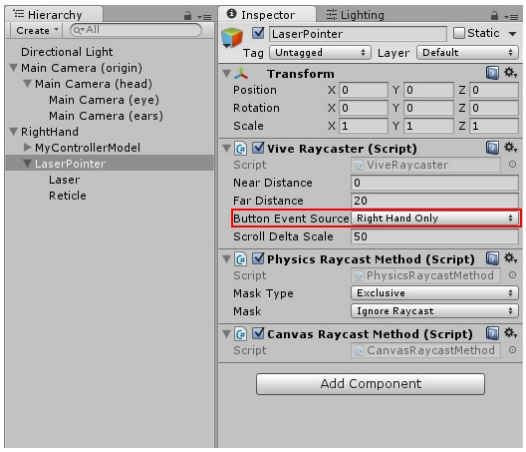
Step 5

- Create and select your laser pointer object under the right hand object.
- Click "Add Component" to add the ViveRaycaster script.



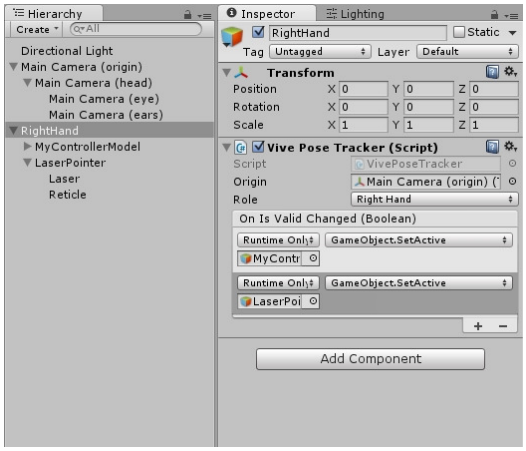
Step 6

- Set button event source to "Right Hand Only".



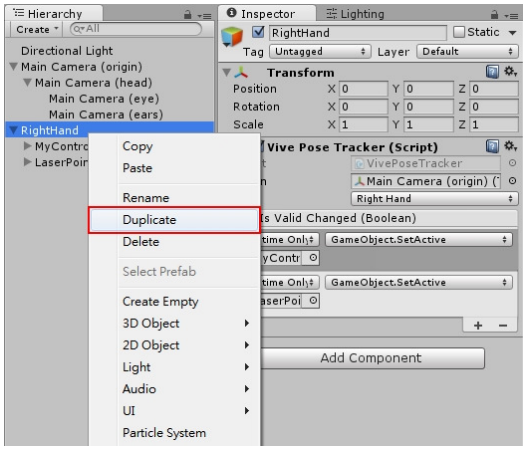
Step 7

- Repeat step 4 but drag laser pointer object to the new callback item this time.



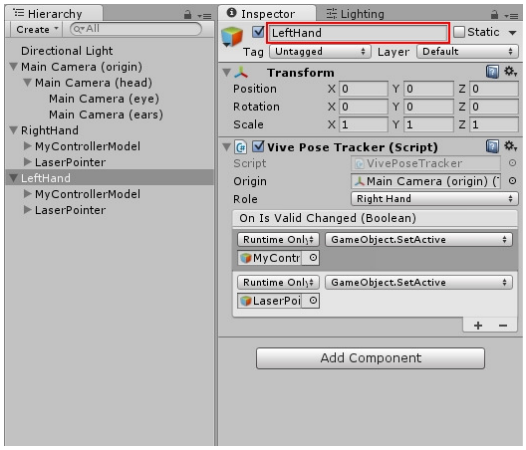
Step 8

- Right click on right hand object and click "Duplicate" to duplicate it.



