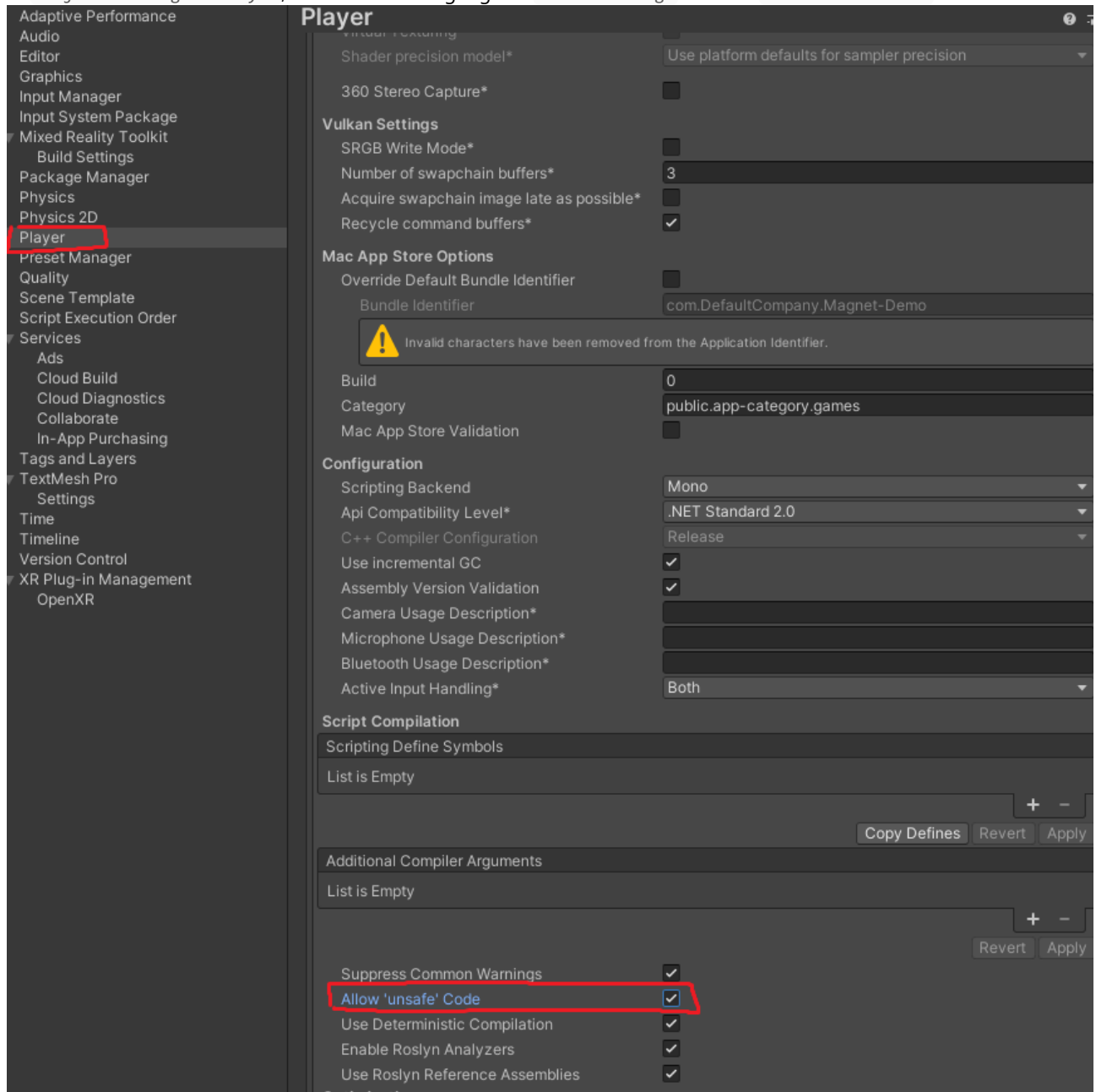


Setup Project

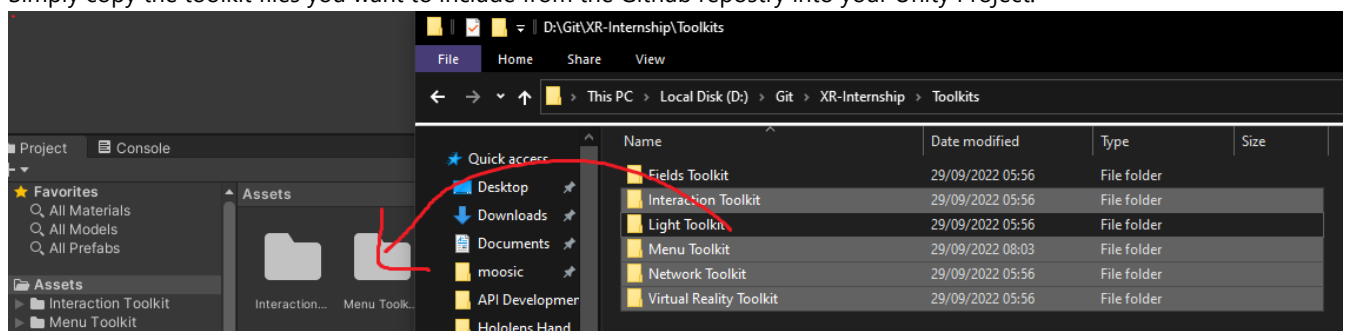
Refer to [Getting Started](#)

- In Project Settings > Player, for each build target go to Other Settings and tick Allow unsafe code:



Importing Toolkits

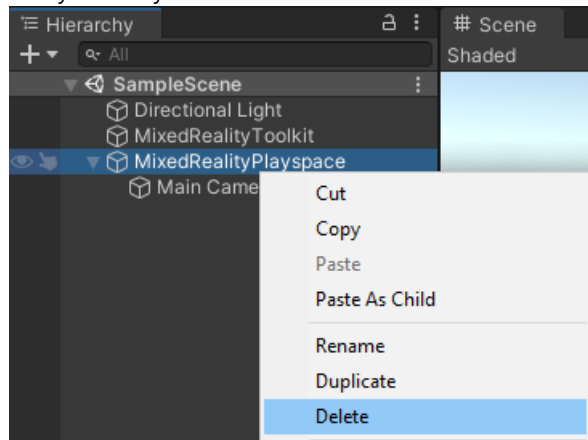
Simply copy the toolkit files you want to include from the Github repostry into your Unity Project:



