

MRTK 2.6.1 Feature Tool Fails to add Mixed Reality Toolkit to Unity main menu
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9618>

Update landing page links to MS Docs
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9617>

Documentation for the experience settings
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9615>

Merge updates from MRTK Examples Hub 2.6.0
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9614>

Feedback requested: Granularization of MRTK v3 packages
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9612>

InteractableOnToggleReceiver doesn't react to Interactable.IsToggled changing
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9611>

MinMaxScaleConstraint should have a mode for non-uniform clamping.
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9610>

PokePointer asserting on lineRenderer and visuals (XR SDK)
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9608>

Adding WMR plugin after the Oculus Integration Package generates shader warnings
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9607>

Graduate Touch Slider from Experimental
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9606>

Air Tap gesture on Oculus Quest can select multiple times
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9605>

Importing the MRTK into new projects generates new warnings
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9603>

Graduate Step Slider from Experimental
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9602>

Holograms are extremely sensitive to movement during Holographic Remoting
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9601>

MRTK Scene System does not work well for VR
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9600>

Difficult to acquire sample scenes
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9599>

Proposal: Bring in MixedRealityCommander like functionality into the MRTK Build
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9598>

Proposal: 2020.3 LTS as the minimum Unity version for MRTK v3.0
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9597>

Visual profiler does not appear while taking screenshot or recording video on the
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9596>

OpenXR Reading Mode FOV change does not function
<https://github.com/microsoft/MixedRealityToolkit-Unity/issues/9595>