**Unity Installation**

Installation of unity requires installation of Unity Hub

1. You can signup for unity using your ericsson email ID
2. Go to [Start Your Creative Projects and Download the Unity Hub | Unity](https://unity.com/download)
3. Download for your specific platform
4. Open Unity Hub and go to Installs section
5. Download the latest unity version
6. For creating VR Application, make sure you install the below packages
   1. Android Build Support
   2. Windows Build Support
7. You can create a new project with any starter template. For VR application, it’s better not to use VR template as it’s settings are not updated to latest XR version. You can start with 3d template and build on adding XR packages.

**Required Unity Packages**

1. XR Plugin Management
2. XR Interaction Toolkit
   1. Go to Windows 🡪 Package Manager
   2. Click on Filter beside + icon, filter the package list to Unity Registry. If you don’t find the version upto 2.2.0, then follow below process to install.
   3. Click on + and Add package by name
      1. Name: com.unity.xr.interaction.toolkit
      2. Version: 2.2.0
   4. You can find the installed package by filtering Packages: In project
   5. While installing XR Interaction Toolkit, you need to make sure that Input System is set to New. Installation automatically will make input action as new, but just verify it.
   6. Also, import Starter Assets and XR Device Simulator
      1. Starter Assets: It will have player control presets
         1. Add all of them by clicking on them, on Inspector, click on Add from ActionBasedController Default.
         2. Go to Edit 🡪 Project Settings 🡪 Preset Manager
         3. In Asset Based Controller, write Right on Right controller filter and Left on Left controller filter
      2. XR Device Simulator: Simulation of VR Device without using headset
         1. Add XR Device Simulator Prefab to the scene
         2. Once you play the application, you can use vr controls to work on application.

**Creating XR Origin**

1. In hierarchy, right click or click on + button, on XR options, add XR origin(VR)
2. This will add XR Interaction Manager automatically.
3. Go to Inspector for XR Interaction Manager, click on Add Component, search for Input Action Manager and add it to the scene
4. Expand Action Assets and click on +
5. Click on icon and add XRI Default Input Actions
6. Now delete only XR Origin(VR)
7. In assets, goto Starter Assets 🡪 Prefabs 🡪 XR Origin Pieces 🡪XR Origin Preconfigured to the scene

**Using Current Scene:**