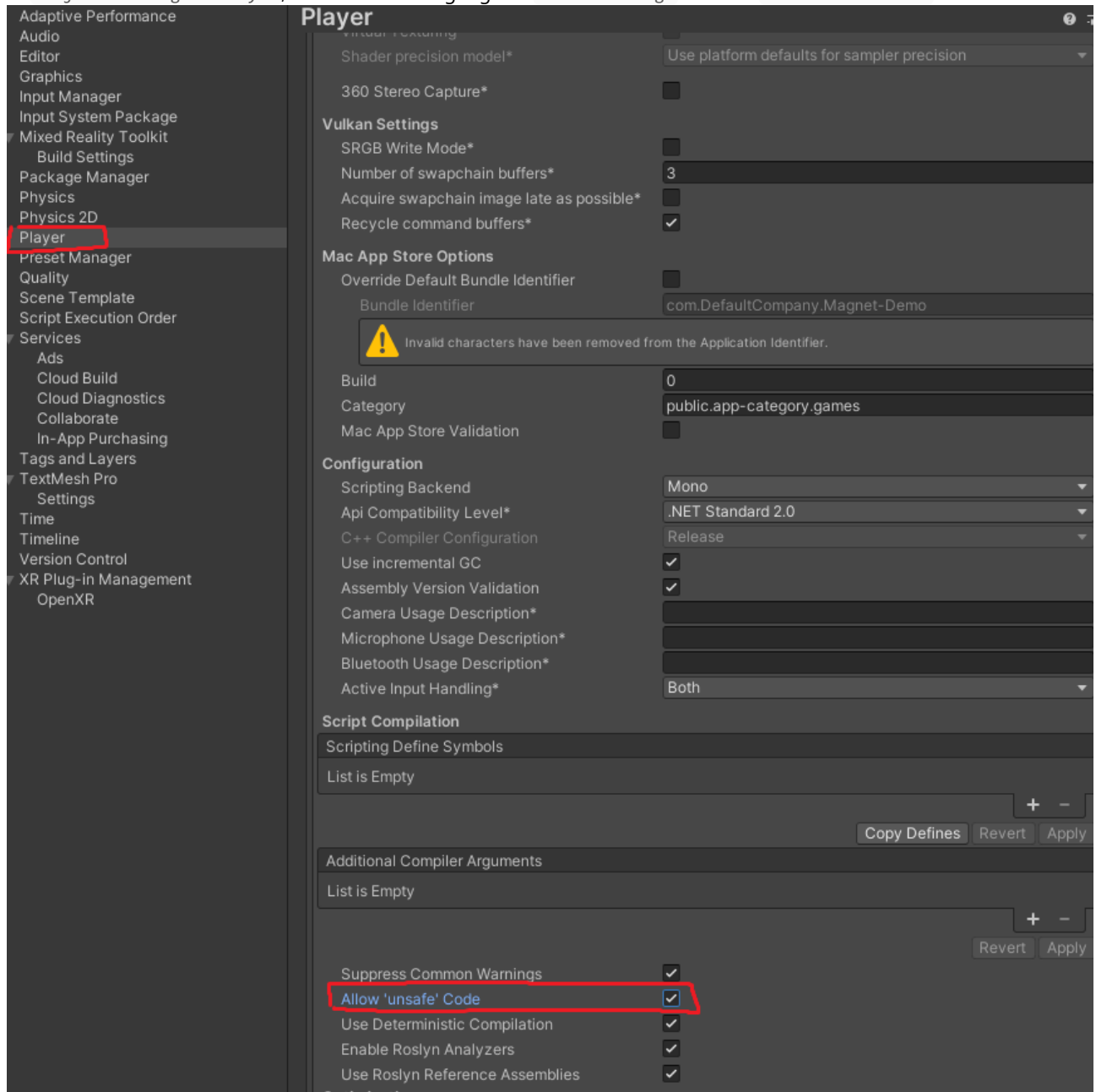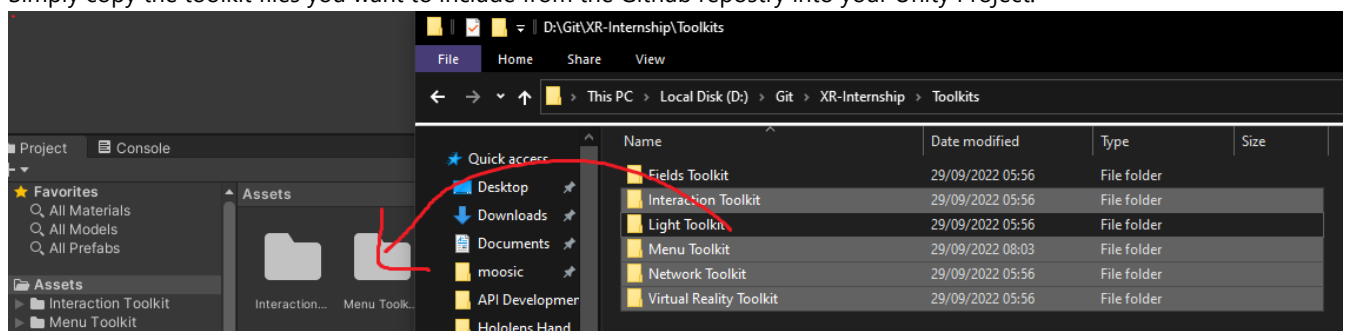# Setup Project

