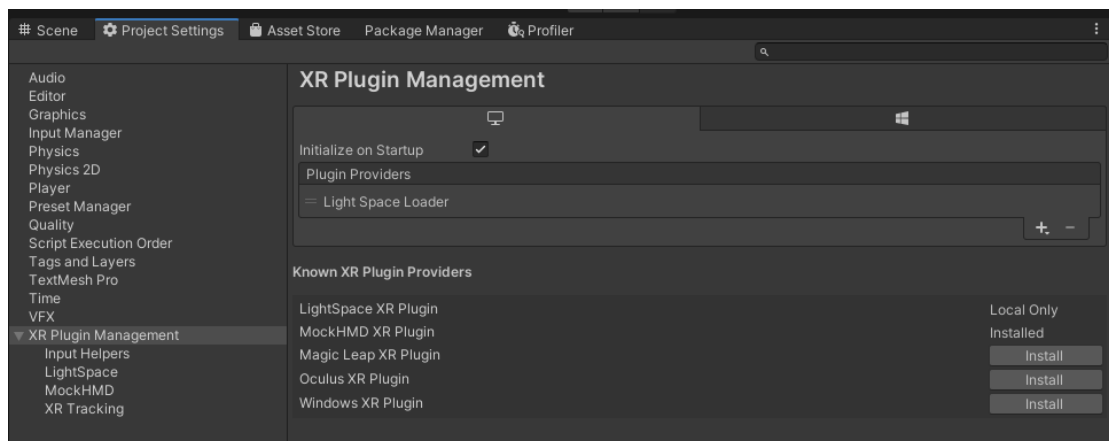
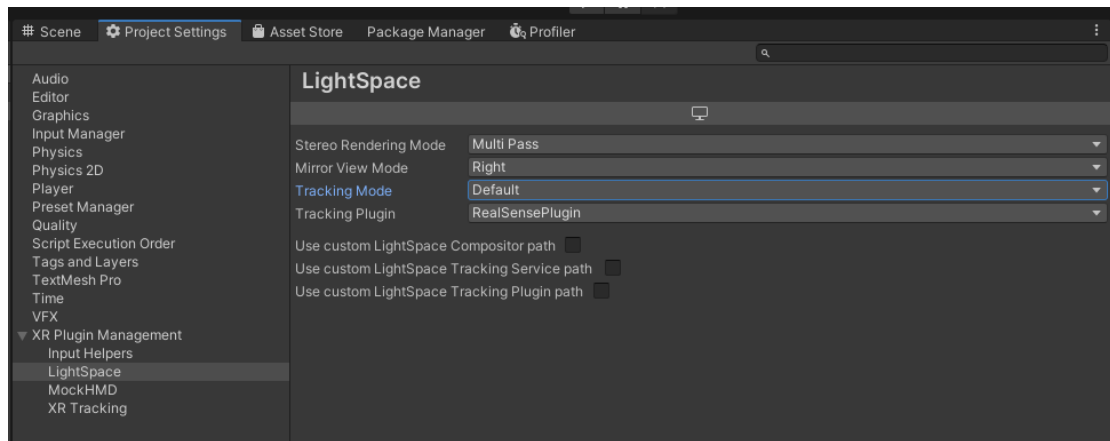


