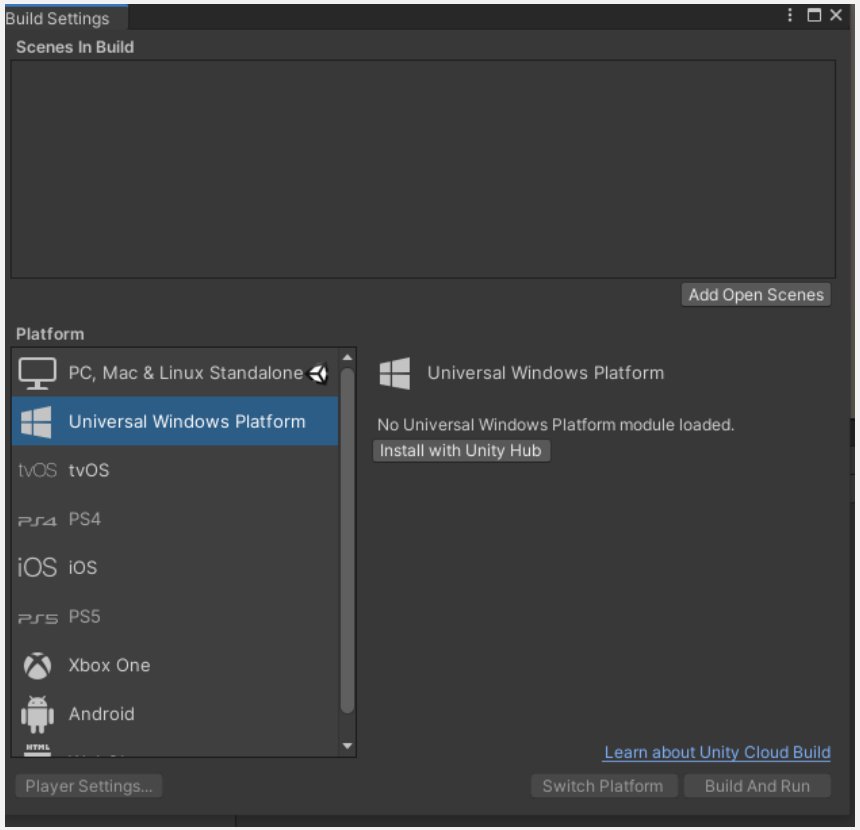
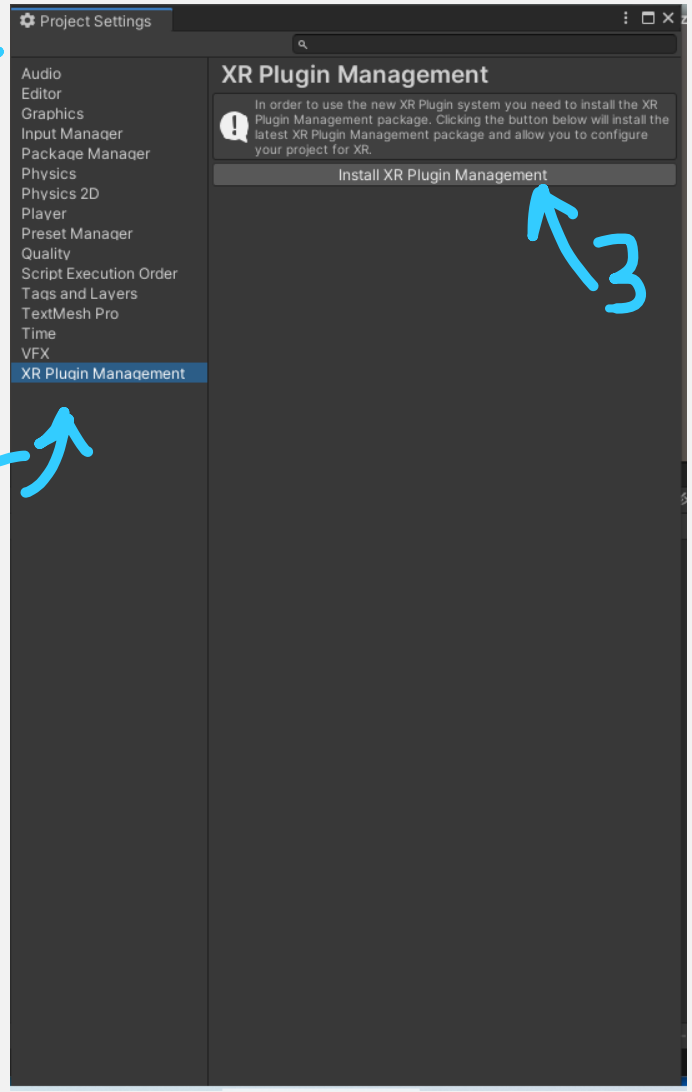
MIXED REALITY TOOLKIT TROUBLESHOOTING