Refer to [Getting Started](#)

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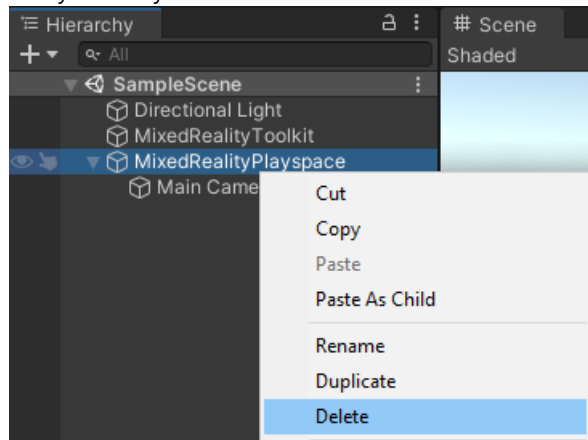

Importing Toolkits

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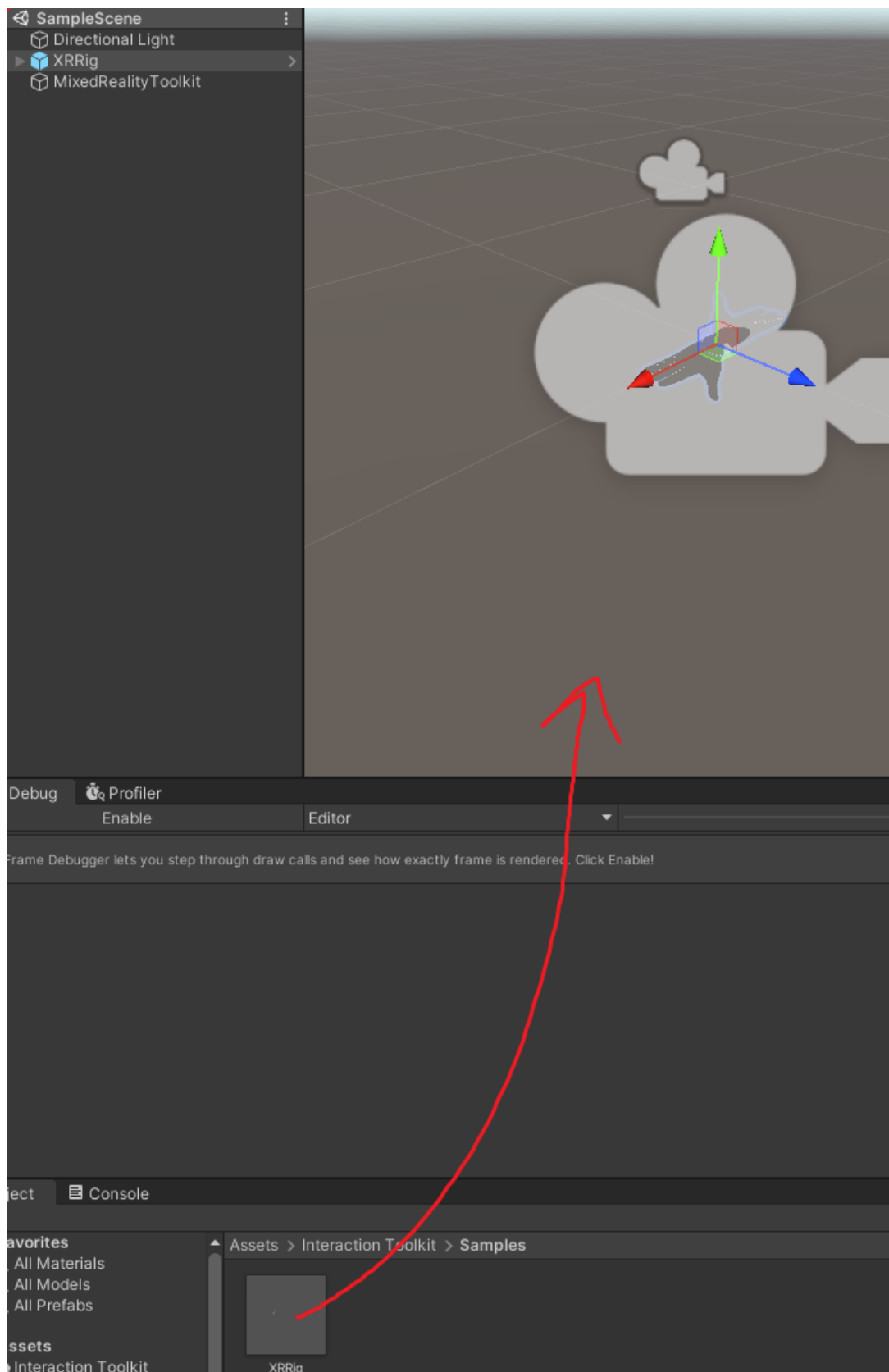

- [Fields Toolkit](#) and [Light Toolkit](#) are optional

