Welcome!

This quick guide helps you set up VR Builder.

VR Builder can be downloaded from the Unity Asset Store, but requires an external download to be functional.

The process is rather straightforward, follow the steps outlined below:

1. Download the VR Builder asset from the Unity Asset Store. This will check if you have the core package installed already. Since this is not the case, a pop-up informs you to import this as well. If for some reason the window does not appear, it can be opened from "Tools > VR Builder > Developer > Download Core Package".
2. There are different ways on how to get the core package. In this guide, we use the automatic way. Click on "Add registry".
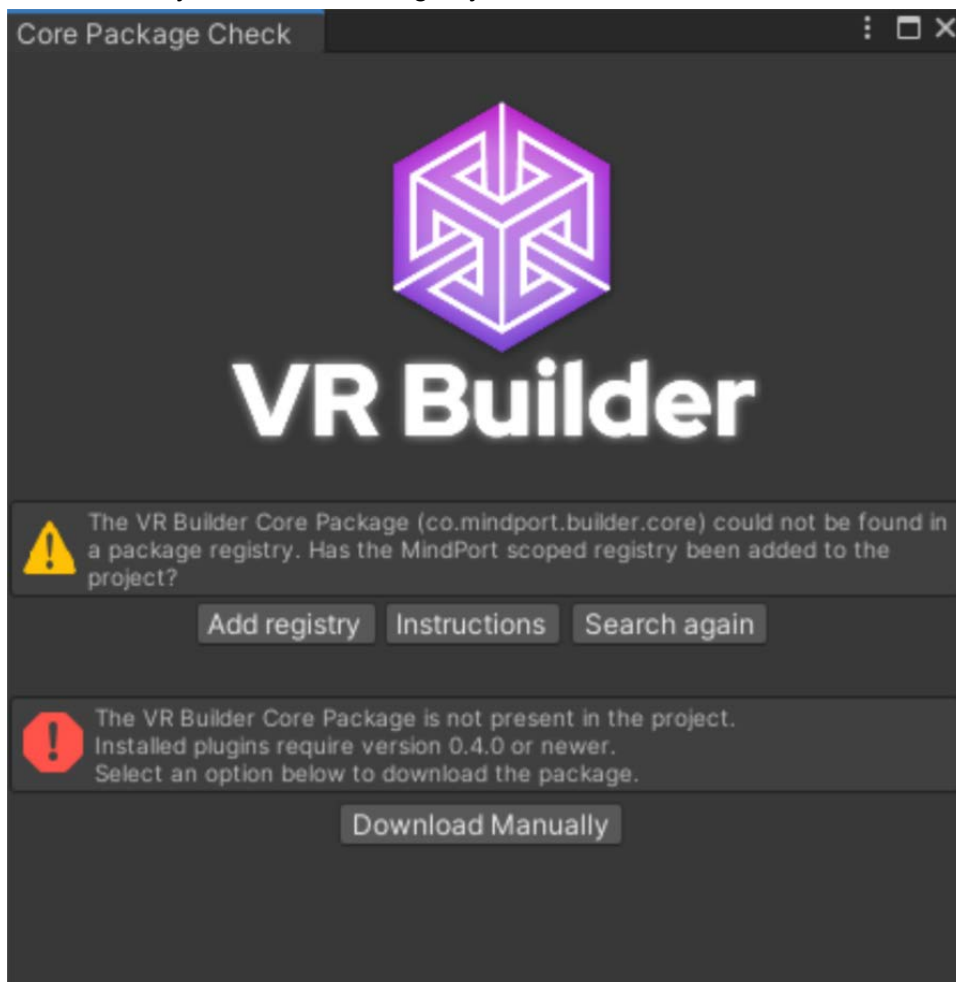
3. We host the core package on openupm.com. Confirm adding the registry by pressing "Ok".
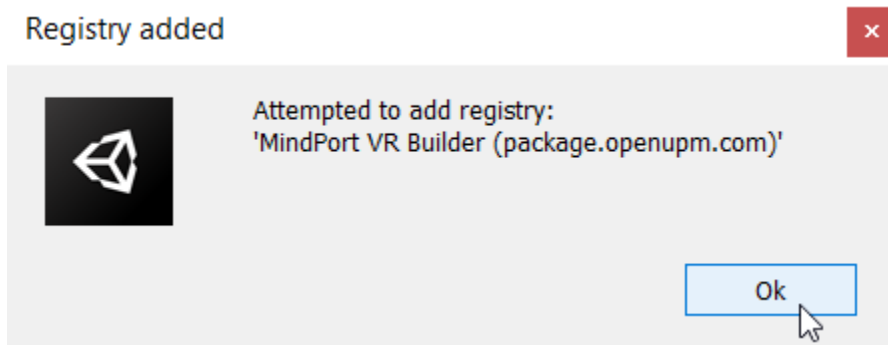