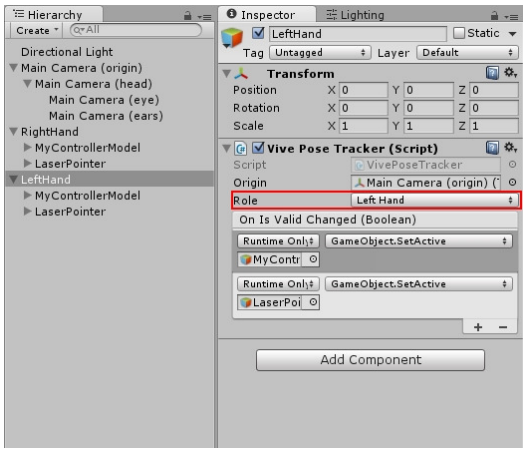
Step 9

- Select the duplicated object and rename to "Left Hand" as left hand object.



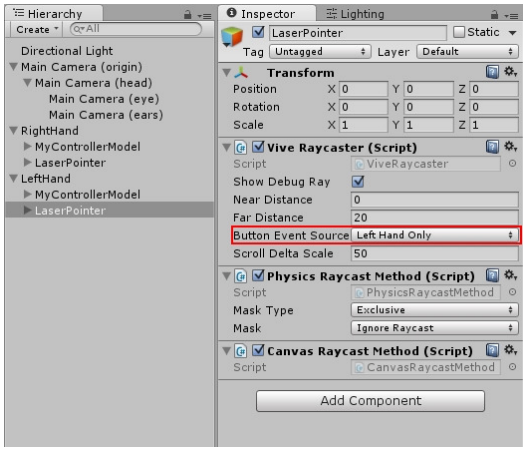
Step 10

- Set hand role to "Left Hand" in VivePoseTracker script.



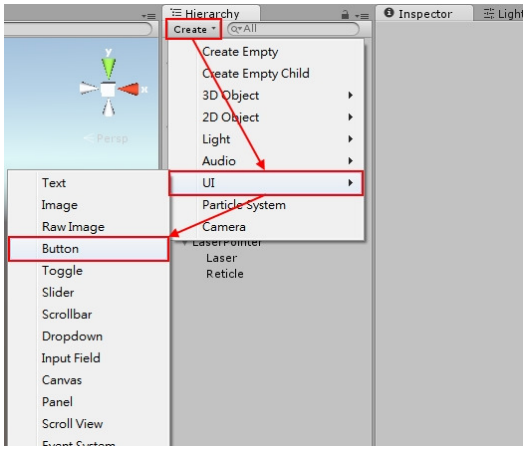
Step 11

- Select laser pointer object in left hand object.
- Set button event source to "Left Hand Only" in ViveRaycaster script.



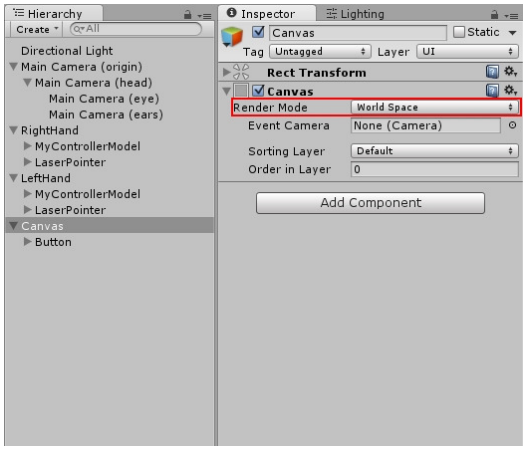
Step 12

- Create an UI button in hierarchy.



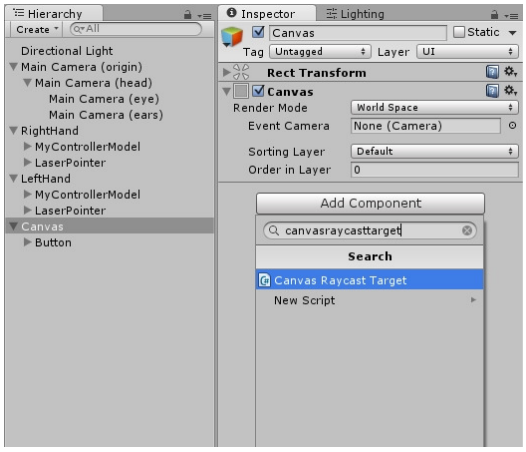
Step 13

- Remove default event system object (Optional).
- Select default canvas.
- Remove canvas scalar component (Optional).
- Remove graphic raycaster component (Optional).
- Set render mode to "World Space".



