

## Download and Install OVRPlayerController for Older Versions of Unity

How to get the OVRPlayerController up and running in versions of Unity that aren't compatible with the Oculus Integration package currently offered in the Asset Store

**Scripts required:** N/A

**Oculus link:** <https://developer.oculus.com/downloads/package/unity-integration-archive/29.0>

### Note:

- The KTVR projects and tutorials are designed with and for Unity version [2019.3.4f1](#). The only compatible Oculus Integration package currently available from the Oculus website is version [29.0](#).

### Step by step:

1. Go to the Oculus Integration SDK Archive [page](#), and ensure version [29.0](#) is selected from the dropdown menu (fig. 1). Click [download](#).
2. With Unity running, open the downloaded Oculus Integration file.
3. You may be asked to accept some permissions for the program, but it should automatically open itself in Unity.
4. Find the [OVRPlayerController](#) using the [Assets](#) search bar. Then click and drag it to the [hierarchy](#) in order to use it (fig. 2).

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# Oculus Integration SDK - Archive

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## 29.0 - Release Notes

VERSION  
29.0

DOWNLOAD

A newer version of this software is available. We recommend downloading the latest version of this package.

Fig. 1

Ensure the correct version is selected before downloading (Unity 2019.3.4 requires 29.0)



Fig. 2

Click and drag the OVRPlayerController into the hierarchy to use it