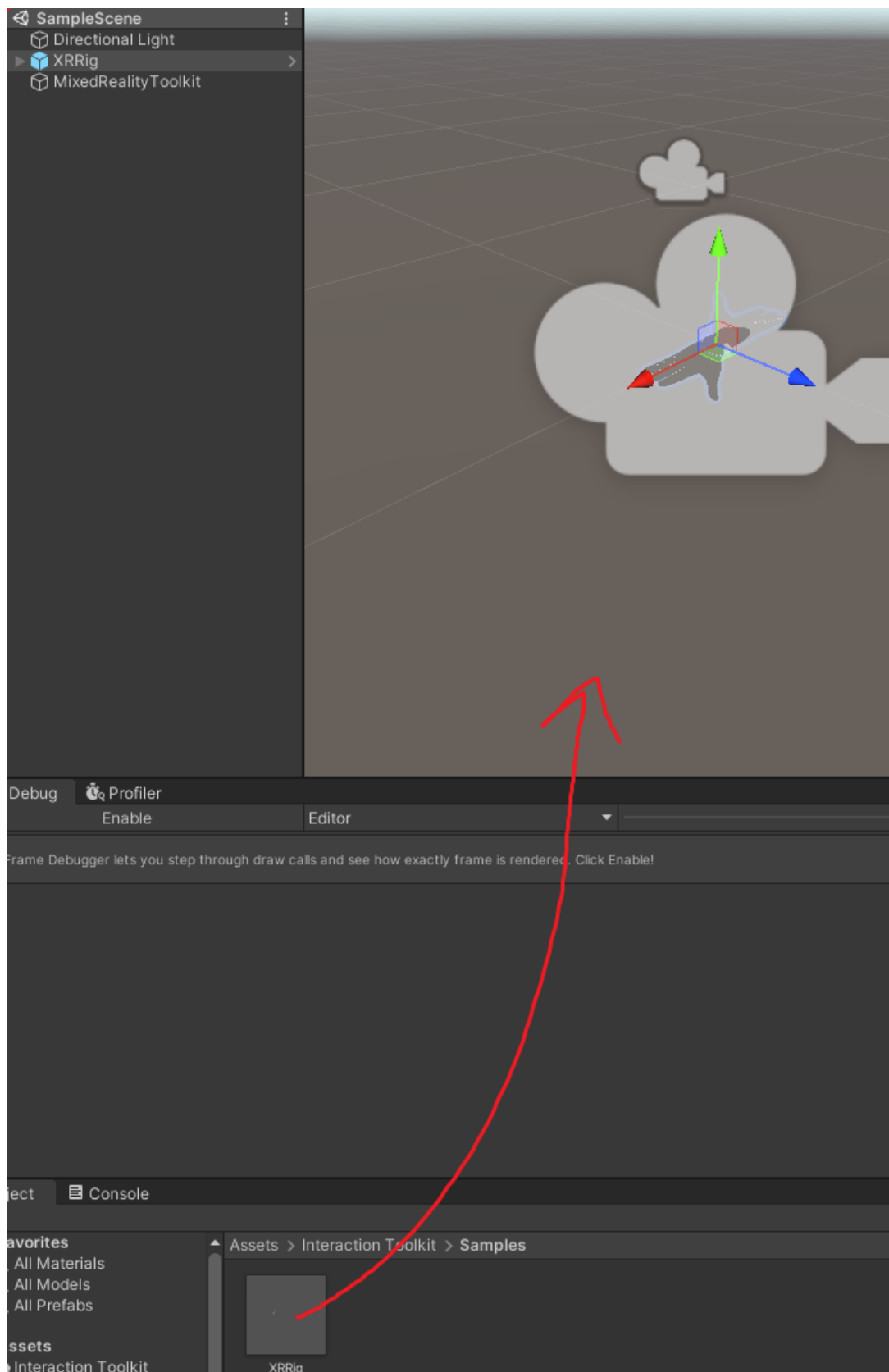
- [Fields Toolkit](#) and [Light Toolkit](#) are optional

- [Interaction Toolkit](#), [Menu Toolkit](#), [Network Toolkit](#) and [Virtual Reality Toolkit](#) are all mandatory and depend on each other.

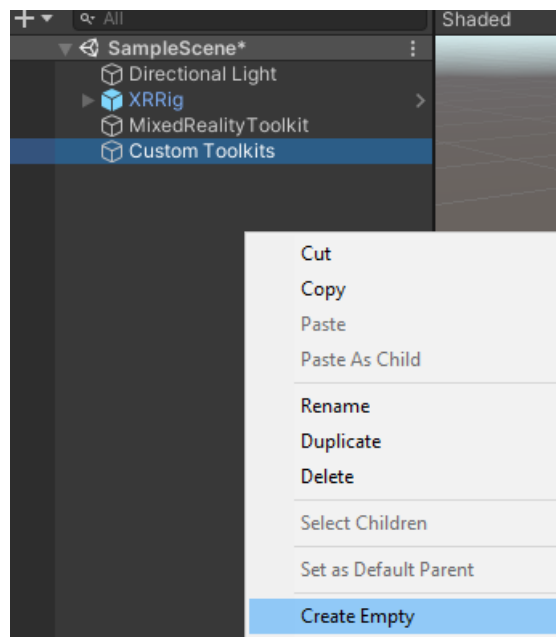
1. Delete the main camera and rig from your unity scene:



