Unity3D – VRTK integration

https://vrtoolkit.readme.io/docs

Neues Universal Render Pipeline (URP) Projekt erstellen

Inhalt

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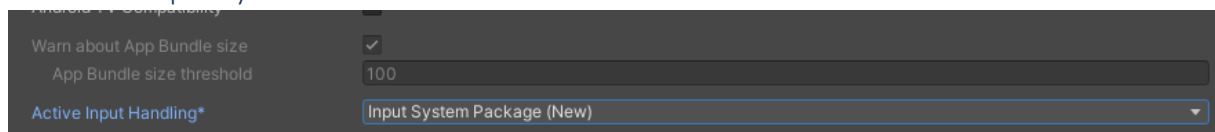
1. File / Build Settings → Andoird + ASTC / Switch Platform
2. Install XR Plugin Management und Oculus selektiren (android und allgemein)

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

.Net 4.x version einstellen
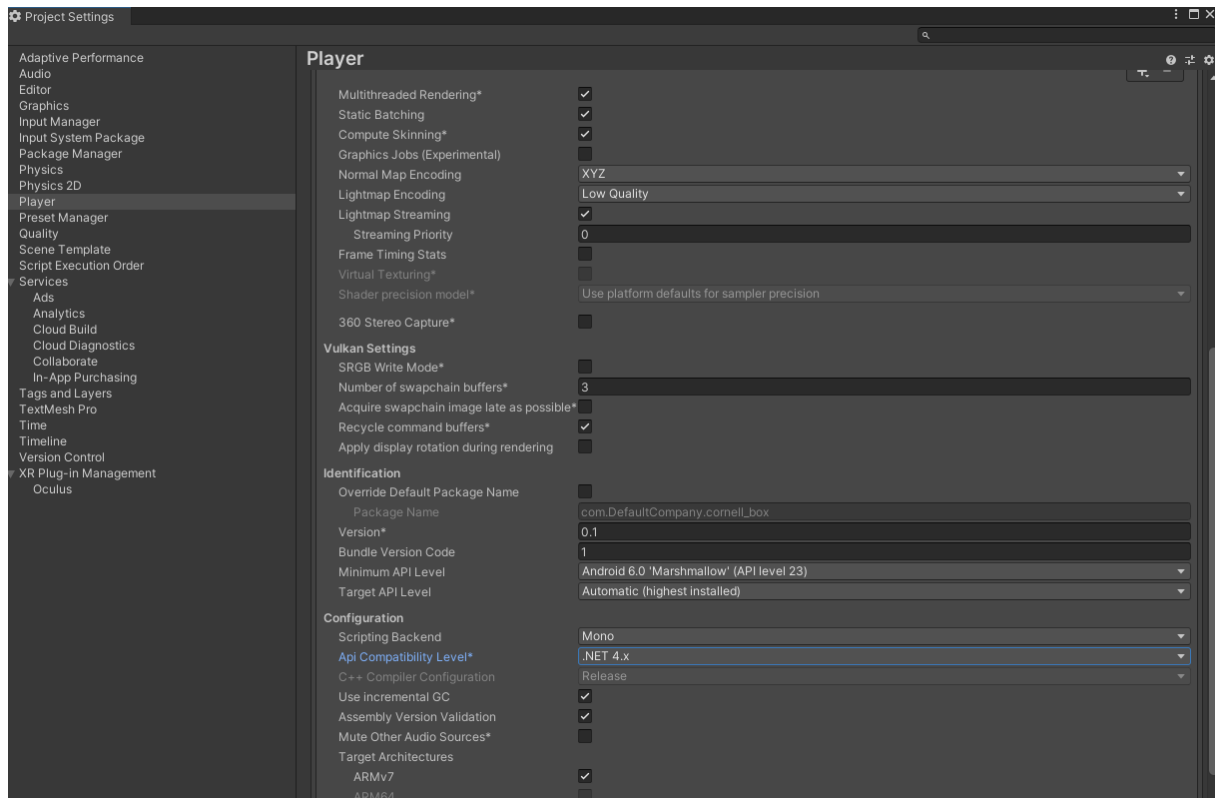
Auf neues Input System wechseln

Pakete installieren

Packages/manifest.json

```json
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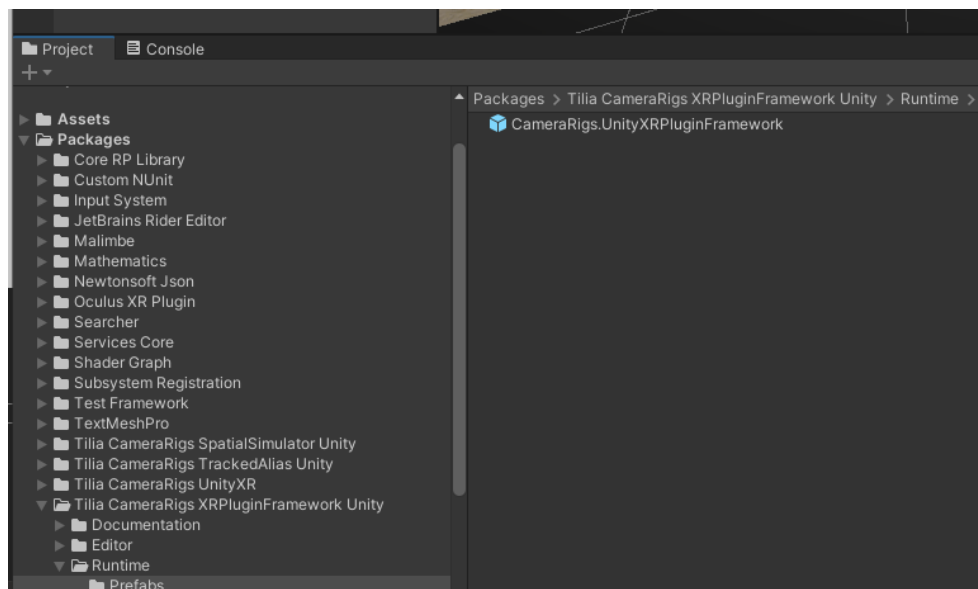
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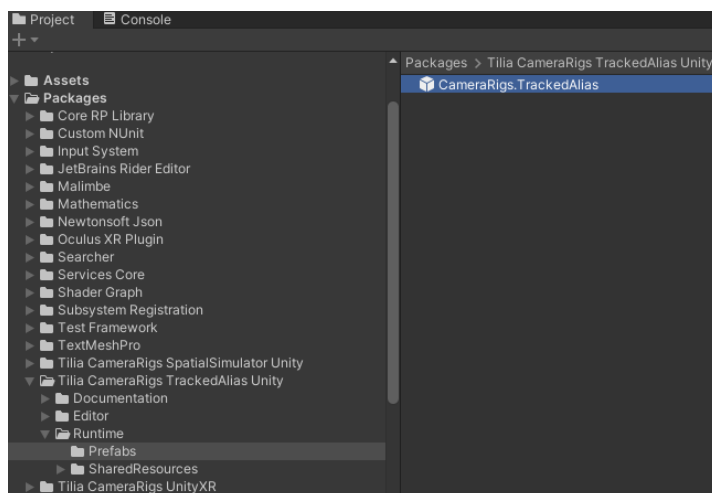
UnityXR CameraRig einrichten
