

# XRIT Interactions

## Valem

**These guides is for XR Interaction Toolkit version 2 and/or versions prior to Unity 6. If you are using a newer version, such as v3, OR you are using Unity 6 or higher, this guide is deprecated!**

Complete guide to XR Interaction Toolkit: <https://www.youtube.com/playlist?list=PLpEoilH-4eP-OKItF8XNJ8y8e1asOJud>

Same as above, older, but has lots of common features such as two hand grab, drawers, levers, etc: [https://www.youtube.com/playlist?list=PLrk7hDwk64-a\\_gf7mBBduQb3PEBYnG4fU](https://www.youtube.com/playlist?list=PLrk7hDwk64-a_gf7mBBduQb3PEBYnG4fU)

Full body in VR: <https://www.youtube.com/playlist?list=PLrk7hDwk64-ZRB5Iz-xJhgH7Lp6MIRcHJ>

Often Valem's tutorials include heavy use of C#

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