

Getting started with Figma Toolkit for Unity

Setup Dependencies

1. Download the recommended Unity version

The current recommended version for Mixed Reality development is Unity 2020.3 LTS (Long Term Support). The best way to install and manage Unity is through the Unity Hub.

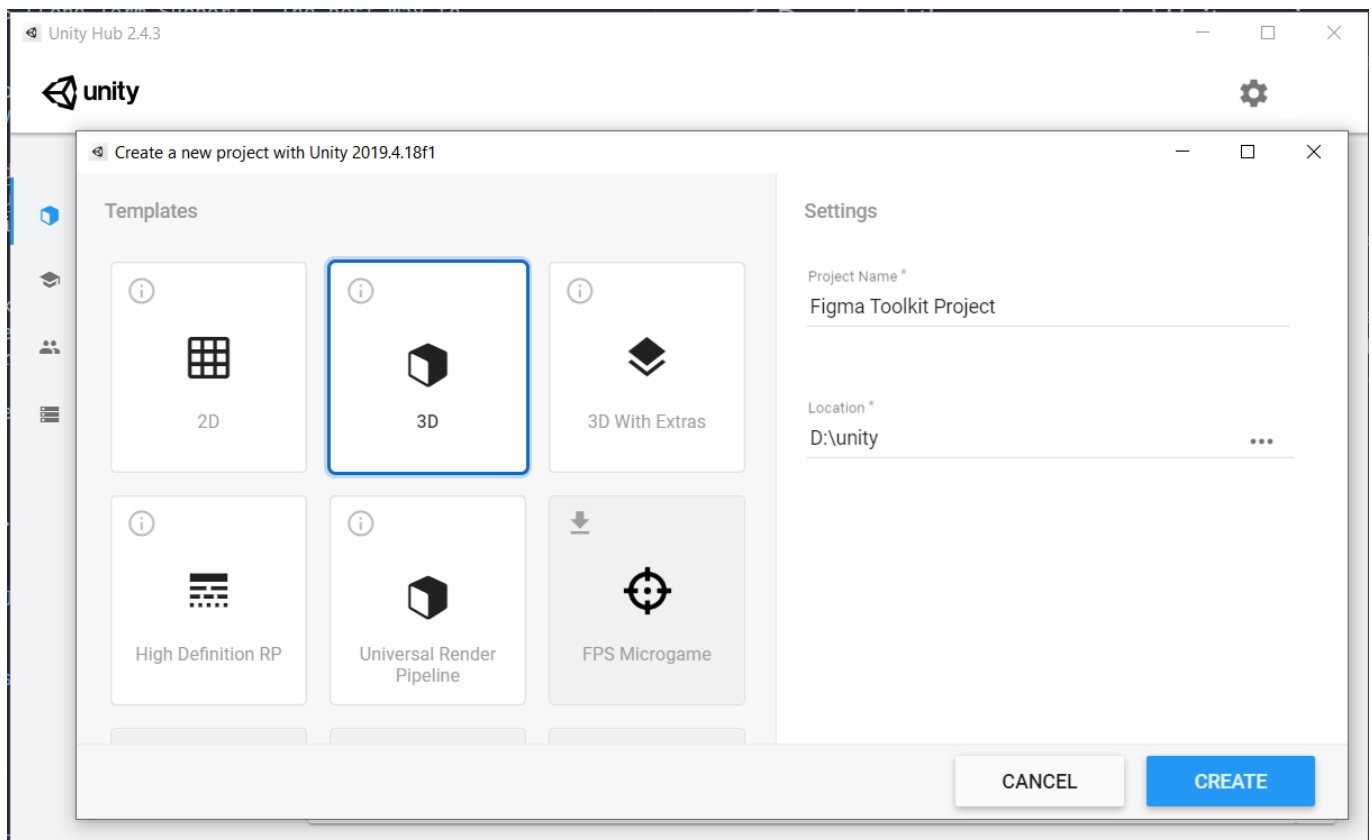
[Download Unity Hub](#)

2. Download the Mixed Reality Feature Tool

The [Mixed Reality Feature Tool](#) is a new way for developers to discover and add Mixed Reality feature packages into Unity projects.

