Unity3D – VRTK integration

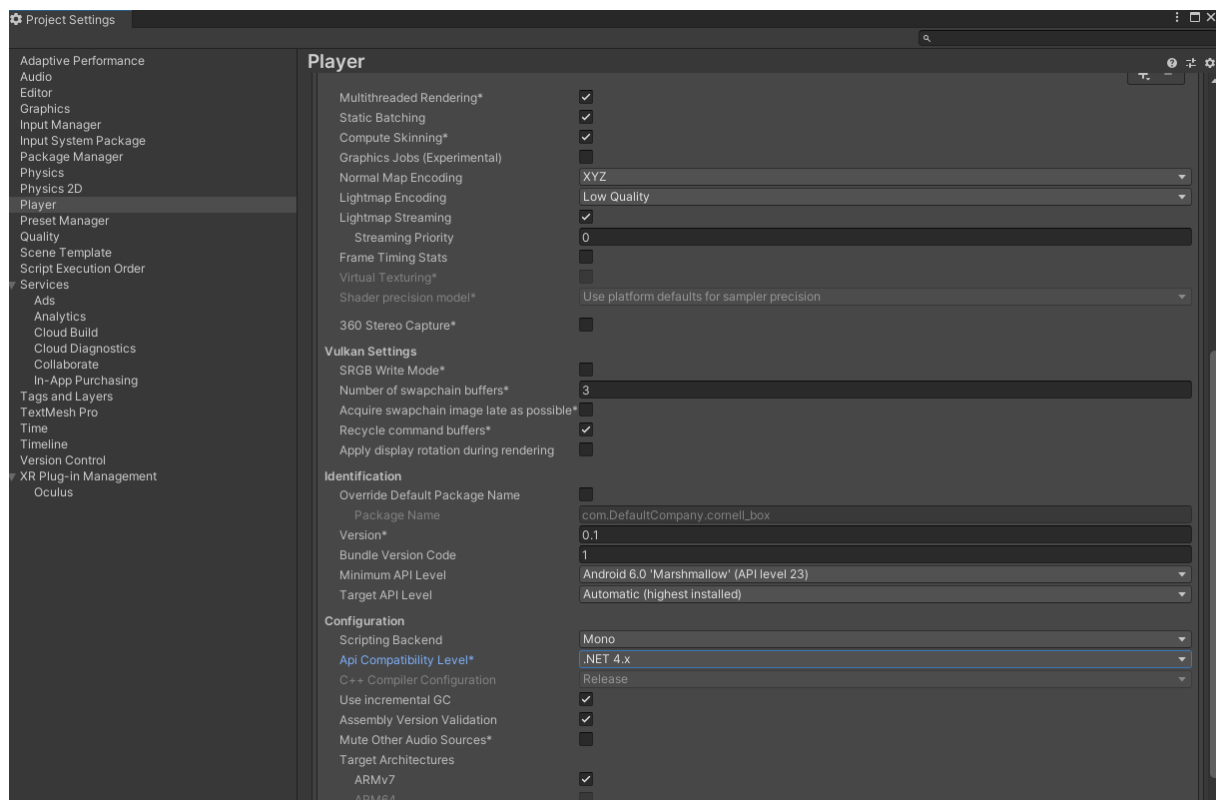https://vrtoolkit.readme.io/docs

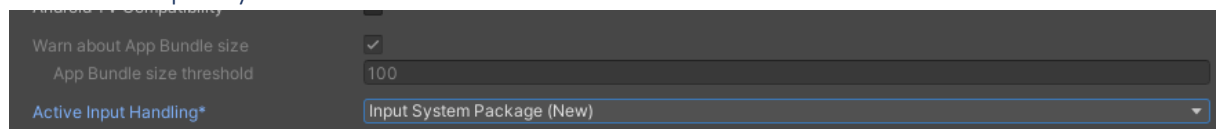Neues Universal Render Pipeline (URP) Projekt erstellen

Basic & Project Settings

1. File / Build Settings → Andoird + ASTC / Switch Platform
2. Install XR Plugin Management und Oculus selektiren (android und allgemein)

