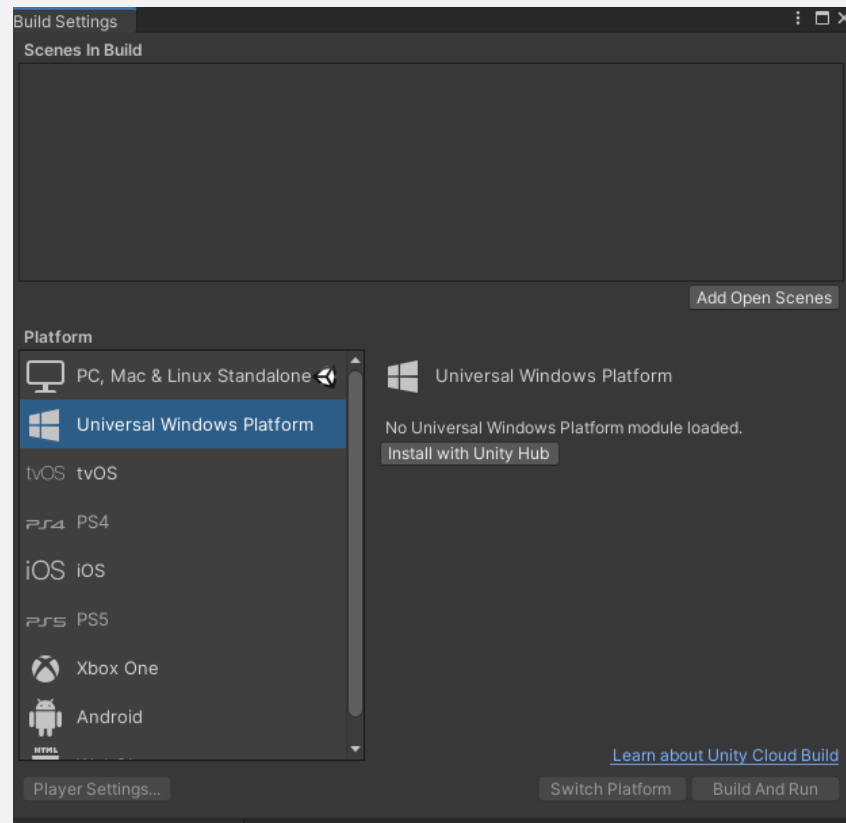


# MIXED REALITY TOOLKIT TROUBLESHOOTING

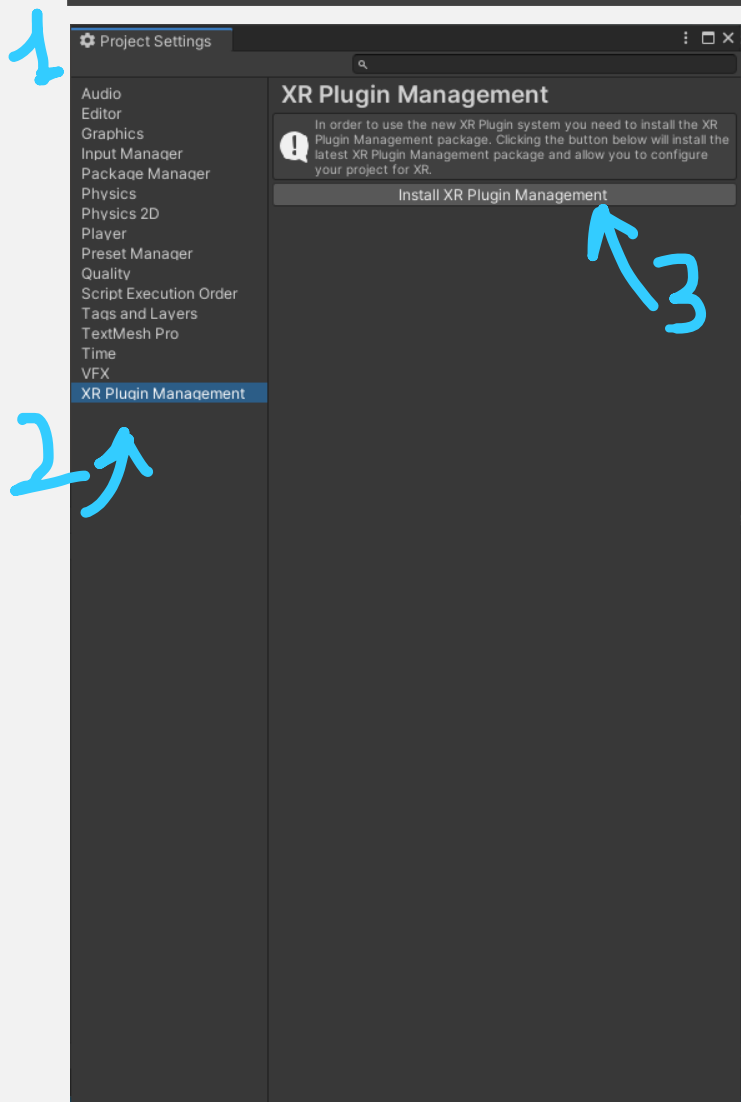


# Install the Universal Windows Platform

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:



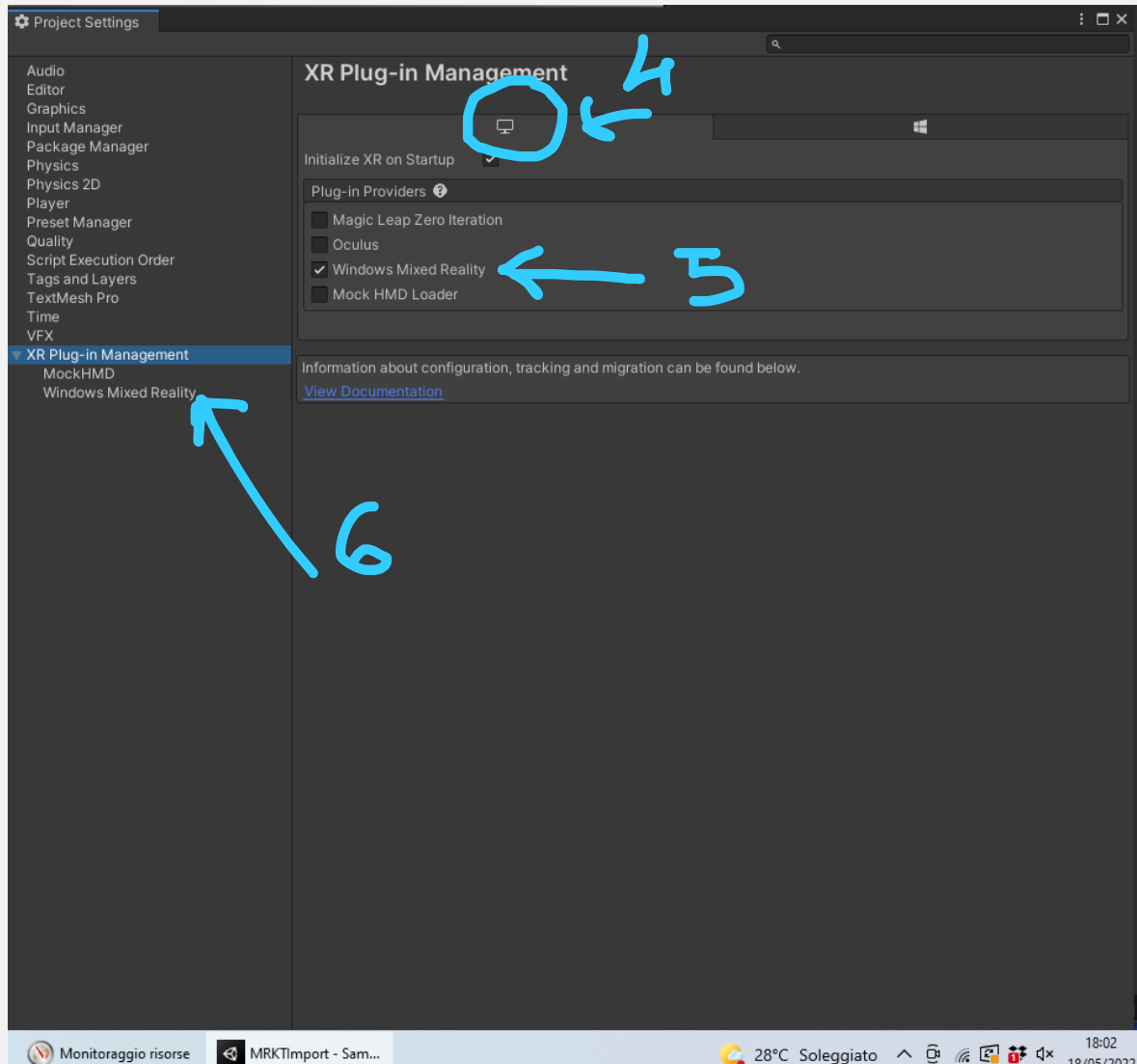
# Install the XR Plugin



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)

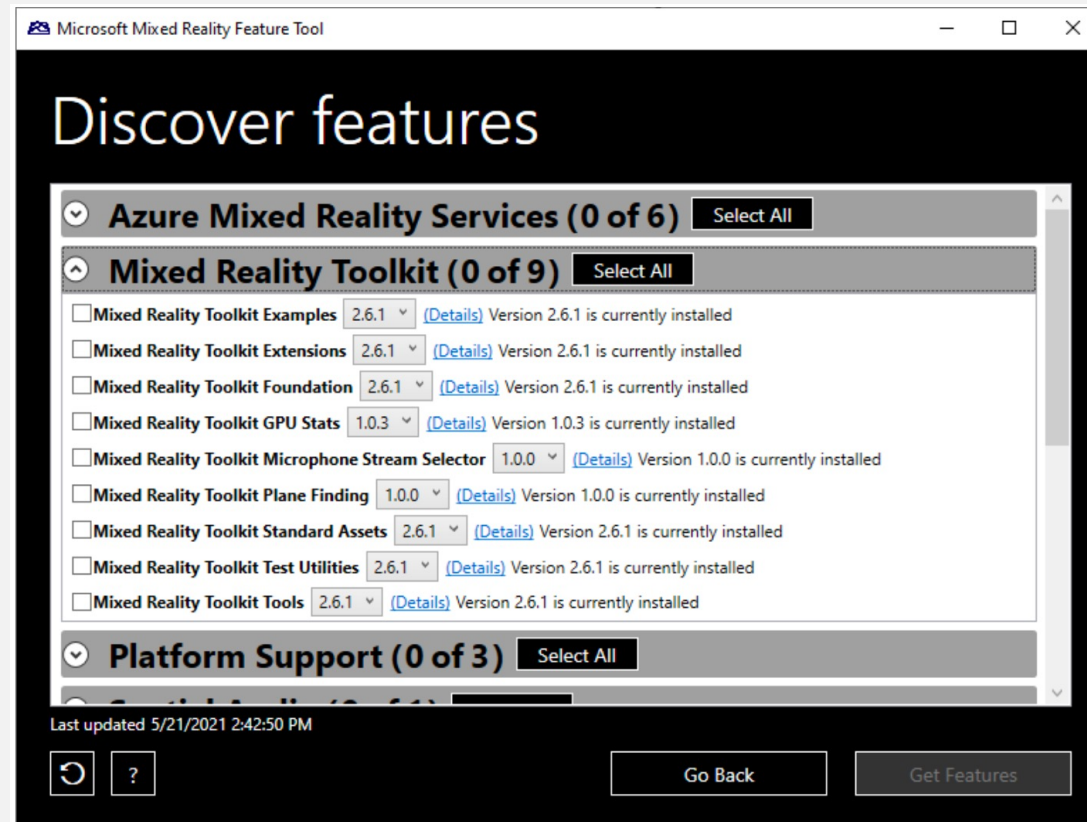


4. Click on the PC Symbol
5. Enable the “Windows Mixed Reality”
6. Now the voice Windows Mixed Reality under the XR Plug-in Management appears