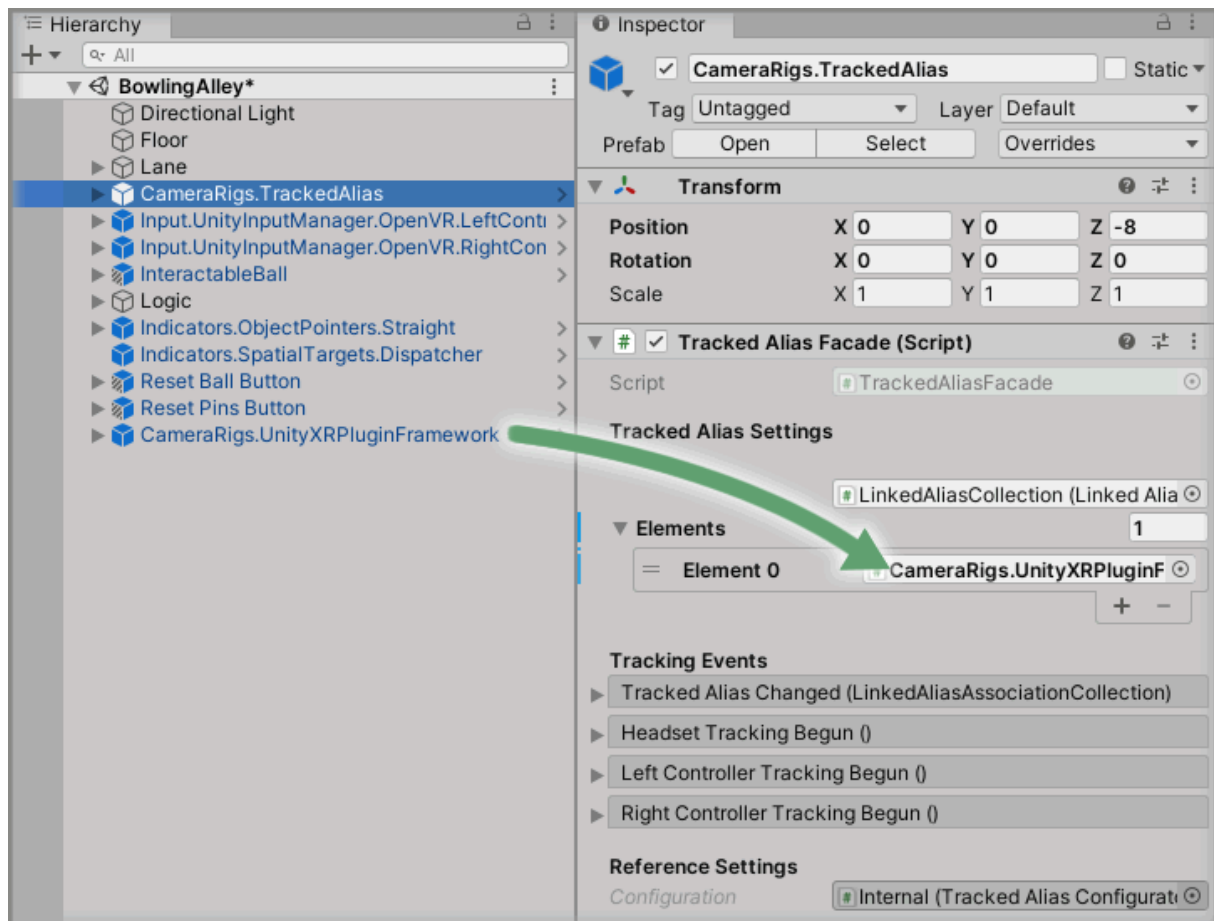
In Szene ziehen von:

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 verknüpfen

https://github.com/ExtendRealityLtd/Tilia.CameraRigs.TrackedAlias.Unity/blob/master/Documentati
on/HowToGuides/AddingATrackedAlias/README.md

Input System XR einfügen und Preset Szene ziehen
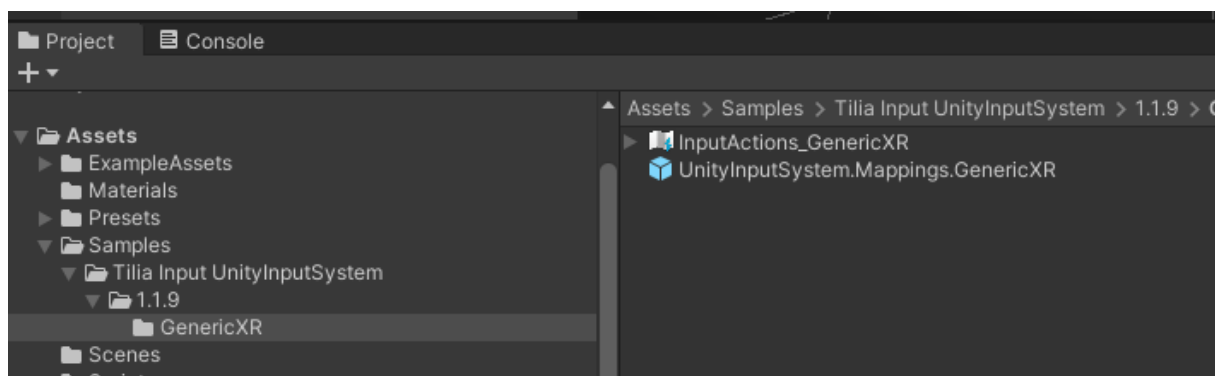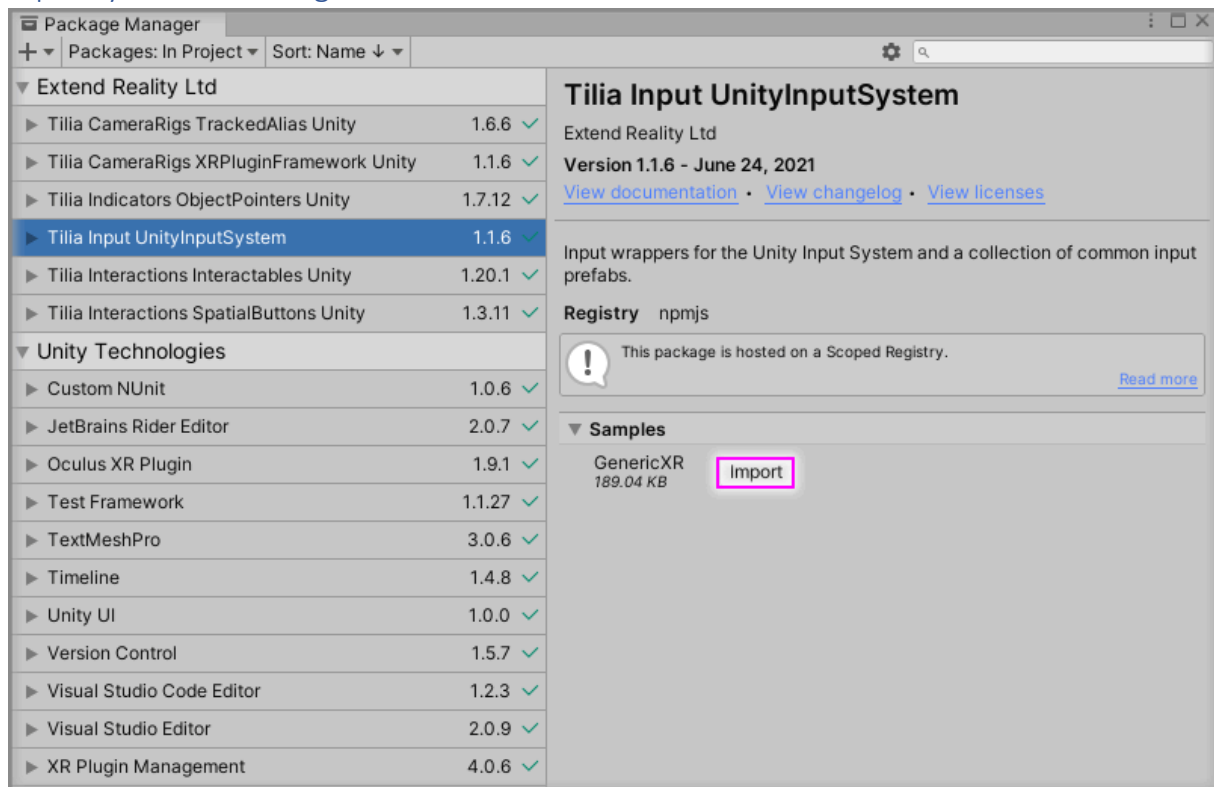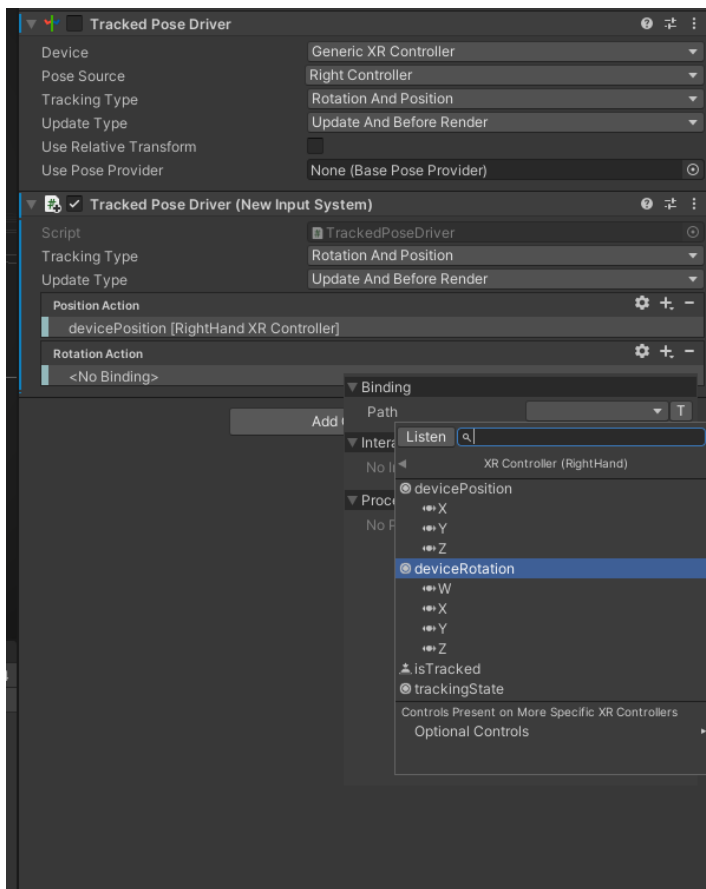

