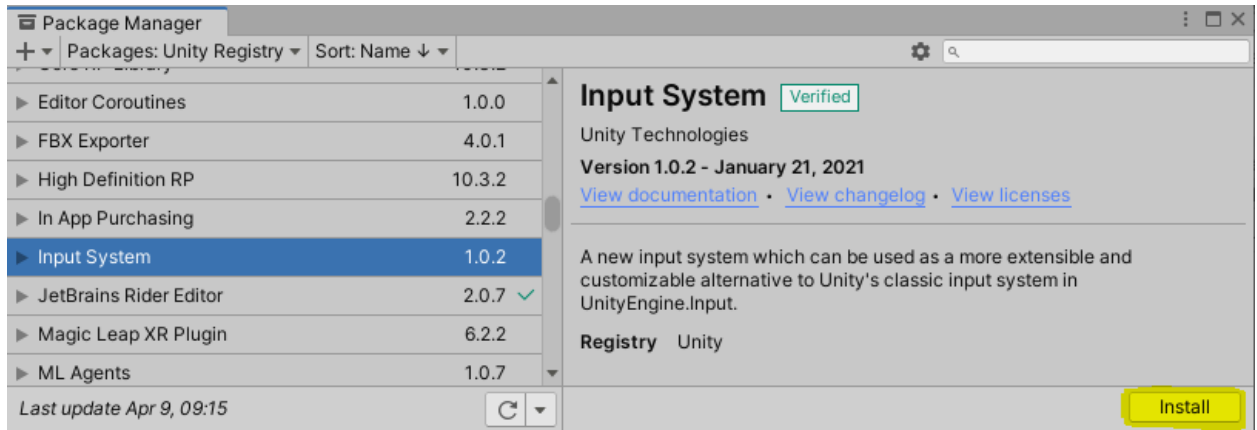# [SETUP]

[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 Managment

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

[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 Managment

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

[STEAMVR]

1. Go to **Edit/Project Settings/Xr Plugin-Management** and install
2. Download [SteamVR Plugin | Integration](#) Asset
3. Download **AutoHand/Packages/SteamVR.package**
4. 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**
3. 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