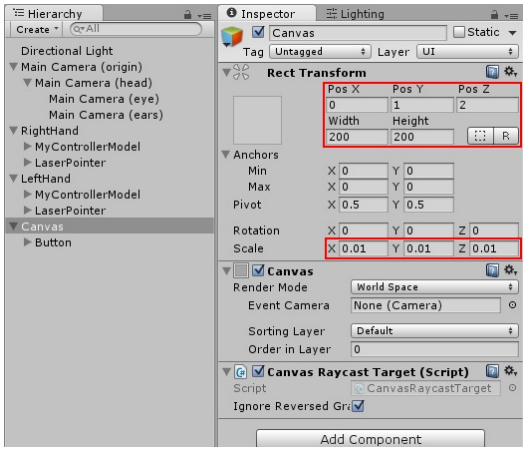
Step 14

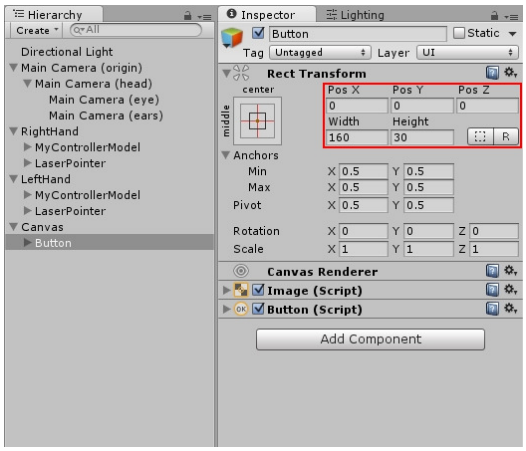
- Click "Add Component" to add the CanvasRaycastTarget script.



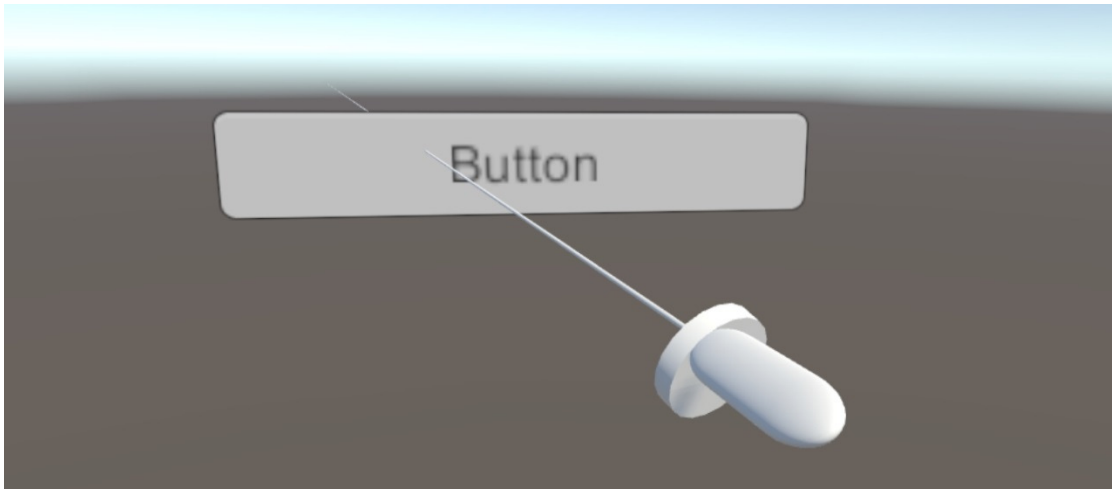
Step 15

- Set rect transform on canvas and button to locate them into your VR camera's sight.





Well Done!



- UGUI now catches events from your Vive controllers!
- You can find this tutorial scene in Asset/HTC.UnityPlugin/ViveInputUtility/Examples/0.Tutorial