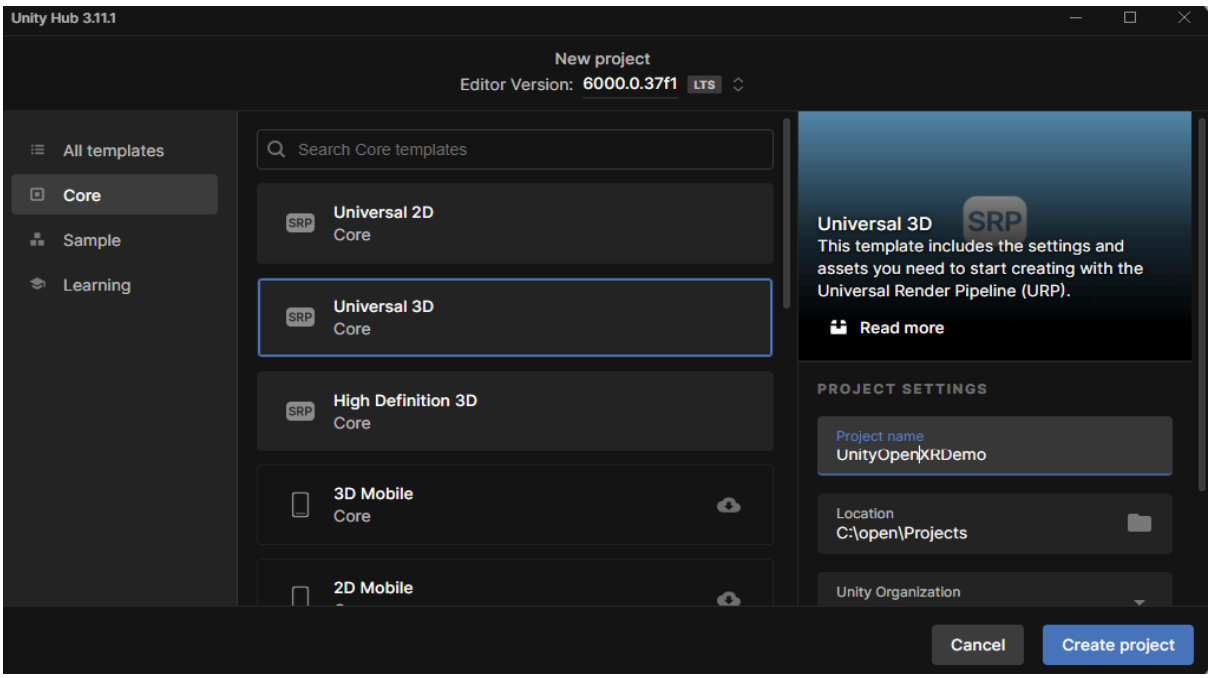
Setting up Cross-device OpenXR on Unity For Windows PCVR

Goal of that document

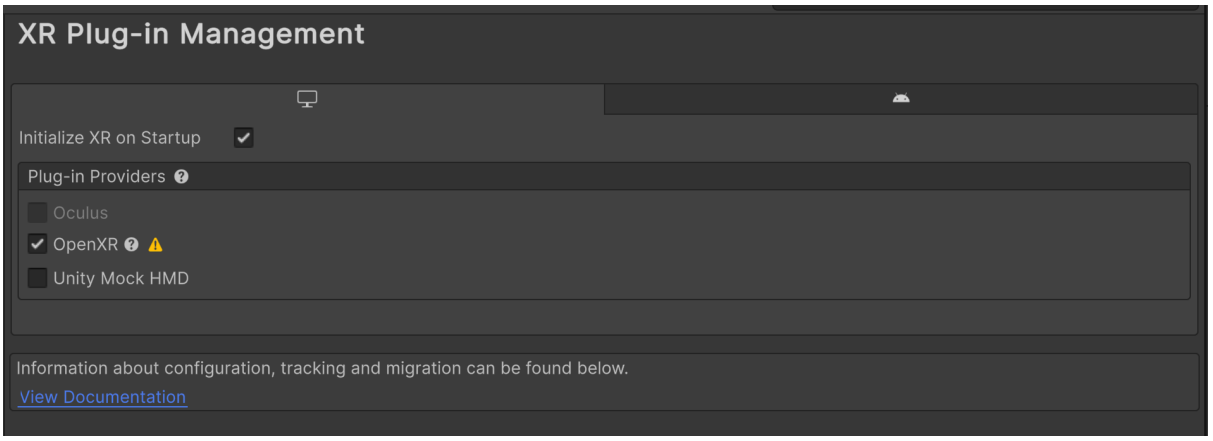
Step by step guide to create a Unity project based on Unity's OpenXR Plugin that can build and run vendor-agnostic OpenXR application on Windows for PCVR