https://www.youtube.com/watch?v=kSBlm1Ecrw4&ab_channel=MatthiasHusinsky

.Net 4.x version einstellen

Auf neues Input System wechseln

Pakete installieren

Packages/manifest.json

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  "dependencies": {
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    "io.extendreality.tilia.camerarigs.trackedalias.unity": "1.6.8",
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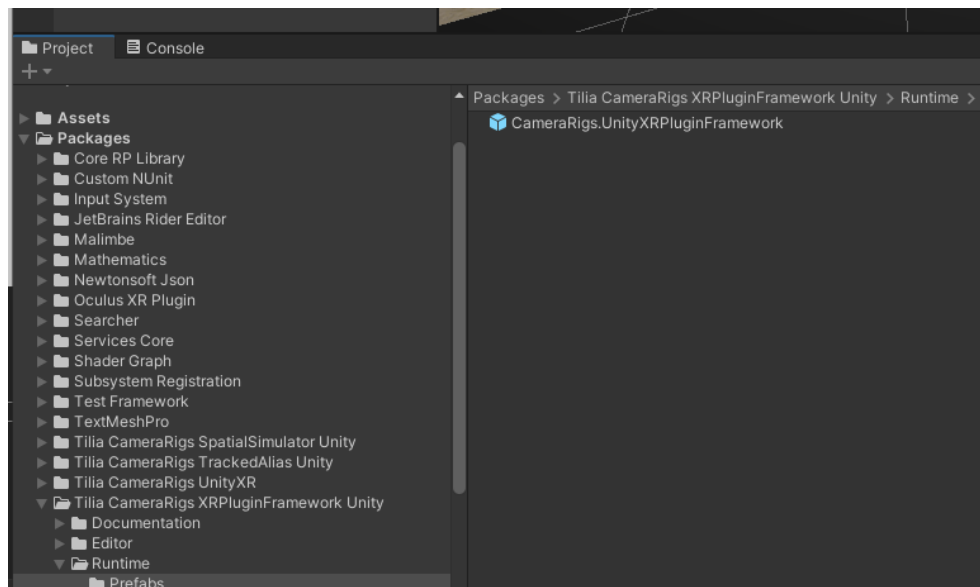
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    "com.unity.modules.vr": "1.0.0",
    "com.unity.modules.wind": "1.0.0",
    "com.unity.modules.xr": "1.0.0"