Install the Universal Windows Platform

If you do not have installed the "Universal Windows Platform", just open the Build Settings and then click on the button "Install with Unity Hub" to install it:

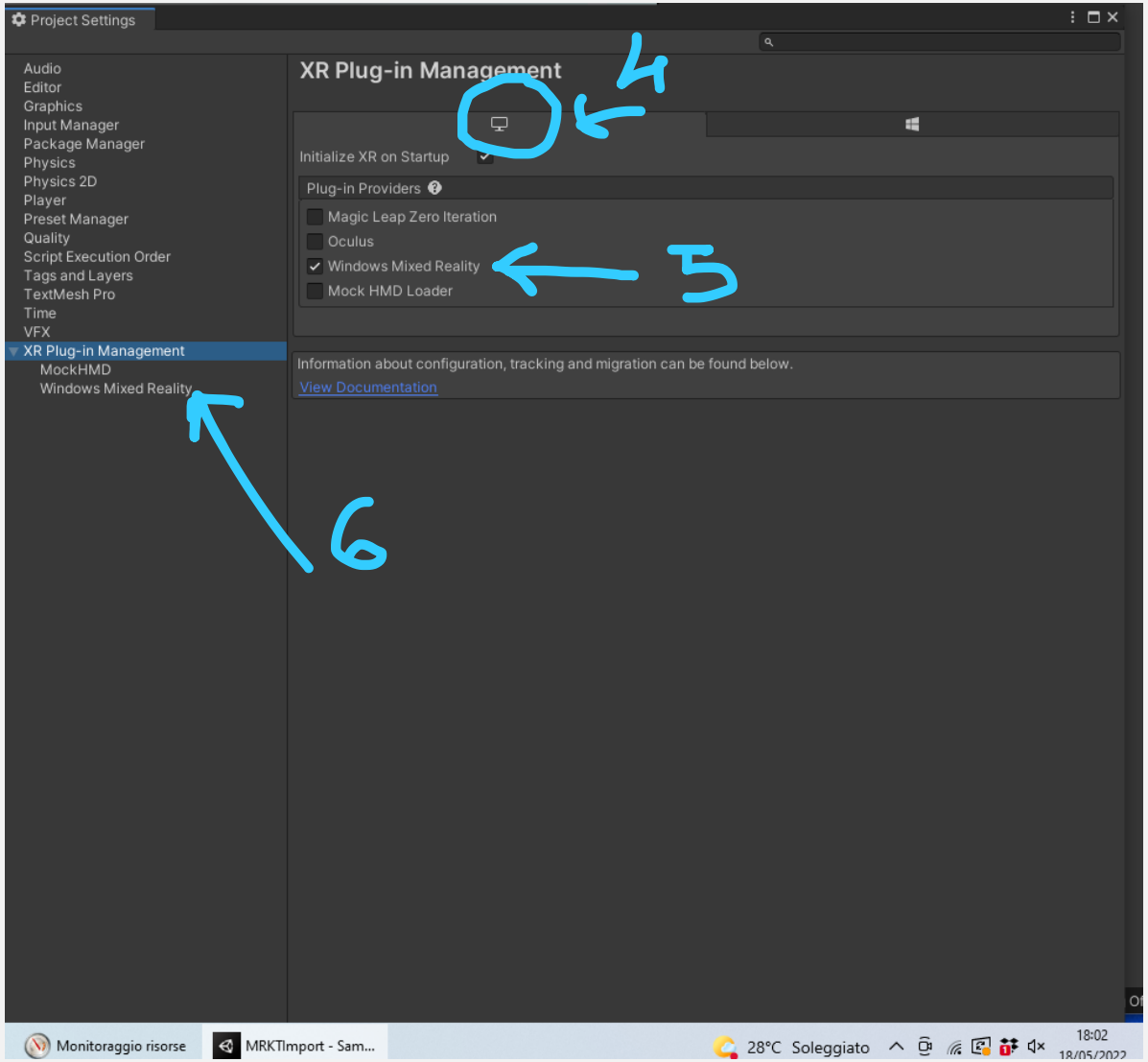


Install the XR Plugin



1. Open the Project Settings