Create a cross-platform Unity OpenXR project

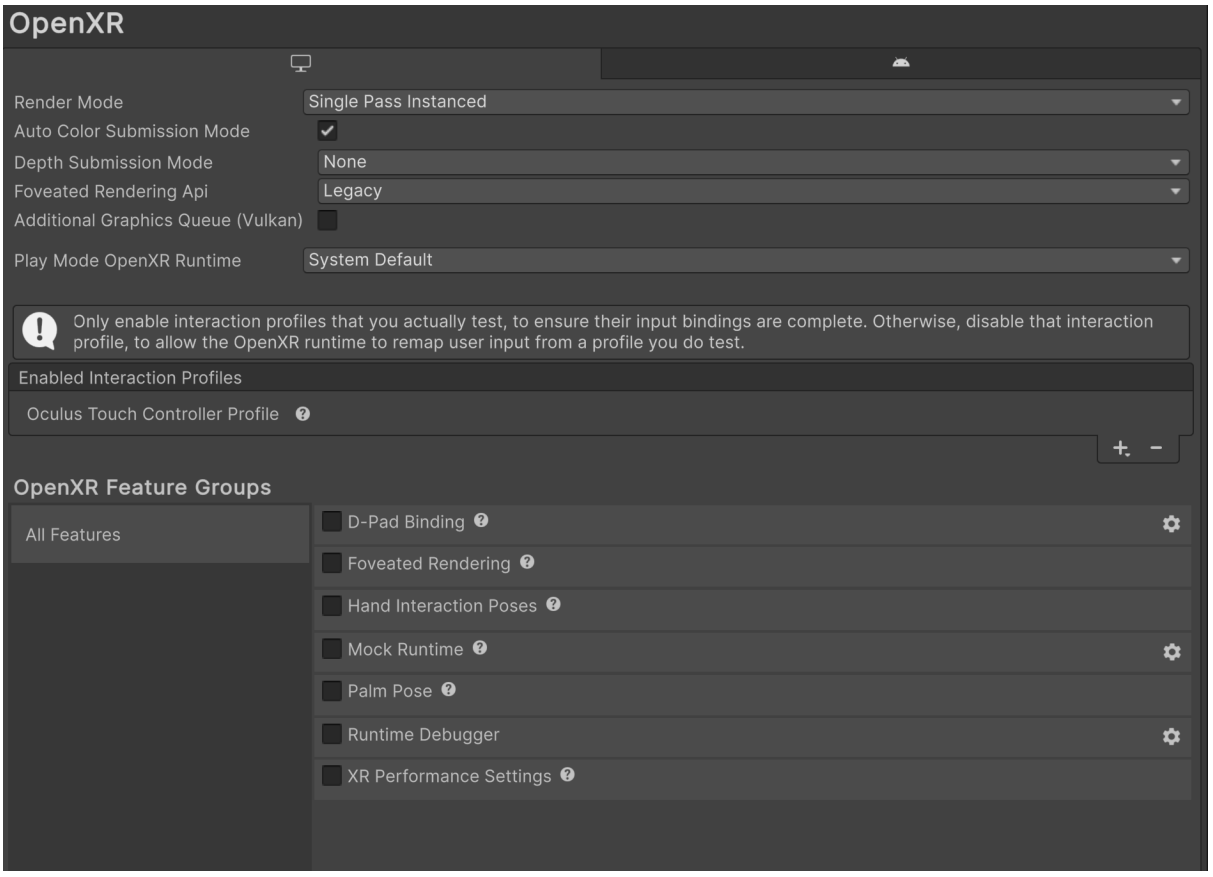
The simple way to create a Unity project that works on multiple OpenXR PCVR platforms is through the Unity OpenXR Plugin and Unity XR Interaction Toolkit. Make sure you have installed the latest Unity editor version before creating a new “Universal 3D” project, as is shown below :



