

HPTK Posing & Snapping

[@jorgeignz](#)

Frequently Asked Questions (FAQs)

Missing types or namespaces related with HPTK?

This asset has a dependency on the HPTK package. Missing this package can result in error messages like this:

```
The type or namespace name '...' could not be found (are you missing a using directive or an assembly reference?)
```

You can verify this by opening Unity Package Manager and check if HPTK package is installed. If it is not installed, go to 'Add package from Git URL...' and enter the following URL:

<https://github.com/jorgeignz/HPTK.git>

Missing sample scenes?

The only dependency of HPTK Posing & Snapping is the HPTK package itself. Scripts and sample scenes that are platform-specific are included in packages that can be imported using the Integration Manager window.

More details here: <https://github.com/jorgeignz/HPTK.git>

Jelly/unstable hands?

If slave hand representation presents unstable or unrealistic hand physics, this might be due to an incorrect physics configuration (Project Settings / Physics).

More details here: <https://github.com/jorgeignz/HPTK.git>

How to use HPTK Posing & Snapping in full-body avatars?

If you have an HPTK compatible avatar, just drag & drop Poser and Snapper prefabs in the group of modules of each hand. Then, set the references for PoserModel.hand and SnapperModel.hand.

More details here: <https://github.com/jorgeignz/HPTK.git>

Did not find what you are looking for?

Check the public documentation page: <https://github.com/jorgeignz/HPTK/wiki>

Join our Discord community for further support: <https://discord.gg/7kRYjX7>