Switching from VR to non-VR mode in the Editor

Here's how to change from a VR to a non-VR player view in the Unity editor:

1. Open your Unity project and make sure you have both the VR and non-VR player controllers set up. These controllers should be separate GameObjects, each with scripts and components attached to the player character.
2. In the Unity editor, locate the XR Origin. This GameObject is responsible for handling the input and movement in the VR environment.
3. Disable the XR Origin. You can do this by right-clicking on the script/component in the inspector and selecting "Disable" or "Remove". The XR Interaction Manager GameObject can remain active
4. Locate the non-VR player controller component. This component is responsible for handling the input and movement in the non-VR environment.
5. Enable the non-VR player controller component. If the component was already added but disabled, right-click on it in the inspector and select "Enable". If the component wasn't added yet, refer back to the previous tutorial on how to set up the non-VR player controller.
6. Save your changes by pressing Ctrl + S (Windows) or Command + S (Mac) or by navigating to File > Save Scene.
7. 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).
8. You should now be able to see the non-VR player view in the Game view window instead of the VR view. You can use your regular input controls to interact with the game as a non-VR player.

That's it! You have successfully changed from a VR to a non-VR player view in the Unity editor. You can toggle between the two views by enabling/disabling the corresponding player controller scripts or components.

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