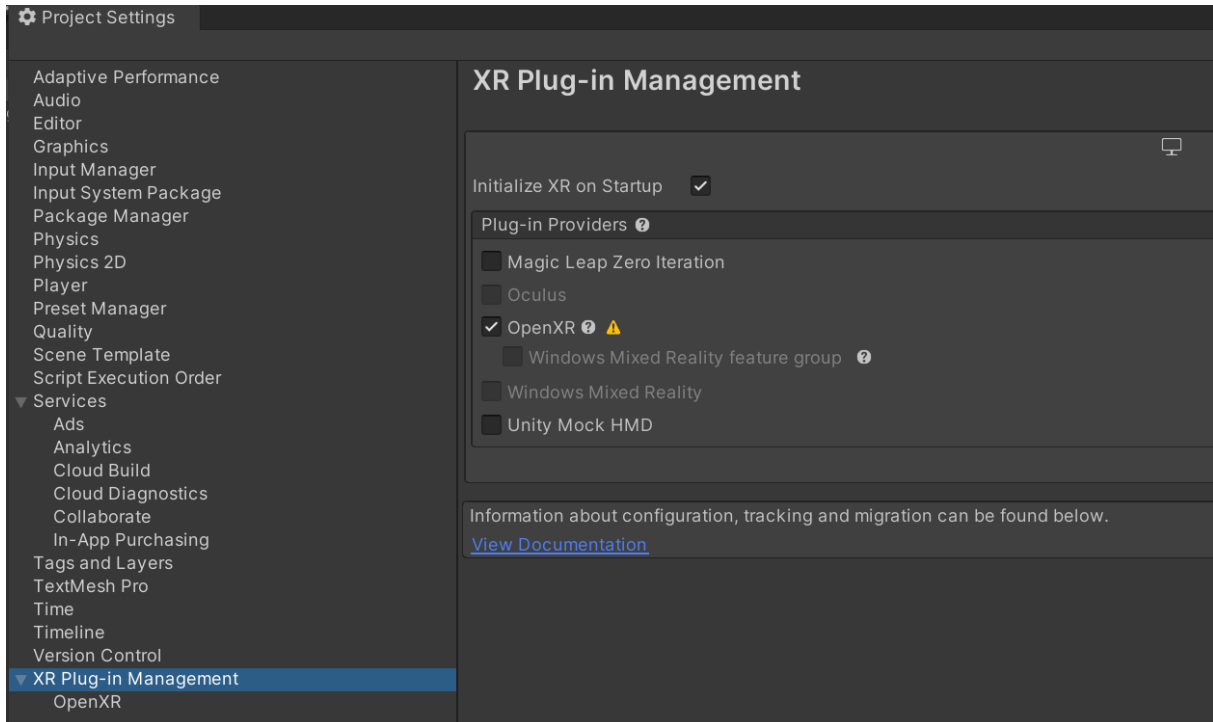# Unity VR Startup



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class:   TGGJ1

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**



4. Download and install **Windows Mixed Reality Feature Tool**
   ([https://www.microsoft.com/en-us/download/details.aspx?id=102778](https://www.microsoft.com/en-us/download/details.aspx?id=102778))