- [Interaction Toolkit](#), [Menu Toolkit](#), [Network Toolkit](#) and [Virtual Reality Toolkit](#) are all mandatory and depend on each other.
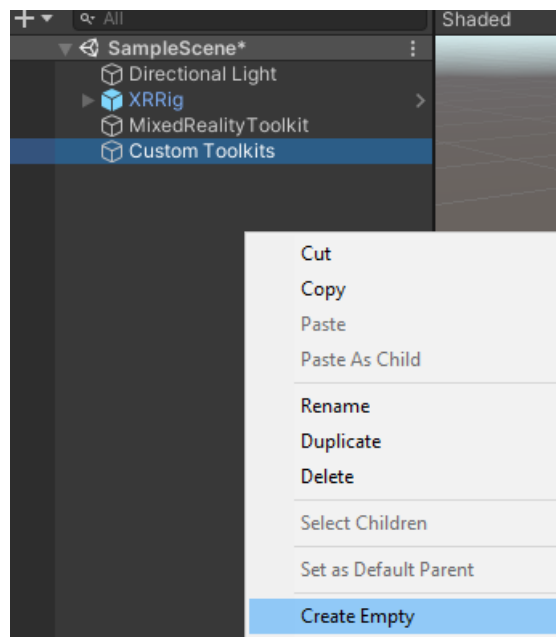
1. Delete the main camera and rig from your unity scene:

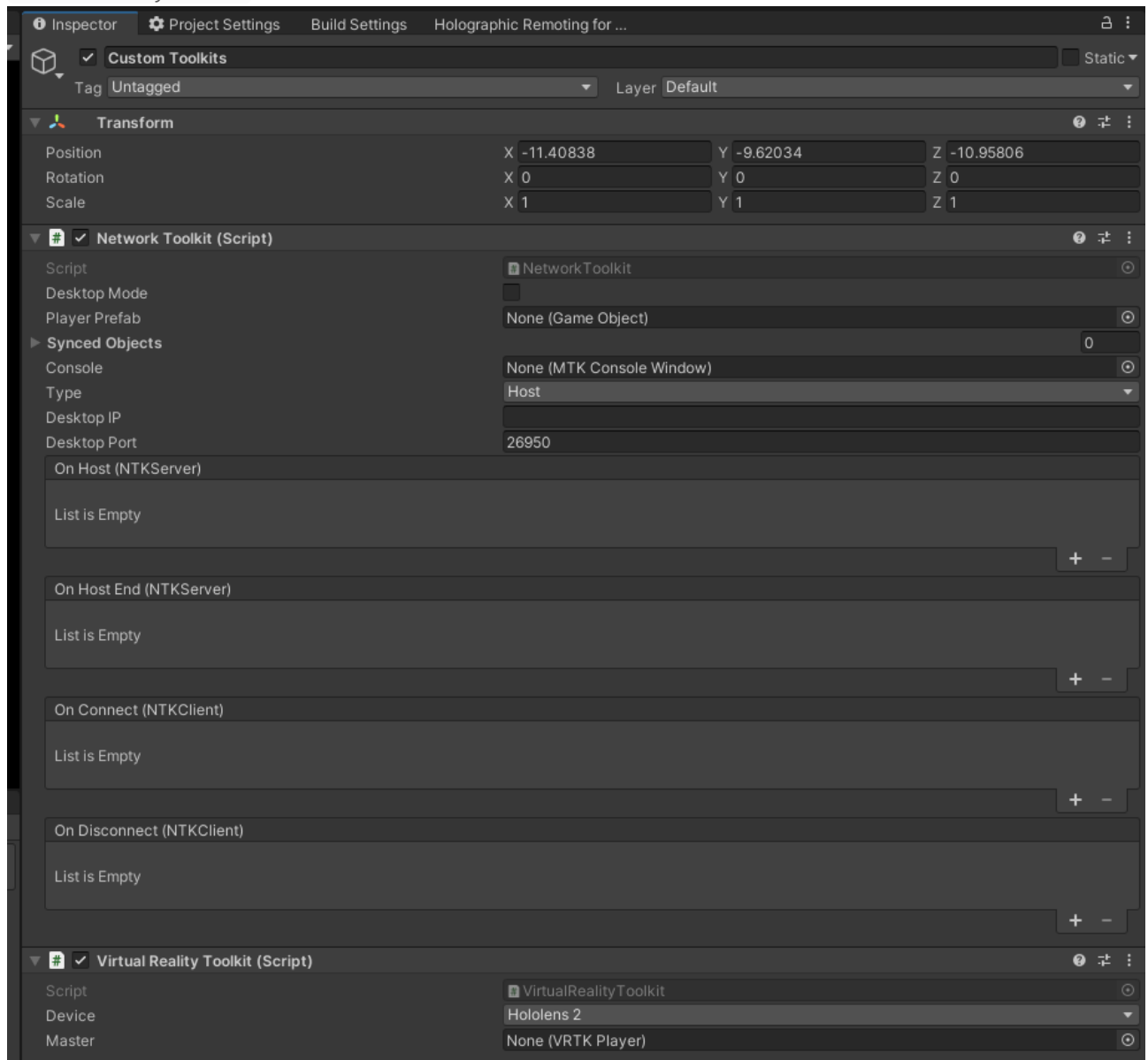2. Drag the `XRRig` prefab from `Interaction Toolkit > Samples` into your scene:

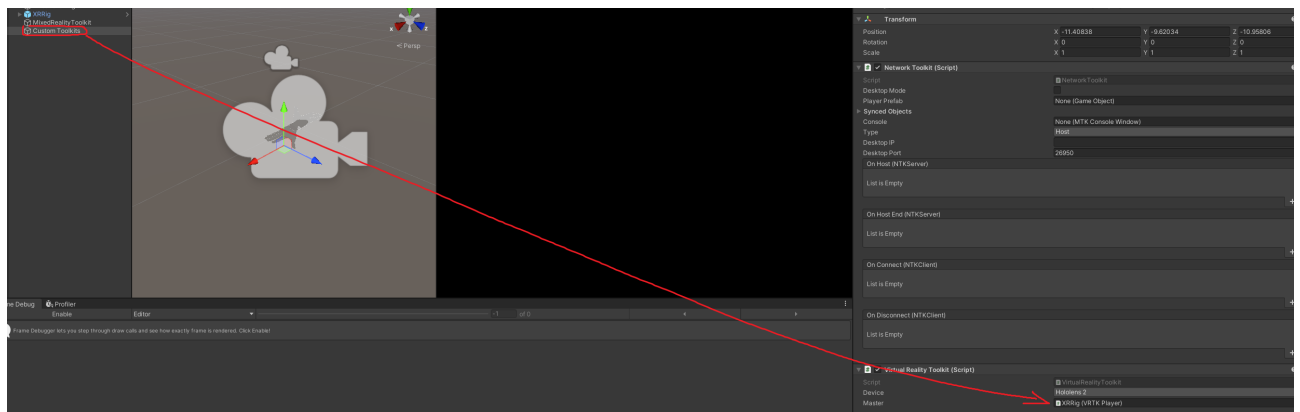3. Right click on the scene and create a `Empty Gameobject` called `Custom Toolkits`:

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

- `Network Toolkit`
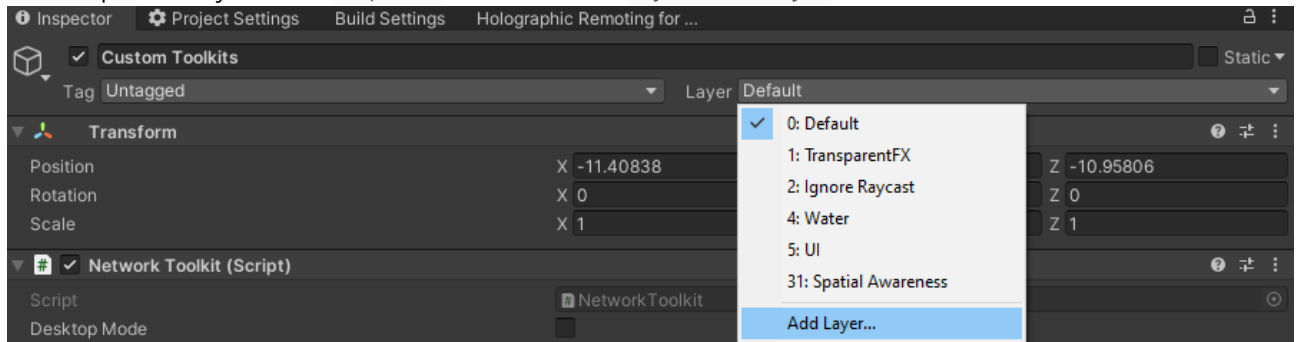- `Virtual Reality Toolkit`

