

Group Commentary: <https://www.youtube.com/watch?v=62BuYEoOjsA>

Demo Playlist: <https://www.youtube.com/watch?v=62BuYEoOjsA>

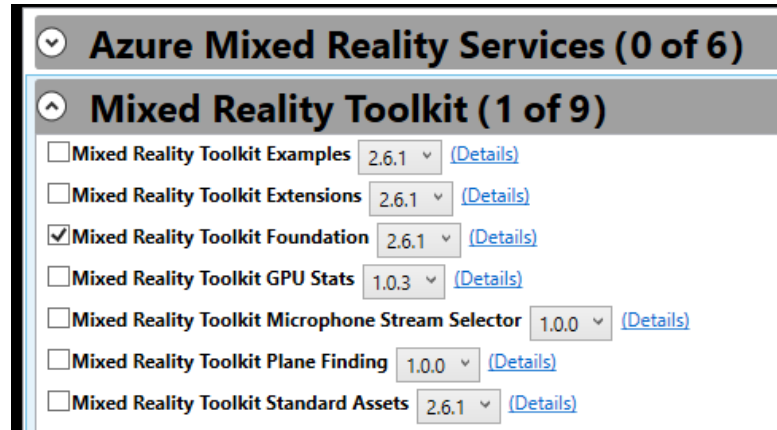
1. Install the [Mixed Reality Feature Tool](#) and its [prerequisites](#):
  - a. Extract the .zip contents into any directory
  - b. Download .NET 5.0 runtime run on Windows 10
2. Install [Unity Hub](#)

\*Steps 3-7 largely follow the instructions found in [Initializing your project and deploying your first application](#). However, steps needed to configure the project for HoloLens deployment and build scenes are left out.

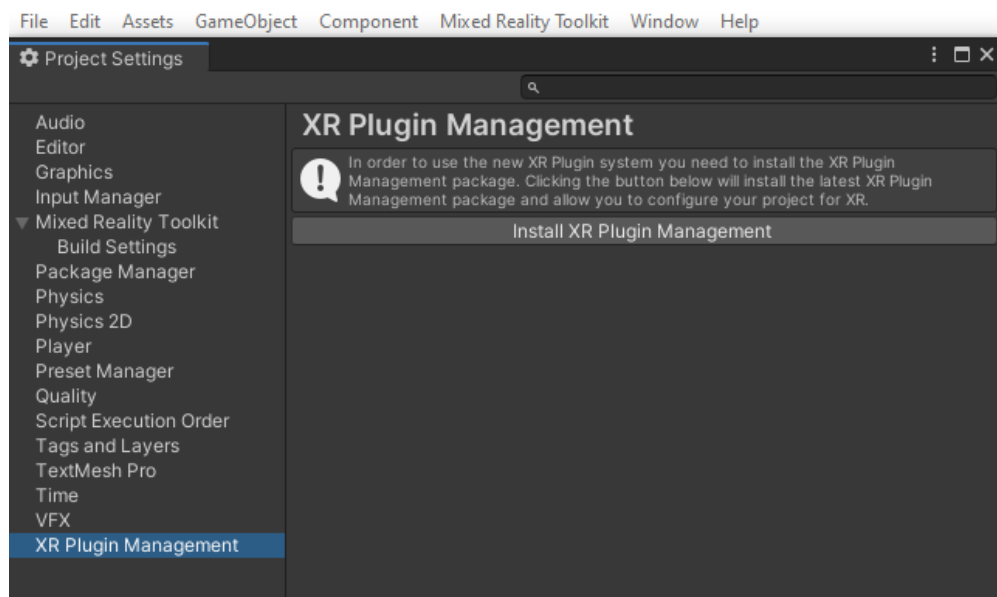
3. Create a new project (the project uses Unity version 2019.4.15f1) and open the project
4. Install the [Mixed Reality Feature Tool](#) and its [prerequisites](#):
  - a. Download .NET 5.0 runtime run on Windows 10
  - b. Extract the .zip contents of the MRFT into any directory
  - c. From the same folder, run MixedRealityFeatureTool.exe