  }
}
```

UnityXR CameraRig einrichten

In Szene ziehen von:

https://github.com/ExtendRealityLtd/Tilia.CameraRigs.UnityXR/blob/master/Documentation/HowTo
Guides/AddingAUnityXRCameraRig/README.md

Tracked Alias hinzufügen

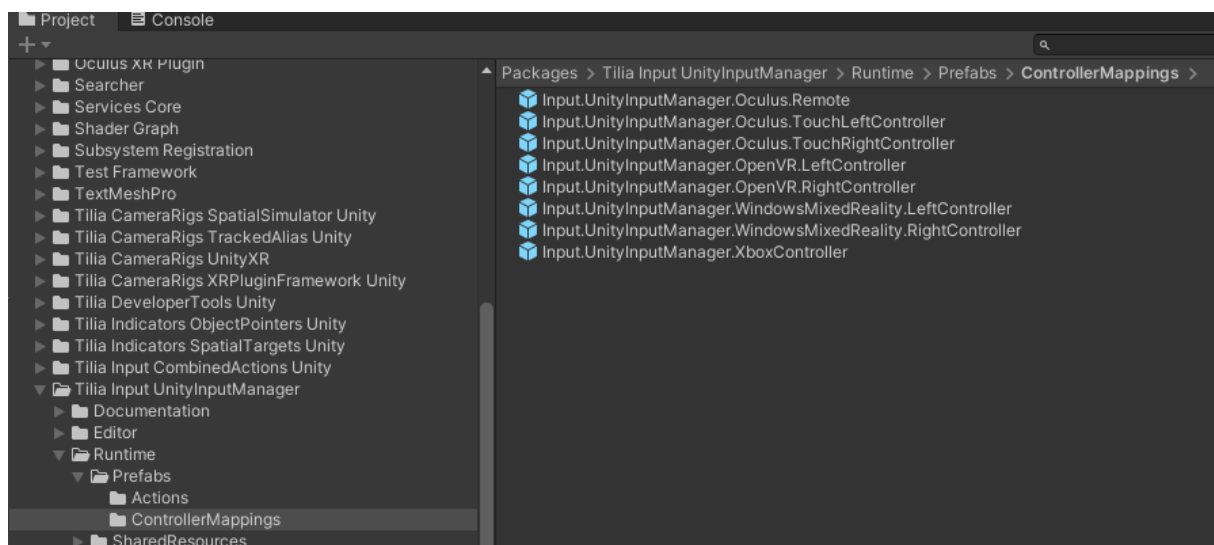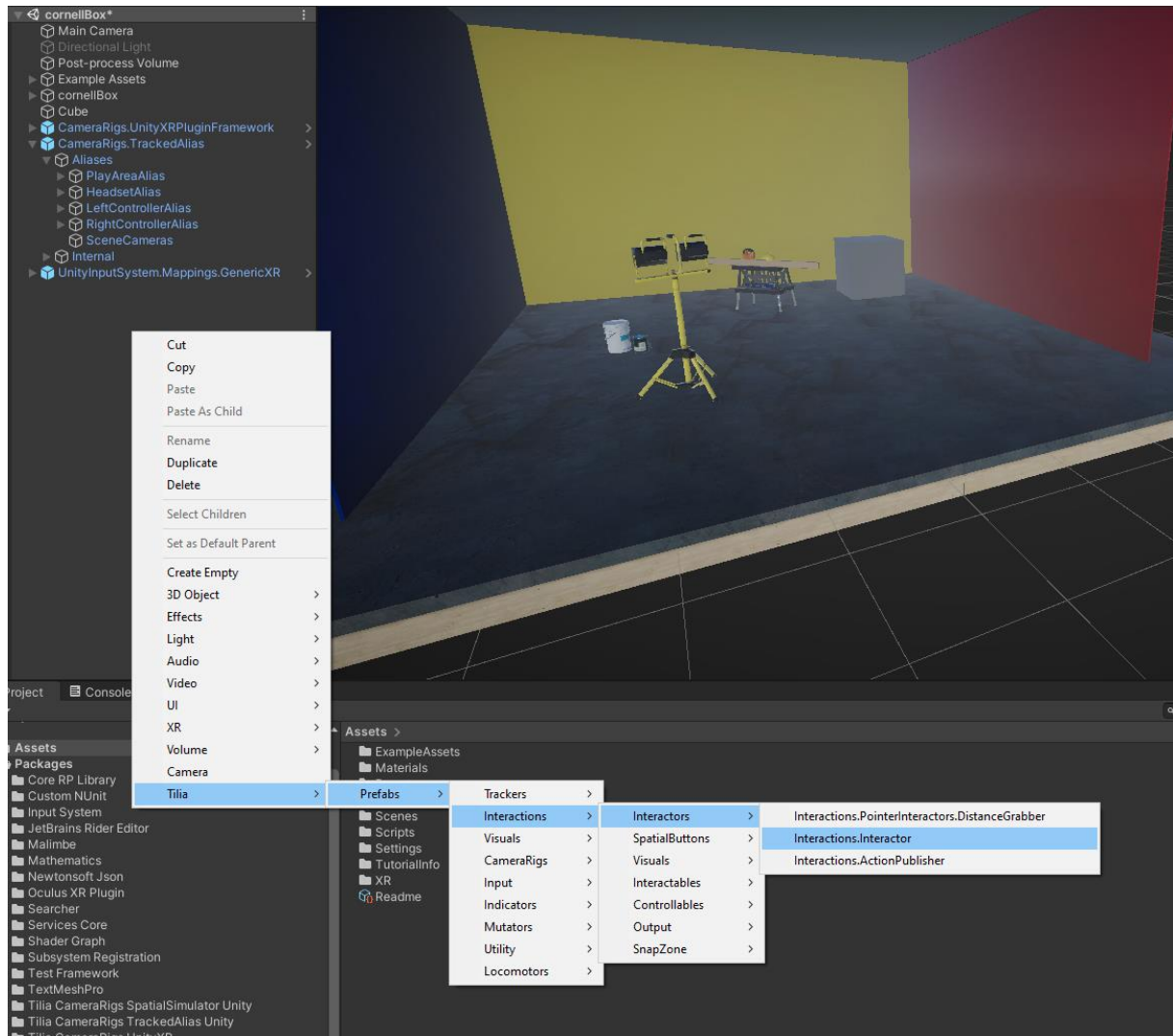In Szene ziehen und mit UnityXRCameraRig in tracked alias verknüfpen