2. Drag the XRRig prefab from Interaction Toolkit > Samples into your scene:

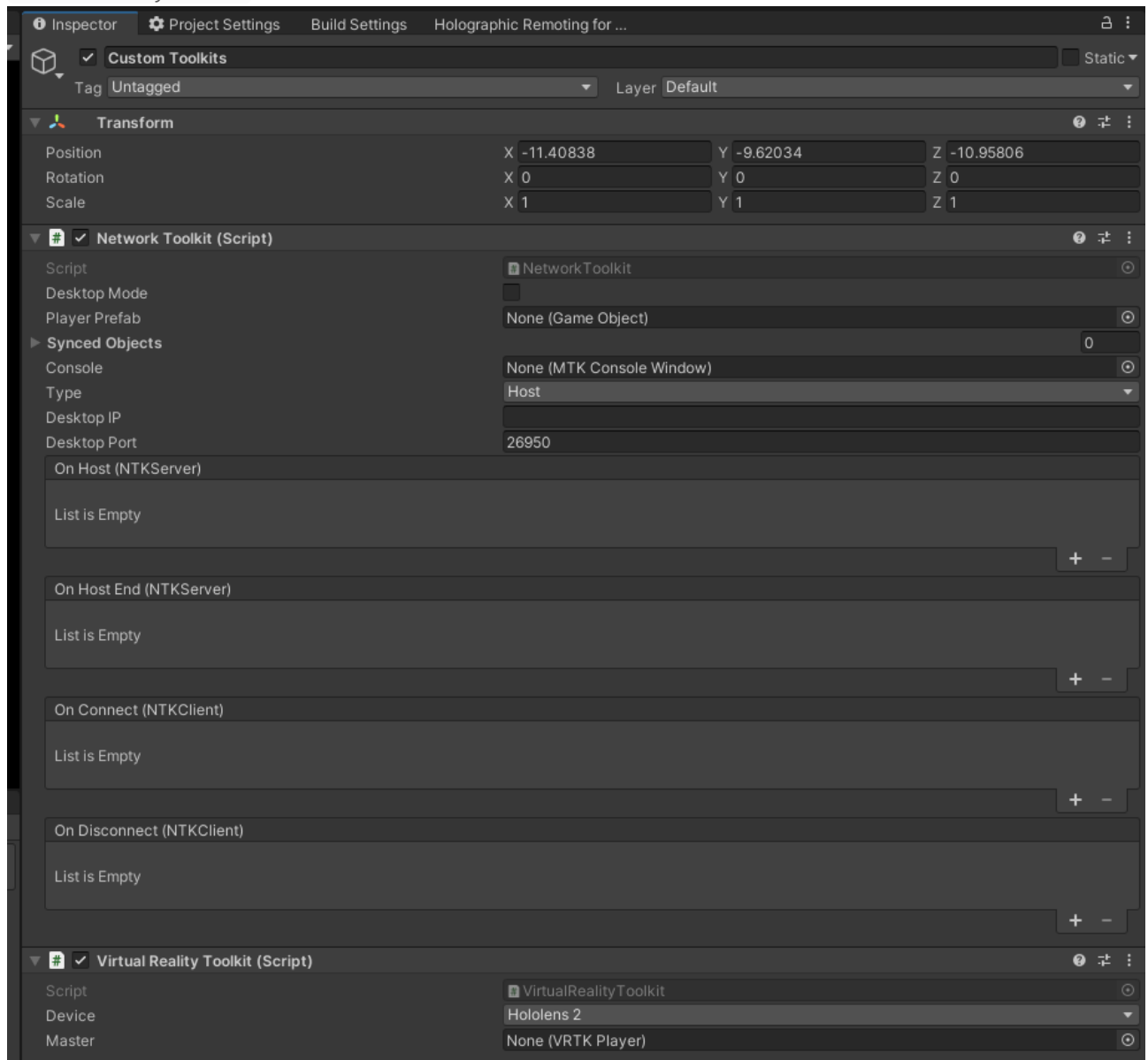


3. Right click on the scene and create a Empty GameObject called Custom Toolkits:

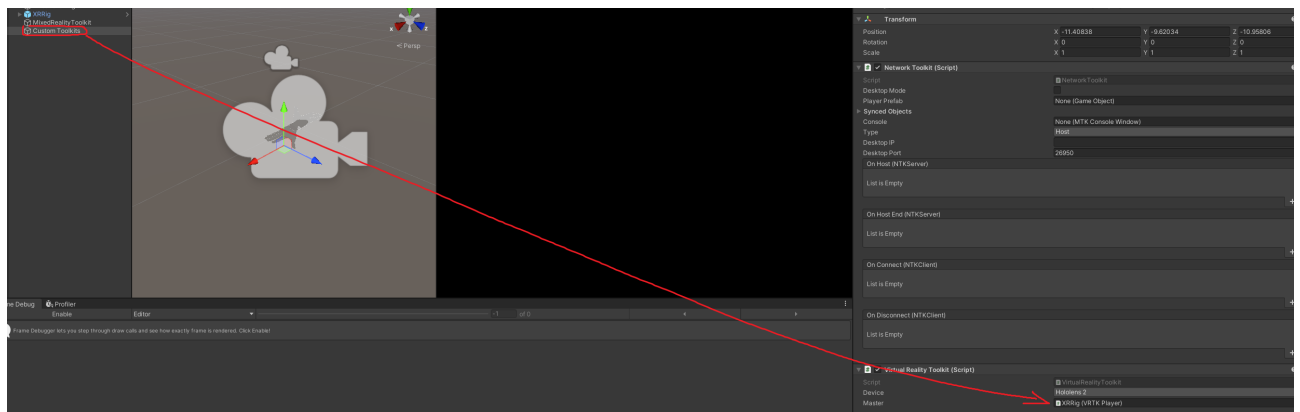


