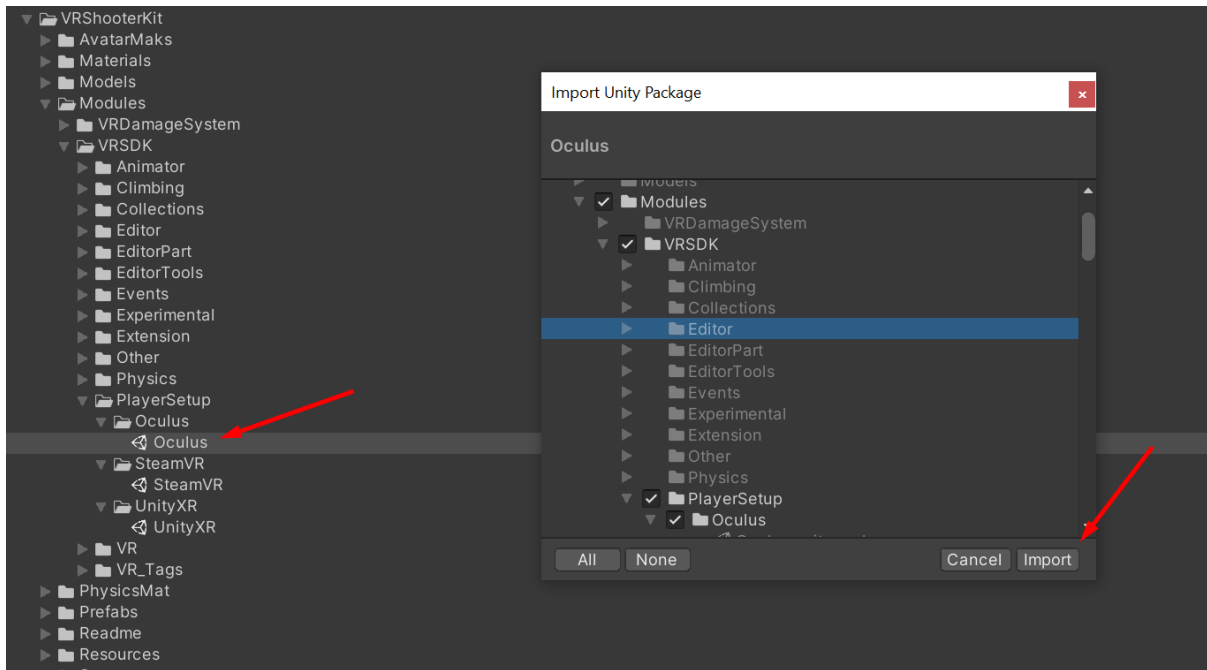
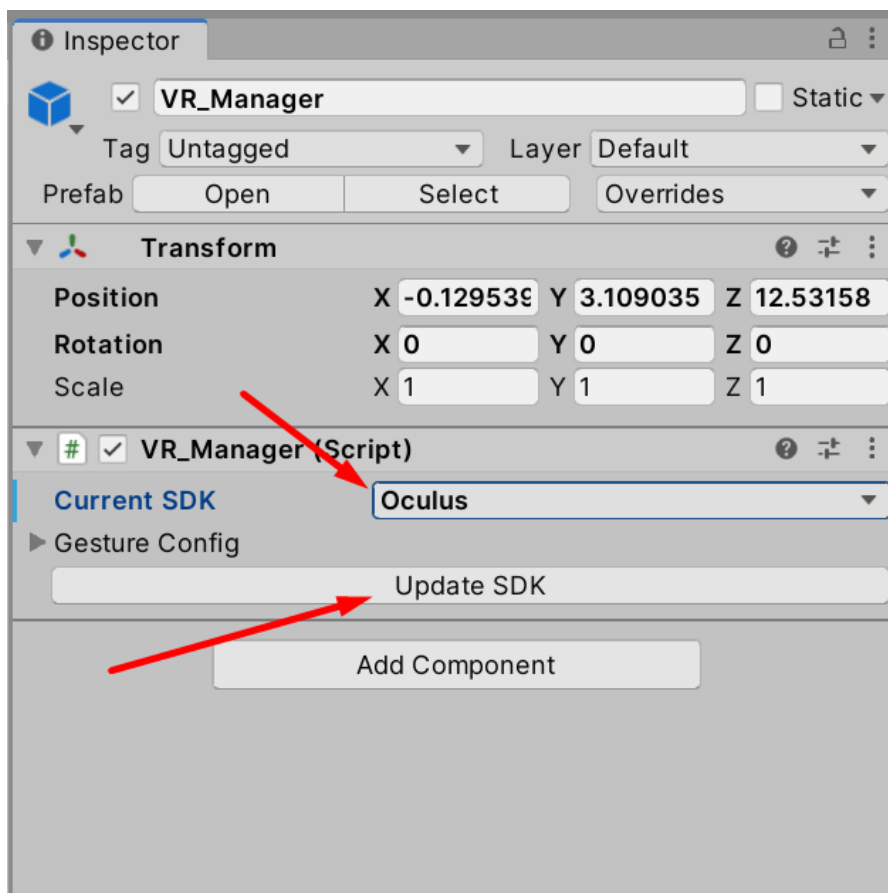
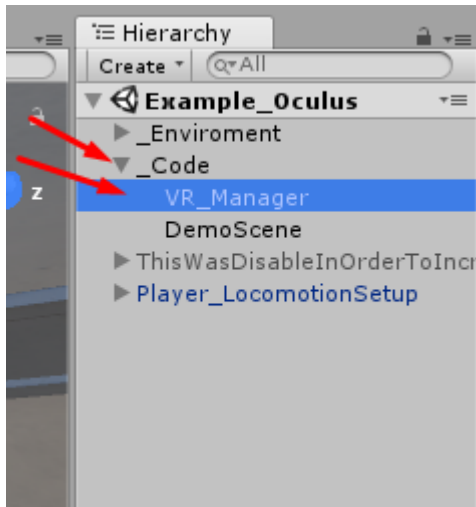