   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
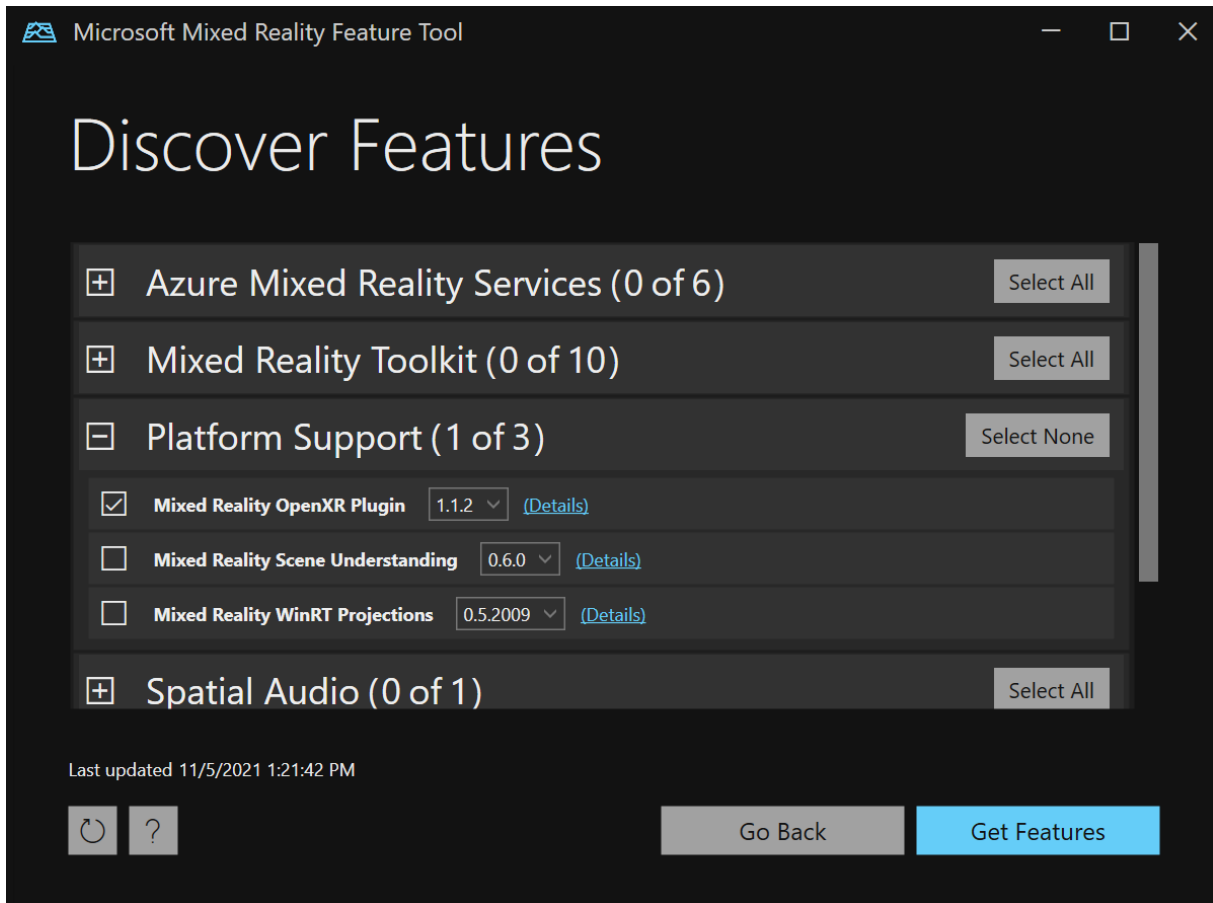
7. Now you are adding the **HP Reverb G2 Controller Profile** und the **Interaction Profiles** and then the wright functions get picked.
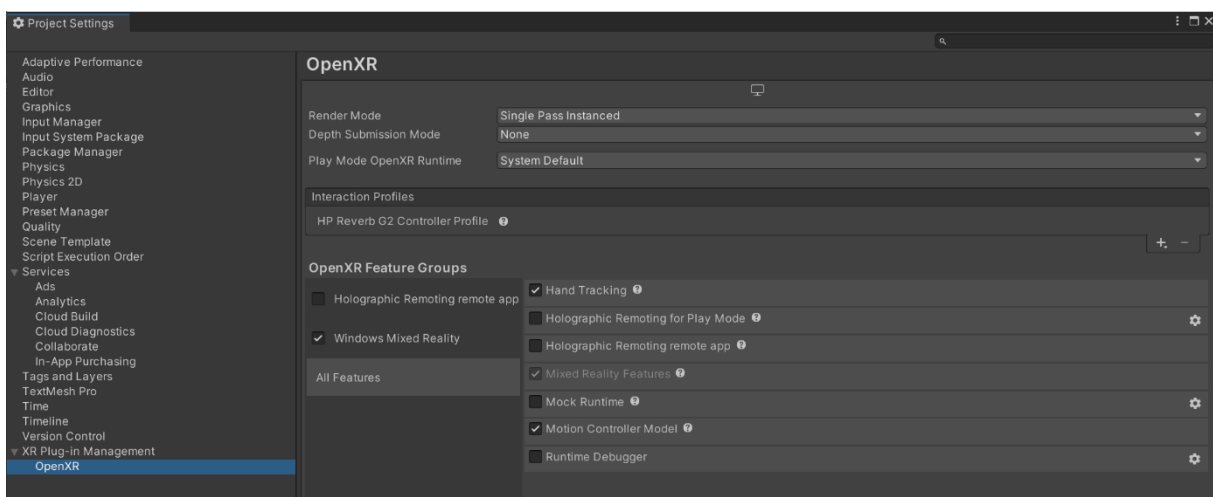
8. Then you make a right click on you **Main Camera – XR – Convert Main Camera to XR Rig.**
9. After that you add a component on the inspector which is called **Tracked Pose Driver (New Input System).**
10. Then set the **Position Action** on "**centerEyePosition [XR HMD]**" and **Rotation Action** on "**centerEyeRotation [XR HMD]**".
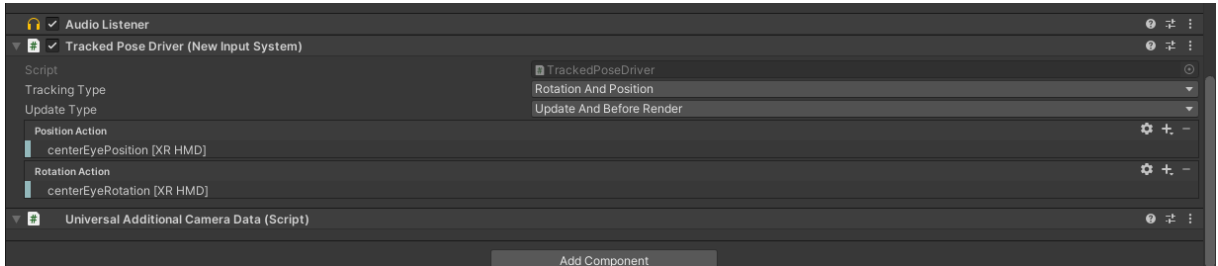


11. Then you click on the **LeftController** and go on **Add Component** and add the **"Tracked Pose Driver (new Input System)**.
12. Then you add the **devicePosition [LeftHand XR Conroller]** on the **Position Action** segment
13. And then you also add the **pointerRotation [LeftHand XR Contoller]**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