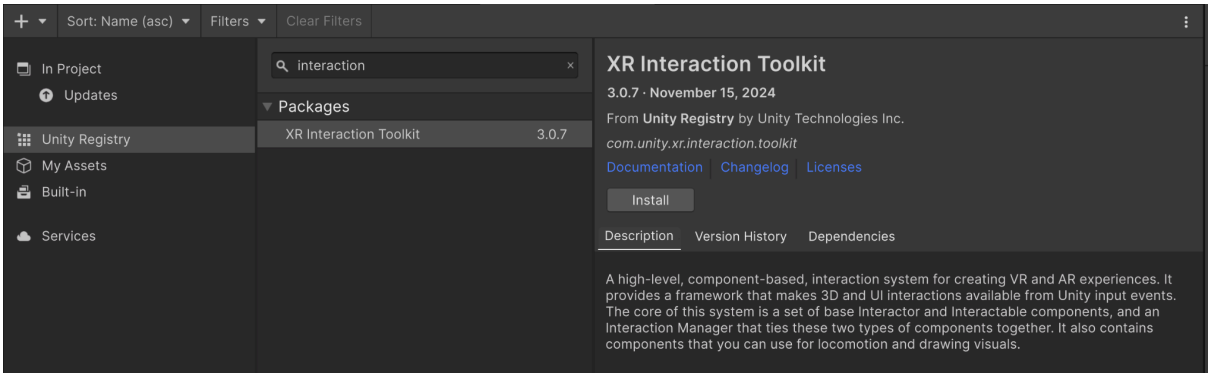
In Unity editor, Enable XR Plug-in Management, and then check "OpenXR" to install the Unity OpenXR Plugin



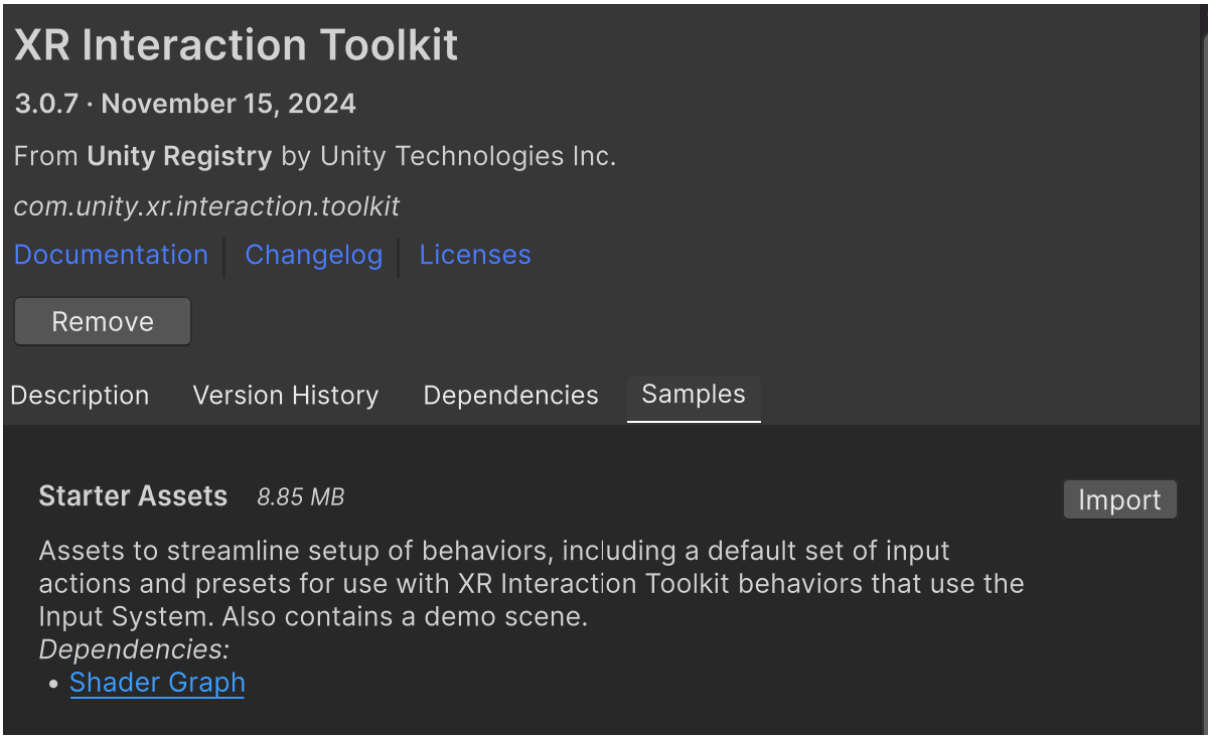
Fix the Project Validations, and then Add "Oculus Touch Controller Profile" to remove the warning sign above.