- 1) Import Oculus Integration from the [Assetstore](#)
- 2) Go to **VRShooterKit/Modules/VRSDK/Prefabs/PlayerSetup/Oculus** and import the Oculus players prefabs.

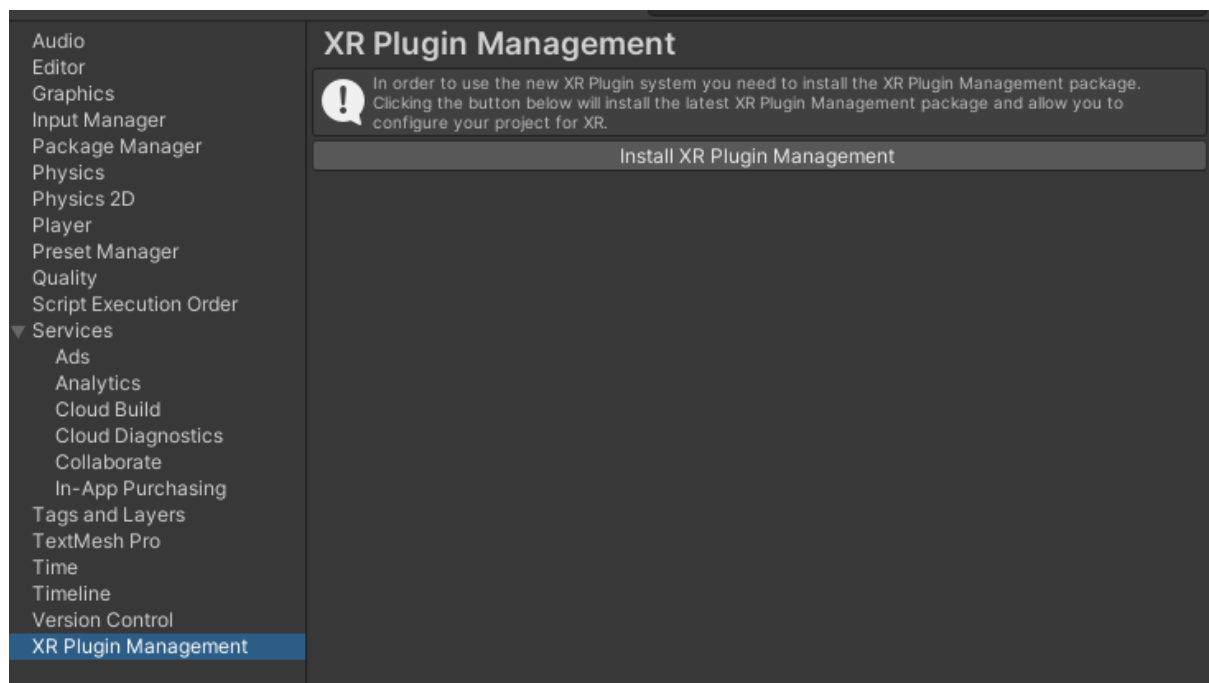


- 3) Open the example scene **VRShooterKit/Scenes/Example_Oculus**

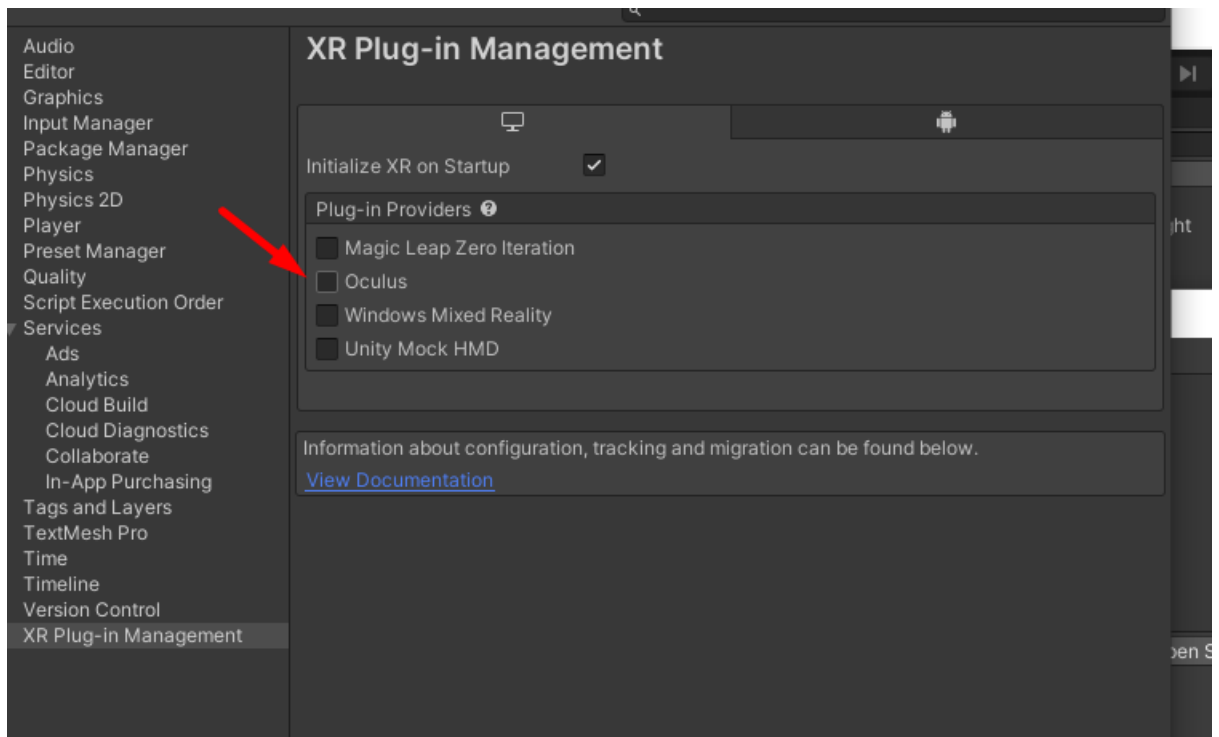
- 4) Inside **_Code** GameObject select **VR_Manager**, and set your current SDK as Oculus, and click in the **Update SDK** Button, and wait.



- 5) Go to **BuildSettings/PlayerSettings/XR Plugin Management** and click install XR Plugin Management



- 6) Enable Oculus



7) You are ready :)

8) Remember to leave an honest review so this can become better in the future!