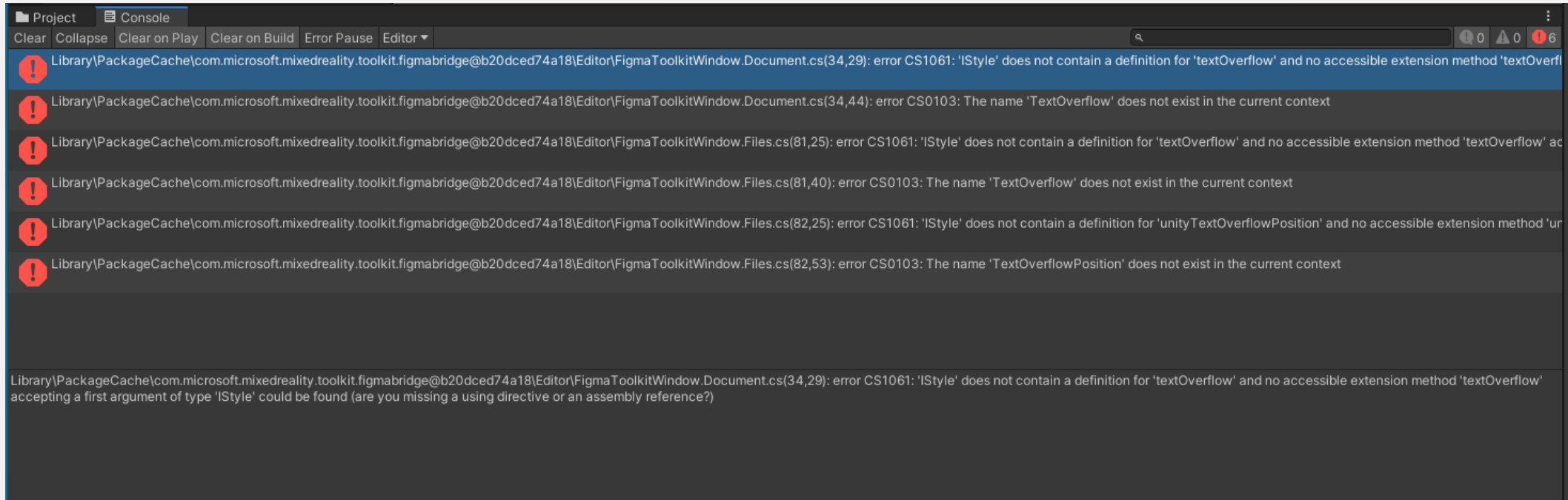
# Mixed Reality Feature Tool

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



The screenshot shows the Unity console with several error messages. The errors are as follows:

- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Document.cs(34,29): error CS1061: 'IStyle' does not contain a definition for 'textOverflow' and no accessible extension method 'textOverflow' accepting a first argument of type 'IStyle' could be found (are you missing a using directive or an assembly reference?)
- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Document.cs(34,44): error CS0103: The name 'TextOverflow' does not exist in the current context
- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Files.cs(81,25): error CS1061: 'IStyle' does not contain a definition for 'textOverflow' and no accessible extension method 'textOverflow' accepting a first argument of type 'IStyle' could be found (are you missing a using directive or an assembly reference?)
- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Files.cs(81,40): error CS0103: The name 'TextOverflow' does not exist in the current context
- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Files.cs(82,25): error CS1061: 'IStyle' does not contain a definition for 'unityTextOverflowPosition' and no accessible extension method 'unityTextOverflowPosition' accepting a first argument of type 'IStyle' could be found (are you missing a using directive or an assembly reference?)
- Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Files.cs(82,53): error CS0103: The name 'TextOverflowPosition' does not exist in the current context