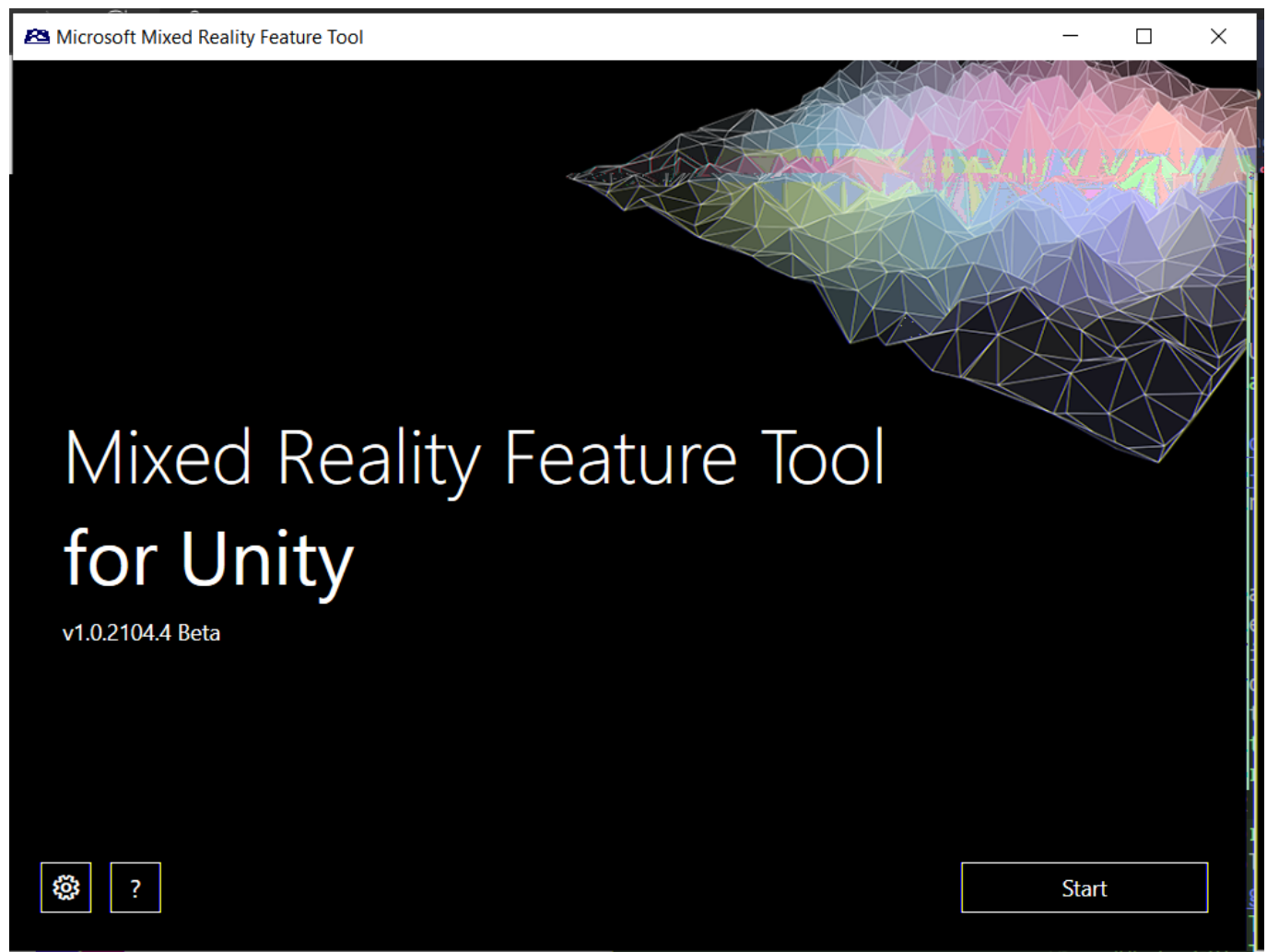
You can search packages by name or category, see their dependencies, and even view proposed changes to your projects manifest file before importing. Once you've validated the packages you want, the Mixed Reality Feature tool will download them into the project of your choice.