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:
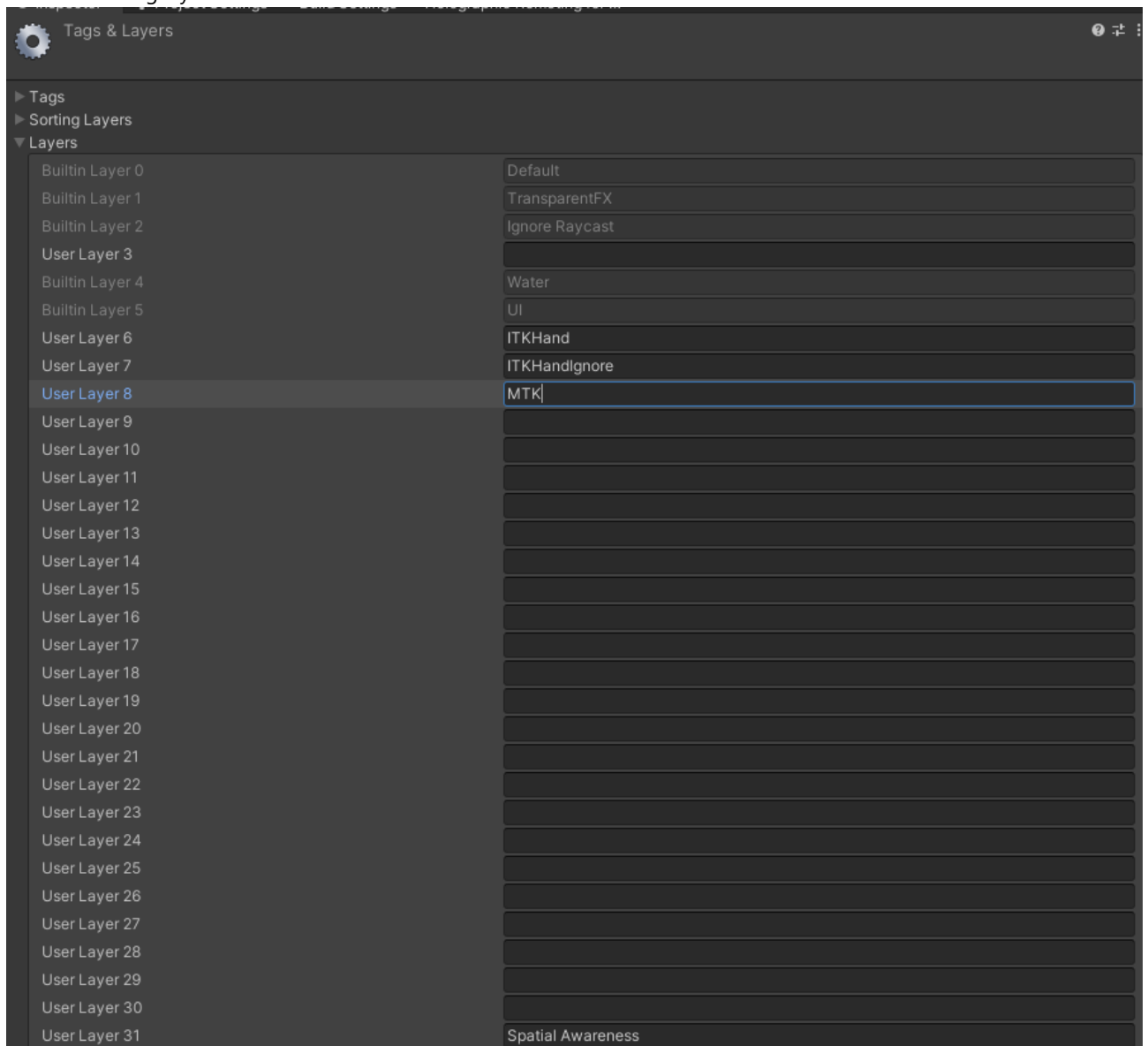
and s

6. At the top of the object in the `Inspector` window click on `Layer` > `Add Layer`:


7. Add the missing layers:

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

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