

Welcome to VR Shooter Template.

Here you will find many useful functions for creating a virtual reality shooter.

Here is some tips:

### **Backpack system**

To put ammo, grenades or a medical injector in your backpack, take the item in your left hand and slide it over your left shoulder. Aytem will fit in a backpack. Please note that only full clips can fit into a backpack. Half-empty ones cannot be put into a backpack, but they can be loaded into a pistol.

The weapon is put into the backpack with the right hand behind the right shoulder.

You can get items from the backpack by calling the "Inventory" menu - press the thumbstick of the right controller and select the desired item with the cursor. The hand in which the item is placed must be unoccupied! Weapons and grenades from inventory are placed in the right hand. Medical injectors to the left.

Removing ammo from your backpack:

The ammunition is reached with the left hand from behind the left shoulder. Ammunition goes to the type of weapon that you hold in your hand. However, your pistol magazine must be empty.

### **Input**

Empty the magazine of the pistol - button B of the right controller.

Activate grenade - right controller button B

Call Inventory - press the Thumbstick of the right controller.

To use the ladder - Stand directly in front of the ladder and press the A button on the right controller.

Movement, menu - by default.