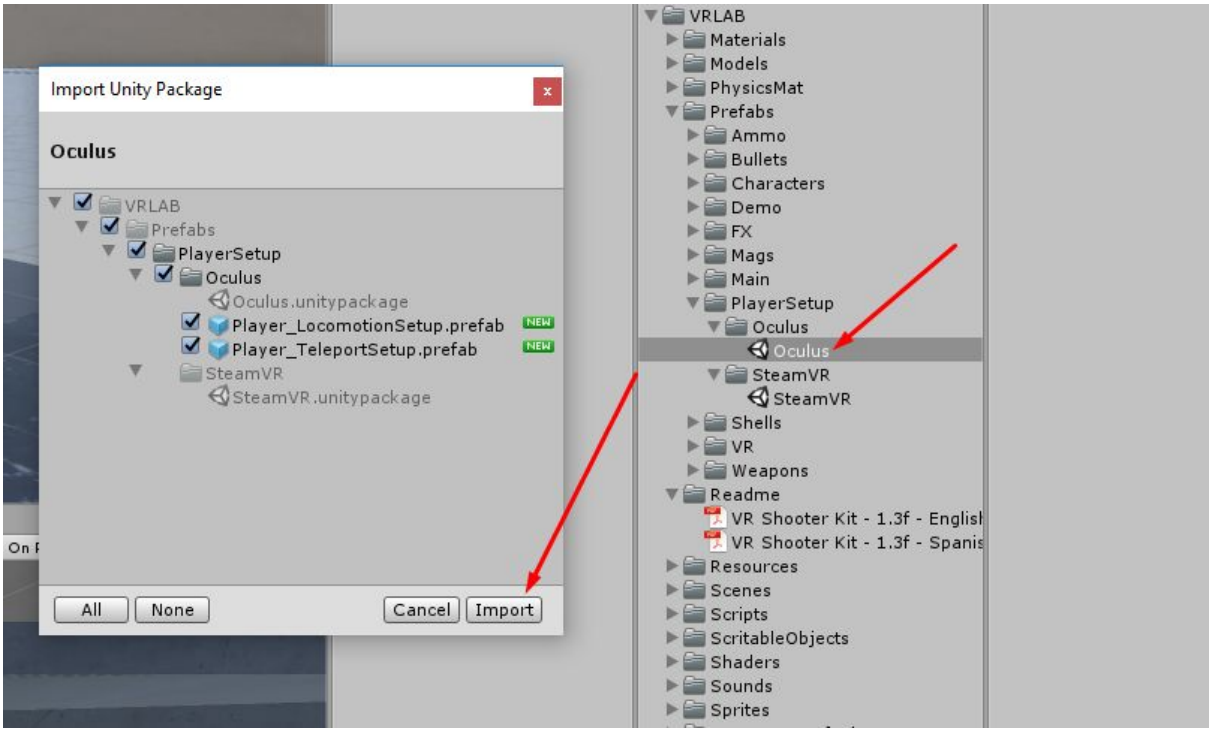
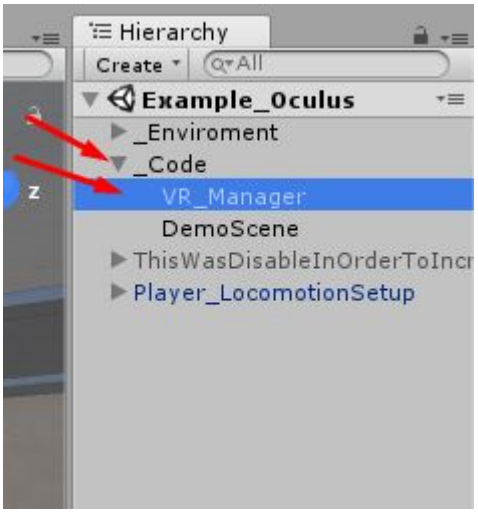
1) Import the Oculus Integration 1.41 from Oculus page, have mind that this is the previous version of Oculus Integration, when testing the new Oculus Integration 1.42 i found some errors so i recommend you to download 1.41, but you can always download the 1.42 from the asset store and give it a try.

