Oculus Integration in Unity

Step 1
Download and install Unity 5.1.x or newer.

Step 2
Download and install the Oculus Runtime.

Windows: https://developer.oculus.com/downloads/
OS X: https://developer.oculus.com/downloads/pc/0.5.0.1-beta/Oculus_Runtime_for_OS_X/

Note: For Mac users! Oculus Runtime has been discontinued for OS X (June 2015). The newest version is 5.0.1-beta, and it should work fine. But, if you encounter any issues, then you will have to create your project on a Windows computer instead.

Step 3
Hook up all the wires for the Oculus Rift + Position Tracking

Step 4
Run the OculusConfigUtil and configure a user.
You might also run the Demo Scene provided in the Oculus Configuration Utility menu.

Note: Every person who uses the Oculus Rift DK2 must have a user configured, in order to avoid e.g. motion sickness during use!

Step 5
Create a new Unity project and turn on Virtual Reality
- Go to: Player Settings -> Standalone tab -> Other Settings -> Virtual Reality Supported

Step 6
To get access to the VR API in Unity, you will need to add the namespace UnityEngine.VR

API documentation: http://docs.unity3d.com/ScriptReference/VR.InputTracking.html

Step 7
A demo project (Tank Attack) can be downloaded at the following link:
LINK TO UNITYPACKAGE

This project can be used to get an understanding of how to set up a scene and how to use the API, in order to use Oculus Rift in Unity.

Step 8
Enjoy using Oculus Rift with Unity =)