2. Click on XR Plugin Management
3. Click on the Button ”Install XR Plugin Management”

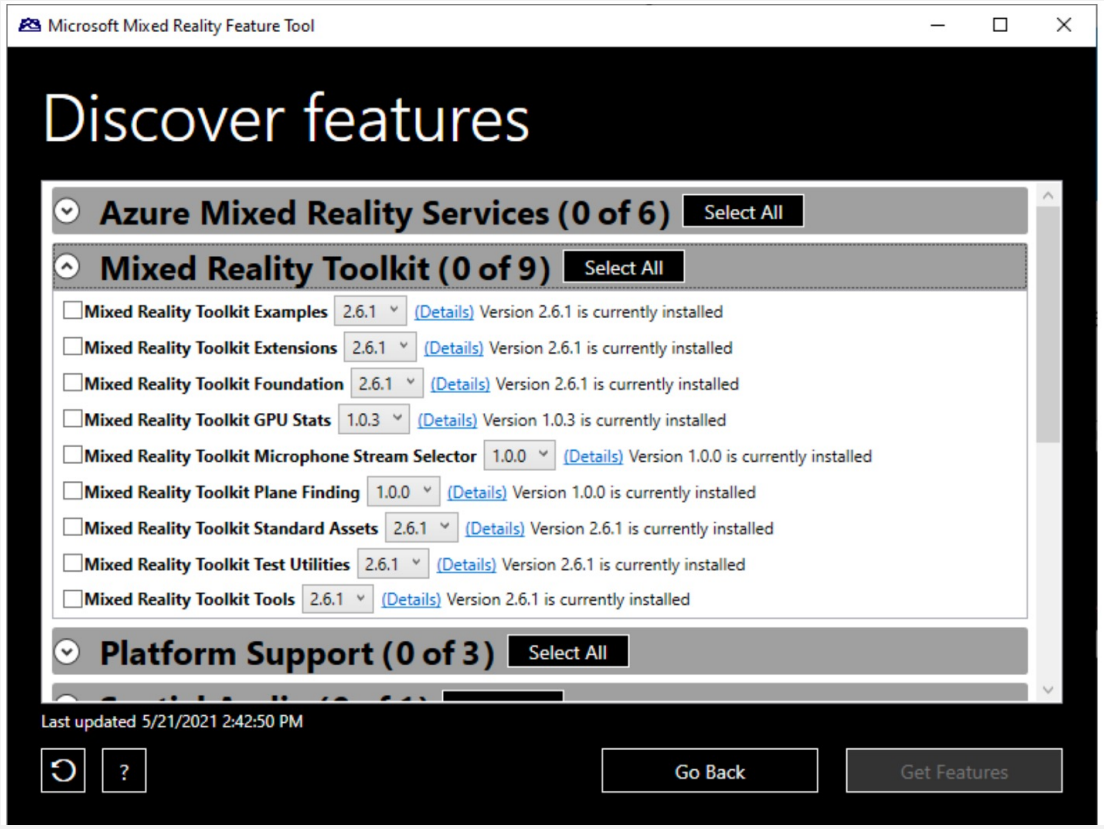
Install the XR Plugin (2)



4. Click on the PC Symbol
5. Enable the "Windows Mixed Reality"
6. Now the voice Windows Mixed Reality under the XR Plug-in Management appears