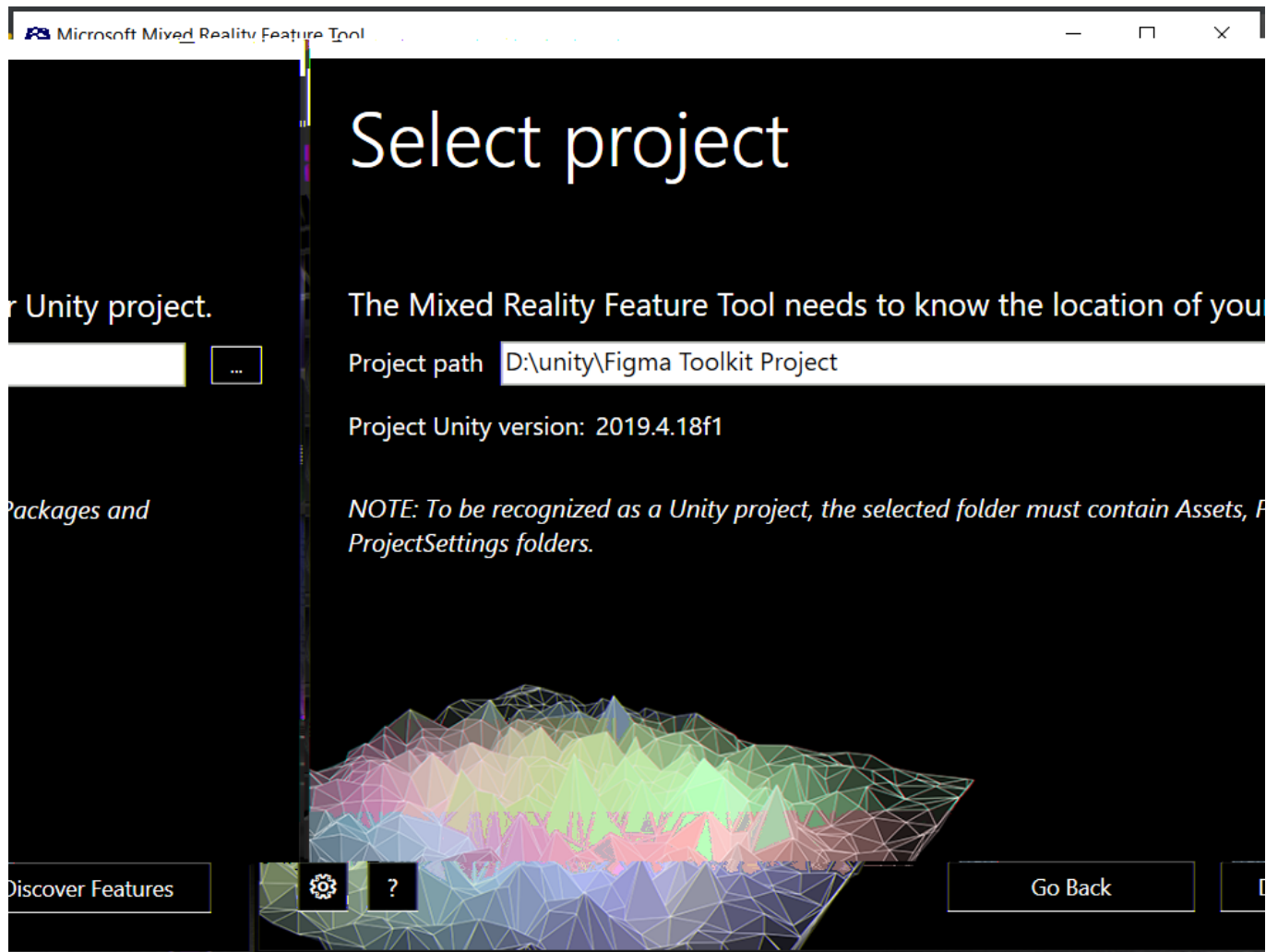
3. Create Unity Project

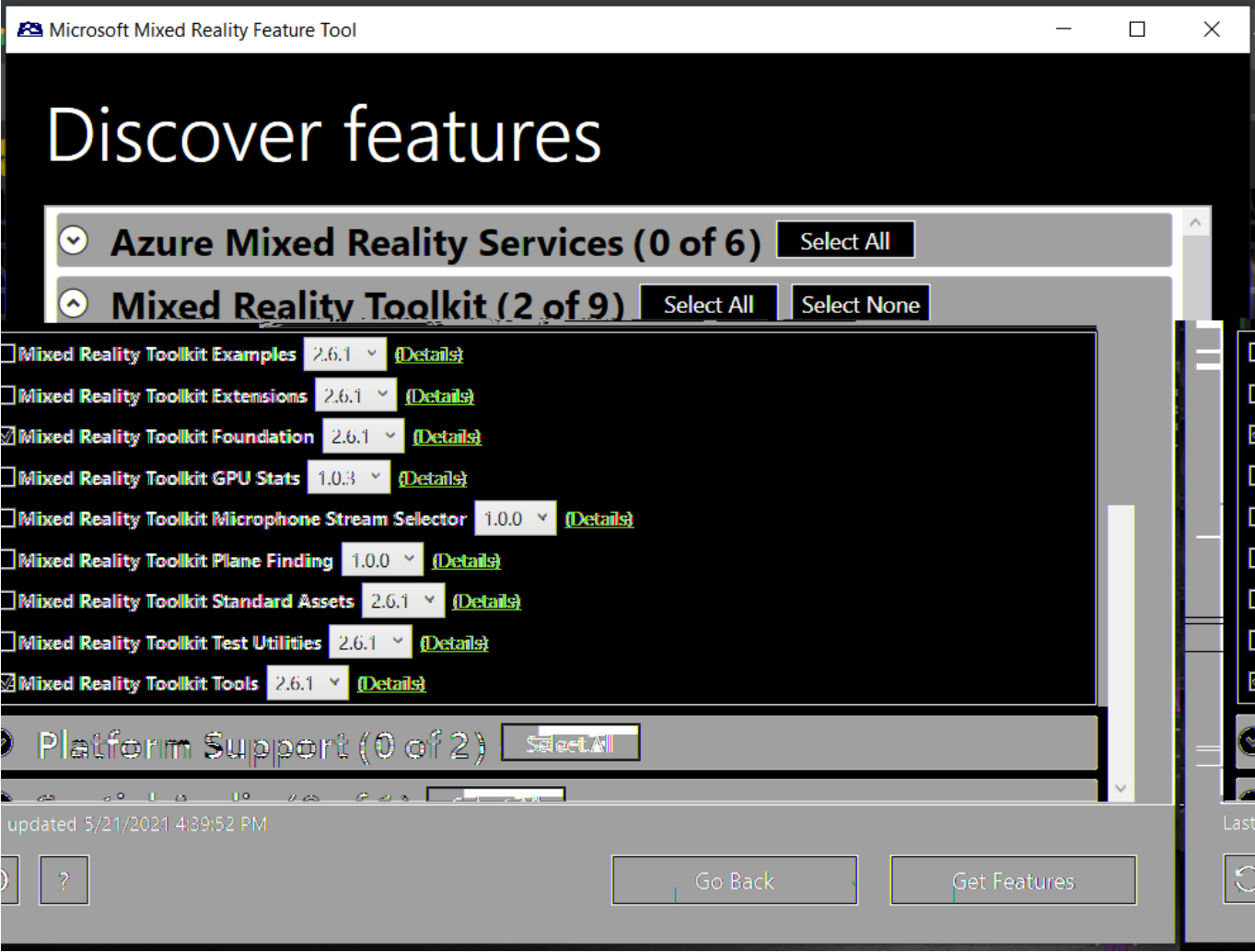


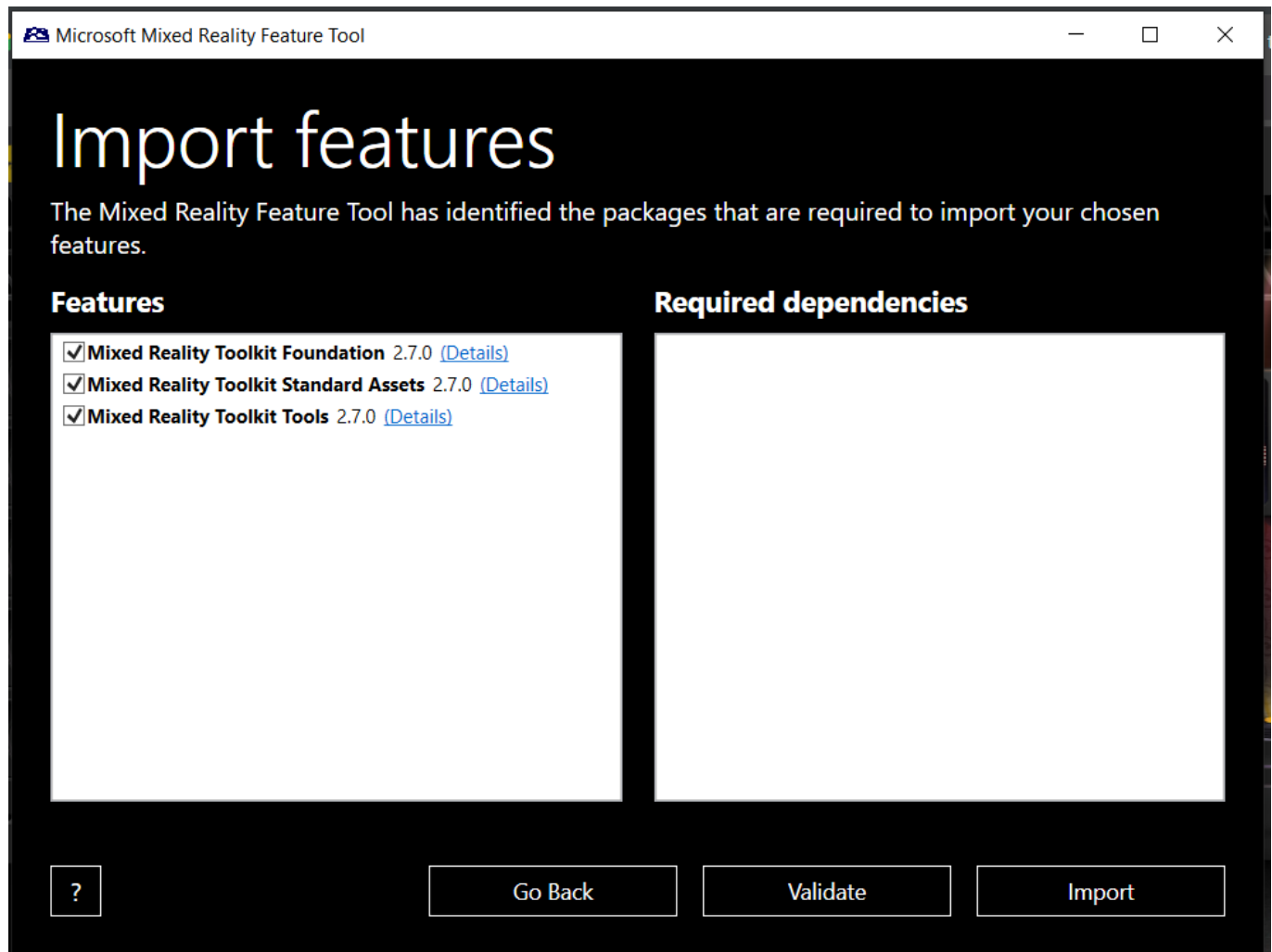