How to setup Lightspace XR Plugin for Unity

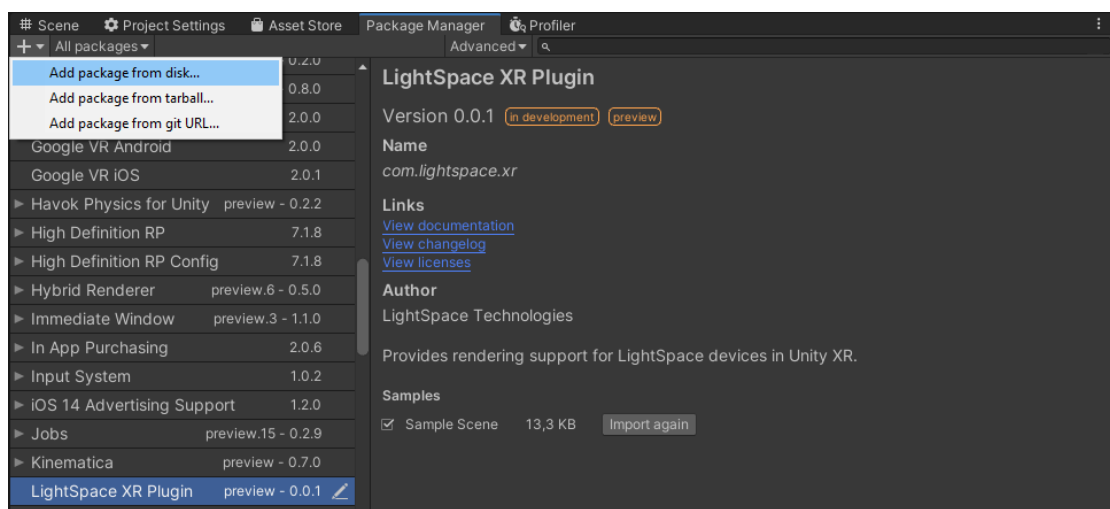
1. Install *Unity 2019.3.0* and create a new *3D core* project.
2. Go to *Window>Package Manager* and locate *XR Management* in the list.
3. Make sure XR Management is installed to version 3.0.4 or 3.0.6.
4. Locate the Unity XR Plugin .zip file and extract it anywhere on your PC.
5. In the *Package Manager* window top right corner click the + button and select *Add package from disk*. Select *package.json* which is located in the extracted XR Plugin directory.
6. Apply default Settings if asked by the plugin.
7. Go to *Edit>Project Settings* and locate *XR Plugin Management*, click on it.
8. If *LightSpace XR Plugin* appears in the *Known XR Plugin Providers*, everything is done correctly so far.
9. In the same window click on the + button on right side of *Plugin Providers* and select *LightSpace Loader*. If loader section is not available, try load *MockHMD XR Plugin*, then the loader selection should be visible.
10. In *Project Settings*, go to *XR Plugin Management>LightSpace* and create settings by clicking *Create*, then close the window.
11. Go to *Window>Package Manager>LightSpace XR Plugin* and click on *Import into Project* next to *Sample Scene*.
12. In project directory search at bottom of the screen, locate *Assets>Samples>Lightspace XR Plugin>{version}>Sample Scene*, right click on *LightSpaceXRSampleScene.unity* and select *Open*.
13. To build your scene, go to *File>Build Settings*. Add open scenes and select *x86_64* architecture, make sure Lightspace services are shut down, and *Build*. If there are Build errors, make sure to delete the *Assets>LightSpaceXR* folder.



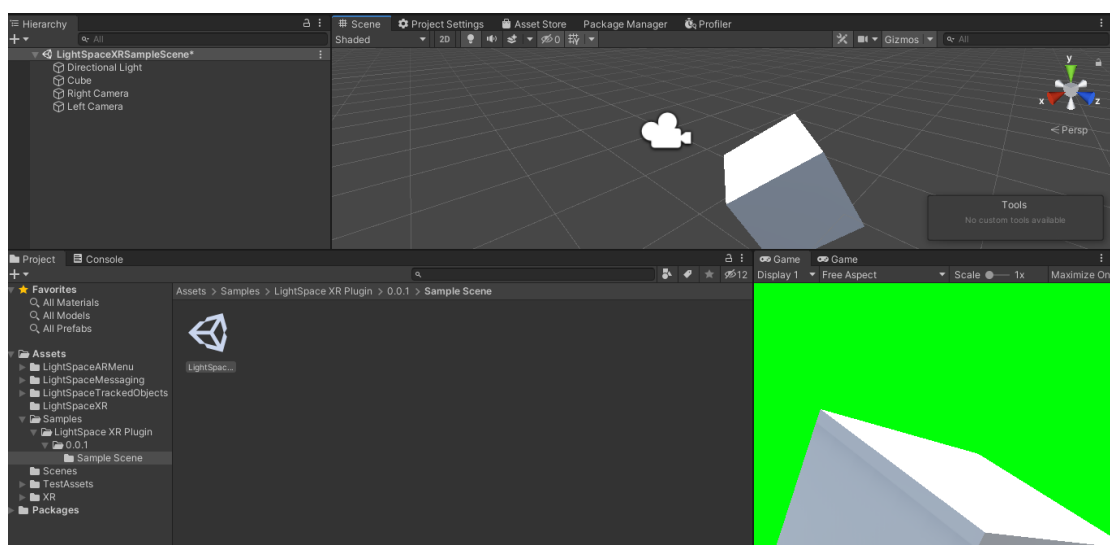
XR plugin setup with loader installed



Lightspace plugin configuration with RealSense head tracking configuration



Loaded XR plugin with sample scene



Imported sample location