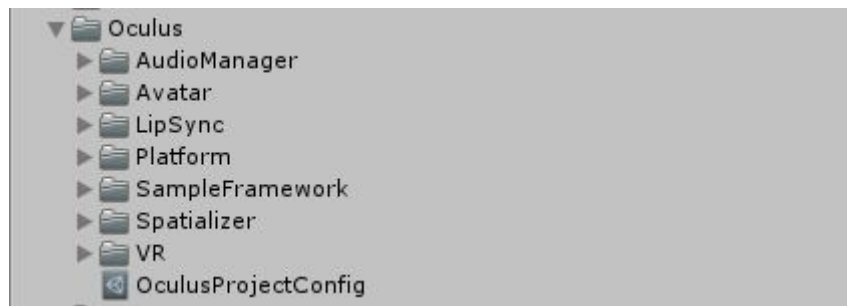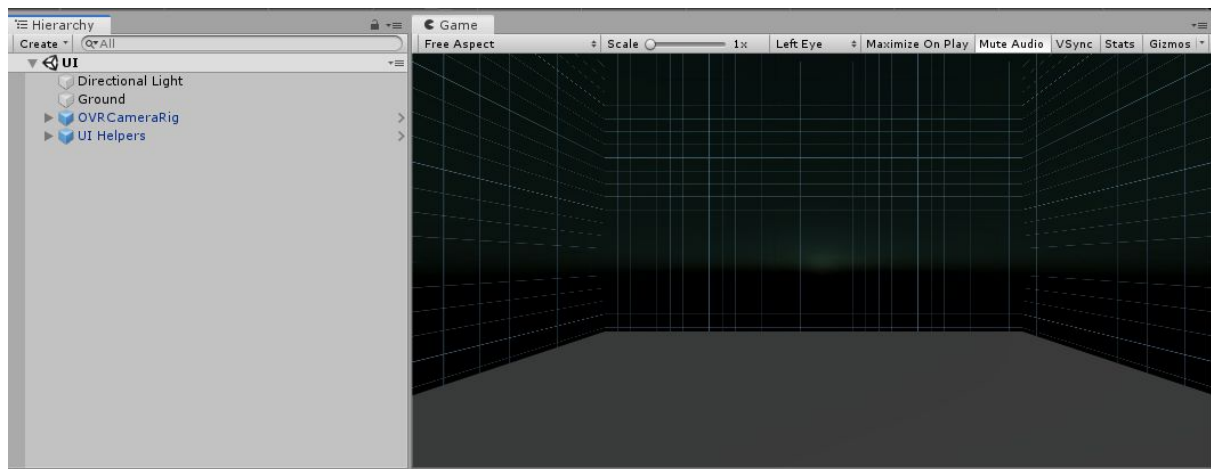**Step 1:** Create a new LWRP project in Unity 2019.2.x.f1 version.and Import Oculus Utilities latest version.
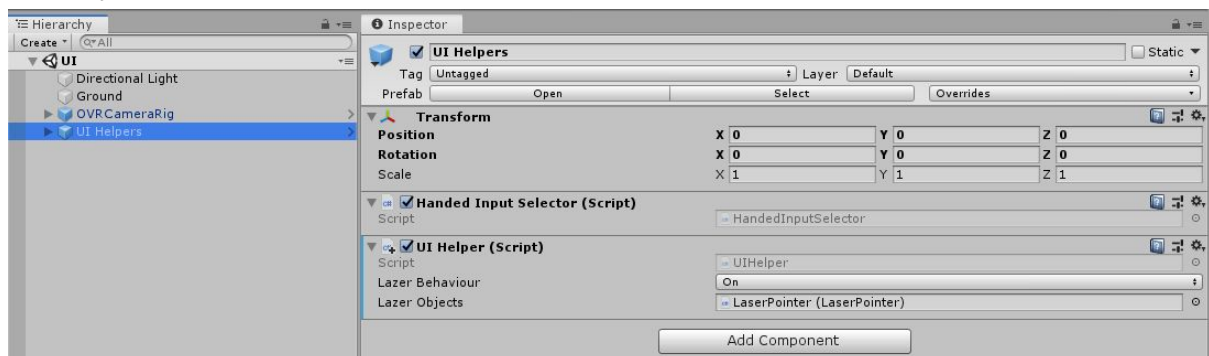

Step 2: Drag OVRCameraRig & UIHelpers prefabs in Scene.