4. Import MRTK

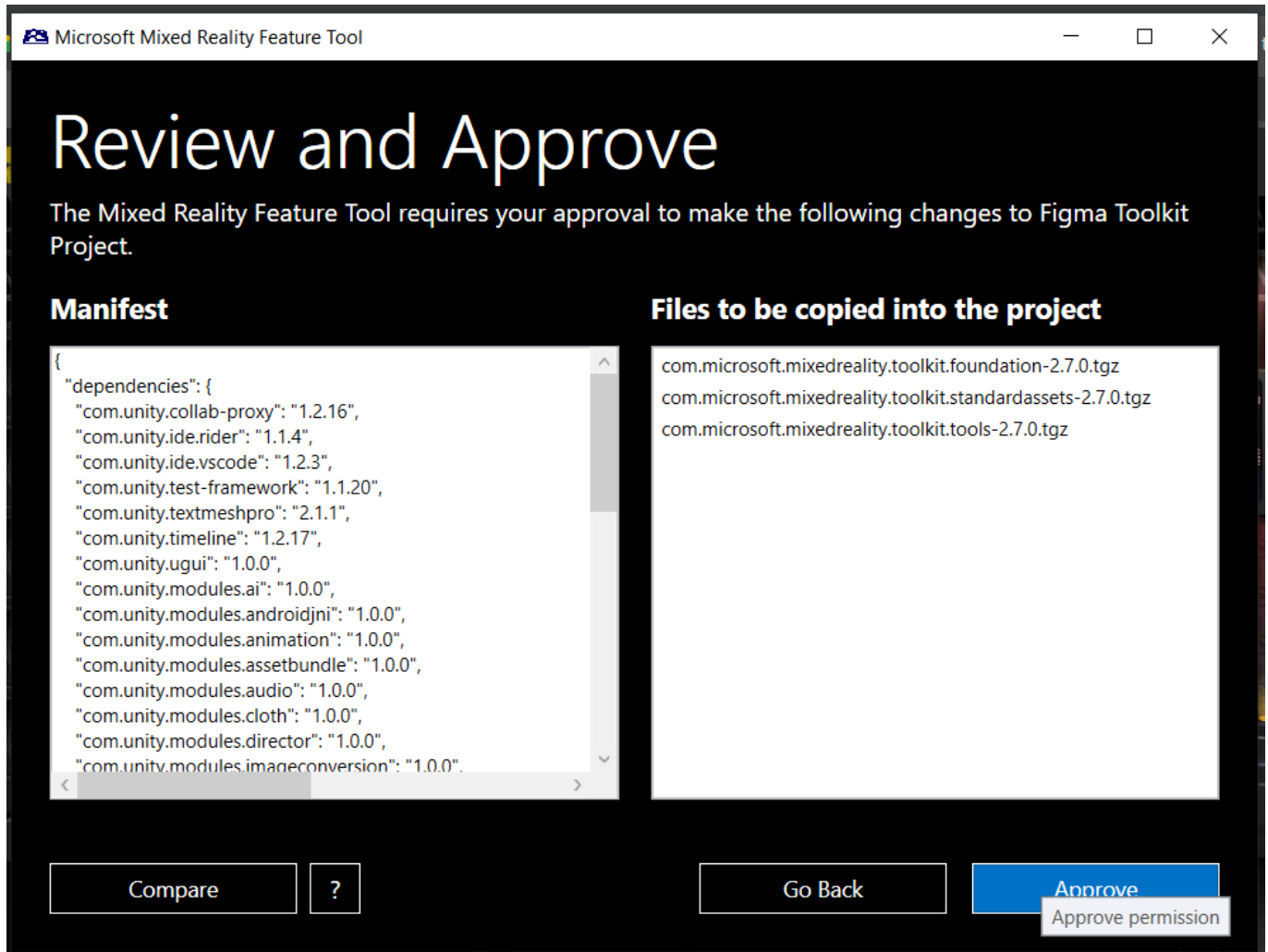
Run the MR Feature Tool











Setup Figma Toolkit

1. Import Figma Toolkit

Download [Figma Toolkit 0.0.2](#) and copy it into your project's **Packages/MixedReality** folder.

