Quick Start

1. Install Input System ([instruction](https://docs.unity3d.com/Packages/com.unity.inputsystem@1.3/manual/index.html))
2. Install XR Interaction Toolkit ( [instruction](https://docs.unity3d.com/Packages/com.unity.xr.interaction.toolkit@2.0/manual/installation.html) )
3. 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
4. Open and Play a Demo Scene (Grid based VR Inventory – Scenes – Demo)
5. (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)
6. (Optional) If layers are empty or items push player, you can apply settings from Grid based VR Inventory/Settings folder

Asset using