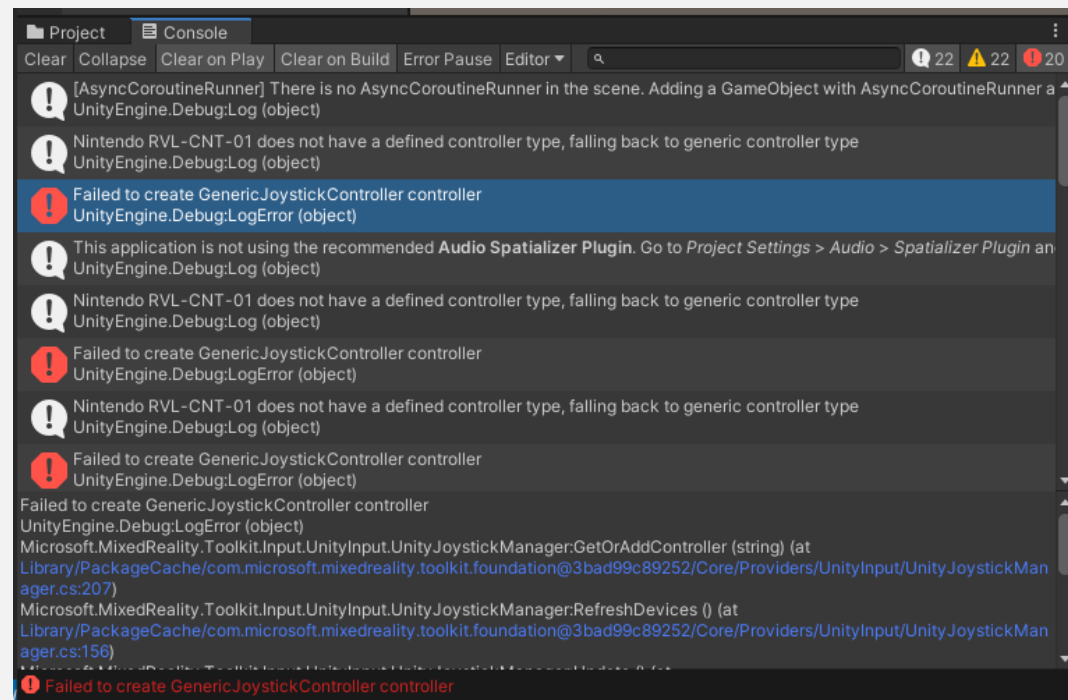
At the bottom of the console, there is a summary of the errors:

```
Library\PackageCache\com.microsoft.mixedreality.toolkit.figmabridge@b20dced74a18\Editor\FigmaToolkitWindow.Document.cs(34,29): error CS1061: 'IStyle' does not contain a definition for 'textOverflow' and no accessible extension method 'textOverflow' accepting a first argument of type 'IStyle' could be found (are you missing a using directive or an assembly reference?)
```



# UNITY: INPUT SIMULATION

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



```
Project Console
Clear Collapse Clear on Play Clear on Build Error Pause Editor 🔍 22 22 20
! [AsyncCoroutineRunner] There is no AsyncCoroutineRunner in the scene. Adding a GameObject with AsyncCoroutineRunner a
UnityEngine.Debug:Log (object)
! Nintendo RVL-CNT-01 does not have a defined controller type, falling back to generic controller type
UnityEngine.Debug:Log (object)
! Failed to create GenericJoystickController controller
UnityEngine.Debug:LogError (object)
! This application is not using the recommended Audio Spatializer Plugin. Go to Project Settings > Audio > Spatializer Plugin an
UnityEngine.Debug:Log (object)
! Nintendo RVL-CNT-01 does not have a defined controller type, falling back to generic controller type
UnityEngine.Debug:Log (object)
! Failed to create GenericJoystickController controller
UnityEngine.Debug:LogError (object)
! Nintendo RVL-CNT-01 does not have a defined controller type, falling back to generic controller type
UnityEngine.Debug:Log (object)
! Failed to create GenericJoystickController controller
UnityEngine.Debug:LogError (object)
Failed to create GenericJoystickController controller
UnityEngine.Debug:LogError (object)
Microsoft.MixedReality.Toolkit.Input.UnityInput.UnityJoystickManager:GetOrAddController (string) (at
Library/PackageCache/com.microsoft.mixedreality.toolkit.foundation@3bad99c89252/Core/Providers/UnityInput/UnityJoystickMan
ager.cs:207)
Microsoft.MixedReality.Toolkit.Input.UnityInput.UnityJoystickManager:RefreshDevices () (at
Library/PackageCache/com.microsoft.mixedreality.toolkit.foundation@3bad99c89252/Core/Providers/UnityInput/UnityJoystickMan
ager.cs:156)
! Failed to create GenericJoystickController controller
```



# 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