2. Modify manifest.json

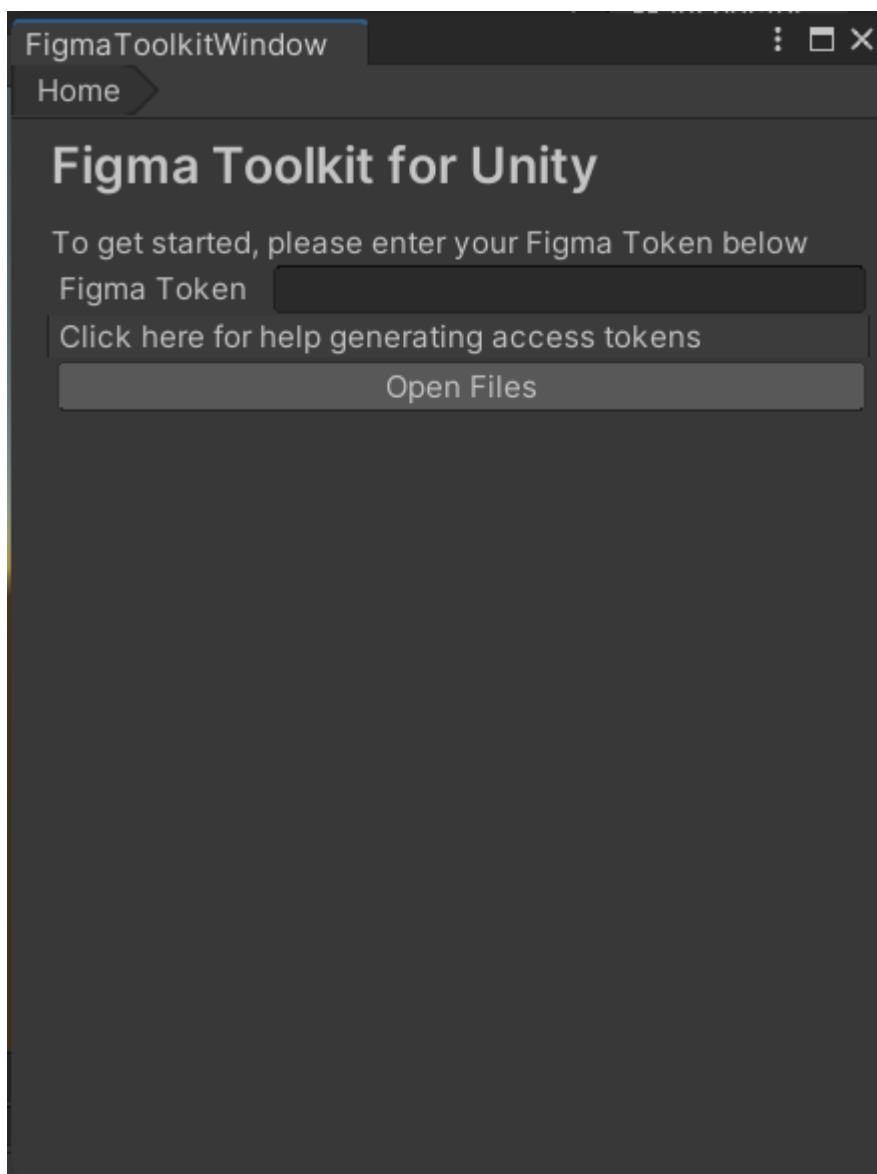
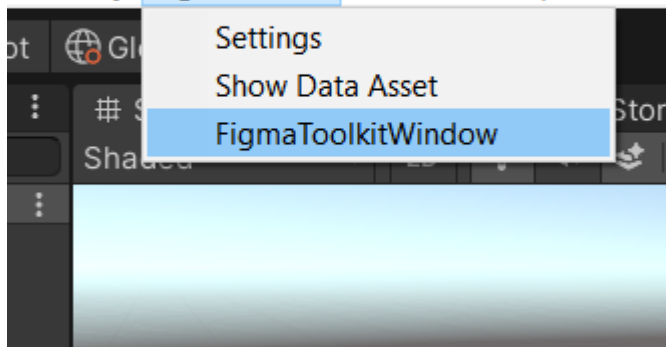
Add the following line to your **Packages/manifest.json** file

```
"com.microsoft.mixedreality.toolkit.figma": "file:MixedReality/com.microsoft.mixedreality
.toolkit.figma-0.0.2.tgz"
```

return to Unity and the Figma Toolkit menu item should now be visible.

