Fundamental UNITY SDK

Pico Neo 3/ Pico4

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Introduction

The following document will explain how to set up the basic SDK's required to develop for your Pico and Hi5 V2 devices. It is recommended to use the Unity 2019.x/2020.x/2021.x LTS version to create a new project. Currently, only Pico Neo3 and Pico4 are supported, and Pico Neo2 is not supported. The Unity 2022 version is being adapted.

Pico SDK Setup

Pico SDK Download

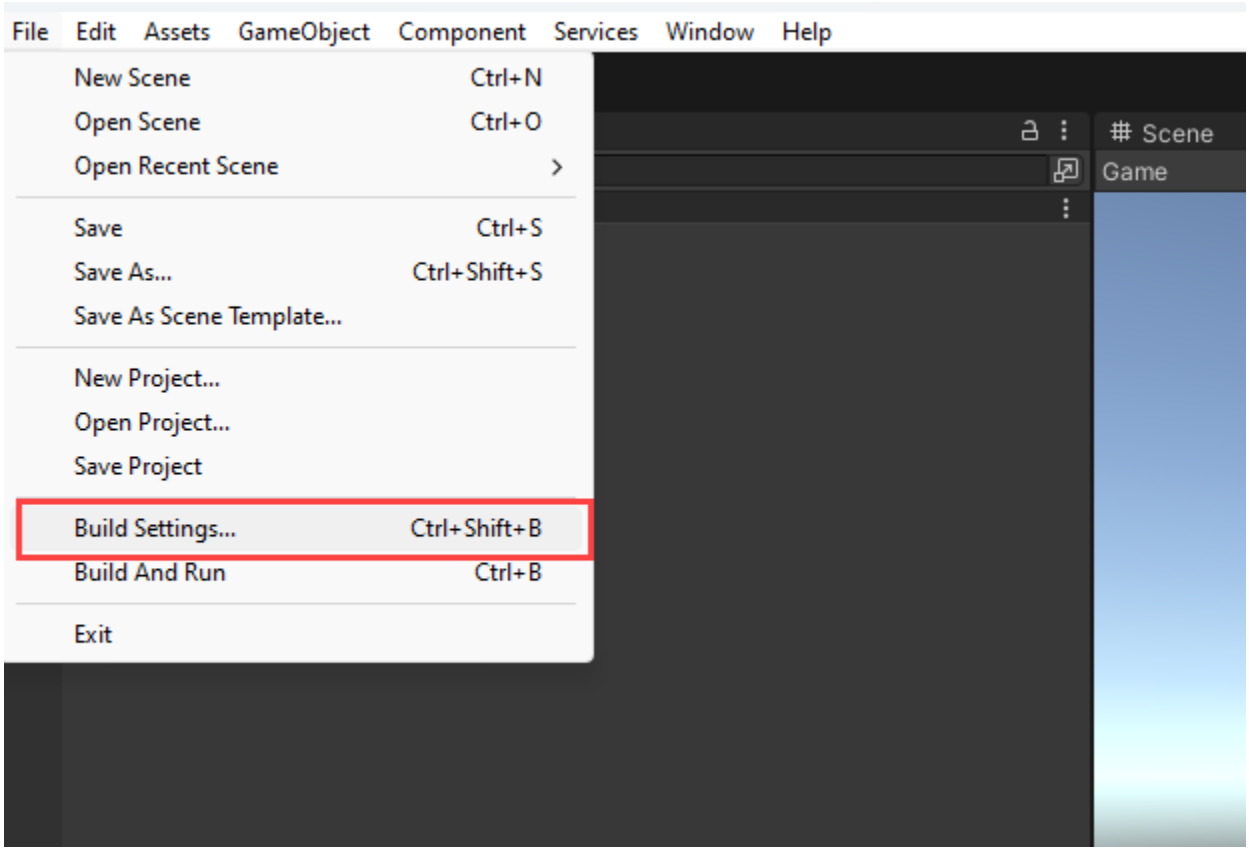
Go to the Pico official developer website to download the latest version of Unity XR SDK pico vr unity rapid development document