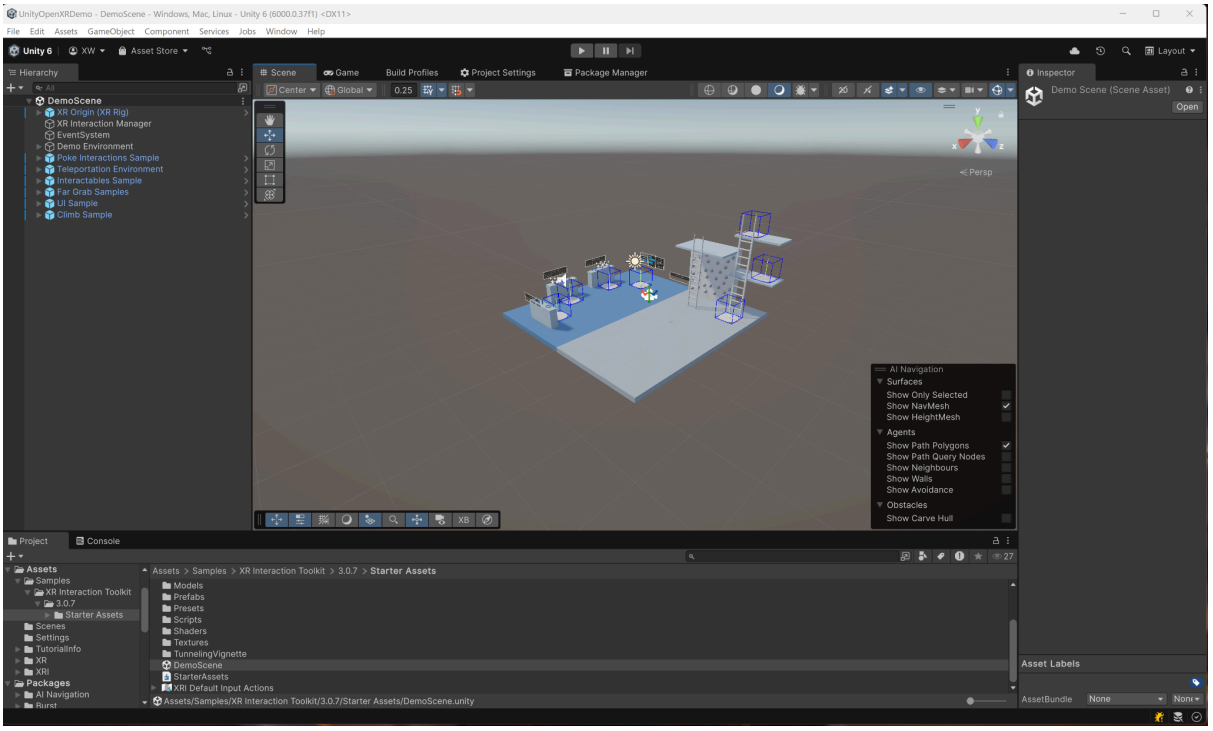
From Package Manager, install XR Interaction Toolkit