. Linux Standalone - Unity 2020.3.11f1 <DX11>

ed Reality FigmaToolkit Window Help

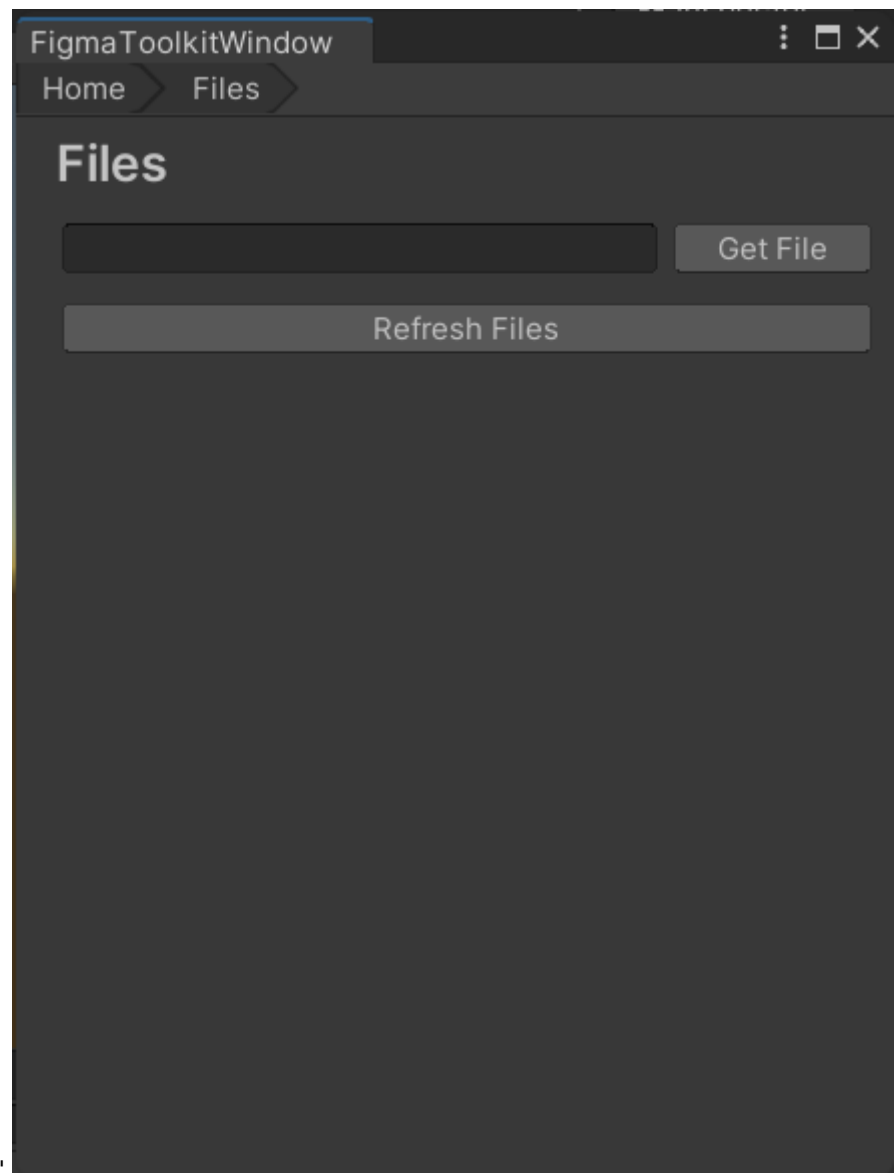


3. Get Token

[How to get your token](#)

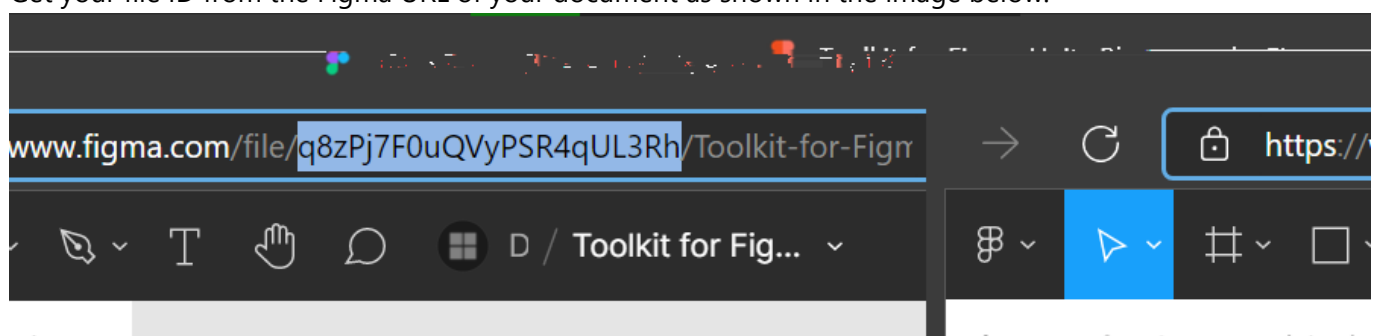
Enter your Token in the Figma Token textbox.

Using Figma Toolkit



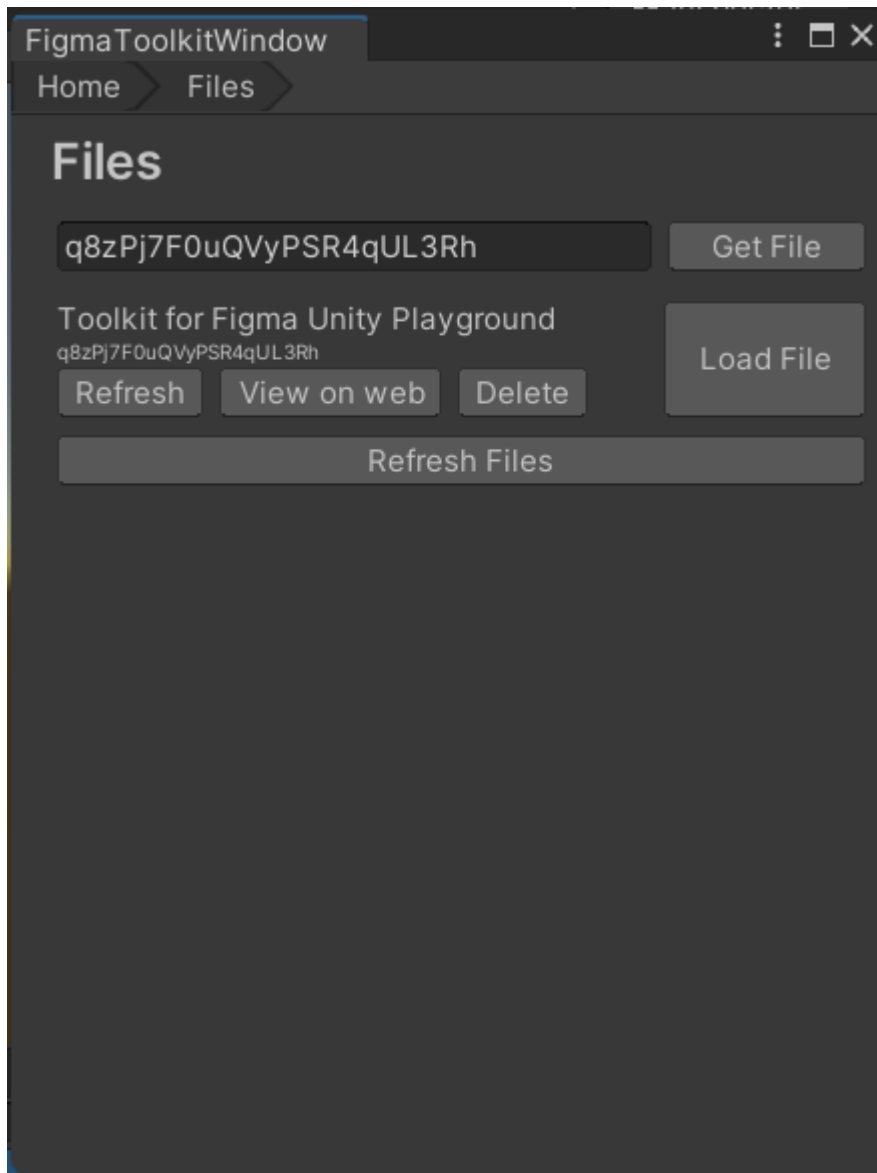
Return to home and click "Open files"