https://developer-global.pico-interactive.com/sdk

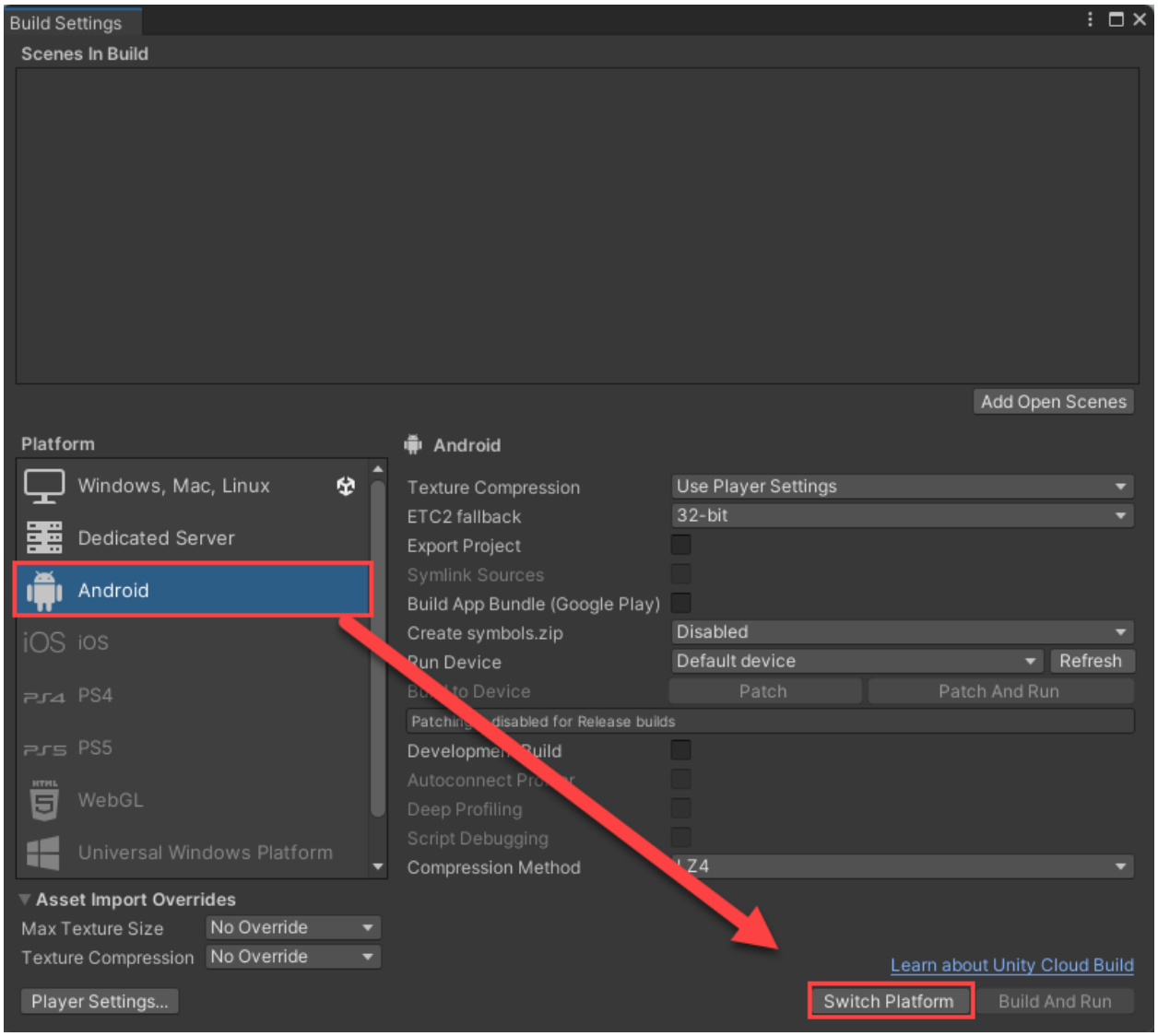
Pico SDK Installation

Unzip the SDK file PICO Unity Integration SDK-220.zip

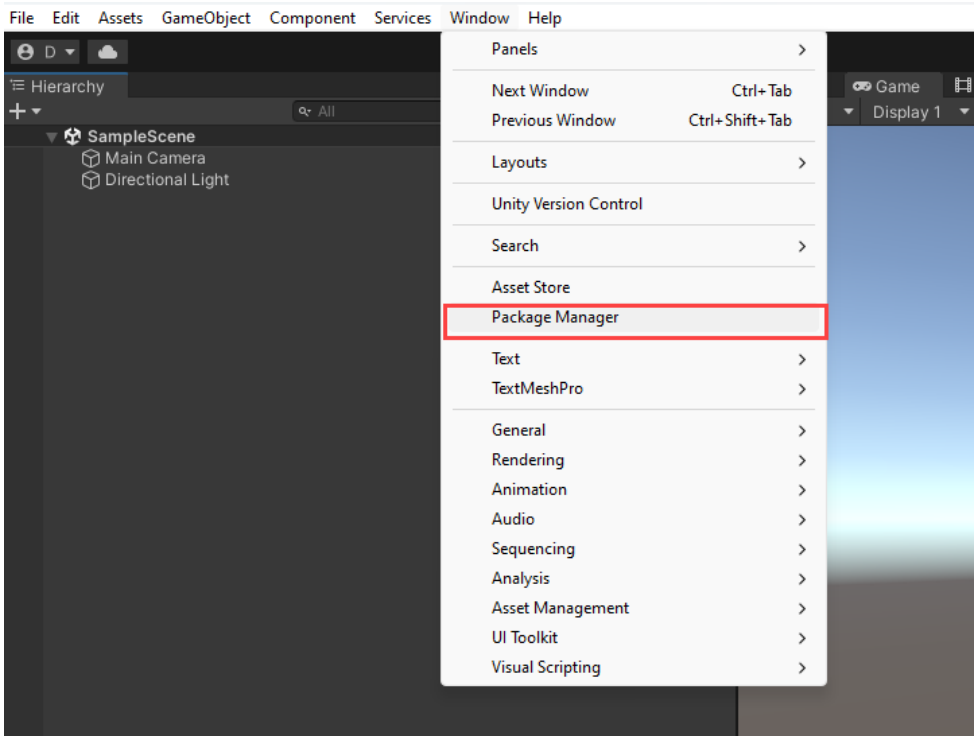