4. If the above method does not work, you can add the registry manually. Click the "Instructions" button to expose the fields that need to be copy-pasted in the "Package Manager" tab of the Project Settings.
5. With the registry added, the core package now can automatically be downloaded and installed. You should choose to automatically install the latest version (in this case, by clicking "Install version 0.5.0 (latest)". For troubleshooting, you can also automatically install the minimum version this package is compatible with, or click "Download manually" to be forwarded to the GitHub Releases page.
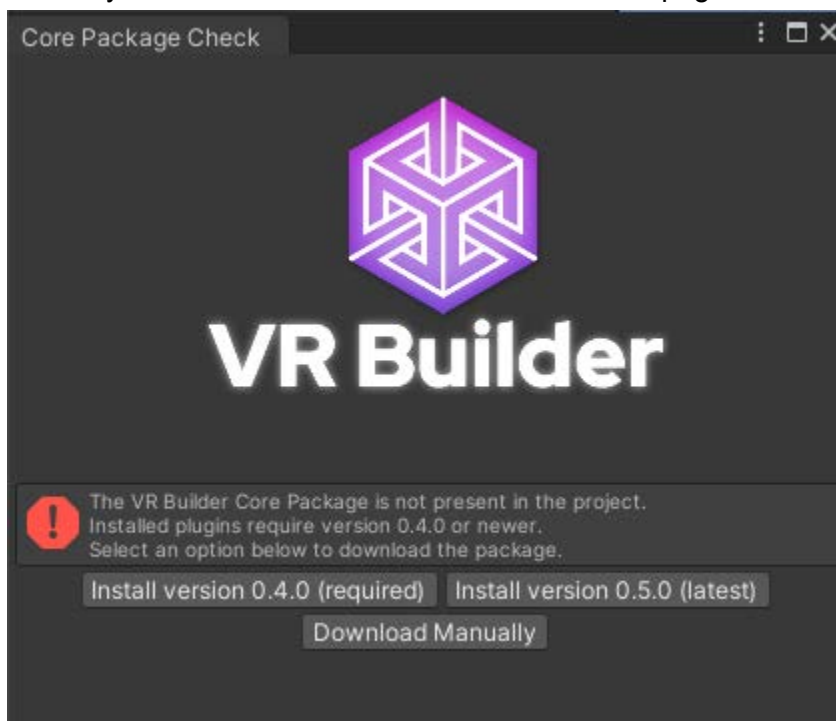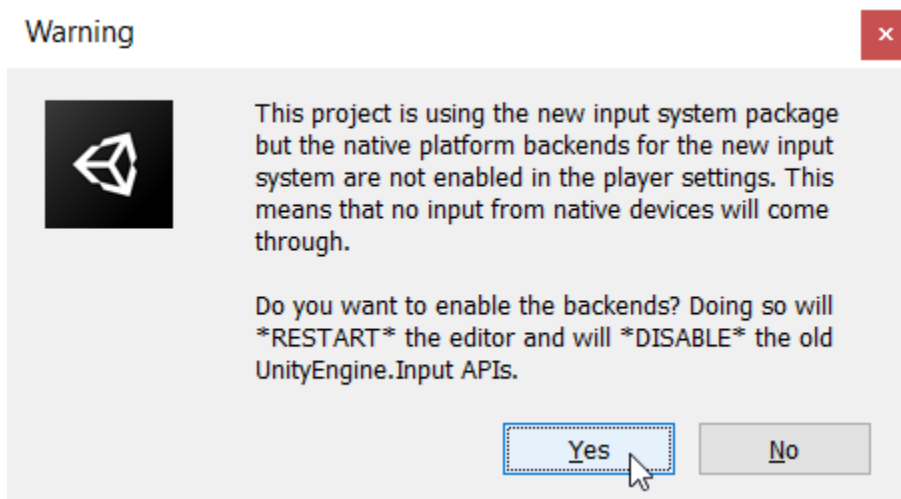
6. Close this pop-up.
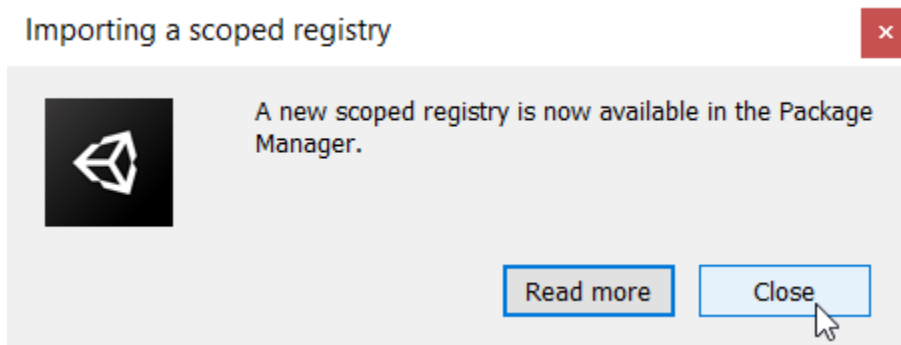
7. You can see that the registry was added in Project Settings -> Package Manager.
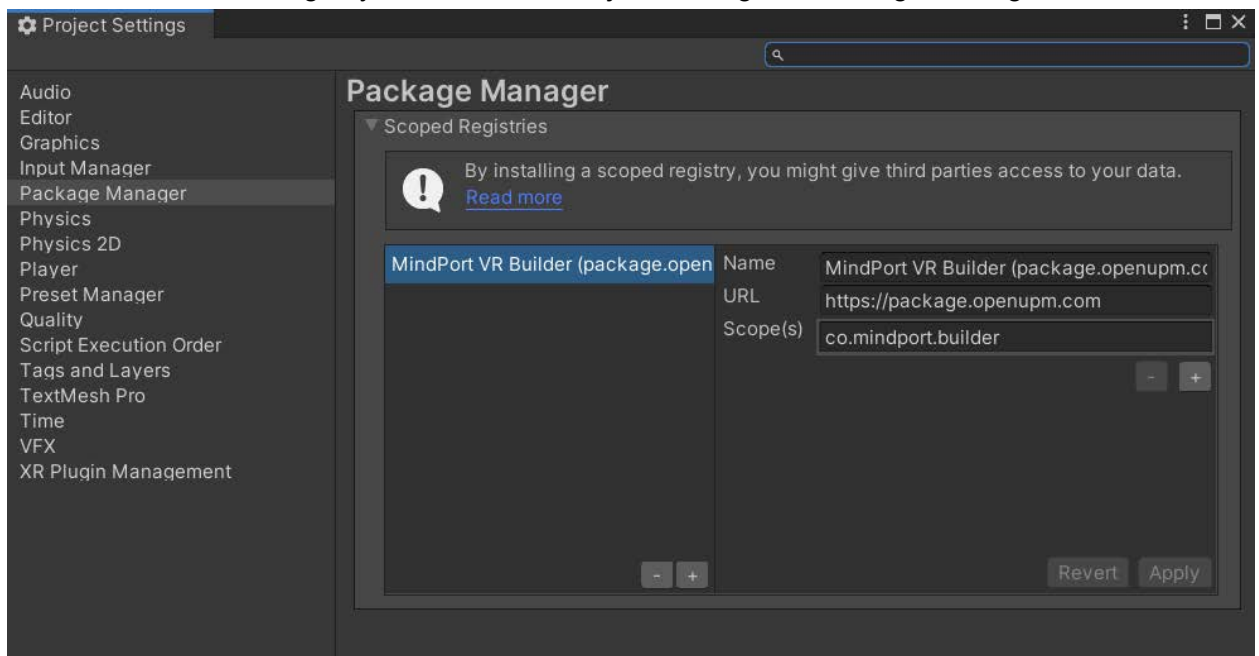