ref	1/28/2021 7:40 PM	File folder	
Microsoft.MixedReality.FeatureTool.Azur...	1/28/2021 7:40 PM	Application exten...	26 KB
Microsoft.MixedReality.FeatureTool.Azur...	1/28/2021 7:40 PM	Program Debug D...	12 KB
Microsoft.MixedReality.FeatureTool.Core...	1/28/2021 7:40 PM	Application exten...	24 KB
Microsoft.MixedReality.FeatureTool.Core...	1/28/2021 7:40 PM	Program Debug D...	14 KB
Microsoft.MixedReality.FeatureTool.Proje...	1/28/2021 7:40 PM	Application exten...	17 KB
Microsoft.MixedReality.FeatureTool.Proje...	1/28/2021 7:40 PM	Program Debug D...	11 KB
MixedRealityFeatureTool.deps.json	1/28/2021 7:40 PM	JSON File	2 KB
MixedRealityFeatureTool.dll	1/28/2021 7:40 PM	Application exten...	370 KB
MixedRealityFeatureTool.exe	1/28/2021 7:40 PM	Application	159 KB
MixedRealityFeatureTool.pdb	1/28/2021 7:40 PM	Program Debug D...	36 KB
MixedRealityFeatureTool.runtimeconfig....	1/28/2021 7:40 PM	JSON File	1 KB
MixedRealityFeatureTool.runtimeconfig.j...	1/28/2021 7:40 PM	JSON File	1 KB

- d. Press “Start”
- e. Open the Mixed Reality Toolkit tab, select Mixed Reality Toolkit Foundation, and press Get Features



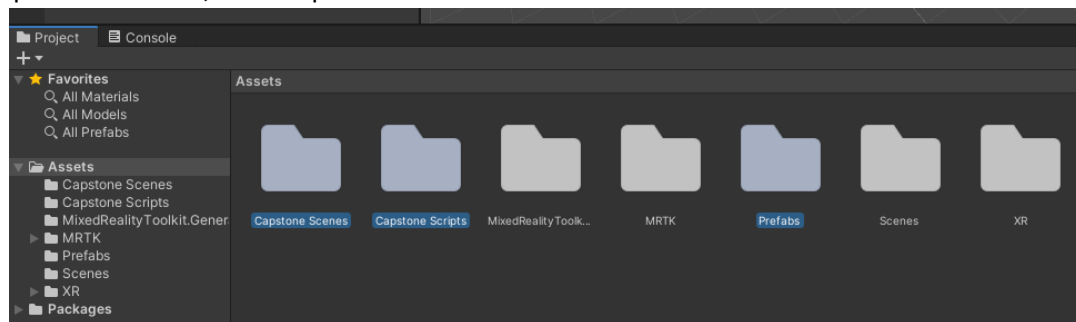
- f. In the project path, enter the project path, Validate the path to make sure it is correct, and then press Import. In the next page, press Approve
5. Moving back into the project window should prompt Unity to import the MRTK. If it does not, repeat steps 4c to 4e. On the pop-up, press “Apply”
  6. Under the “edit” tab, go to Project Settings->XR Plugin Management and press Install XR Plugin Management



7. Once loaded, navigate to the Universal Windows Platform settings (2<sup>nd</sup>) tab, and check the Windows Mixed Reality checkbox. Press Apply on the pop-up



8. From the project .zip's "Capstone MRTK/Assets" folder, drag the files "Capstone Scripts", "Capstone Prefabs", and "Capstone Scenes" into the Assets folder



9. In Project view, navigate to the "Capstone Scenes" folder and double-click "ARRSV Gauges" to load the scene
10. Interact with the project by:
- WASD – Moves the camera front/back/left/right
  - Right Click + Mouse Movement – Rotate the camera
  - Left Shift – Toggle MRTK hand tool
    - + Mouse Wheel – Move hand in/out
    - + Left Click – Grab an object
  - The scene is set such that all gauges can be moved by grabbing and dragging the green box between the 8 gauges