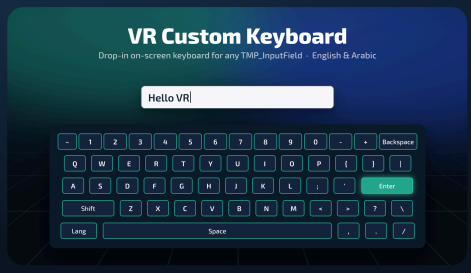
GENESIS CREATIONS

VR Custom Keyboard

English and Arabic on-screen keyboard for VR



Overview

VR Custom Keyboard lets users type in VR. It appears automatically when an input field is selected, hides when they move on, and supports English and Arabic with one-tap language switching.

Requirements

- Unity 2022.3 LTS or newer
- TextMeshPro and Unity UI (both included in Unity by default)
- Optional: Meta XR SDK or XR Interaction Toolkit for hand or controller interaction

Quick Start

1. Import the package.
2. Drag the **Keyboard Canvas** prefab into your scene and place it in front of the user, slightly below eye level.
3. Press Play and select any TextMeshPro input field. The keyboard appears and types into it.

> No extra setup is needed for English typing.

Typing in Arabic

1. Add the **Arabic Input Fixer** component to each input field that should accept Arabic.
2. Make sure the field's font includes Arabic letters.
3. In Play Mode, press the **Lang** key to switch between English and Arabic.

Arabic letters connect and display right-to-left automatically as the user types.

VR Interaction

- **Meta Quest:** on the keyboard, turn on **Use Meta SDK**, then choose **Poking** (touch the keys), **Ray** (point and click), or both.
- **Other headsets:** the keys work with any VR setup that can click Unity UI, including XR Interaction Toolkit.
- **Desktop testing:** an optional add-on lets you type with your computer keyboard while testing without a headset.

Customizing the Look

Change the key colors, shapes and fonts directly in the Inspector. Editing the key prefab updates every key at once. You can also set the Shift highlight colors and scale the keyboard to any size.

Troubleshooting

Problem	Solution
Keyboard doesn't appear	Make sure the scene has an Event System.
Keys can't be pressed in VR	Check the VR Interaction settings above.
Arabic letters look disconnected	Add the Arabic Input Fixer to that field.
Arabic shows empty squares	Use a font that includes Arabic letters.