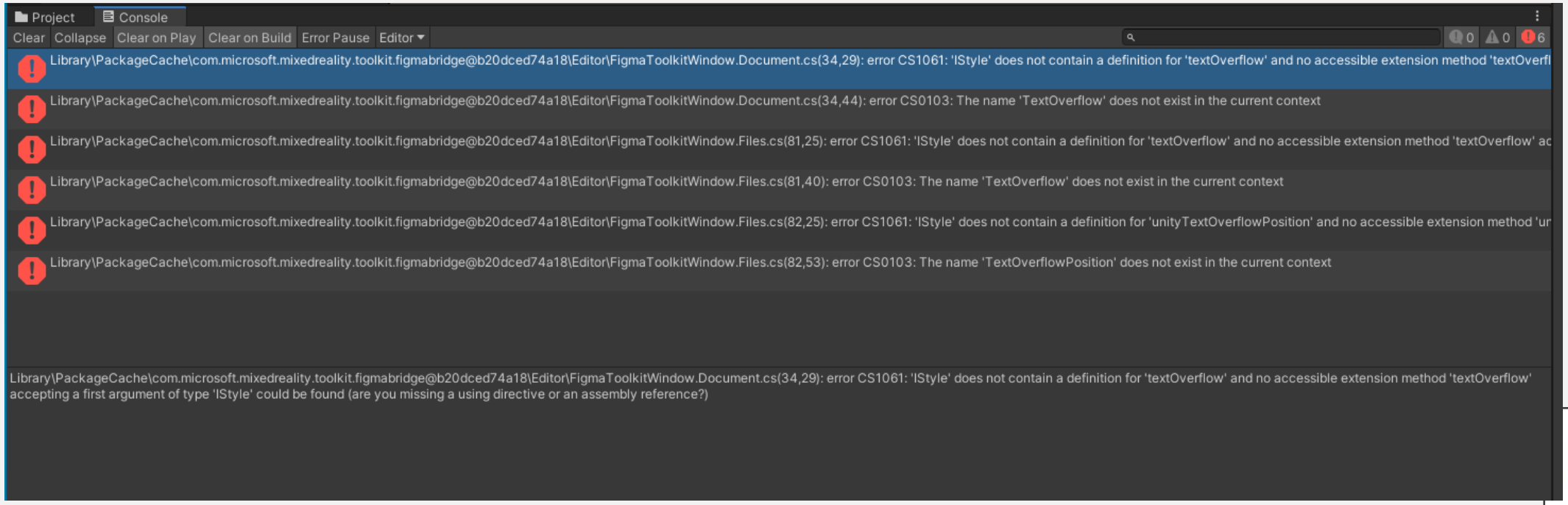
Mixed Reality Feature Tool

Now the packages of the "Mixed Reality Toolkit" are 10 instead of 9 and the Figma Bridge has been added, if you decide to Select All inside Unity 2019 LTS project you can have errors of Figma Bridge packages not found.



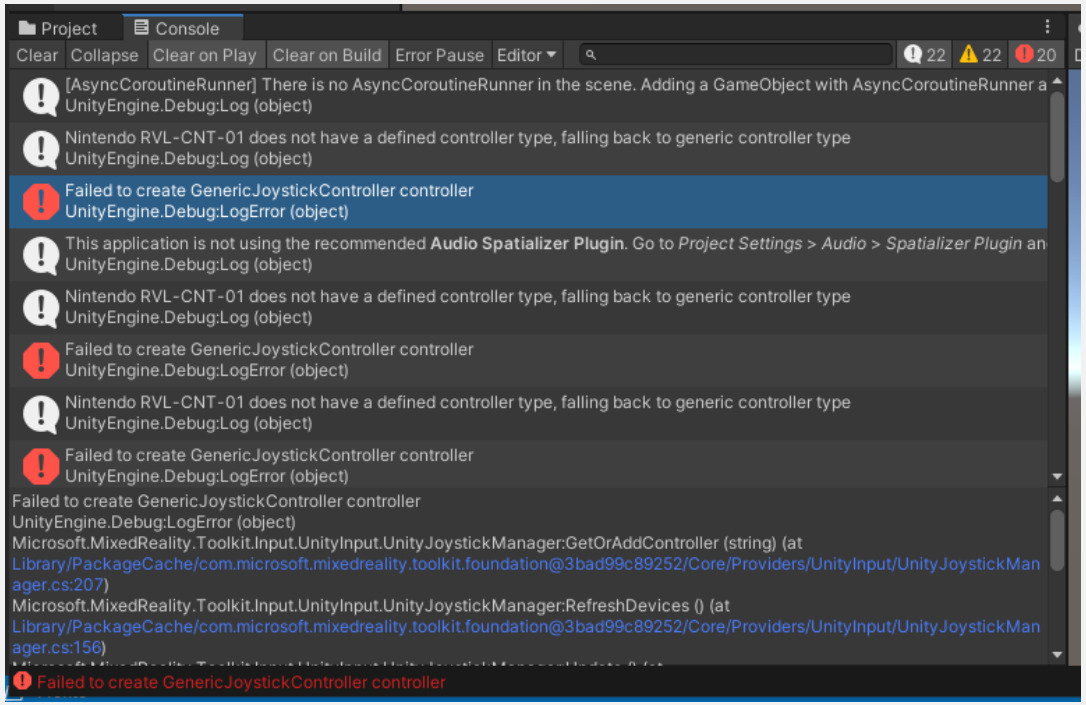
Mixed Reality Feature Tool

Now the packages of the "Mixed Reality Toolkit" are 10, if you decide to Select All inside Unity 2019 LTS project you can have errors of Figma Bridge packages not found: Just remove it from the Package Manager