Get your file ID from the Figma URL of your document as shown in the image below.

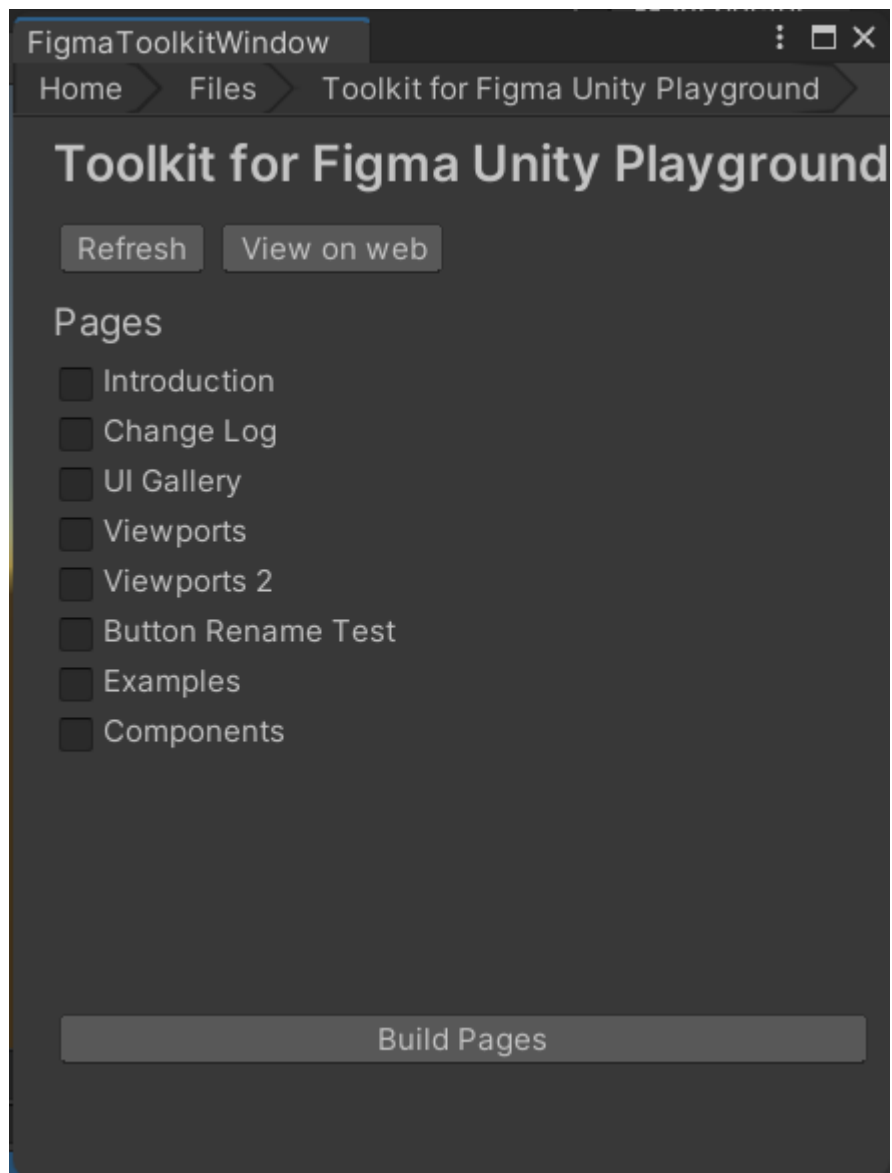


Enter your file ID in the text field and click "Get File"

Once the file is successfully downloaded, click "Load File".



The File should be loaded and showing a list of Pages in the document.



Select the Pages to be imported into Unity and click "Build Pages"