

[SETUP]

*Packages Will Request Override for Physics Settings - Additional Physics Layers are Required
See **Physics Setting** in **AutoHand/Documents/DOCUMENTATION** to do this manually

[UNITY XR]

1. Make Sure to Include Dependencies on Download
2. Download **AutoHand/Packages/XR.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 Management
5. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/XR)
6. To adjust controller input settings or change device from default find the **XRHandControllerLink** attached to each **Hand** on the **XRPlayer** prefab

[STEAMVR]

1. Download [SteamVR Plugin | Integration](#) Asset
2. Download **AutoHand/Packages/SteamVR.package** (Choose 2019 or 2020)
3. For Unity 2020+ you need to enable VR in project settings and download the experimental OpenVR plugin through SteamVRs prompt
4. Locate and Open and Play a Demo Scene (Autohand/Examples/Scenes/SteamVR)
5. To adjust controller input settings, or add input for non-wand devices navigate to the **SteamVRHandControllerLink** attached to each **Hand** on the **SteamVRPlayer** prefab
(For **INDEX TRIGGER SUPPORT** you must adjust this script)

[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)
4. To adjust controller input settings or change the device from default find the **OVRHandControllerLink** attached to each **Hand** on the **OVRPlayer** prefab

[UNITY LEGACY INPUT]

Deprecated in Unity 2020.

This Package will Request Override Project Settings

1. Download **AutoHand/Packages/XR Legacy.package** with dependencies.
2. Locate and Open Demo and Play a Demo Scene (Autohand/Examples/Scenes/Legacy Input)

[CUSTOM CONTROLLER]

Requires Custom Programming

1. Download the Stripped **AutoHand/Packages/CustomInput.package**
2. Locate and Open Demo Scene (Autohand/Examples/Custom Input)
3. Add Your Controller and Connect it to Hands Follow Value
4. Program a Hand Link Using Your Controllers Input System
(If you can print to the console when you press a button you can do this)
5. **Refer to the Documentation for an example of a hand controller link and more details on the hand functions to call from your input controller**