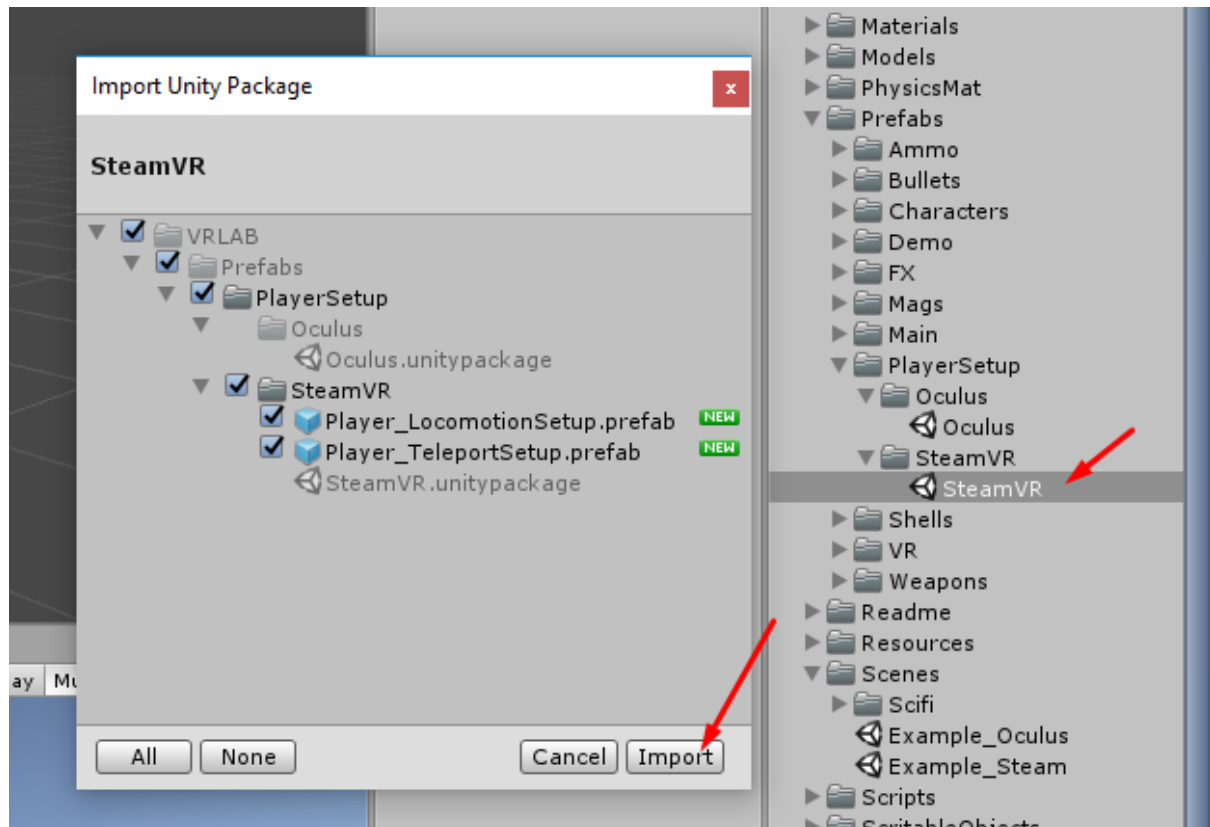
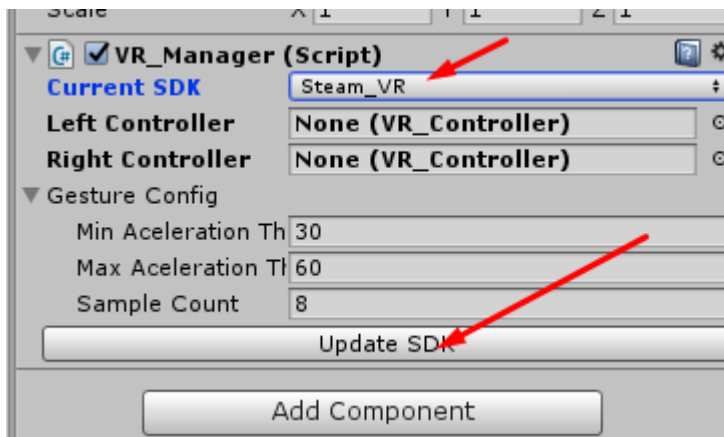
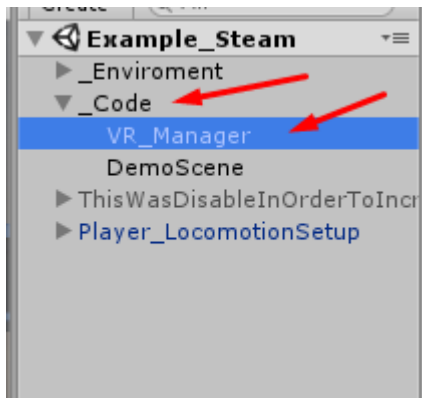


