Mind Palace XR Demo – DOCUMENTATION

Tools I used:

* Unity 6000.0.31f1
* Meta XR All-in-One SDK (download from Unity Asset Store)
* Meta’s Building Blocks (included in the above SDK)
* Meta Quest 3
* Meta Quest Link

Starting from Scratch:

* New Project  Universal 3D Core (SRP)
* Project Settings 
  +  XR Plug-in Management 
    - Android AND Windows  Oculus (Check box)
  +  Meta XR (Project Setup Tool) 
    -  “Fix All” AND “Apply All” for both Android AND Windows
* Meta’s BULIDING BLOCKS (Meta  Tools  **Building Blocks**)
  + To add features for Meta Quest Developing by literally dragging their “blocks” into the hierarchy! (WOW!!!!)
  +  Add **Camera Rig** & **Passthrough**  (Delete *Main Camera* and *Global Volume*)
    -  In the Scene tab of Building Blocks  Drag **Effect Mesh** into the hierarchy  (This allows you to ***Scan your Room***)
    -  In the inspector find “**Labels**”  Deselect ***Global Mesh***
      *  Also make sure to Check “**Hide Mesh**” and “**Colliders**”
        + This will make passthrough not include all the meshes.
    -  And adds the **MR Utility Kit**
  +  To make the Flashcards interactable (I dragged “Grab Interaction” into the hierarchy and created a Flashcard Prefab (See below) with that as the base.
    -  I also created a Flashcard Script that Changes the appearance of each card when it is initiated.
    -  I also created a Flashcard Spawner Script that spawns a new card each time the current flashcard is moved.
* Meta Quest Link
  +  Setting Changes:
    - General  Make sure “Unknown Source” is ENABLED
    - Beta  Make sure “Passthrough over Meta Quest Link” AND “Spatial Data over Meta Quest Link” are both ENABLED
* Other Helpful Notes:
  + Blue Axis (Z+)  points in the direction of the controller
  + Adding a game object to the project window Creates a **PREFAB** which is how you can instantiate it during runtime (Like *Spawning* **Flashcards**!)