8. Wait until the import is finished and the next pop up appears. Confirm restart to enable the new Unity Input system.

9. Wait again until the import is finished. The wizard pops up. This wizard helps you get started and helps to get new or existing scenes set up. We will guide you on how to open a working demo scene. In the tab "Welcome", press "Next" on the bottom right.
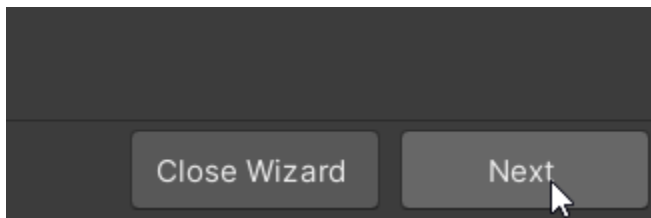
10. Select "Load Scene from Demo Package" and press "Next" on the bottom right. You don't need to take care of the field "Name of your VR Training" as this is not used for the demo.
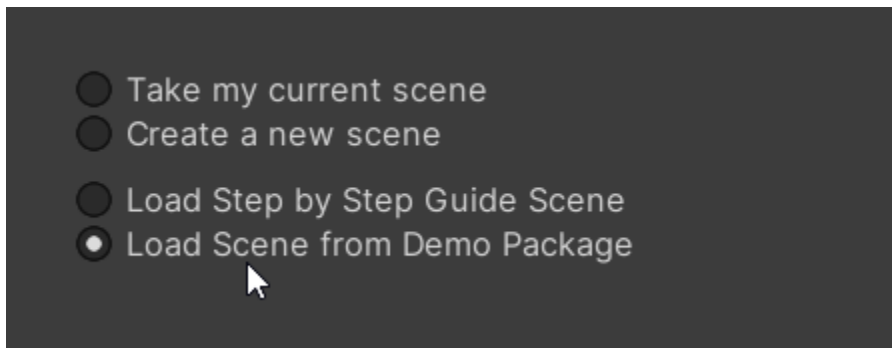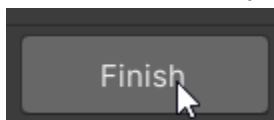

