

Thank you for purchasing VR Hand Physics (Oculus Avatar Hand Collisions). If you have any questions, comments, or requests please email support@blacklumenvr.com

Please Note:

In order to use the demo scene you must have already imported the Oculus Integration. If you have not already done so please download and import it to use this asset + the demo scene.

<https://assetstore.unity.com/packages/tools/integration/oculus-integration-82022>

Setup Instructions:

1. Ensure that you have the Oculus Integration in your project. Once you've done this add the LocalAvatar prefab into your scene.
2. Drag the HandCollisionCreator prefab into your scene
3. Press Play in your scene and after detecting your controllers, colliders will be added to your Oculus Avatar hands



(Figure 1: Minimum required components to use the package)

Settings (Found on HandCollisionCreator)

collidersAreTriggers: Choose whether the colliders added to the hand(s) are triggers or not

addRigidbody: Choose whether to add rigidbodies to the hands or not. Rigidbodies will be added with isKinematic set to true and useGravity set to false

addCollidersToRightHand: Choose whether colliders are added to the right hand

addCollidersToLeftHand: Choose whether colliders are added to the left hand

Changelog:

4/21/19 Version 1.0: Initial Release