Step 3: Create new script *UIHelper.cs* and add following lines of code.

```
using UnityEngine;
public class UIHelper : MonoBehaviour
{
        [SerializeField] LaserPointer.LaserBeamBehavior LazerBehaviour;
        [SerializeField] LaserPointer LazerObjects;

        void Start()
        {
                LazerObjects.laserBeamBehavior = LazerBehaviour;
        }
}
```
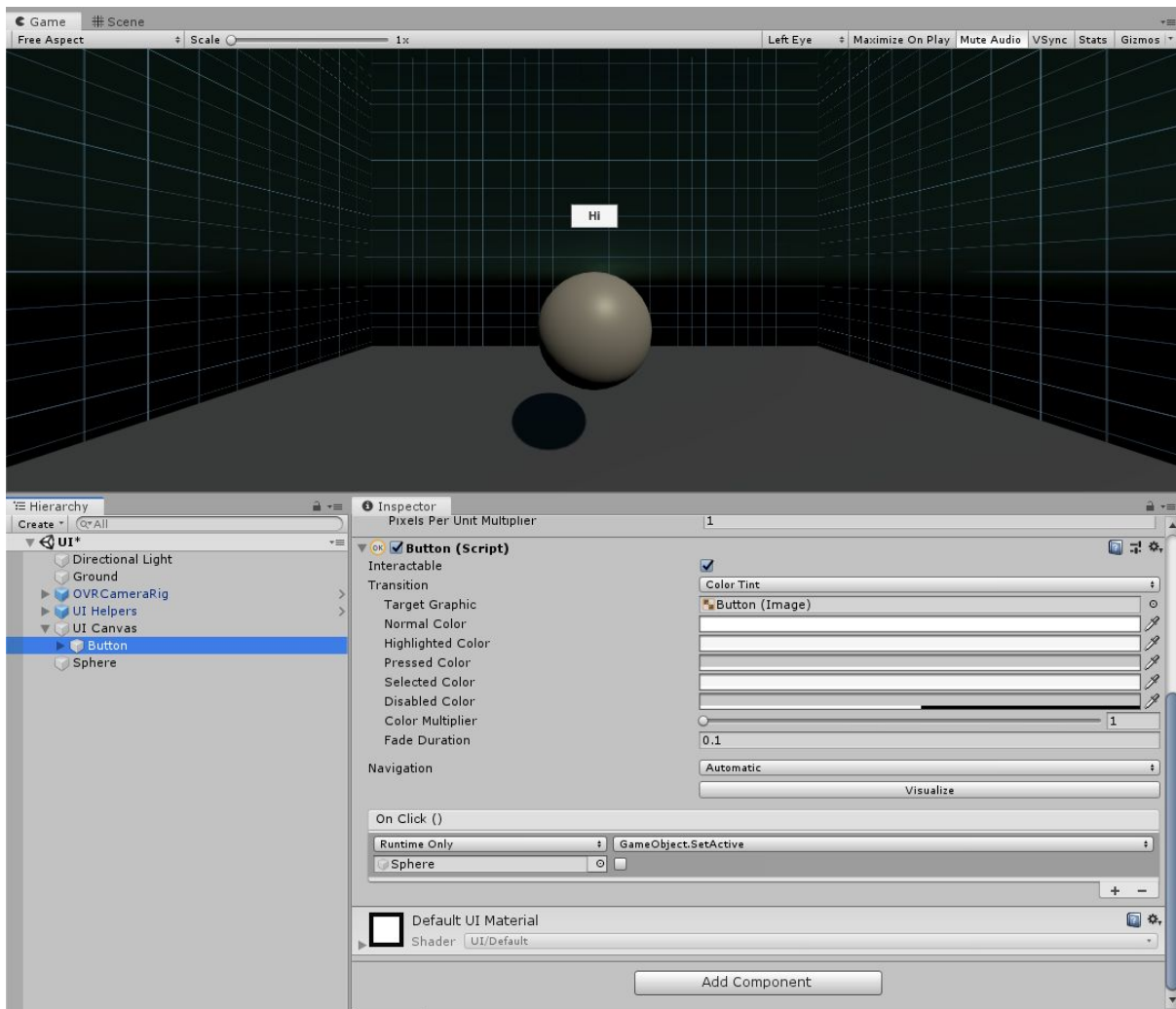
Step 4: Create a canvas *UICanvas* and add *OVRRaycaster.cs* script on it and disable *GraphicRaycaster.cs* script.
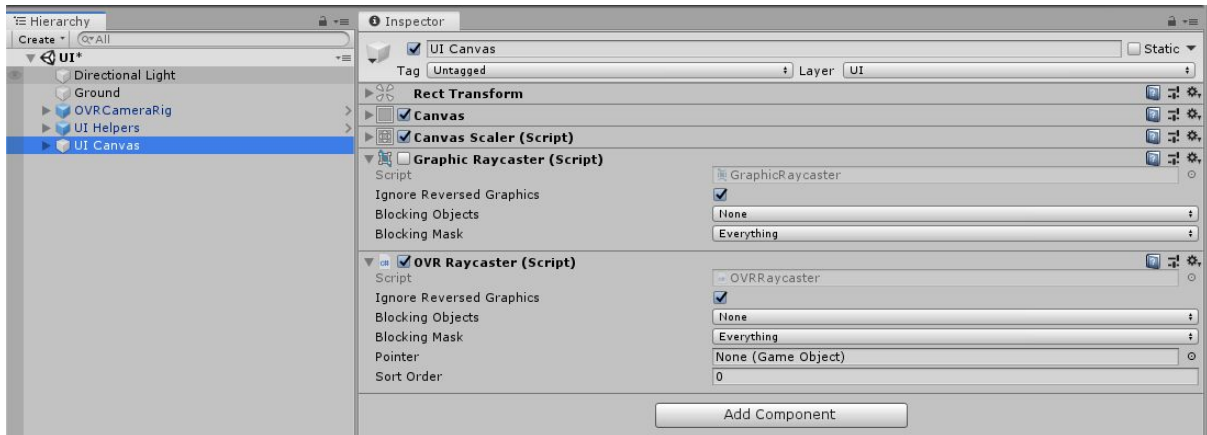
Step 5: Add a button "Hi" in canvas and create a Sphere. When you click on button the sphere will disappear.

It's Done!