

# [SETUP]

## [UNITY XR]

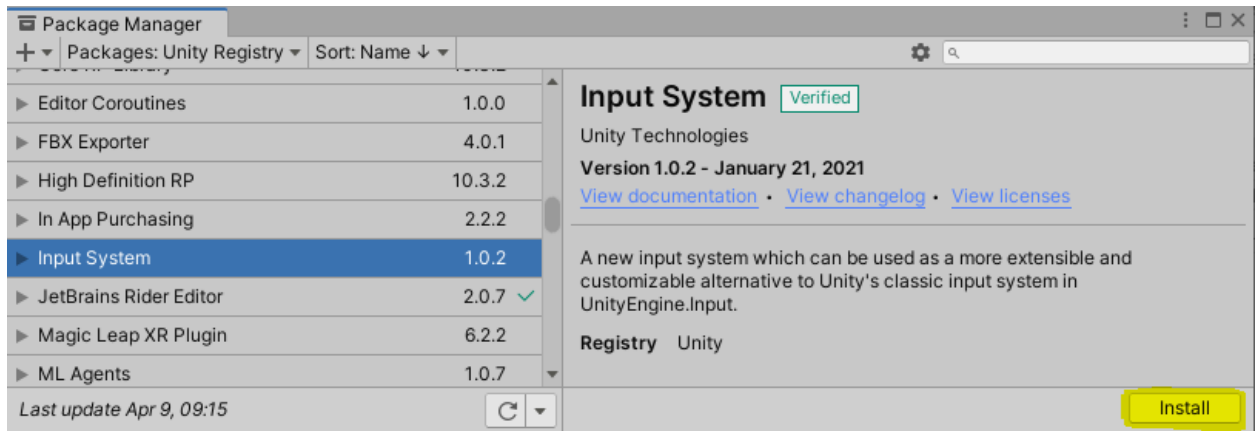
1. Download **AutoHand/Packages/XR.package**
2. Go to **Edit/Project Settings/Xr Plugin-Management** install your desired plugin



3. Install desired XR Management Sub-Plugin where you enabled XR Management
  4. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/XR)
- To adjust controller input settings or change device from default find the **XRHandControllerLink** attached to each **Hand** on the **XRPlayer** prefab

## [UNITY OPENXR (2020)]

1. Download The Input System Package in **Window/Package Manager/Input System**



2. Download the package at **AutoHand/Packages/OpenXR.package**
3. Go to **Edit/Project Settings/Xr Plugin-Management** install your desired plugin



4. Install desired XR Management Sub-Plugin where you enabled XR Management
  5. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/OpenXR)
- To adjust controller input settings or change device from default find the **OpenXRHandControllerLink** attached to each **Hand** on the **XRPlayer** prefab

## [STEAMVR]

1. Go to **Edit/Project Settings/Xr Plugin-Management** and install
2. Download [SteamVR Plugin | Integration](#) Asset
3. Make sure to generate SteamVR Input actions in **Windows/SteamVR Input**
4. Go to **Edit/Project Settings/Xr Plugin-Management** install your desired plugin



5. In the XR Plugin Management window, enabled OpenVR
  6. Download **AutoHand/Packages/SteamVR.package**
  7. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/SteamVR)
- To adjust controller input settings, or add input for non-wand devices navigate to the **SteamVRHandControllerLink** attached to each **Hand** on the **SteamVRPlayer** prefab

## [OCULUS INTEGRATION]

1. Download [Oculus Integration | Integration](#) Asset
2. Download **AutoHand/Packages/OculusInput.package** Go to **Edit/Project Settings/Xr Plugin-Management**



3. In the XR Plugin Management window, enabled Oculus
  4. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/Oculus Integration)
- To adjust controller input settings or change the device from default find the **OVRHandControllerLink** attached to each **Hand** on the **OVRPlayer** prefab