Create or open a Unity project, switch to the Android platform, click File -> Build Settings



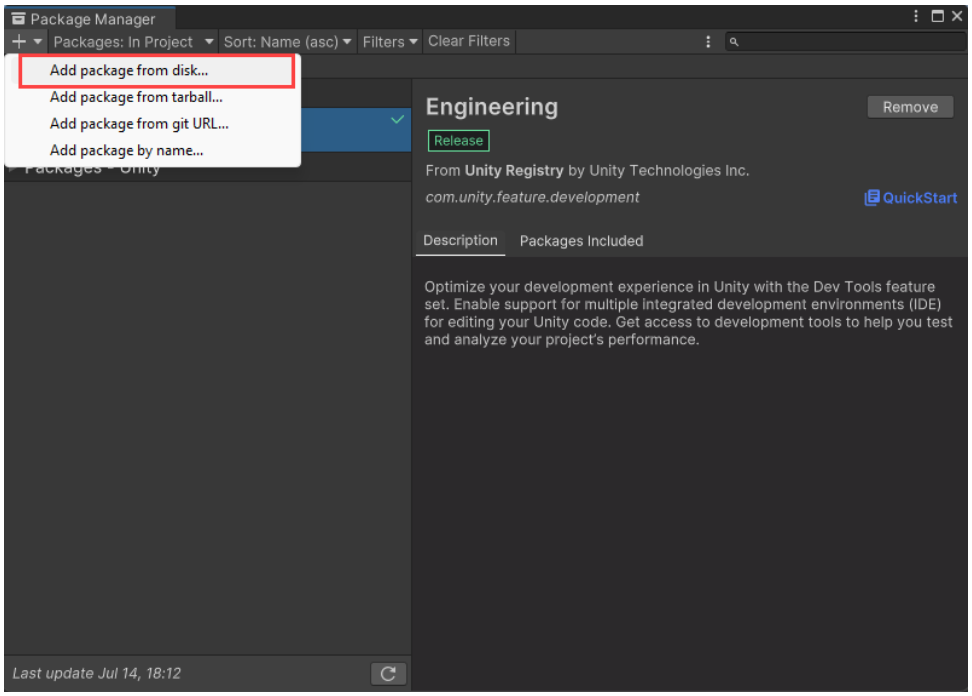
Select the Android platform in the Build Settings window, and then click the Switch Platform button

