

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

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

Often Valem's tutorials include heavy use of C#

Revision #3

Created 7 November 2023 15:21:01 by BaggoNotes

Updated 9 January 2025 17:00:57 by Wes