

Unity VR Startup



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course: Erasmus+

- 1. Open VR Core Scene in Unity Hub
- 2. Then go to Edit- Project Settings XR Plug- in Management
- 3. Activate **Open XR**

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Adaptive Performance Audio Editor Graphics Input Manager Input System Package Package Manager Physics Physics 2D Player Preset Manager Quality Scene Template Script Execution Order Services Ads Analytics	XR Plug-in Management	Ŧ
	Plug-in Providers 🕑	
	Magic Leap Zero Iteration Oculus ✓ OpenXR Windows Mixed Reality feature group Windows Mixed Reality Unity Mock HMD	
Cloud Diagnostics	Information about configuration tracking and migration can be found below	
Conadorate In-App Purchasing	View Documentation	
Tags and Layers TextMesh Pro Time Timeline Version Control VR Plug-in Management OpenXR		

 Download and install Windows Mixed Reality Feature Tool (<u>https://www.microsoft.com/en-us/download/details.aspx?id=102778</u>)

This will give us access to different OpenXR MSF

- 5. After you opened the **Windows Mixed Reality Feature Tool** you enter the path where you saved the Unity file.
- 6. After that you activate **"Mixed Reality OpenXR Plugin"** under the **"Platform Support"** segment

🕾 Microsoft Mixed Reality Feature Tool		×	
Discover Features			
	5)	Select All	
⊞ Mixed Reality Toolkit (0 of 10)		Select All	
Platform Support (1 of 3)		Select None	
Mixed Reality OpenXR Plugin 1.1.2 V (Details)			
Mixed Reality Scene Understanding 0.6.0 V (Details)			
Mixed Reality WinRT Projections 0.5.2009 V (Details)			
		Select All	
Last updated 11/5/2021 1:21:42 PM			
<u>ک</u> ?	Go Back	Get Features	

7. Now you are adding the **HP Reverb G2 Controller Profile** und the **Interaction Profiles** and then the wright functions get picked.

🌣 Project Settings			: 🗆 ×
Adaptive Performance	OpenXR		
Audio Editor Graphice			
Input Manager	Render Mode	Single Pass Instanced	
Input System Package	Depth Submission Mode	None	
Package Manager Physics 2D Piayer Proset Manager Quality Scene Template Script Execution Order Script Execution Order V Services		System Default	
		9	
	OpenXR Feature Groups		
Ads Analytics	Holographic Remoting remote a	Paper Hand Tracking 🛛	
Cloud Build Cloud Diagnostics		Holographic Remoting for Play Mode 🛛	
Collaborate In-App Purchasing Tags and Layers	 Windows Mixed Reality 	Holographic Remoting remote app 0	
Time		Mock Runtime 🛛	
Timeline Version Control		✓ Motion Controller Model €	
XR Plug-in Management OpenXR		Runtime Debugger	

- 8. Then you make a right click on you Main Camera XR Convert Main Camera to XR Rig.
- 9. After that you add a component on the inspector which is called **Tracked Pose Driver (New Input System).**
- 10. Then set the **Position Action** on "**centerEyePosition [XR HMD]**" and **Rotation Action** on "**centerEyeRotation [XR HMD]**".

🔒 🗹 Audio Listener		0 ‡ :
🔻 ≢ 🖌 Tracked Pose Driver (New Input System)		0 ≓ :
	TrackedPoseDriver	
Tracking Type	Rotation And Position	-
Update Type	Update And Before Render	•
Position Action		¢+
centerEyePosition [XR HMD]		
Rotation Action		¢+
centerEyeRotation [XR HMD]		
🔻 🗯 Universal Additional Camera Data (Script)		0 ‡ ∶
	Add Component	

- 11. Then you click on the LeftController and go on Add Component and add the "Tracked Pose Driver (new Input System).
- 12. Then you add the **devicePosition [LeftHand XR Conroller]** on the **Position Action** segment
- 13. And then you also add the pointerRotation [LeftHand XR Contoller] on the Rotation Action.
- 14. Then you make the same actions with the **RightController** and the corresponding adapted functions.