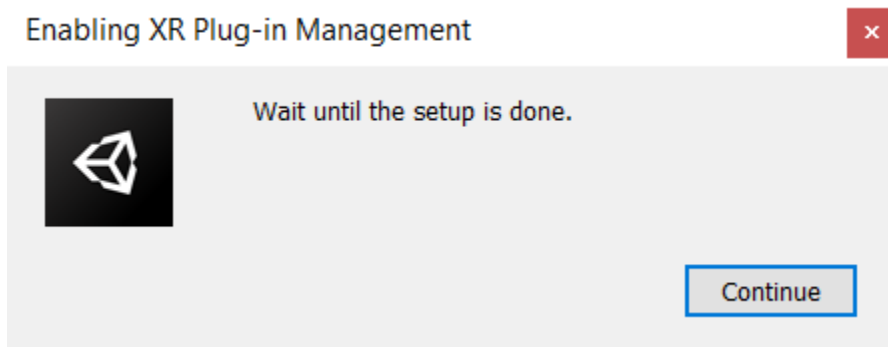11. Confirm copying the sample course to the streaming assets.
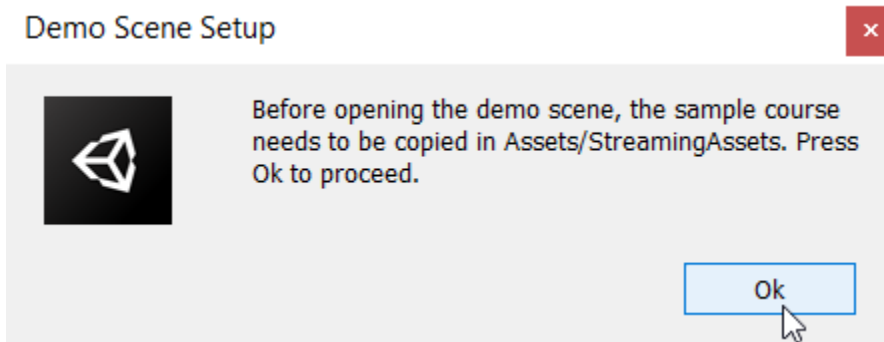
12. Select the hardware you want to support and press "Next".
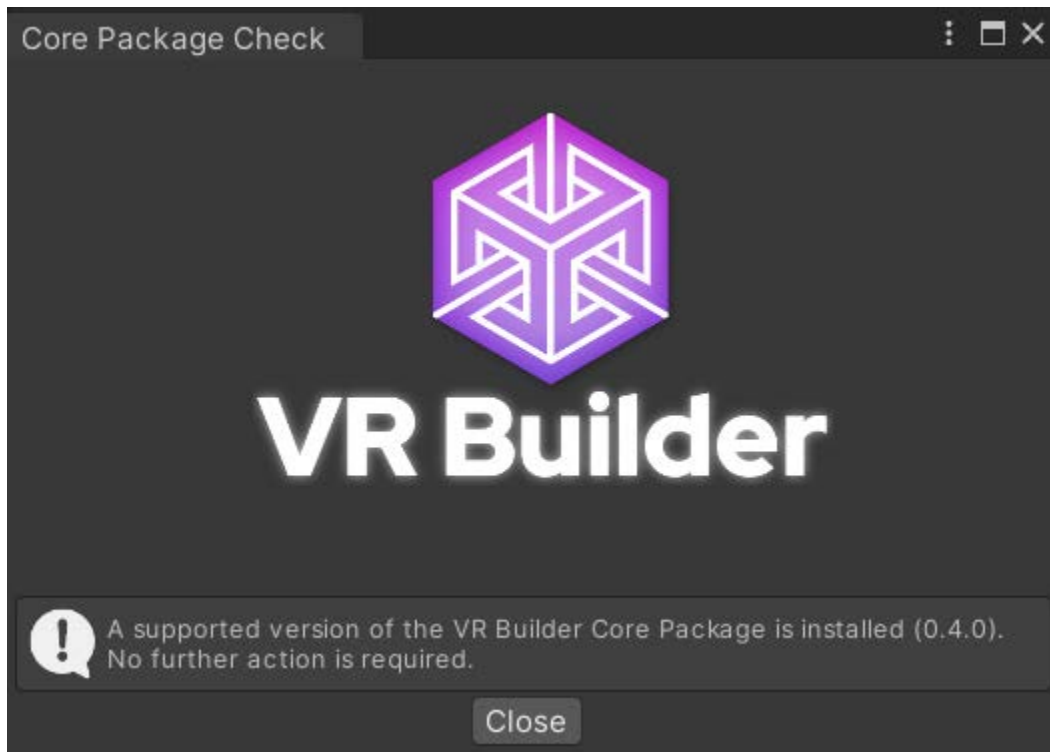13. Finish the wizard by pressing "Finish".

14. Press "Continue" to enable XR Plugin Management and wait until it's finished. Depending on the hardware you selected, a second pop up might appear which you
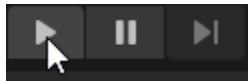
need to confirm again by pressing "Continue".

15. Everything is ready. You can close the core package installer now.

16. Press play.

17. Enjoy the VR experience!