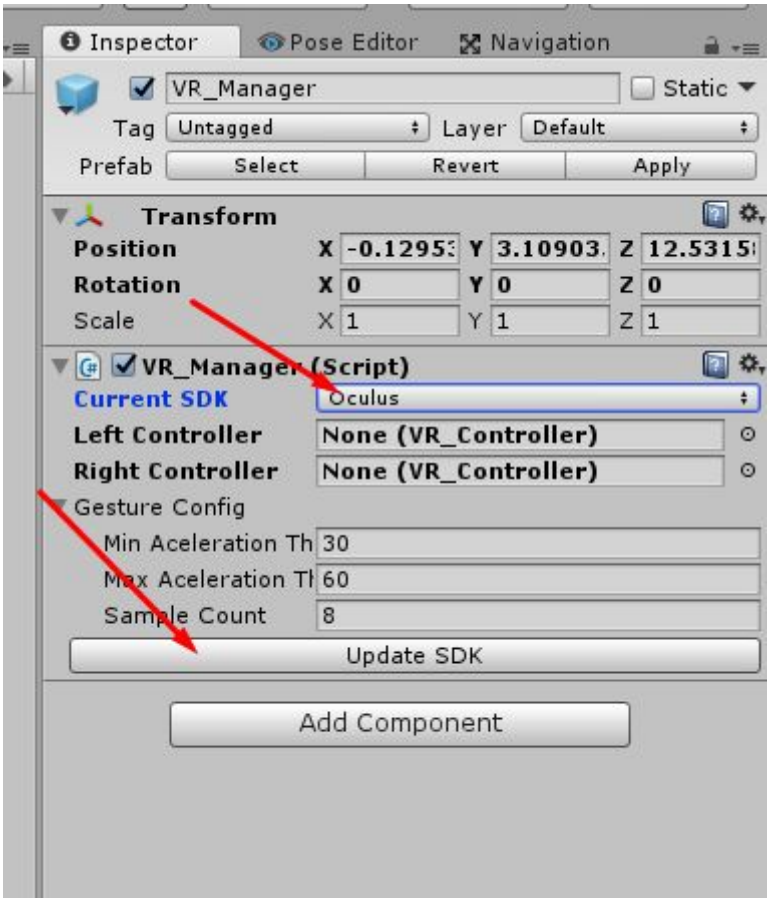
2) Go to **VRShooterKit/Prefabs/PlayerSetup/Oculus** and import the Oculus players prefabs.



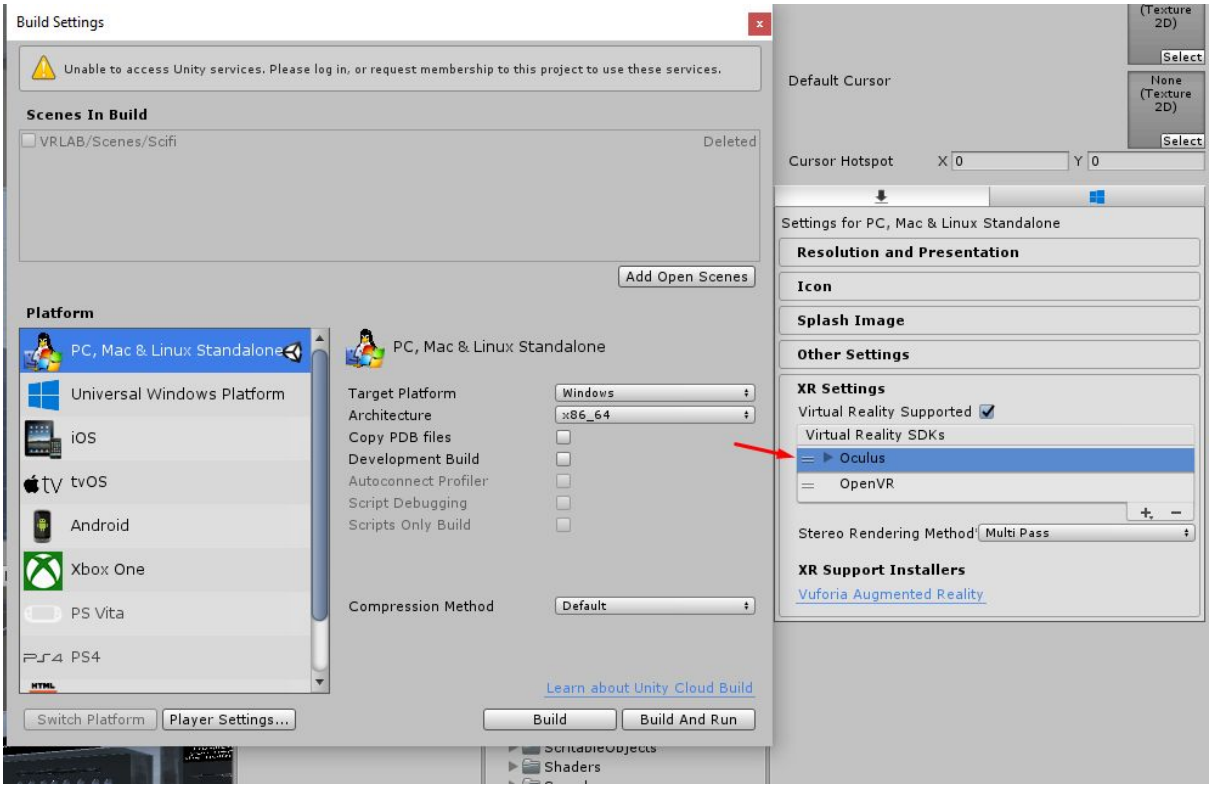
3) Open the example scene **VRShooterKit/Scenes/Example_Oculus**

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




Inspector
Pose Editor
Navigation
VR_Manager
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X -0.1295
Y 3.10903
Z 12.5315
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
VR_Manager (Script)
Current SDK
Oculus
Left Controller
None (VR_Controller)
Right Controller
None (VR_Controller)
Gesture Config
Min Aceleration Th
30
Max Aceleration Th
60
Sample Count
8
Update SDK
Add Component

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



6) You are ready :)