4. Select this gameobject and In the `Inspector` add the following components:

- `Network Toolkit`
- `Virtual Reality Toolkit`

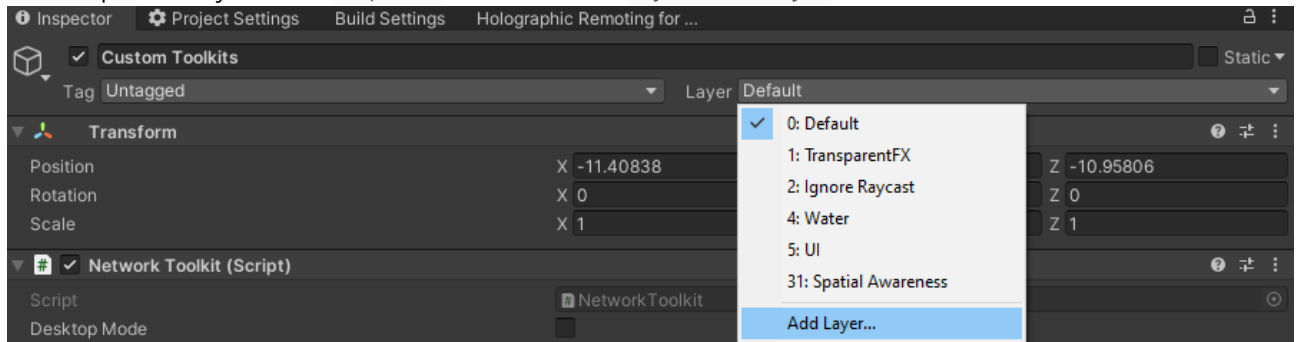


5. Drag your `XRRig` object from the scene into the `Master` slot of the `Virtual Reality Toolkit` component and set `Device` to your target device:

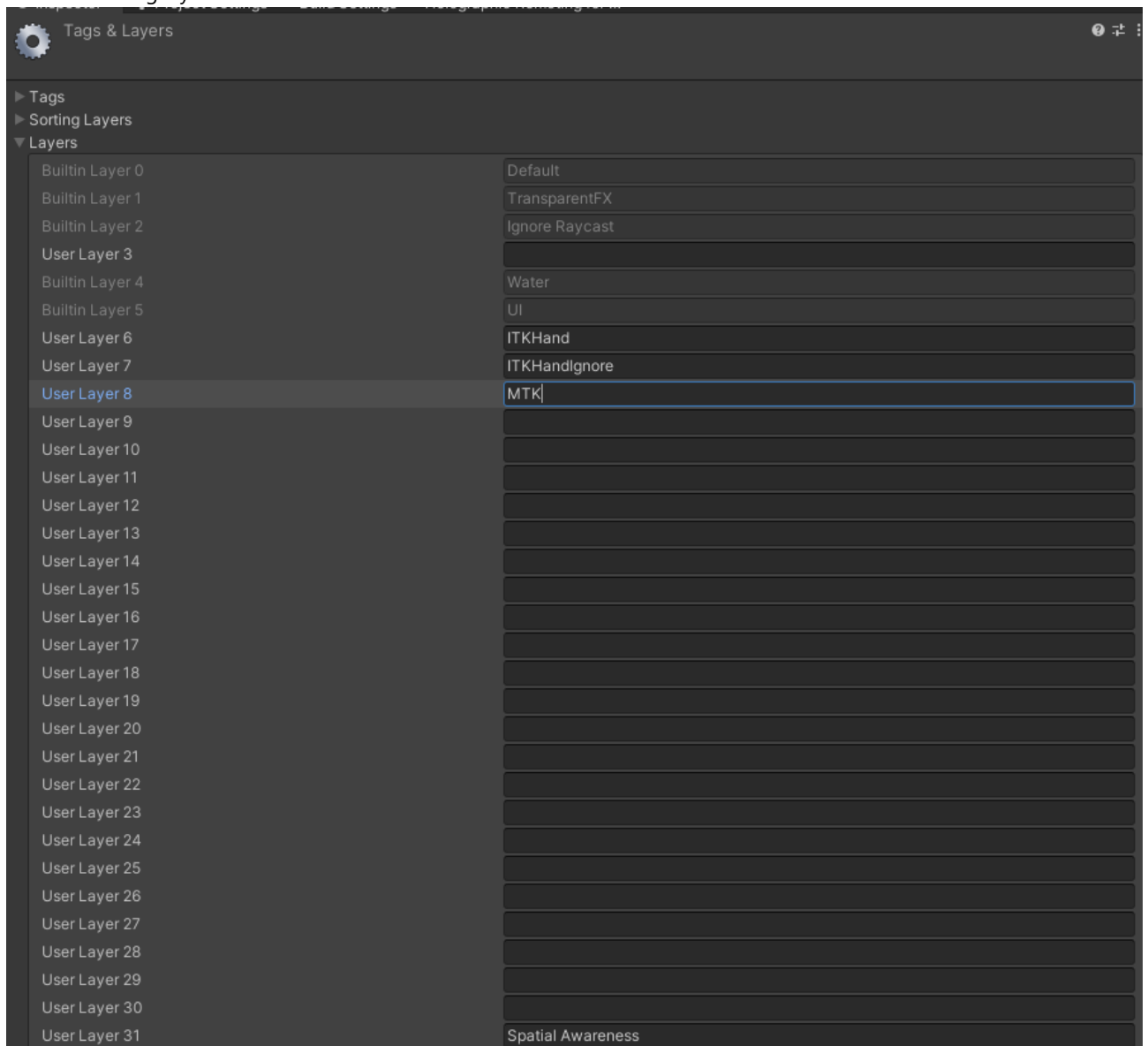


and s

- At the top of the object in the Inspector window click on Layer > Add Layer :



- Add the missing layers:




8. Go to Project Settings > Physics and change the settings to match:

NOTE:: The default material can be found in Interaction Toolkit > Assets

Physics

Gravity X 0 Y -9.81 Z 0

Default Material  Standard

Bounce Threshold 2

Default Max Depenetration Velocity 10

Sleep Threshold 0.005

Default Contact Offset 0.01

Default Solver Iterations 20

Default Solver Velocity Iterations 10

Queries Hit Backfaces ☐

Queries Hit Triggers ☒

Enable Adaptive Force ☒

Contacts Generation Persistent Contact Manifold

Auto Simulation ☒

Auto Sync Transforms ☐

Reuse Collision Callbacks ☒

Cloth Gravity X 0 Y -9.81 Z 0

Contact Pairs Mode Default Contact Pairs

Broadphase Type Sweep And Prune Broadphase

World Bounds

Center	X	0	Y	0	Z	0
Extent	X	250	Y	250	Z	250

World Subdivisions 8

Friction Type One Directional Friction Type

Enable Enhanced Determinism ☐

Enable Unified Heightmaps ☒

Solver Type Temporal Gauss Seidel

Default Max Angular Speed 7

▼ Layer Collision Matrix

	Spatial Awareness	MTK	ITKHandIgnore	ITKHand	Water	Ignore Raycast	TransparentFX	Default
Default	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TransparentFX	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ignore Raycast	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Water	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
UI	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ITKHand	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ITKHandIgnore	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MTK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Spatial Awareness	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Cloth Inter-Collision ☐