HurricaneVR

If using HexaBody with HurricaneVR. Follow the normal HurricaneVR setup steps and extract the integration package. Once extracted, locate the demo scenes within. HurricaneVR already handles input gathering, time settings, and physics settings.

/HurricaneVR/Framework/Integrations/HurricaneHexaIntegration.unitypackage

Inputs

If you're using Hexabody without HurricaneVR, you will need to write your own input logic. Look at HexaBodyInputs as an example that extends HexaBodyInputsBase. Basic inputs are already included that work with Oculus Plugin and SteamVR.

XR Plugin Management

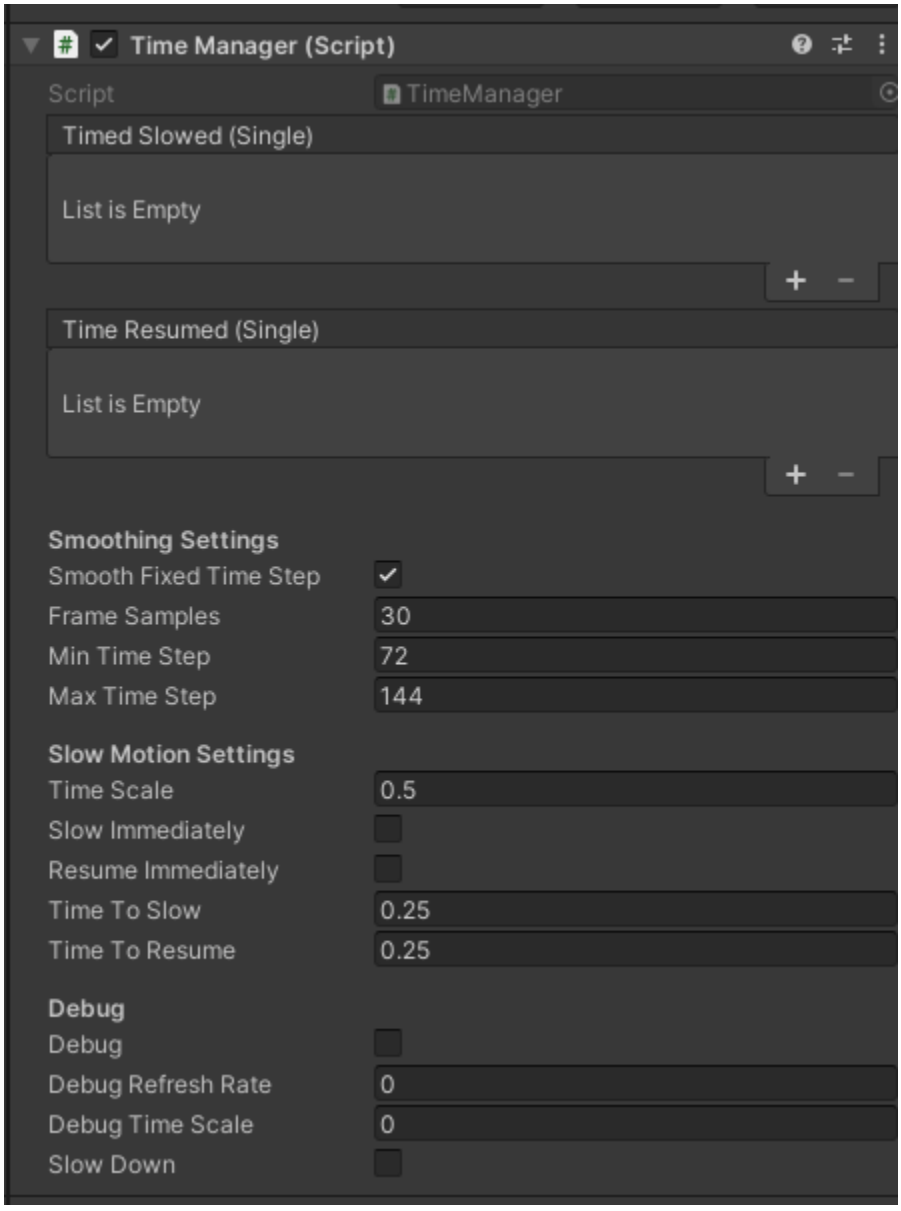
1. Import the HurricaneVR Asset from the Package Manager
2. Install the following packages from the Package Manager depending on your target platforms.
    1. XR Plugin Management
    2. Oculus XR Plugin
    3. SteamVR
3. Enable the Plug-in Providers under ProjectSettings - XR Plugin-Management

SteamVR

1. Install https://assetstore.unity.com/packages/tools/integration/steamvr-plugin-32647
2. Extract the SteamVRBindings package in the Integrations folder.
3. Press “Import” when prompted to import the Partial Input binding for ‘HVR’. If a second option comes up, choose “Replace”, not “Merge”
4. The SteamVR Input window should present itself, if not open this window via your toolbar at : Window → SteamVR Input
5. At the bottom of the SteamVR Input window, locate and press the “Save and generate” button.
6. Add HEXA_STEAMVR define symbol to your player settings, otherwise the code using the actions will not compile and you will not have inputs
7. In the demo scene, enable the “Enable for SteamVR” object which should initialize the SteamVR actionset

Time Settings

To have a smooth playing experience while using a rigidbody driven player controller, the fixed time step must align with the refresh rate of the HMD. Included in the package is a TimeManager component that will set the fixed time step to the average frame rate for you.



Physics Settings

Key settings to update in your projects.

1. Default Solver Iterations
2. Default Solver Velocity Iterations
    a. Increase if your cpu budget allows for higher accurate joint resolving
3. Default Max Angular Speed
    a. If you don't want to apply max velocity to individual rigidbodies
4. Solver Type - PGS
    a. Hexabody is built and tested with this solver.
5. Default physics material
    a. Mainly needs high friction value with multiply for the V4 locosphere to work correctly on ground surfaces.
    b. You can set bounce however you like it