

# VIVE Wave OpenXR Hand Tracking Unity Feature

To help software developers create an application for locating hand joints with the OpenXR hand tracking extension [XR\\_EXT\\_hand\\_tracking](#).

## Load sample code

Window > Package Manager > VIVE Wave OpenXR Plugin - Windows > Samples > Click to import HandTracking Example

## Play the sample scene

1. Edit > Project Settings > XR Plug-in Management > Select OpenXR , click Exclamation mark next to it then choose Fix All.
2. Edit > Project Settings > XR Plug-in Management > OpenXR > Add Interaction profiles for your device.
3. Edit > Project Settings > XR Plug-in Management > OpenXR > Select Hand Tracking under VIVE Wave OpenXR Feature Groups.
4. In the Unity Project window, select the sample scene file in Assets > Samples > VIVE Wave OpenXR Plugin - Windows > 1.0.4 > HandTracking Example > Scenes > HandTrackingScene.unity then click Play.

## Use VIVE Wave OpenXR Hand Tracking Unity Feature to draw skeleton hand.

1. Import VIVE Wave OpenXR Plugin - Windows
2. Add Hand gameobject to the Unity scene
  - Refer to functions StartFrameWork and StopFrameWork in FrameWork.cs for creating and releasing handle for hand.
  - Refer to the function GetJointLocation in RenderHand.cs for getting the information to locate hand joints.
  - Drag "Skeleton" prefab into scene hierarchy or Create an empty object and attach RenderHand.cs.

## Use VIVE Wave OpenXR Hand Tracking Unity Feature to draw 3D hand.

3. Import VIVE Wave OpenXR Plugin - Windows
4. Add Hand gameobject to the Unity scene
  - Refer to functions StartFrameWork and StopFrameWork in FrameWork.cs for creating and releasing handle for hand.
  - Refer to the function GetJointLocation in RenderModel.cs for getting the information to locate hand joints.
  - Drag "OBJModel" prefab into scene hierarchy.