- 1) Import the [SteamVR Plugin](#) from the Asset Store
- 2) Go to **VRShooterKit/Modules/VRSDK/PlayerSetup/SteamVR** and import the SteamVR prefabs.

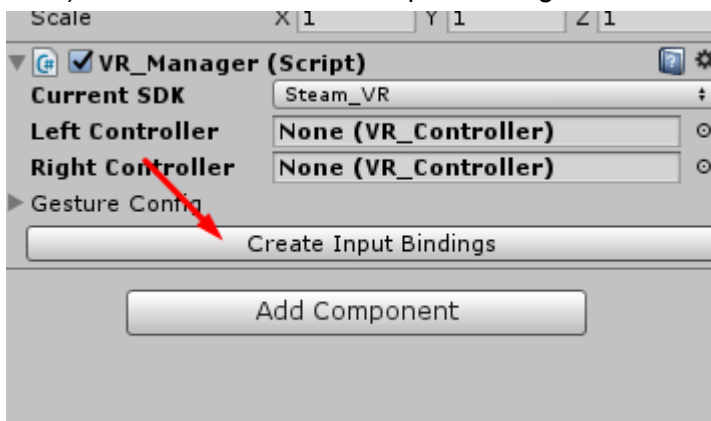


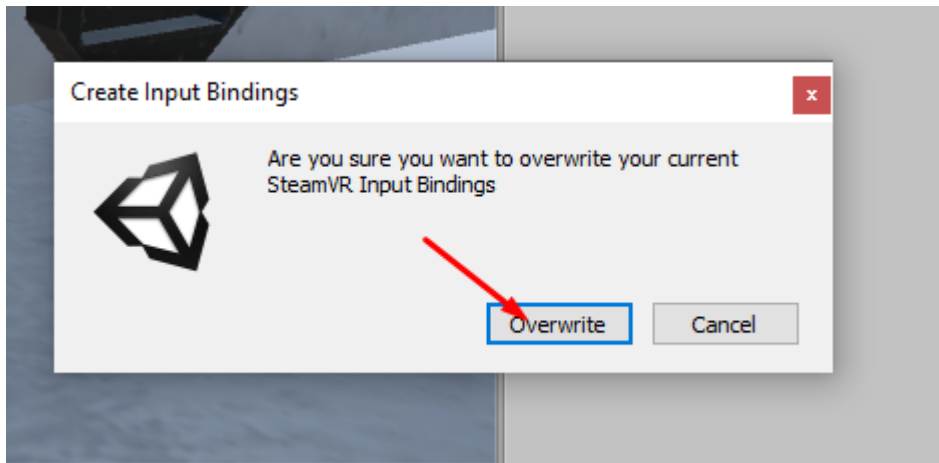
- 3) Open the scene **VRShooterKit/Scenes/Example_Steam**

