

How to convert a OVR Grabbable to a Tilia Interactable:

1. Drag Tilia Interactions.Interactable prefab into the scene.
2. Unpack prefab instance for Interactions.Interactable.
3. Delete existing “Cube” under MeshContainer and replace it with OVRGrabbable object.
4. Copy transform component from the OVRGrabbable to the Interactable's transform component. Set transform/scaling of OVRGrabbable object to all 0/1.
5. Copy Collider from OVRGrabbable object to the Interactions.Interactable object in the hierarchy. Disable the collider for the OVRGrabbable object.
6. Disable/delete any Rigidbody object that exists in the nested OVRGrabbable object.
7. Set the tag of the Interactable object to the desired tag (likely the same tag that the OVRGrabbable had).
8. Set the primary and secondary GrabActions in the Interactions.Interactable.

How to convert a SnapCollider to a SnapCollider_tilia:

1. Add a SnapCollider_tilia script to the same object that has a SnapCollider script.
2. Copy the values in the SnapCollider to SnapCollider_tilia.
3. Uncheck the “active” boolean for the SnapCollider.

How to convert an OVR-functional button to a Tilia-functional button:

1. Drag a Indicators.ObjectPointers.Straight, Indicators.SpatialTargets.Dispatcher Indicators.SpatialTargets.Processor, and a SelectionAction into the scene as shown in QuinnEnvoTest scene. Set up these objects accordingly.
2. Drag a Interactions.SpatialButton into the hierarchy at the same level as the corresponding ButtonElement object. Copy the transform values from the original button to the Tilia button.
3. Manually copy all stylistic elements from the original button to the Tilia button.
4. Copy any functions within the ButtonElement to the Tilia ButtonEvents.