

# Vive Input Utility Tutorial



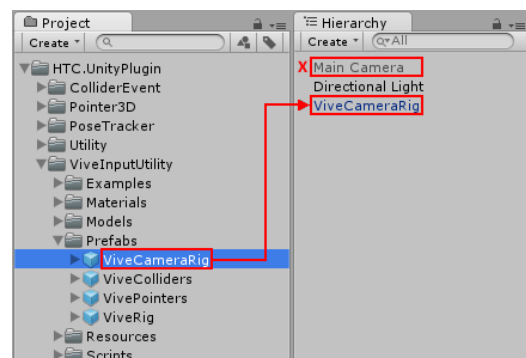
Read latest online version:

<https://github.com/ViveSoftware/ViveInputUtility-Unity/wiki/Example-0.Tutorial>

## STEP BY STEP TUTORIAL

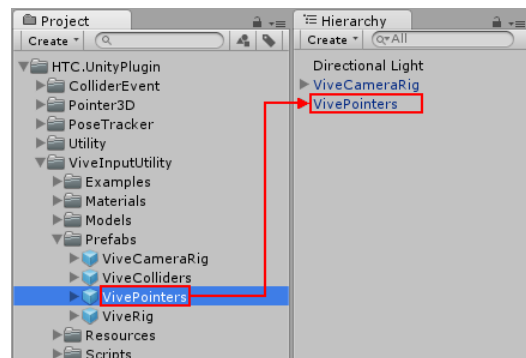
### Step 1

- After opening a new scene, remove default Main Camera and add the ViveCameraRig prefab to setup a basic VR scene. This prefab simply include VR devices like HMD(Camera), controllers and trackers.



### Step 2

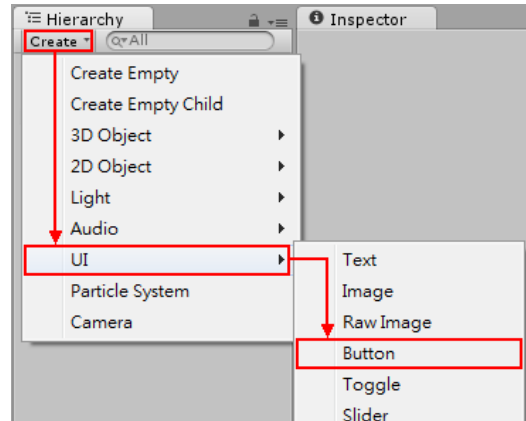
- Add VivePointers prefab into the scene. This prefab contains 2 event raycasters that can interact with the UI elements.



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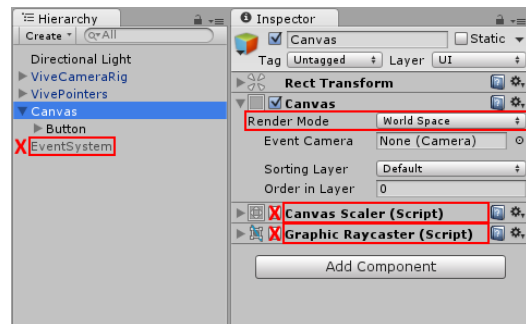
### Step 3

- Create an UI button in hierarchy.



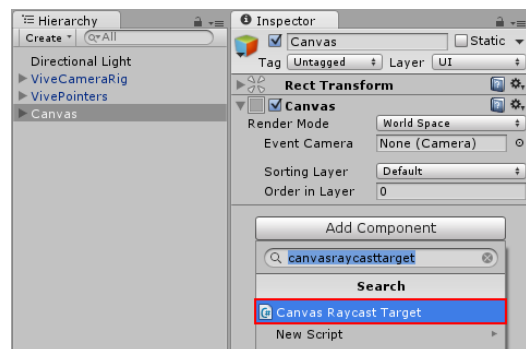
### Step 4

- Remove default event system object (Optional).
- Select default canvas object.
- Remove canvas scalar component (Optional).
- Remove graphic raycaster component (Optional).
- Set render mode to "World Space".



### Step 5

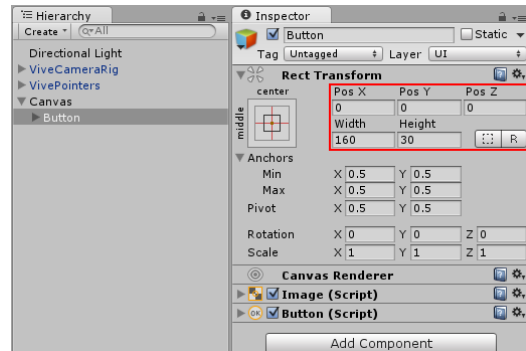
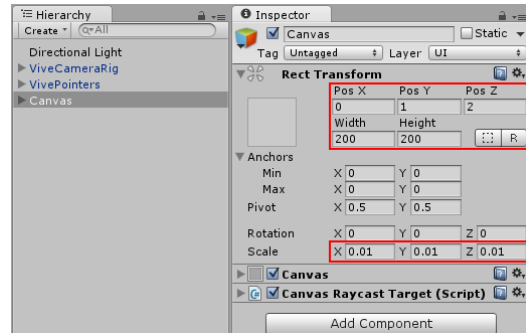
- Click "Add Component" to add the CanvasRaycastTarget script.



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### Step 6

- Set rect transform on canvas and button to locate them into your VR camera's sight.



### Well Done!

- UGUI now catches events from your Vive controllers!
- You can find the complete scene in [Asset/HTC.UnityPlugin/ViveInputUtility/Examples/0.Tutorial](#)