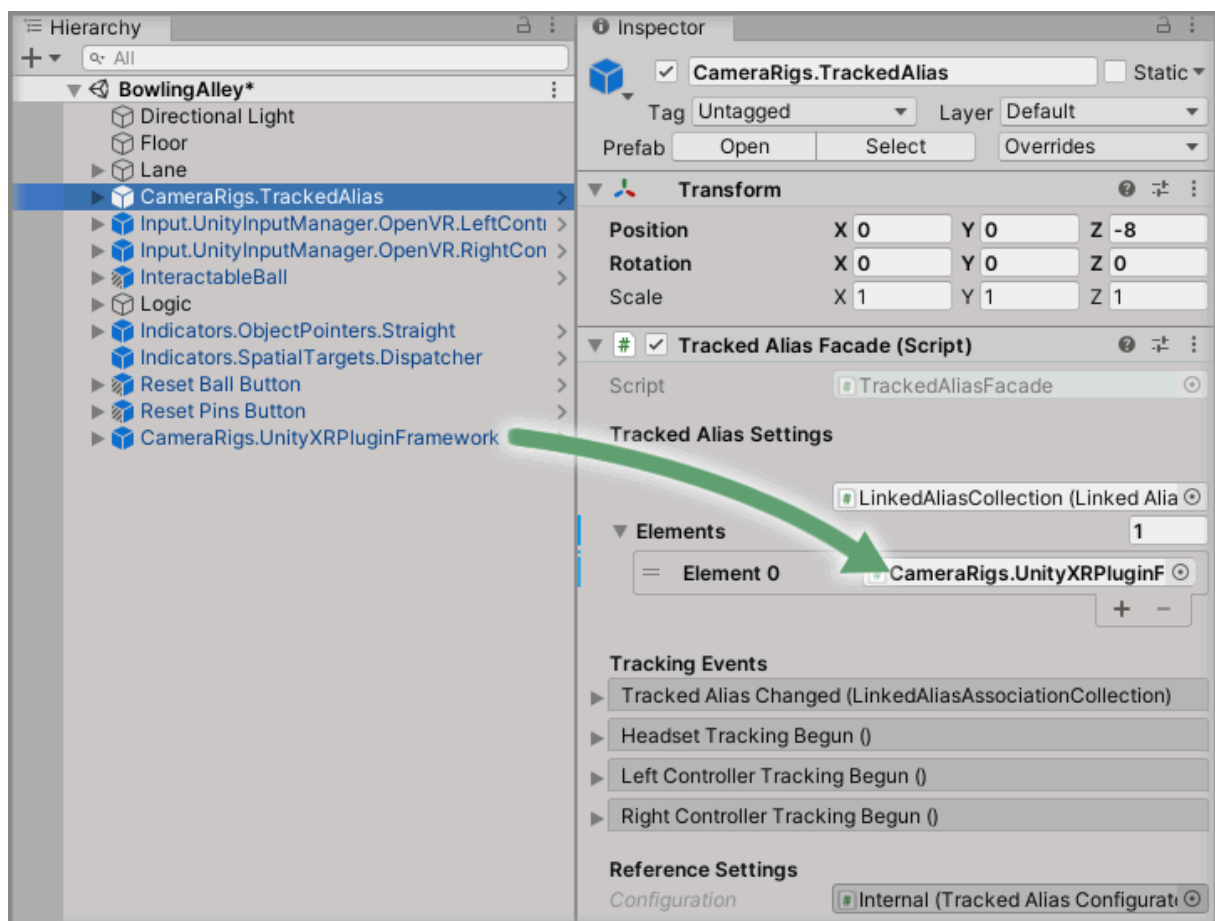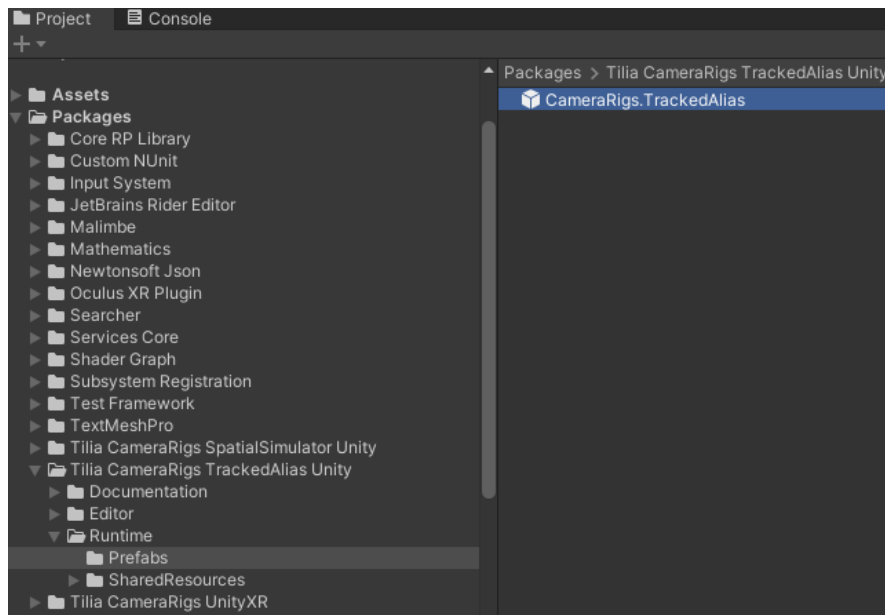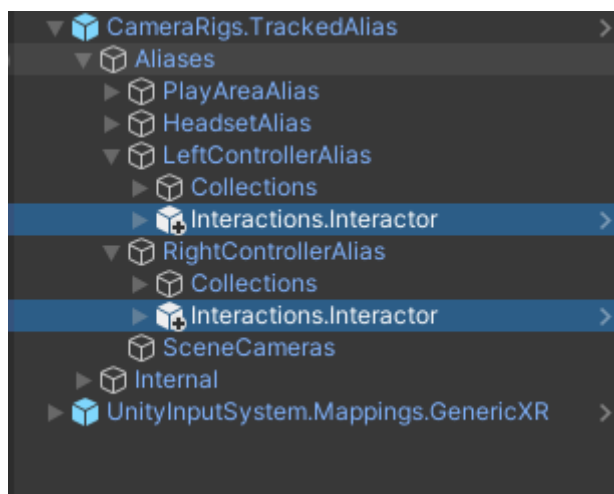
Input System XR einfügen und Preset Szene ziehen
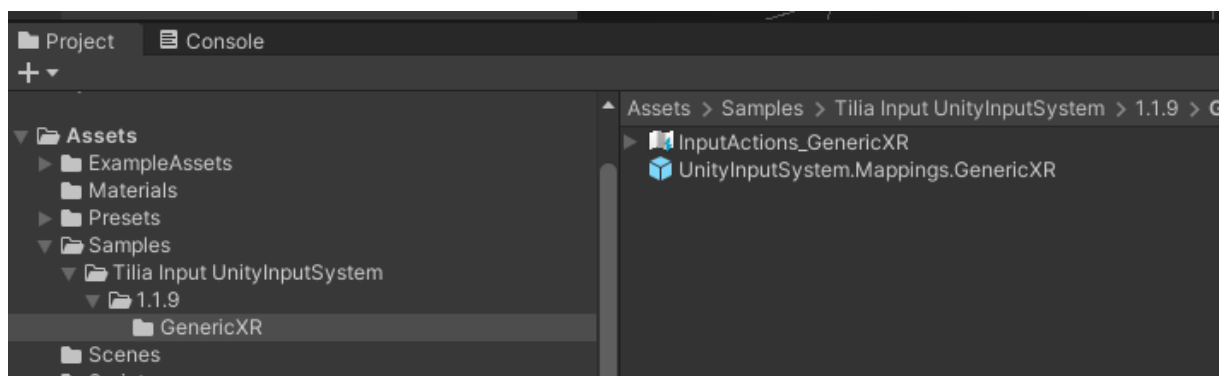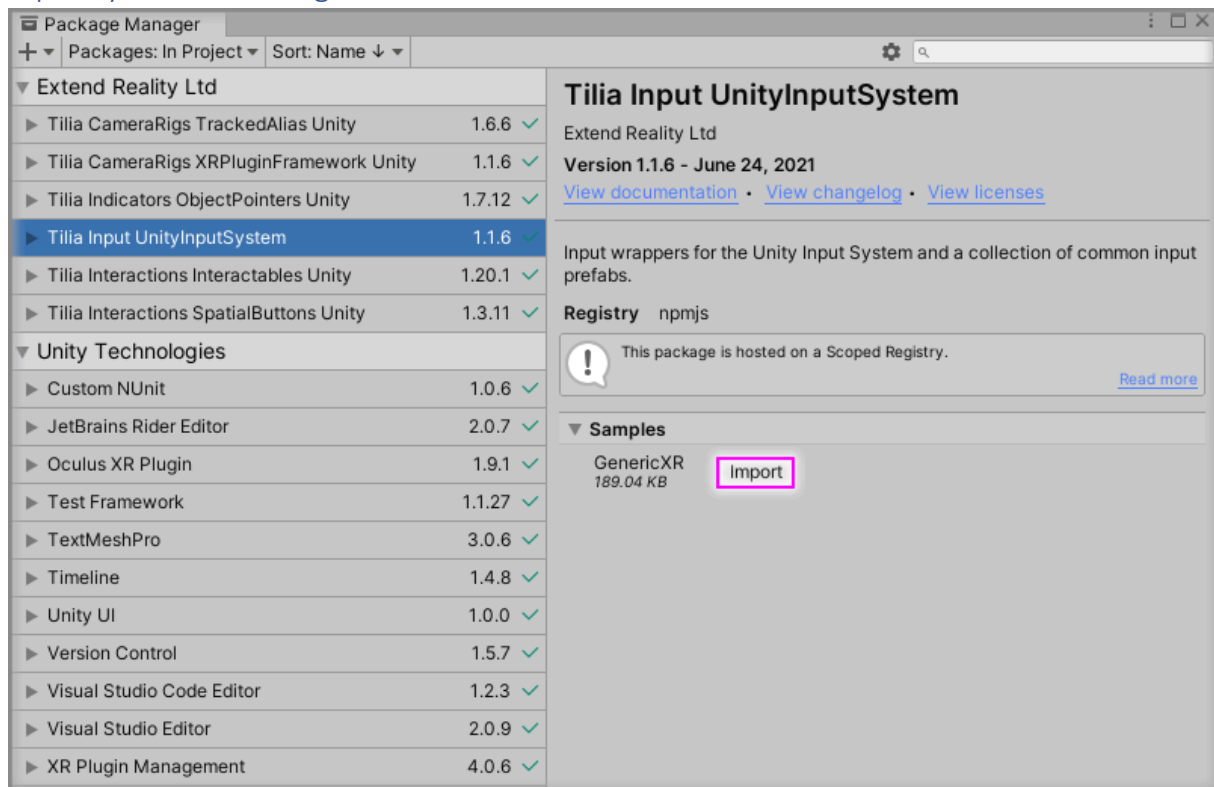
oder speziell für ein VR headset!