oder speziell für ein VR headset!
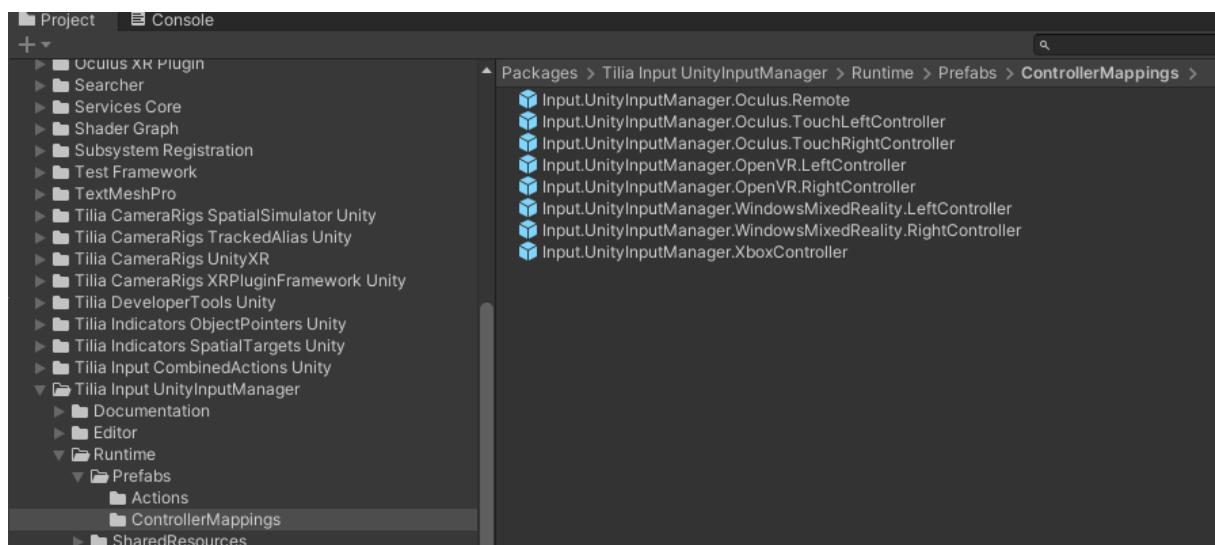
Input einrichten & Interactor hinzufügen
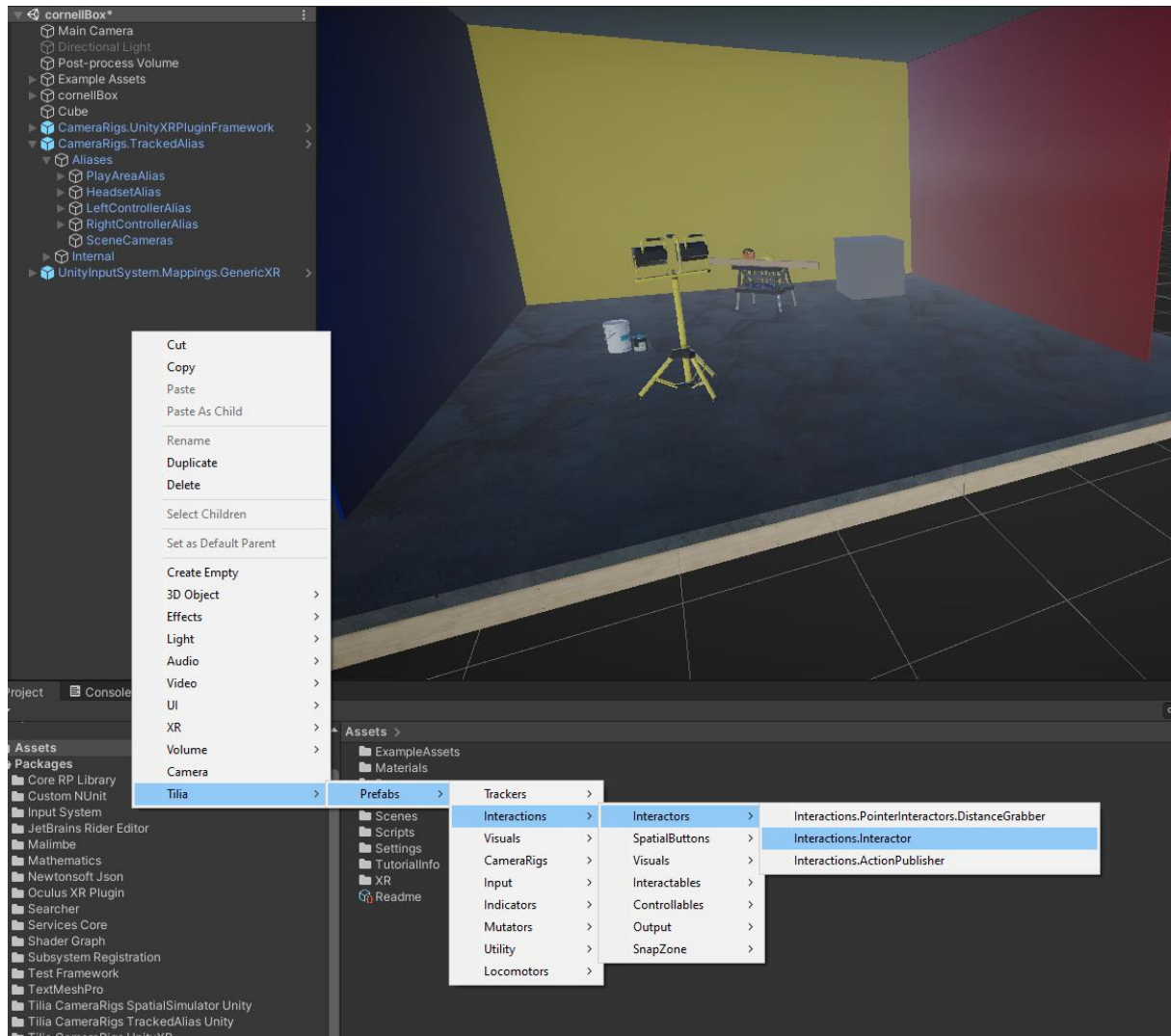
Zu Camera Rig links und rechts hinzufügen
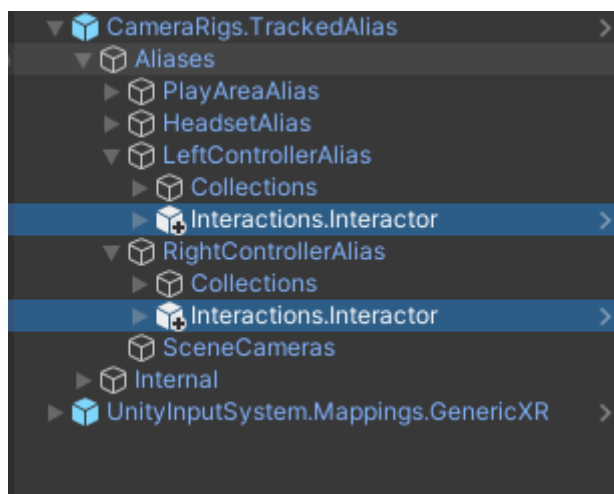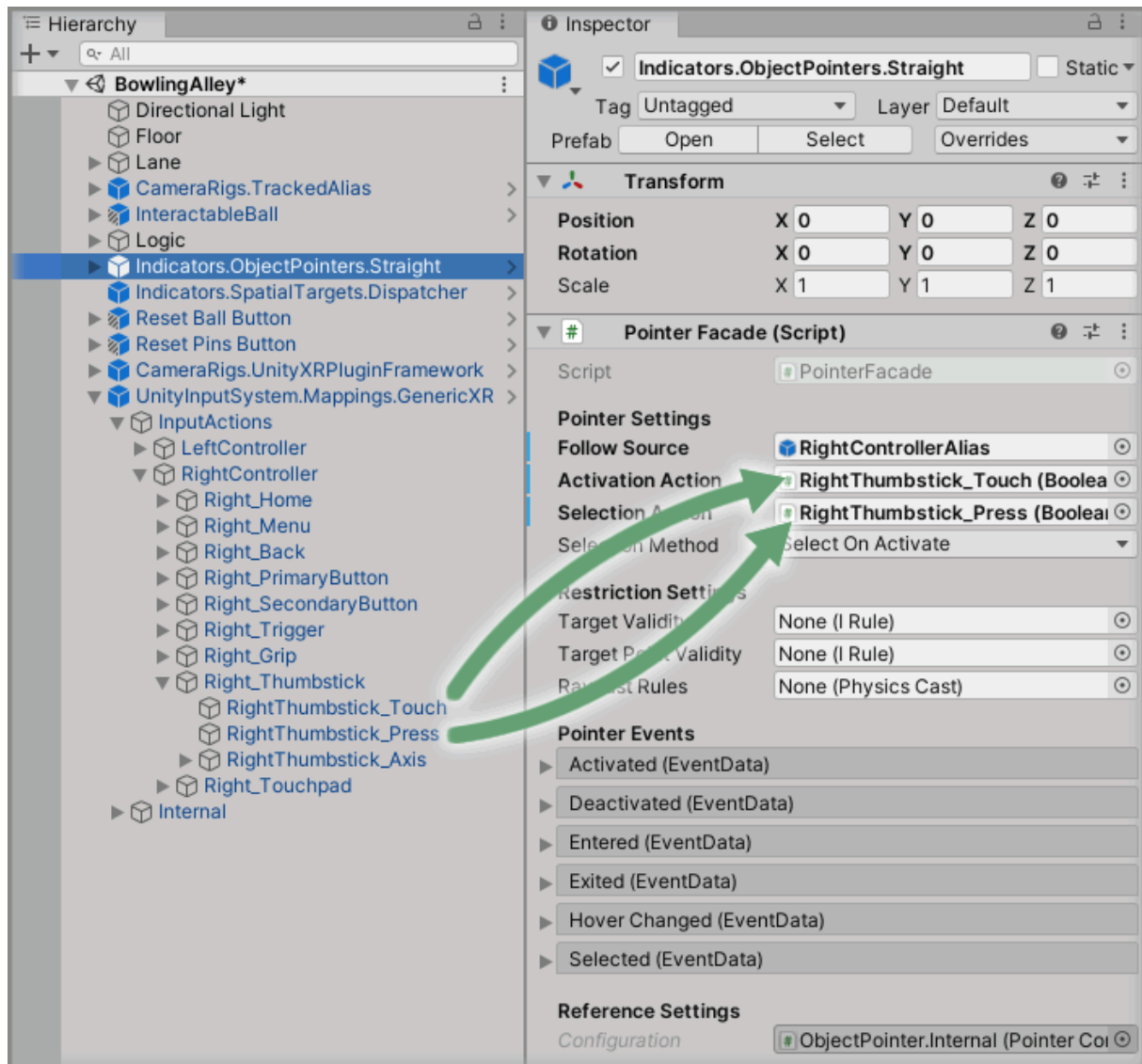
Neues Input System mit alten ersetzen
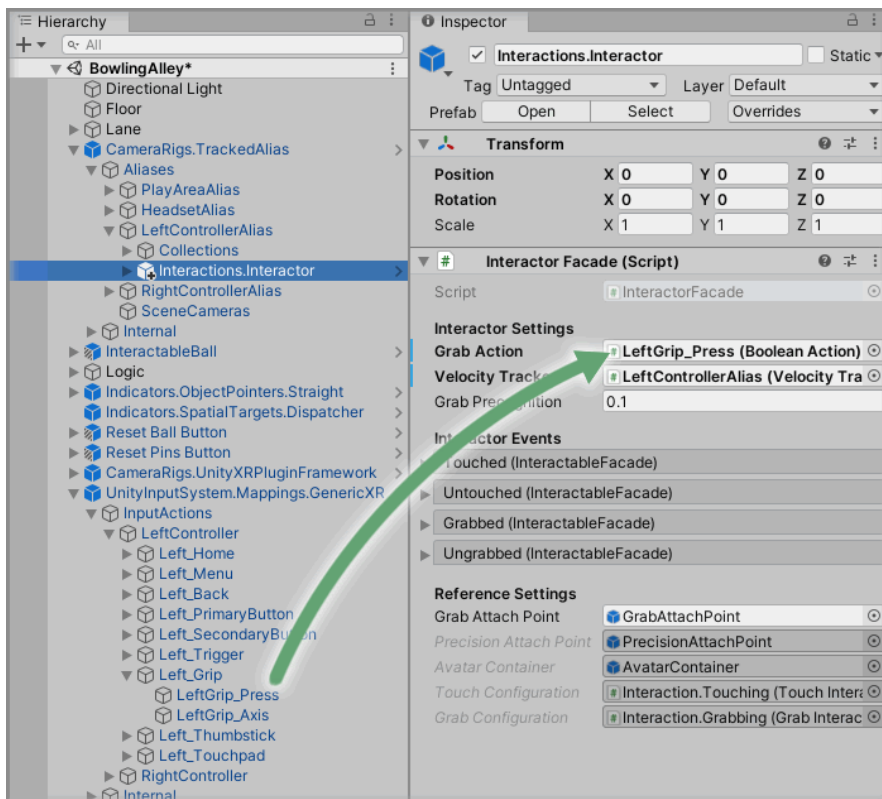