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

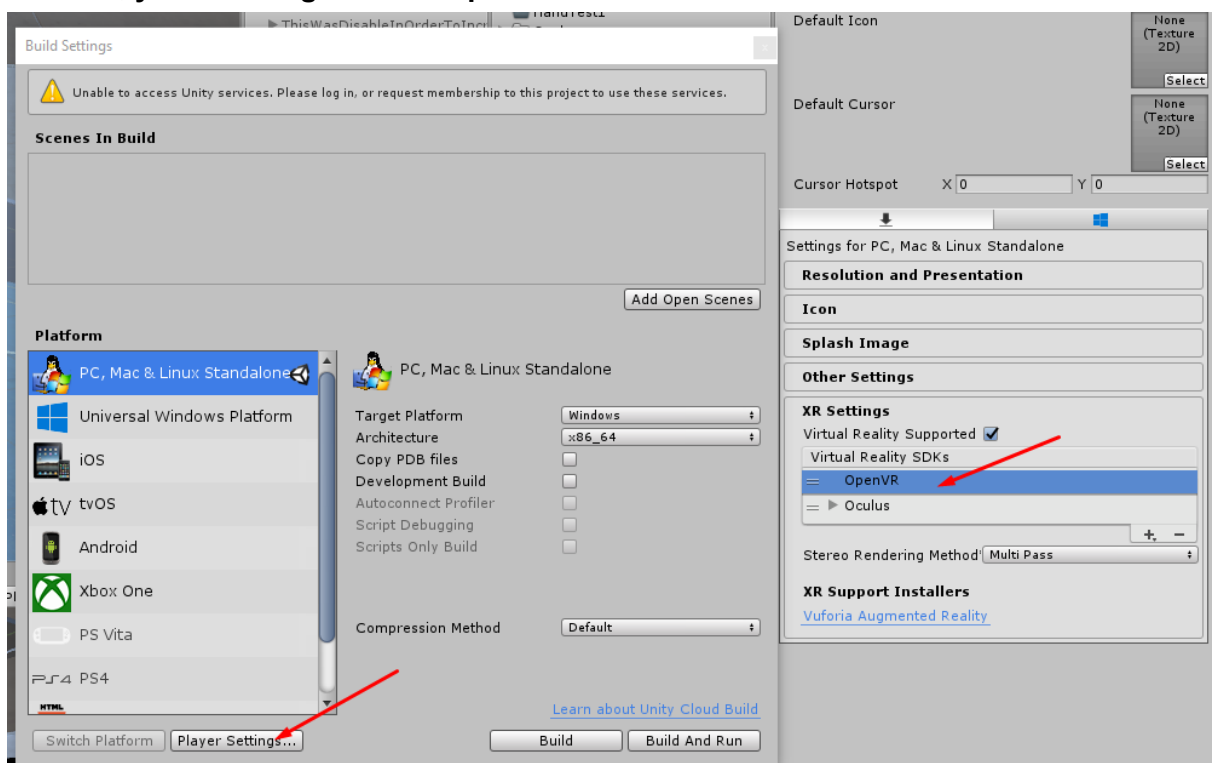


- 5) Then click the Create Input Bindings button, and click overwrite

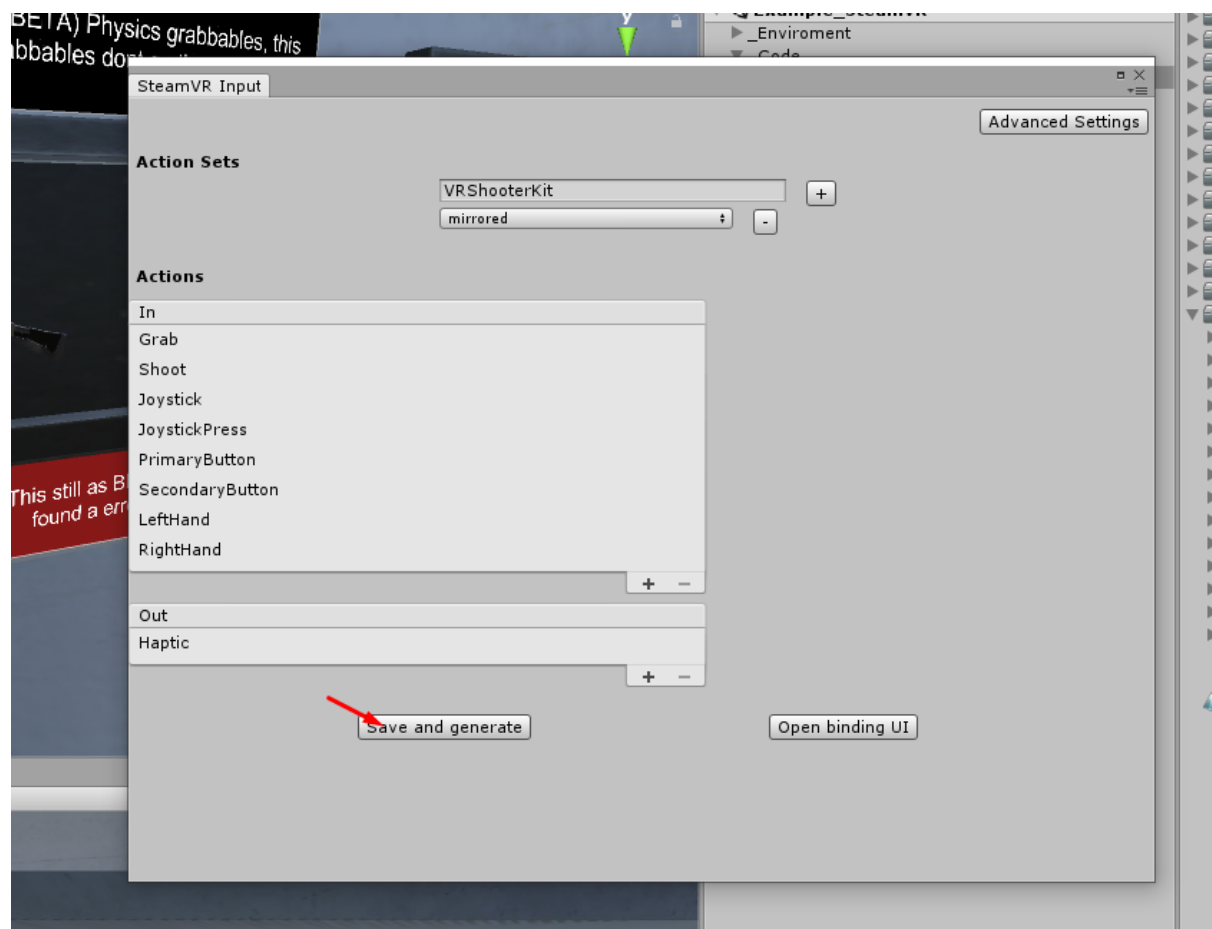
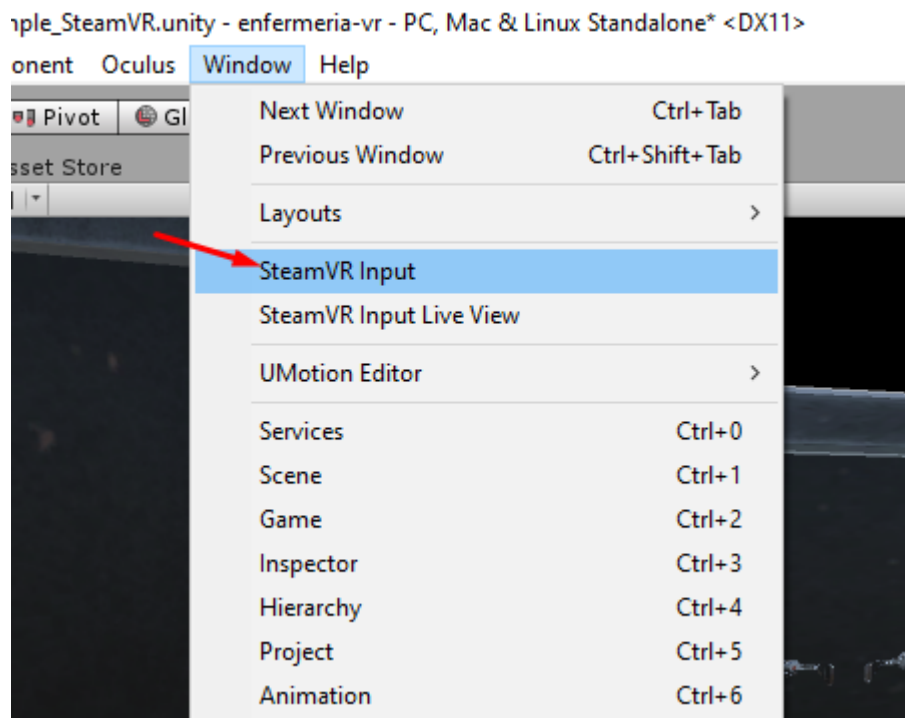




- 6) Go to **BuildSettings/PlayerSettings/XR** Settings and be sure that OpenVR is the first SDK, you can drag it to the top.



7) Go to **Window/SteamVR Input** and click **save and generate**



8) And you are ready to go!

the next release should have some throwable items like an axe, new weapons like a M4 and a semi automatic pistol and hit effects like bullet holes.