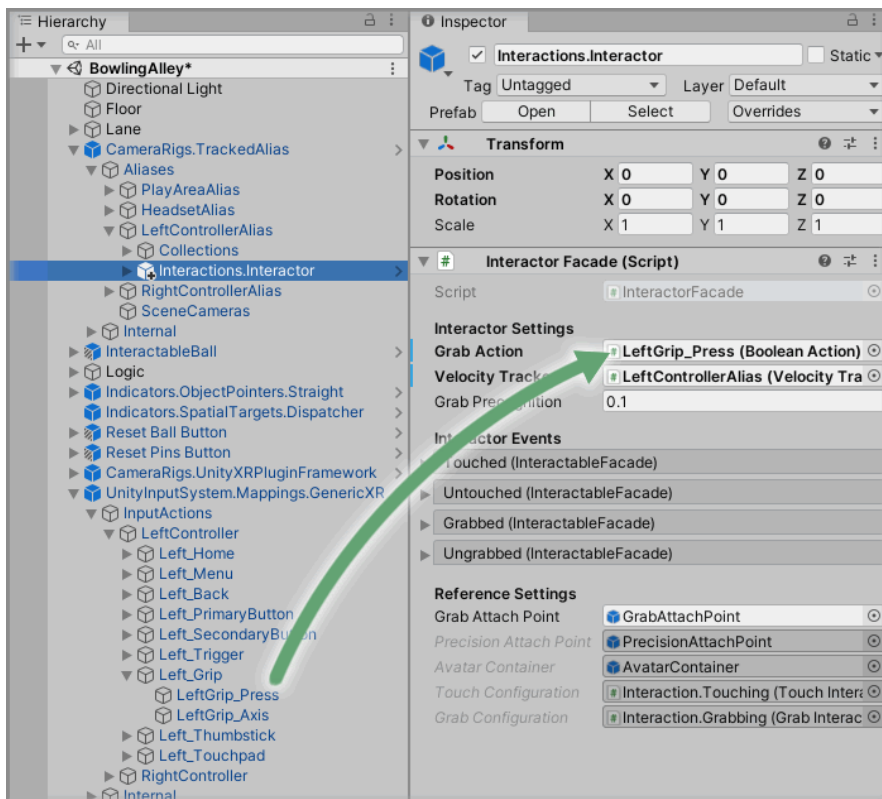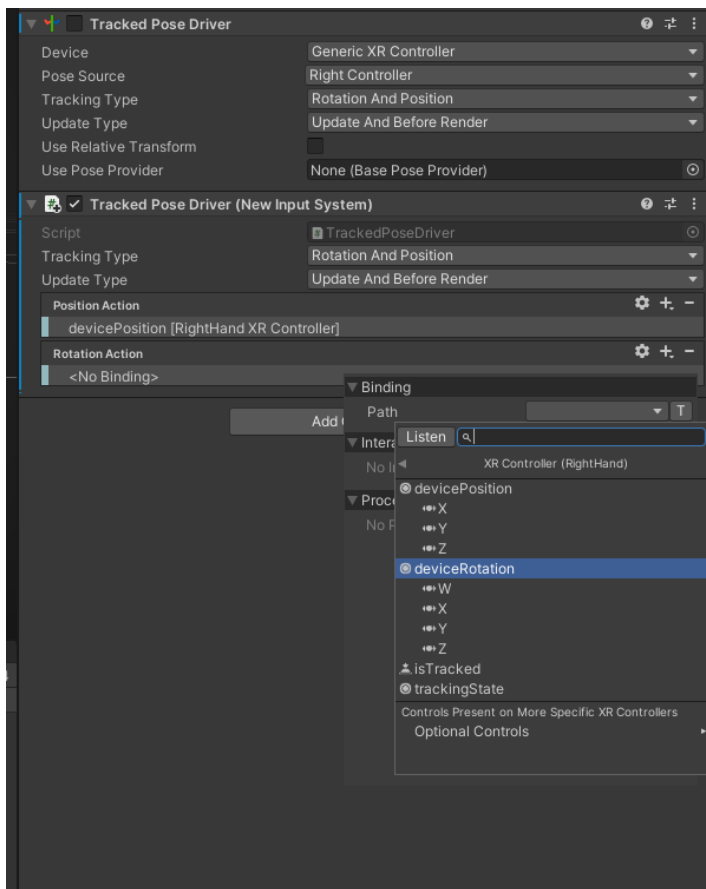
Input einrichten & Interactor hinzufügen

Zu Camera Rig links und rechts hinzufügen
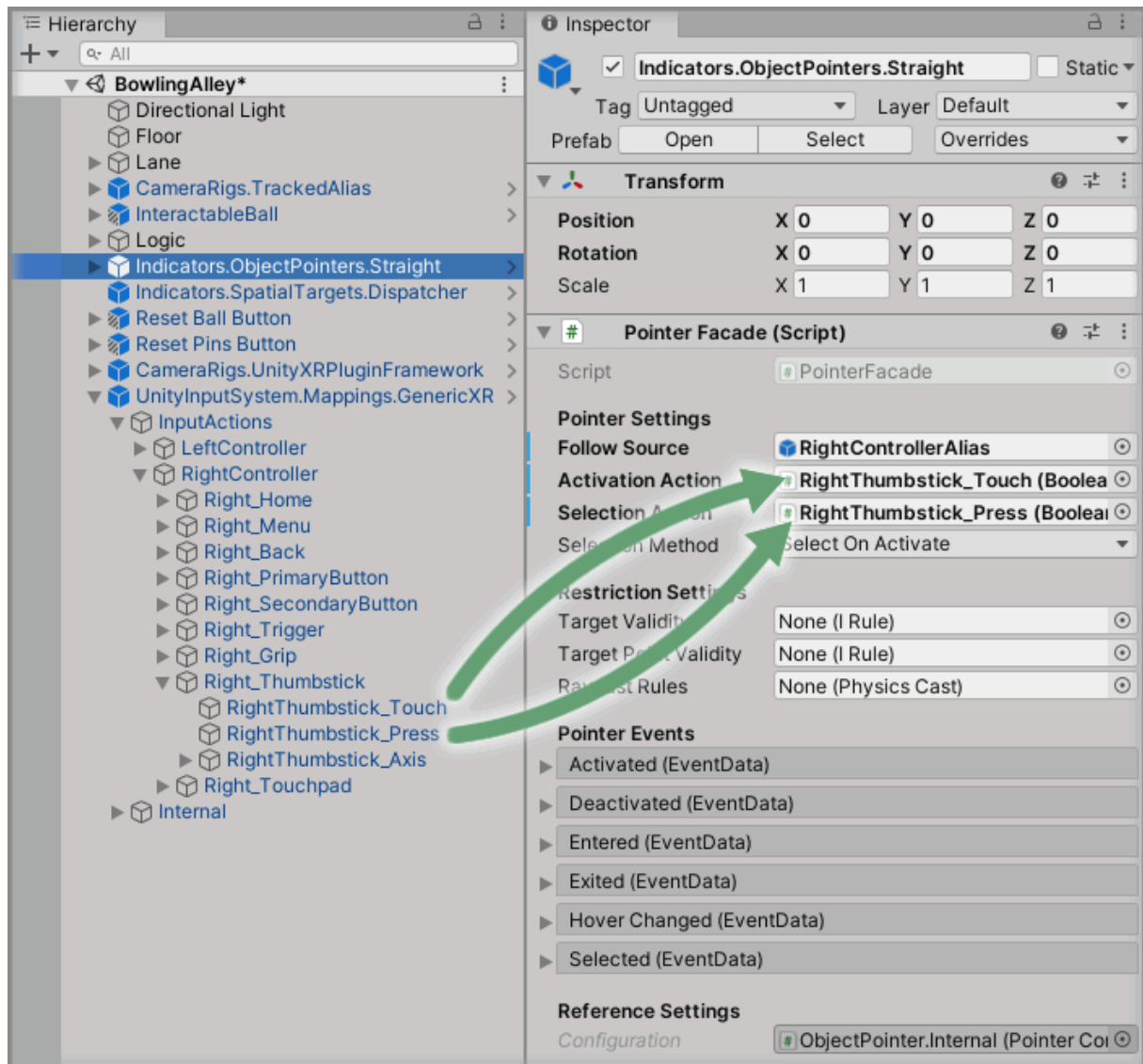