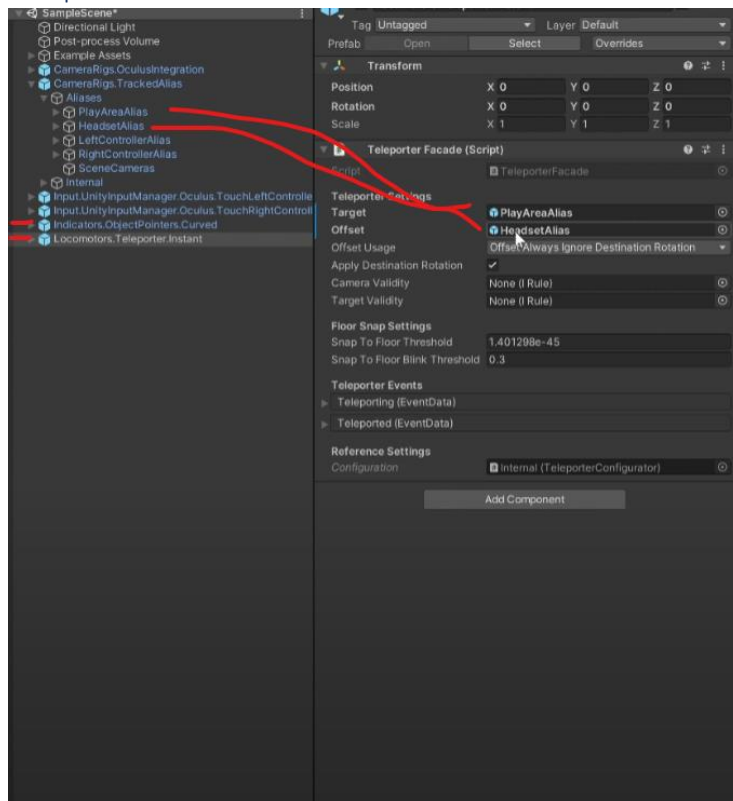Das selbe für right controller

Pointer

Interactable hinzufügen

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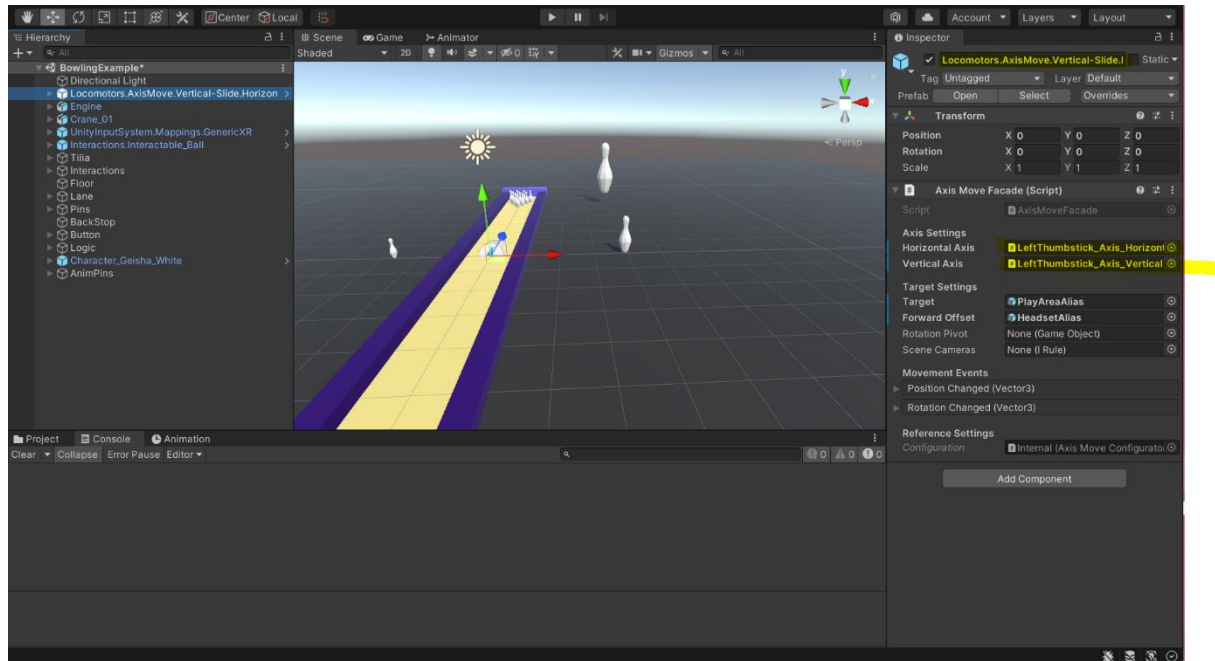
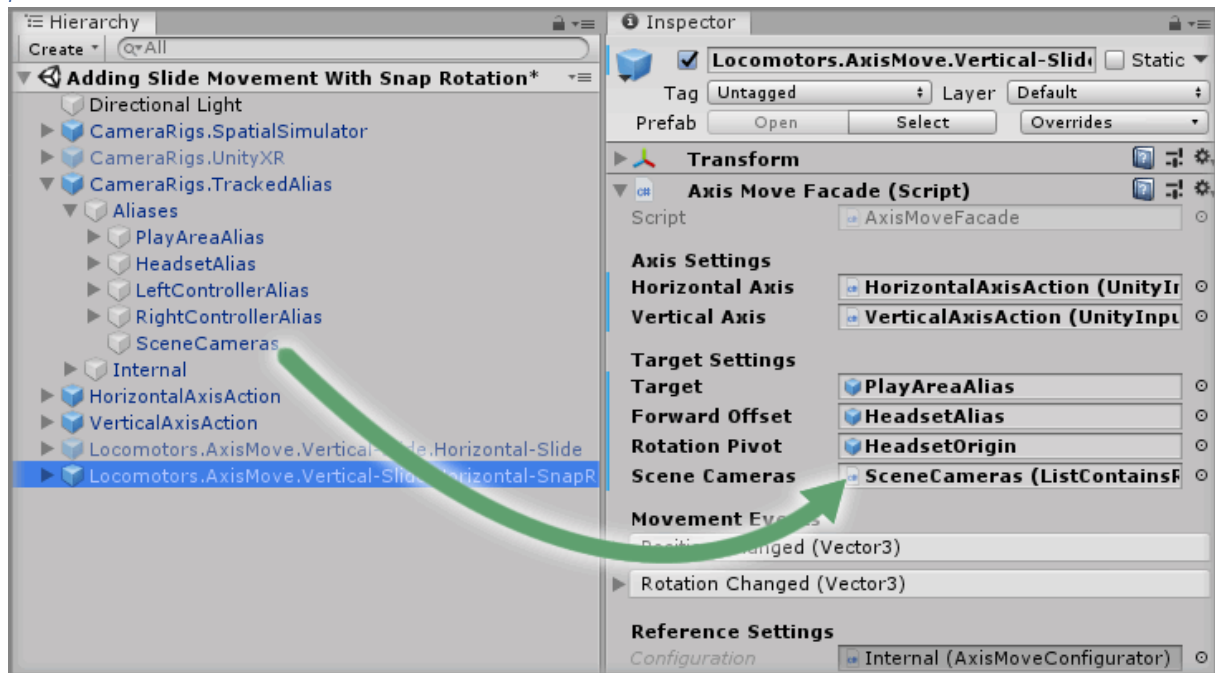**Main Menu -> Window -> Tilia -> Interactions -> Interactable Creator**
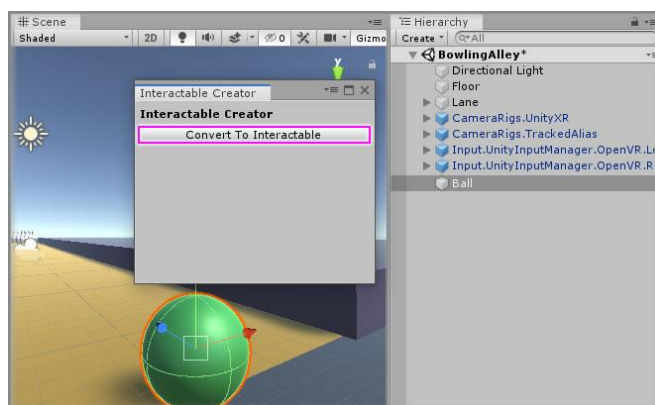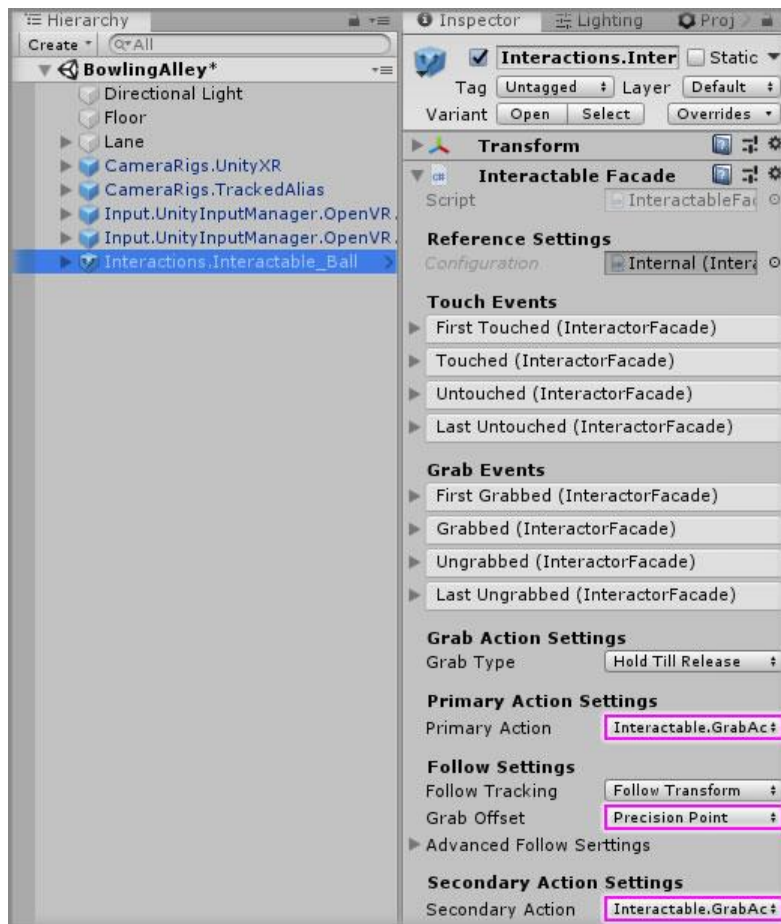
Teleport

Slide Movement
