VIVE Wave OpenXR SceneUnderstanding Unity Feature

Demonstrate configuring, calculating and generating mesh of surrounding environments by the OpenXR SceneUnderstanding extension XR_MSFT_scene_understanding.

Load sample code

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

Play the sample scene

1. Edit > Project Settings > XR Plug-in Management > Select OpenXR , click Exclamation mark next to it > 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 Scene UnderStanding and Meshing Subsystem 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 > SceneUnderstanding Example > Meshing Subsystem Feature > MeshingFeature.unity then click Play.

How to use VIVE Wave OpenXR SceneUnderstanding Unity Feature

For the available OpenXR SceneUnderstanding functions, please refer to SceneUnderstanding.cs.

1. Refer to MeshingTeapotFeature.cs which is modified from Meshing Subsystem Feature sample code provided by OpenXR Plugin for supplying a mesh from native code with OpenXR SceneUnderstanding functions.
2. Refer to meshing_provider.cpp for generating mesh part.
3. Refer to MeshingBehaviour.cs for drawing mesh part.