UNITY: INPUT SIMULATION

If you do not have a Joystick plugged in you receive runtime error in the console log:



UNITY: INPUT SIMULATION

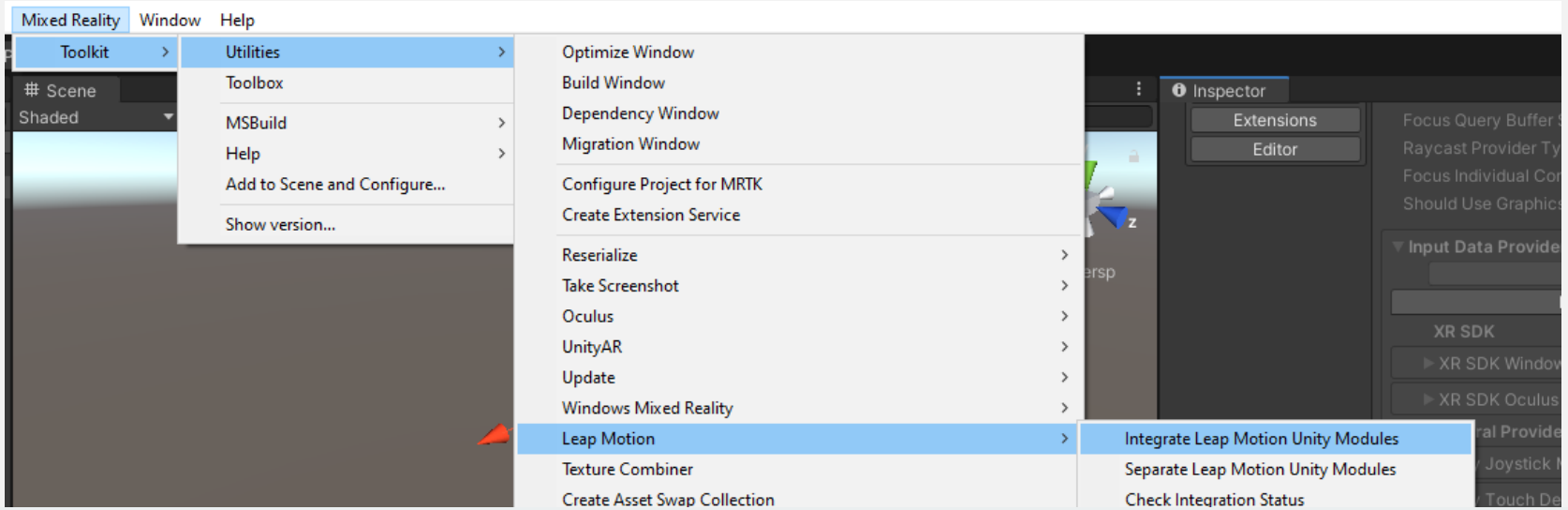
You can just remove the Joystic Input from the Joystic Manager in the Default Mixed Reality Service Provider:

1. Click on the Service Provider inside the Assets Hierarchy
2. In the Inspector click on "Clone" to generate a copy, this is mandatory to be allowed to change the settings
3. Click on the new clone of the Default Mixed Reality Service Provider
4. Remove the Unity Joystic Manager by clicking on the – in the left

https://github.com/microsoft/MixedRealityToolkit-Unity/issues/3430

Install the Leap Motion Integration MRTK

1. You have to add to the Project (2019 LTS) the Leap Motion Unity Package, it is mandatory to download the Leap Motion Unity plugin V4.9.1
   https://github.com/ultraleap/UnityPlugin/releases/tag/UM-4.9.1
2. The Mandatory Unitypackage to import is the Core Module, but you can import also the Interaction and Hand Modules
3. Finally Click on Mixed Reality > Utilities > Leap Motion > Integrate Leap Motion Module



Full Documentation Here: https://docs.microsoft.com/en-us/windows/mixed-reality/mrtk-unity/supported-devices/leap-motion-mrtk?view=mrtkunity-2021-05