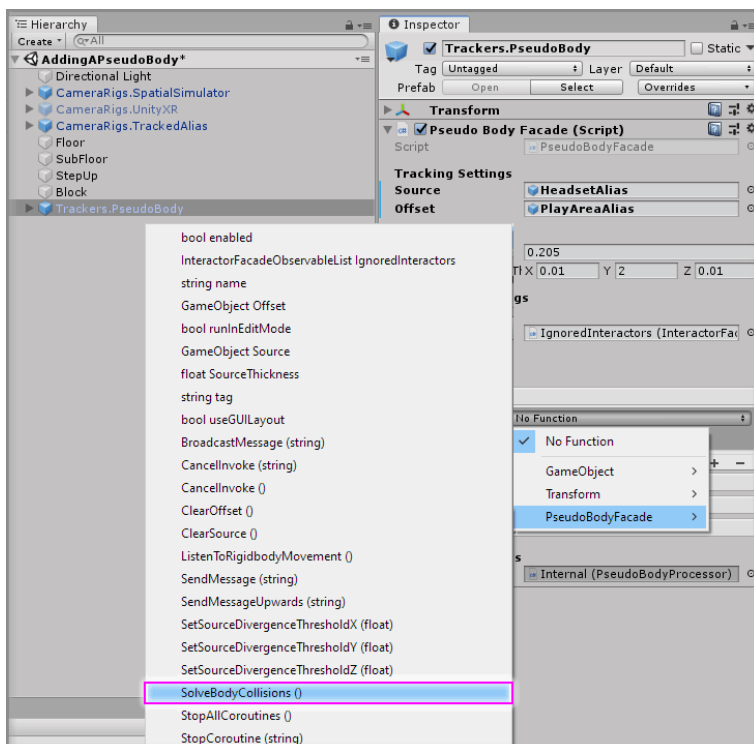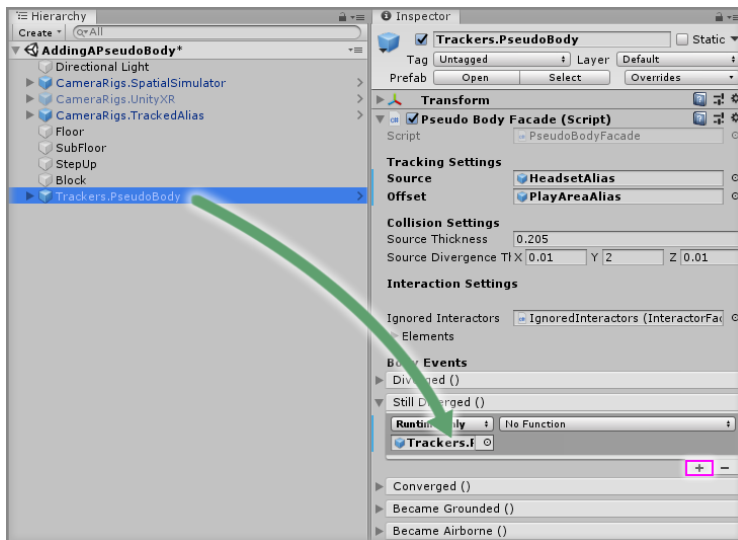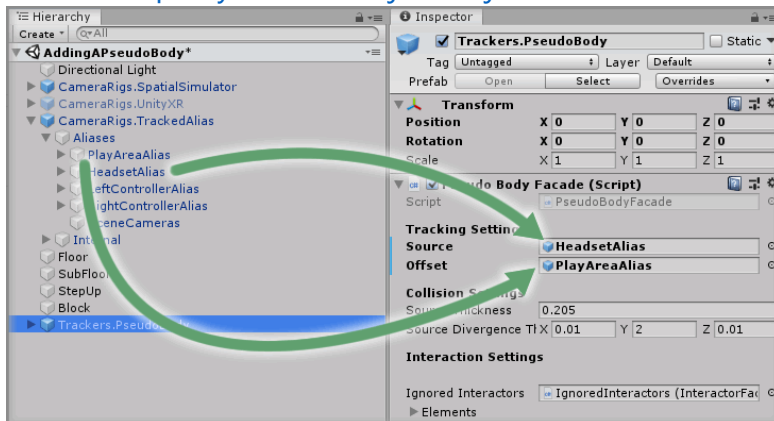

plus rotation

Pseudobody einfügen

Trackers.Pseudobody prefab aus packaged einfügen
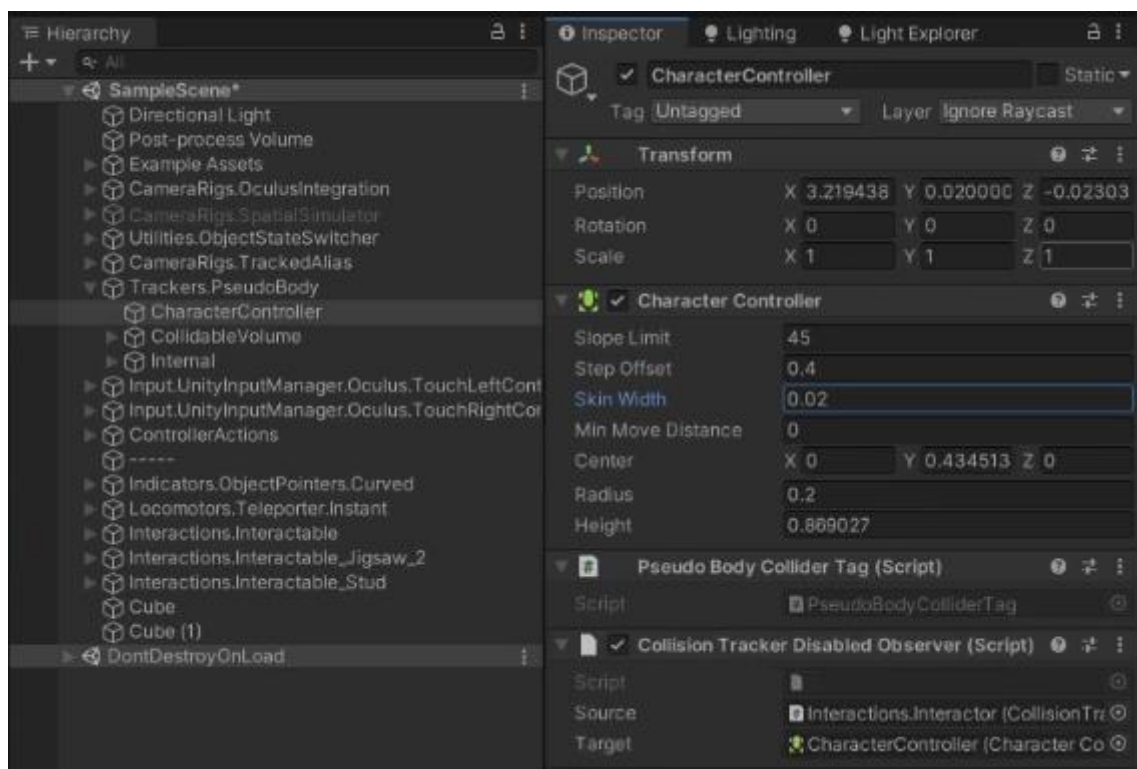
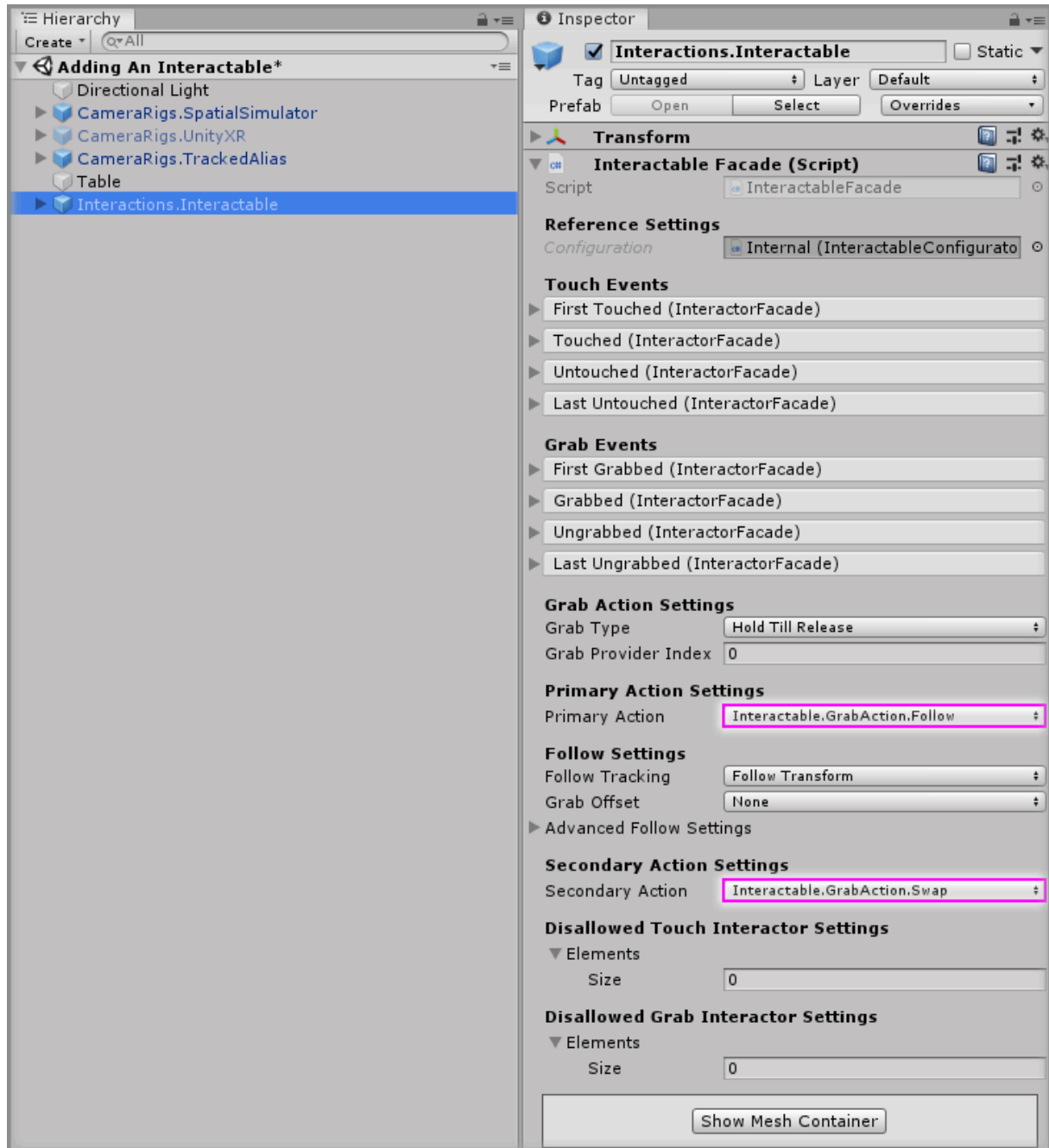**Tutorial:** https://youtu.be/2mjhsP-esjA

Fix - Flackern
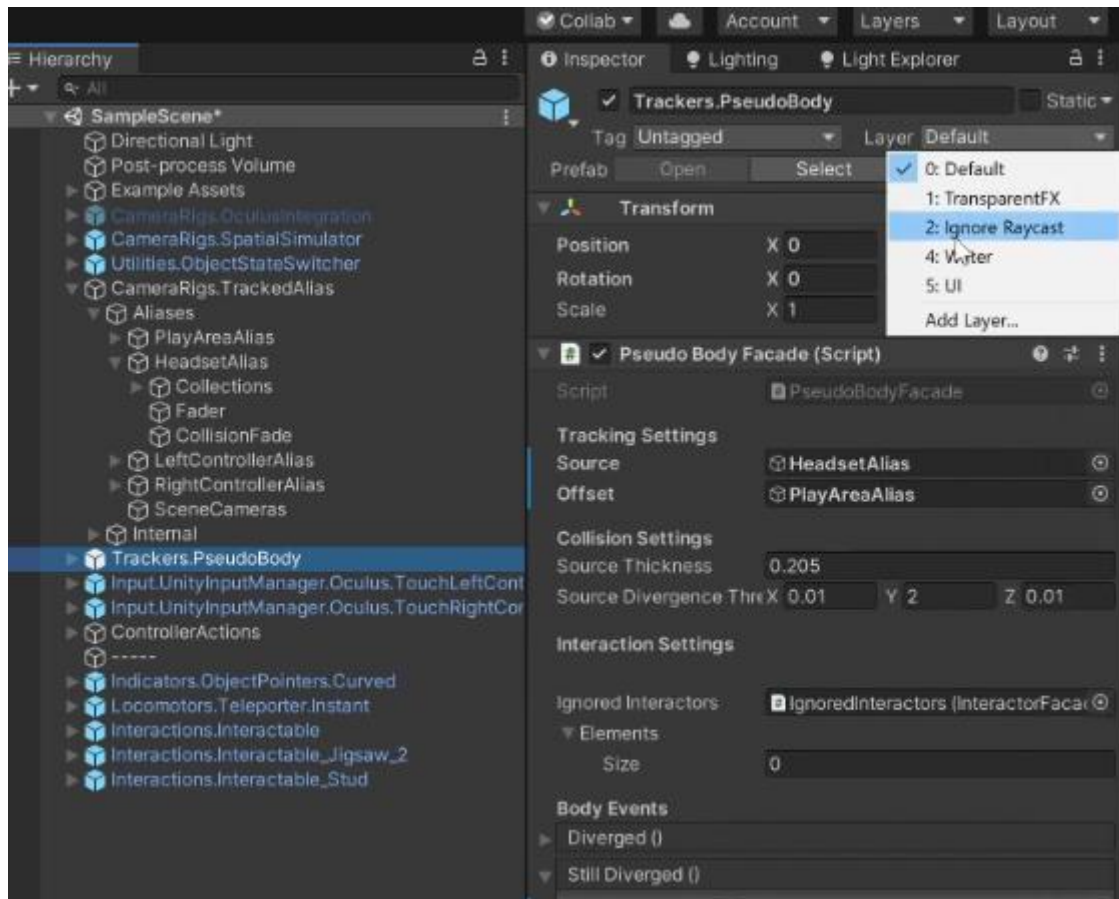
Fix – Drüber greifen
