

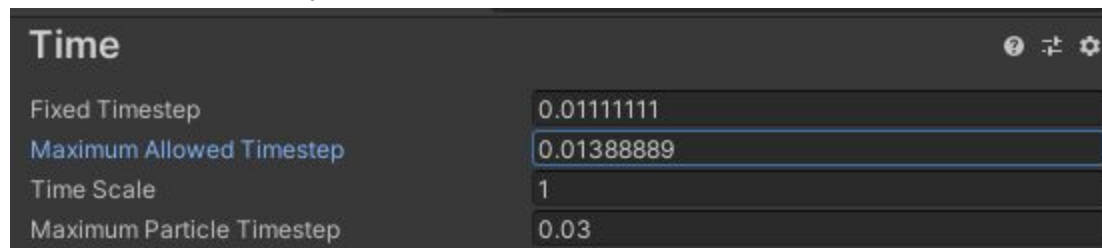
## Quick Setup

Install XR Legacy Input Helpers if you are in 2019

In 2020 and beyond the above package is automatically included when you install one of the XR Plugins

## Time Settings

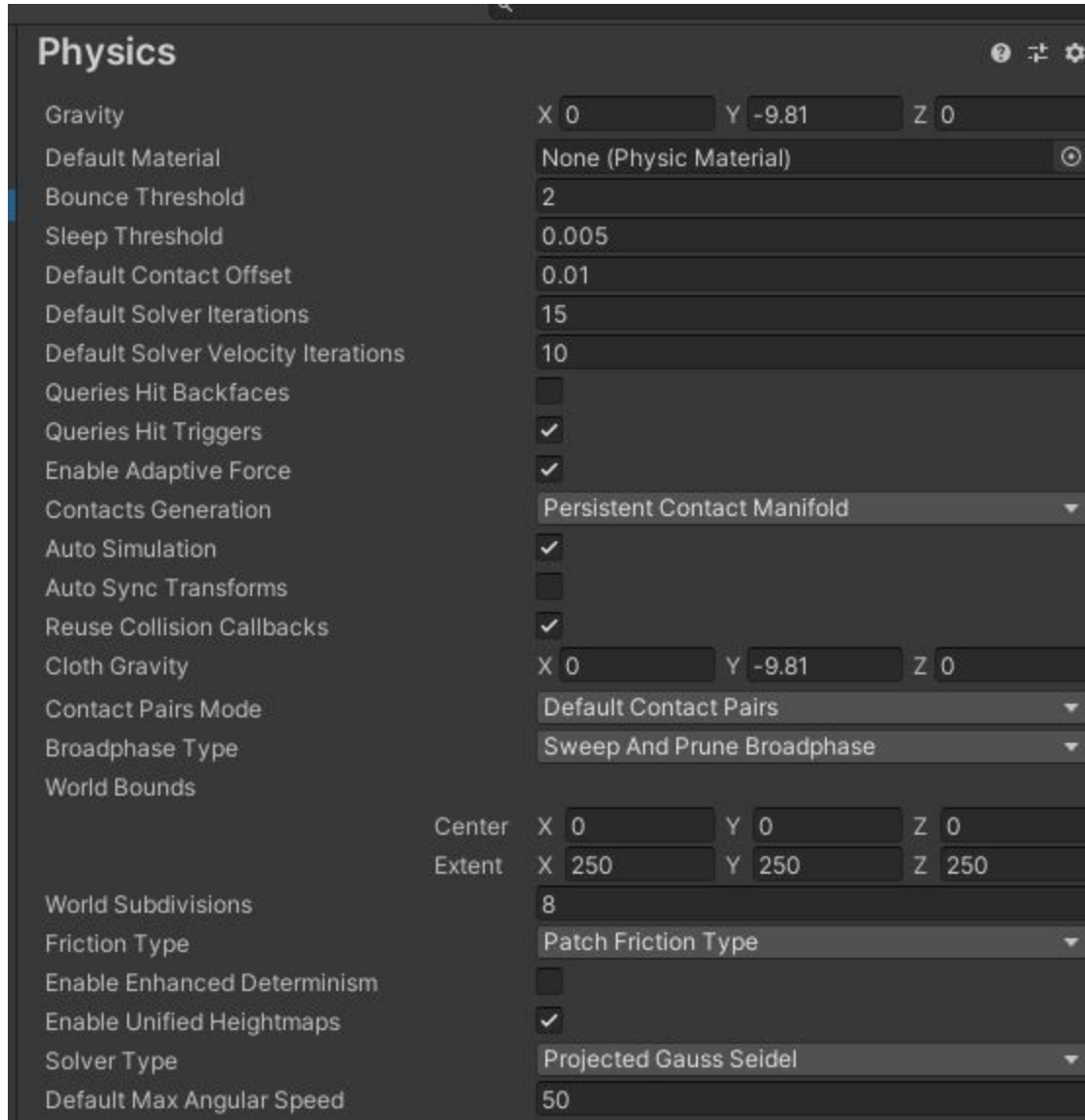
Update your Fixed Time Step. I use 1/90 by default and this player controller was built with this time step in mind. It may be possible to drop to 1/72 for Quest 1.



# Physics Settings

Key settings to update in your projects.

1. Default Solver Iterations
2. Default Solver Velocity Iterations
3. Default Max Angular Speed



The image shows the 'Physics' settings panel in a software interface. It contains various configuration options for physics simulation, including gravity, materials, thresholds, solver iterations, and world bounds. The settings are organized into a list on the left and their corresponding values or controls on the right.

Setting	Value/Control
Gravity	X 0 Y -9.81 Z 0
Default Material	None (Physic Material)
Bounce Threshold	2
Sleep Threshold	0.005
Default Contact Offset	0.01
Default Solver Iterations	15
Default Solver Velocity Iterations	10
Queries Hit Backfaces	<input type="checkbox"/>
Queries Hit Triggers	<input checked="" type="checkbox"/>
Enable Adaptive Force	<input checked="" type="checkbox"/>
Contacts Generation	Persistent Contact Manifold
Auto Simulation	<input checked="" type="checkbox"/>
Auto Sync Transforms	<input type="checkbox"/>
Reuse Collision Callbacks	<input checked="" type="checkbox"/>
Cloth Gravity	X 0 Y -9.81 Z 0
Contact Pairs Mode	Default Contact Pairs
Broadphase Type	Sweep And Prune Broadphase
World Bounds	Center X 0 Y 0 Z 0 Extent X 250 Y 250 Z 250
World Subdivisions	8
Friction Type	Patch Friction Type
Enable Enhanced Determinism	<input type="checkbox"/>
Enable Unified Heightmaps	<input checked="" type="checkbox"/>
Solver Type	Projected Gauss Seidel
Default Max Angular Speed	50