Quick Start

1. Install Input System ([instruction](https://docs.unity3d.com/Packages/com.unity.inputsystem@1.3/manual/index.html))
2. Install TextMeshPro
   1. Go to Edit/Project Settings/ TextMeshPro
   2. Press “import TMP Essentials” button
3. Install XR Interaction Toolkit ( [instruction](https://docs.unity3d.com/Packages/com.unity.xr.interaction.toolkit@2.0/manual/installation.html) )
4. Install XR Plugin Management:
   1. Go to Edit/Project Settings/Xr Plugin-Management
   2. Install desired XR Management Sub-Plugin where you enabled XR Management
5. Open and Play a Demo Scene (Grid based VR Inventory – Scenes – Demo)
6. (Optional) If you want using with asset with HDRP or URP pipeline you need to do update materials (find and click the button in Edit - Render Pipeline - Update Materials)
7. (Optional) If layers are empty or items push player, you can apply settings from Grid based VR Inventory/Settings folder

Asset description

Go to folder: Grid based VR Inventory/Prefabs/Inventory and drag “GridInventory” to scene and setup parameters that you needed

Parameters description:

gridWidth – width in number of cells

gridHeight – Height in number of cells

cellSize - in thousandth of units

panelHeight – Height of viewport in number cells, that will be visible simultaneously (width always is max)

startingItems - Items inside at the starting

setupPrefabs – uses to change template of panels and cells that used for inventory generation

setupShaders - uses to change shaders that uses in inventory

Small description of interaction

Player own the hand component, that connected to each player hand and have references to Interactors components and keeps track of what the player interacts with. UIPointer component interacts with UI (inventory included).

When ray interact with any cell, it gets cell coordinates (each cell have InventoryCellObject component) and transmit it to InventorySystem class with hand component from interacting hand. There checks are cell empty, drawing ghost items and put it to cell. Items stacking is supporting (checks equals by name).

When item is putting to cell, there object is adjusted to cell size, comparing Bounds in all MeshRenderer components and change shaders.