Import "Starter Assets" from the Samples panel

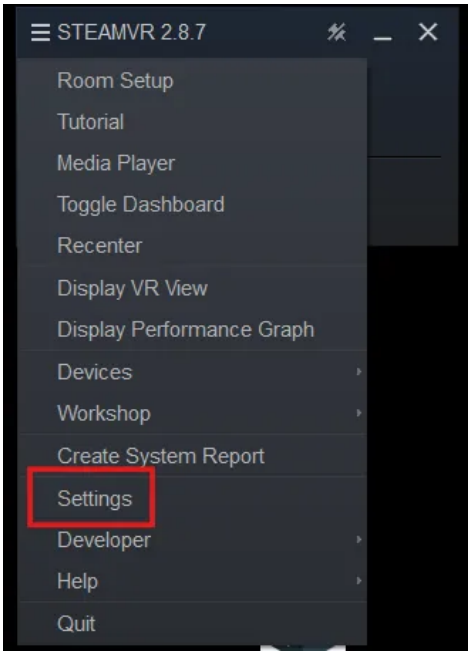


Open the XR Interaction Toolkit's "DemoScene" located under the StarterAssets subfolder installed with the package under : Assets\Samples\XR Interaction Toolkit\

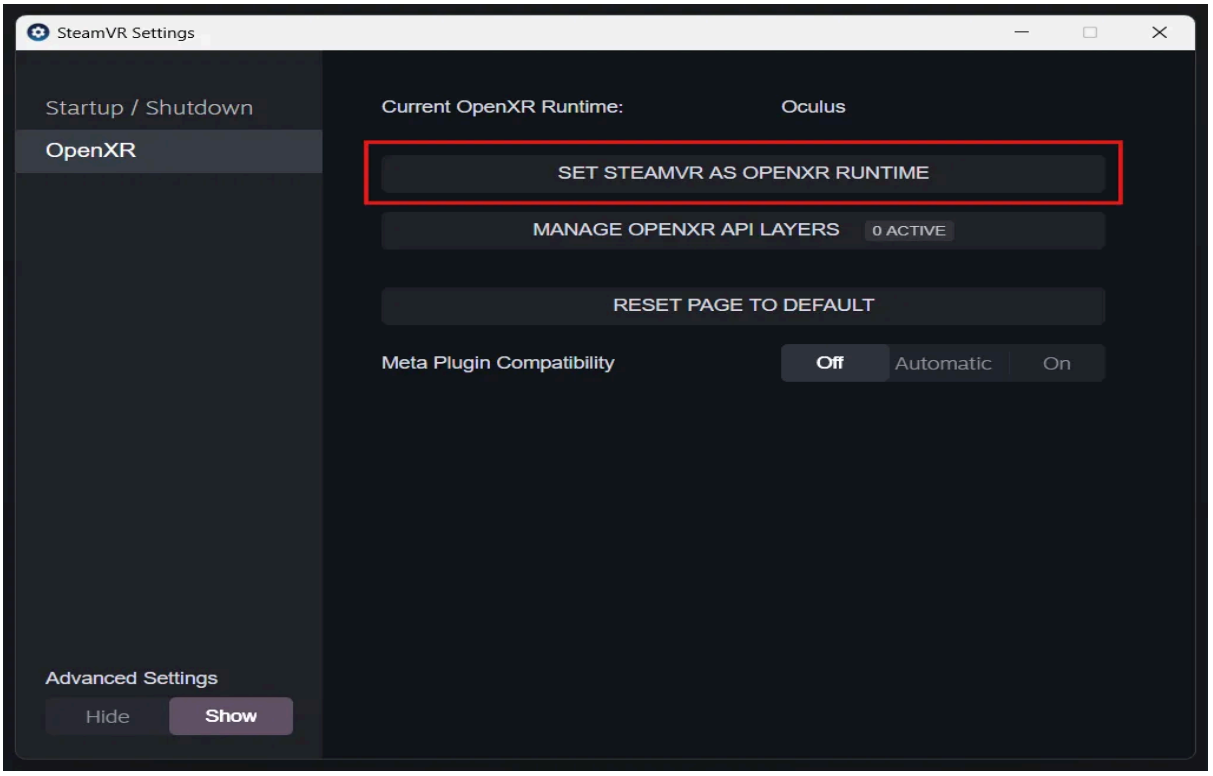


Set default OpenXR Runtime

Now make sure your favorite OpenXR runtime on Windows's set as default runtime. For SteamVR for example, hit the three-line top-left button and click the "Settings" menu.



Then select “OpenXR” and set SteamVR as OpenXR Runtime.



Note: Make sure the "Meta Plugin Compatibility" is "Off" to prevent SteamVR from simulating the behaviour of a Meta OpenXR runtime. You could switch it to "On" later if needed.

Launch the scene by clicking the “Play” button.