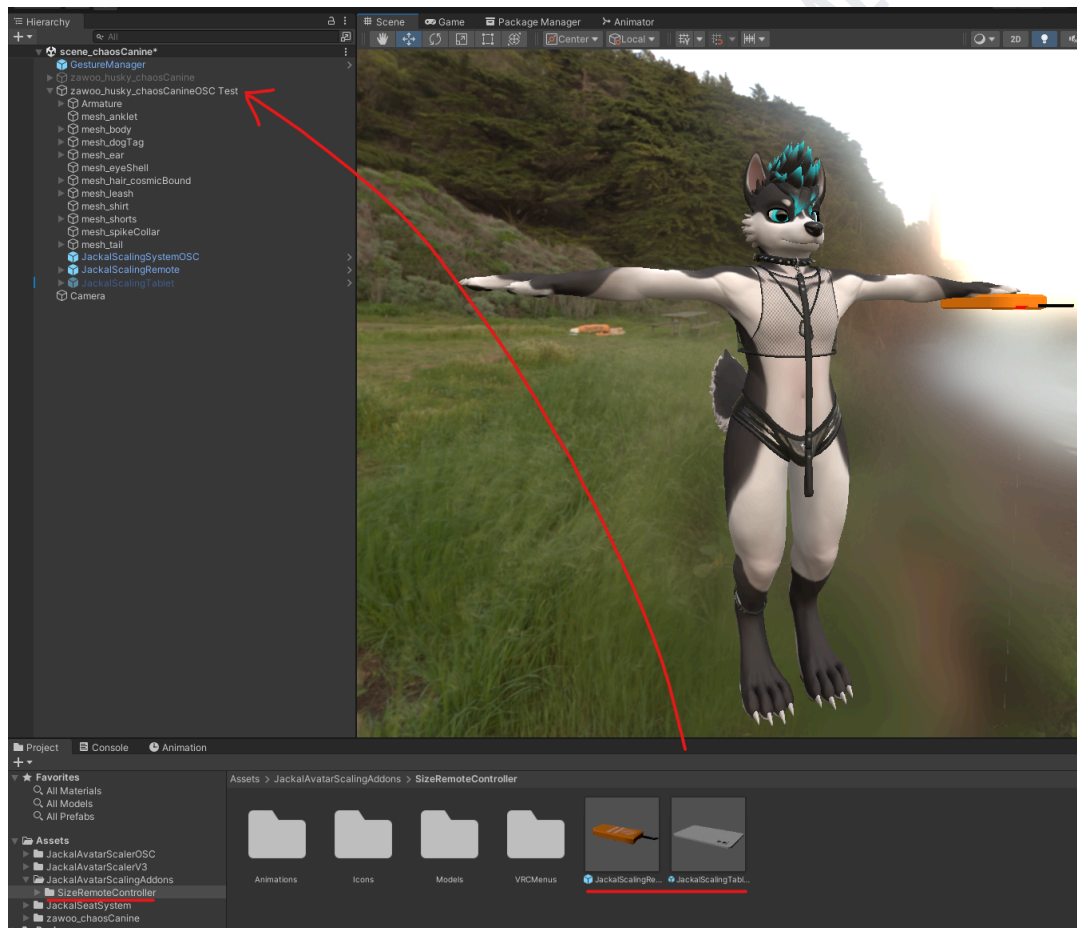
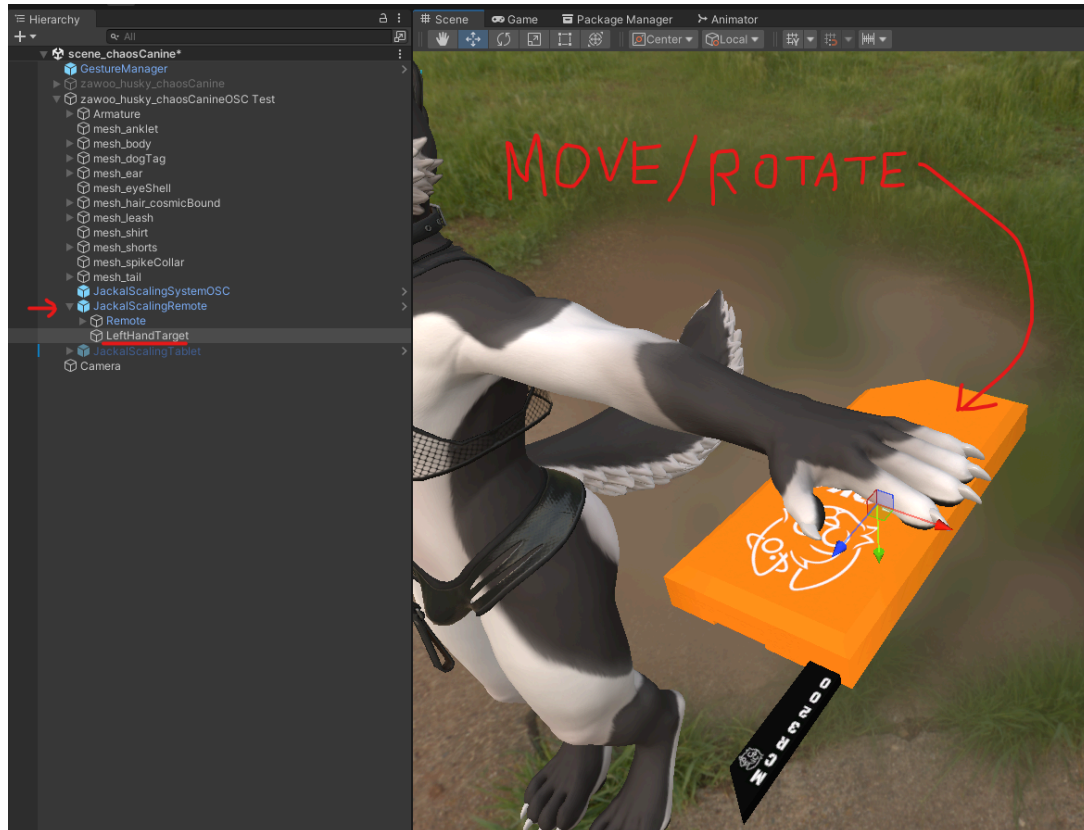


# Jackal Scaling Remote Install Guide

1. Make sure your project uses the creator companion and has all the SDKs up to date (3.10.0 or later). You will need to use Unity 2022. Also, make sure you have VRCFury installed in your project. If you don't have VRCFury yet, go and install it with the instructions found here [Download and Install | VRCFury](#)
2. Add Poyomi Toon Shader to your project. This is the default shader used on the remotes, and is used for some of the effects. It is recommended to have at least Poyomi version 9.2 or later installed.
3. Make sure you have the Jackal Scaling System set up on your avatar.
4. Import the JackalScalingRemote unity package into your project.
5. Drag the Jackal Scaling Remote (or Tablet) prefab onto your avatar.



6. Open the prefab in your hierarchy and move the “LeftHandTarget” object to match how you want to hold the remote in your hand.



## Usage notes

Once enabled through the menu, you can drop the remote by making the finger gun gesture with your left hand, and then pick it up again with your left hand using the fist gesture.

To avoid accidentally pressing the buttons with your left hand while you're holding the remote, you will only be able to poke the buttons with your right hand. However, everyone else can poke with either hand.

Also, due to how world freezing works (mechanic behind dropping the item in the world) you should try and keep your hand as still as possible while dropping the remote. This is to minimize the positional desync others might see otherwise which could prevent them from interacting with the remote otherwise.