Neues Input System mit alten ersetzen

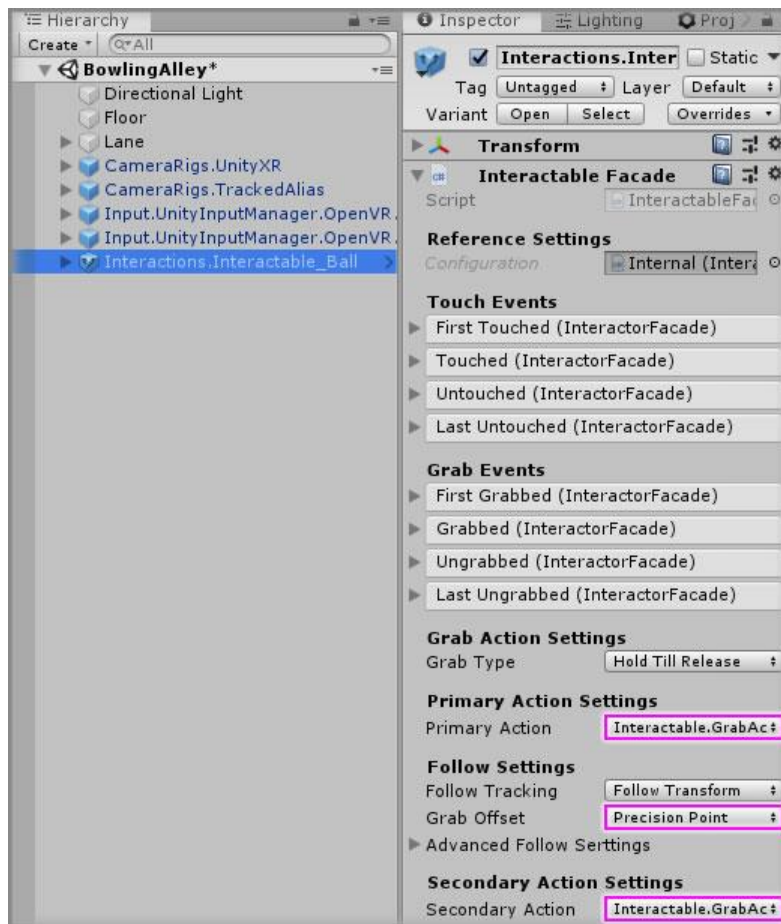Das selbe für right controller

Pointer

Interactable hinzufügen
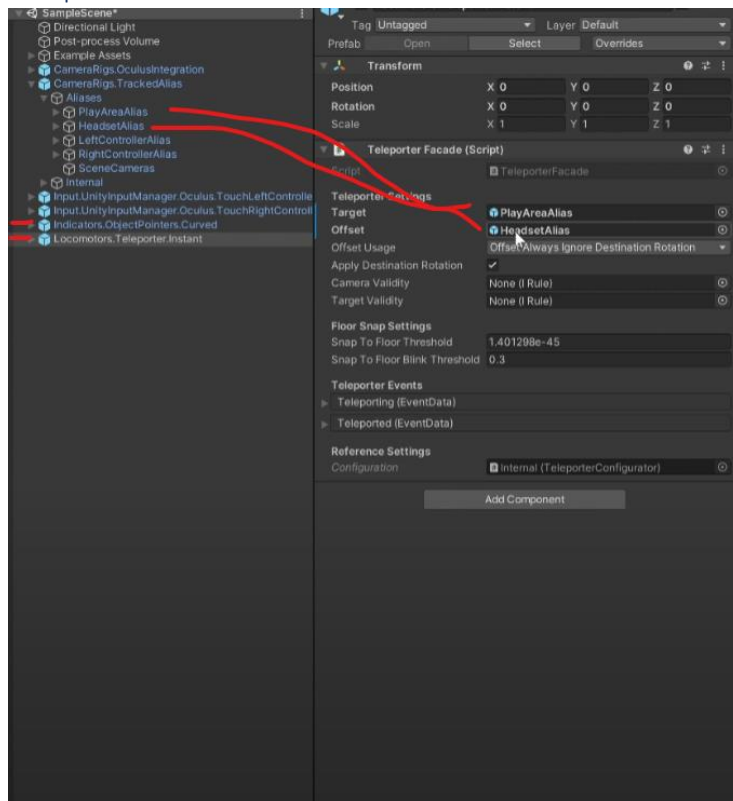
Object einfügen und interactble machen mit:
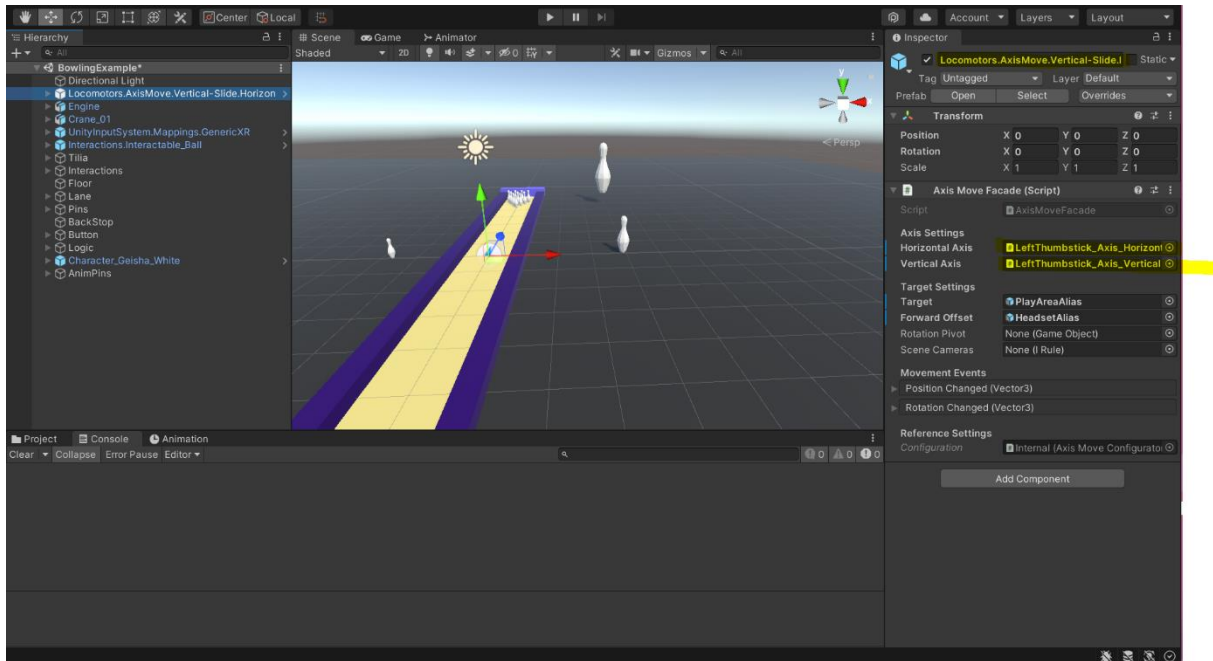
Main Menu -> Window -> Tilia -> Interactions -> Interactable Creator
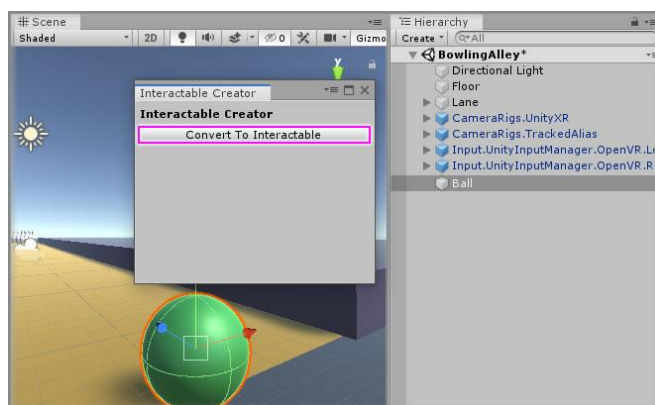
Teleport

Slide Movement

plus rotation