charakterController anpassen

Interactables

Add default interactable

https://github.com/ExtendRealityLtd/Tilia.Interactions.Interactables.Unity/blob/master/Documentation/HowToGuides/AddingAnInteractable/README.md
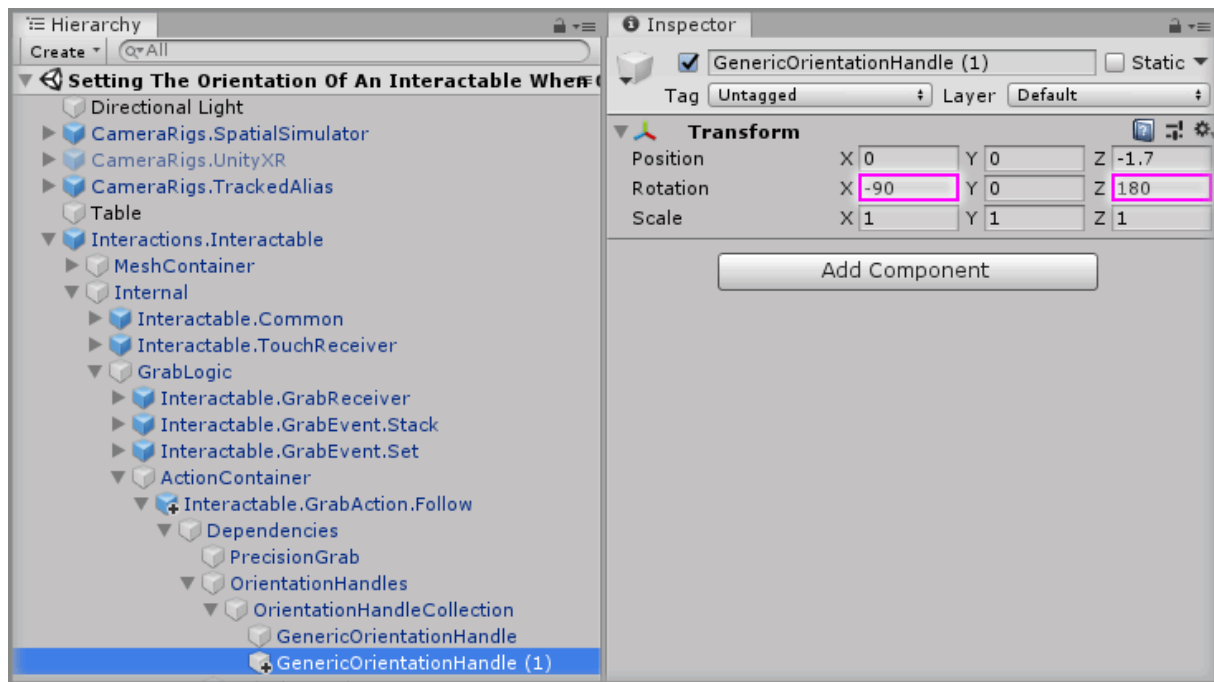

Orientierung ändern

Tutorial:
https://github.com/ExtendRealityLtd/Tilia.Interactions.Interactables.Unity/tree/master/Documentation/HowToGuides/SettingTheOrientationOfAnInteractableWhenGrabbed

2 unterschiedliche Orientierungen/Hände

Buttons

SpartialEventDispatcher nicht vergessen!

1. https://github.com/ExtendRealityLtd/Tilia.Interactions.SpatialButtons.Unity/tree/master/Documentation/HowToGuides/AddingAClickButton#step-3
2. https://github.com/ExtendRealityLtd/VRTK.Tutorials.VRBowling/tree/master/Documentation/Tutorials/02.ExpandingTheVRBowlingGame