Switching from VR to non-VR mode at runtime

Enabling and disabling VR through keyboard input

1. Make sure you have both the XR Origin and non-VR player controllers set up in your Unity project. These controllers should be separate scripts or components attached to the player character.
2. Attach the "VRModeSwitcher" script to an empty GameObject in your scene.
3. In the Unity editor, drag and drop the XR Origin GameObject and the non-VR player controller GameObject into the appropriate fields of the "VRModeSwitcher" script component.
4. Save the script and return to the Unity editor.
5. Enter Play mode by clicking the Play button at the top of the Unity editor or by pressing Ctrl + P (Windows) or Command + P (Mac).
6. Press the (alphanumeric) 1 key to toggle between VR and non-VR modes at runtime. The corresponding player controller should be enabled or disabled based on the selected mode.

Enabling and disabling VR through an in-game button

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