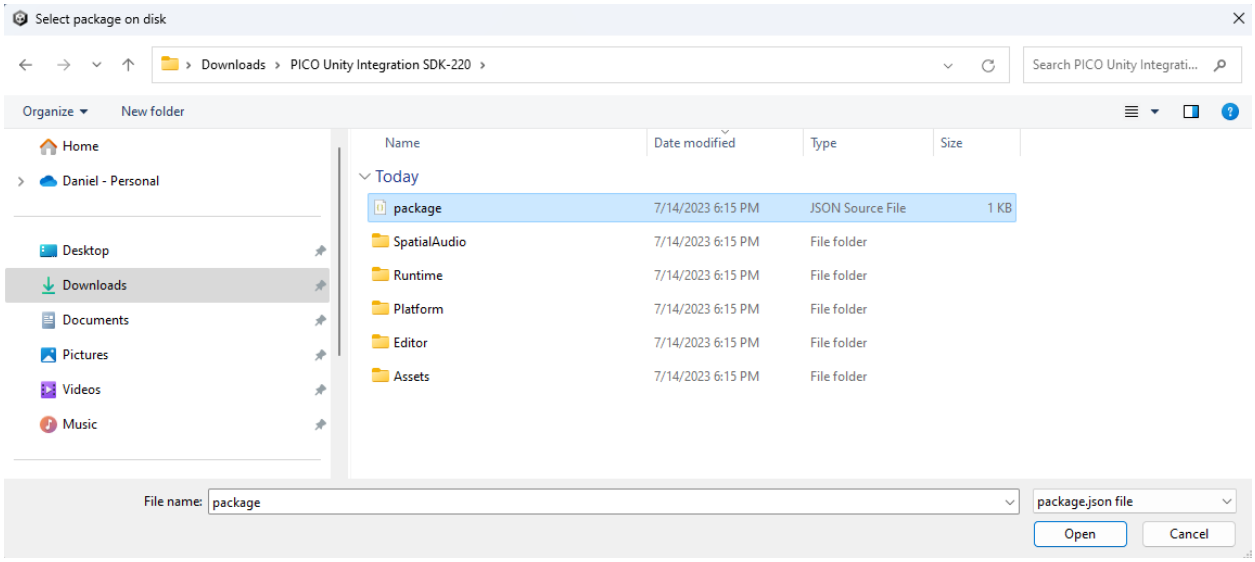


Click Windows -> Package Manager to open the Package Manager window and import Pico Unity XR SDK, as shown in the figure:

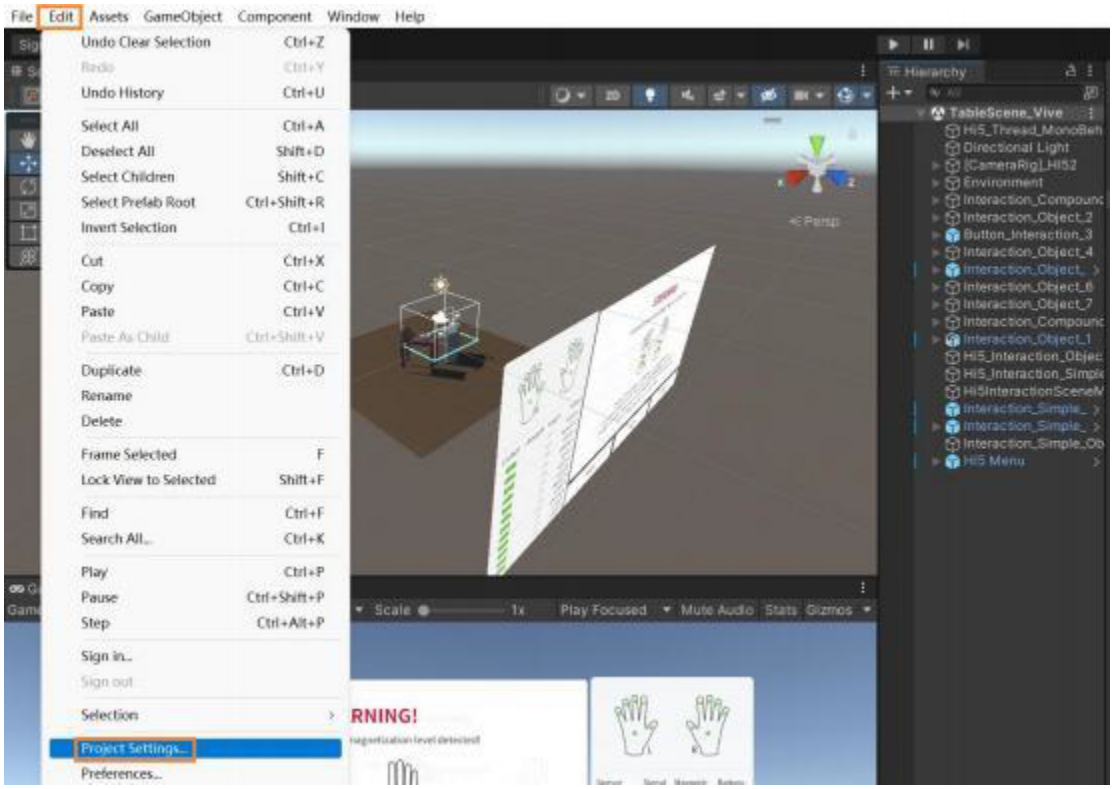


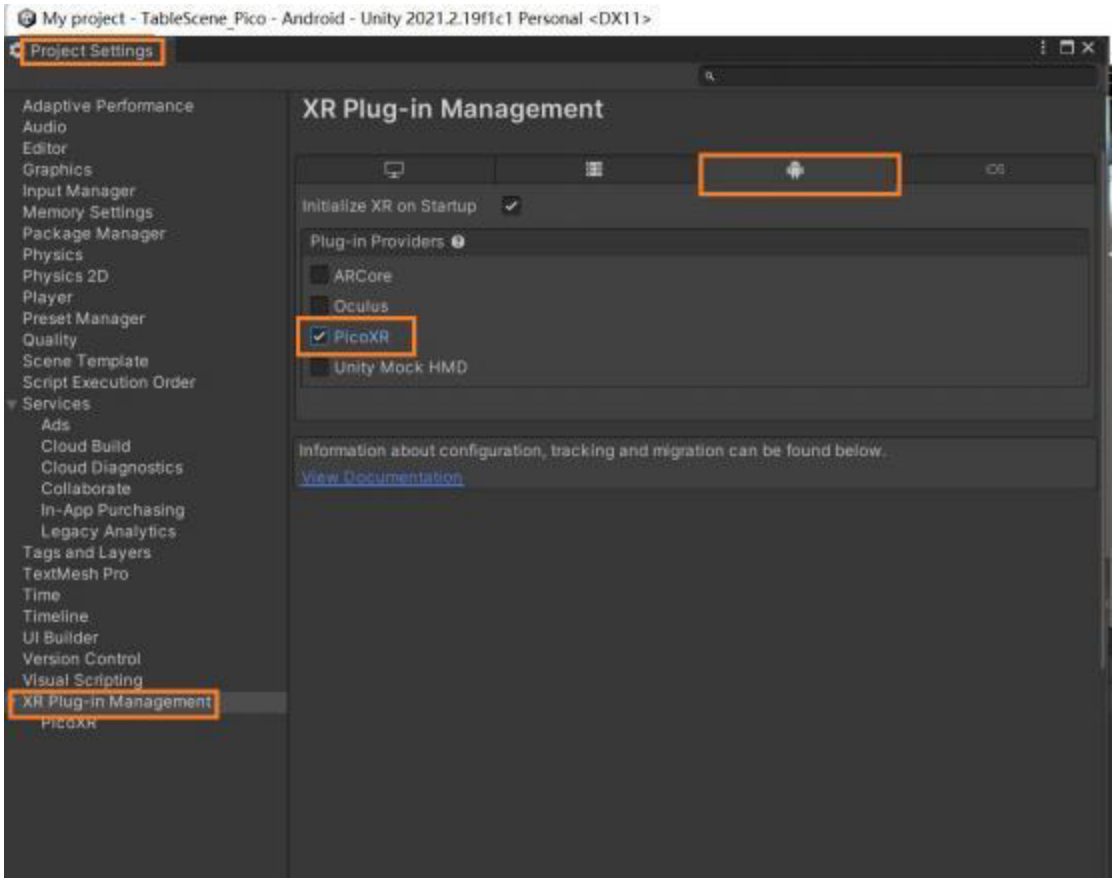
Package Manager -> Add package from disk … , import the package.json file, as shown in the figure:

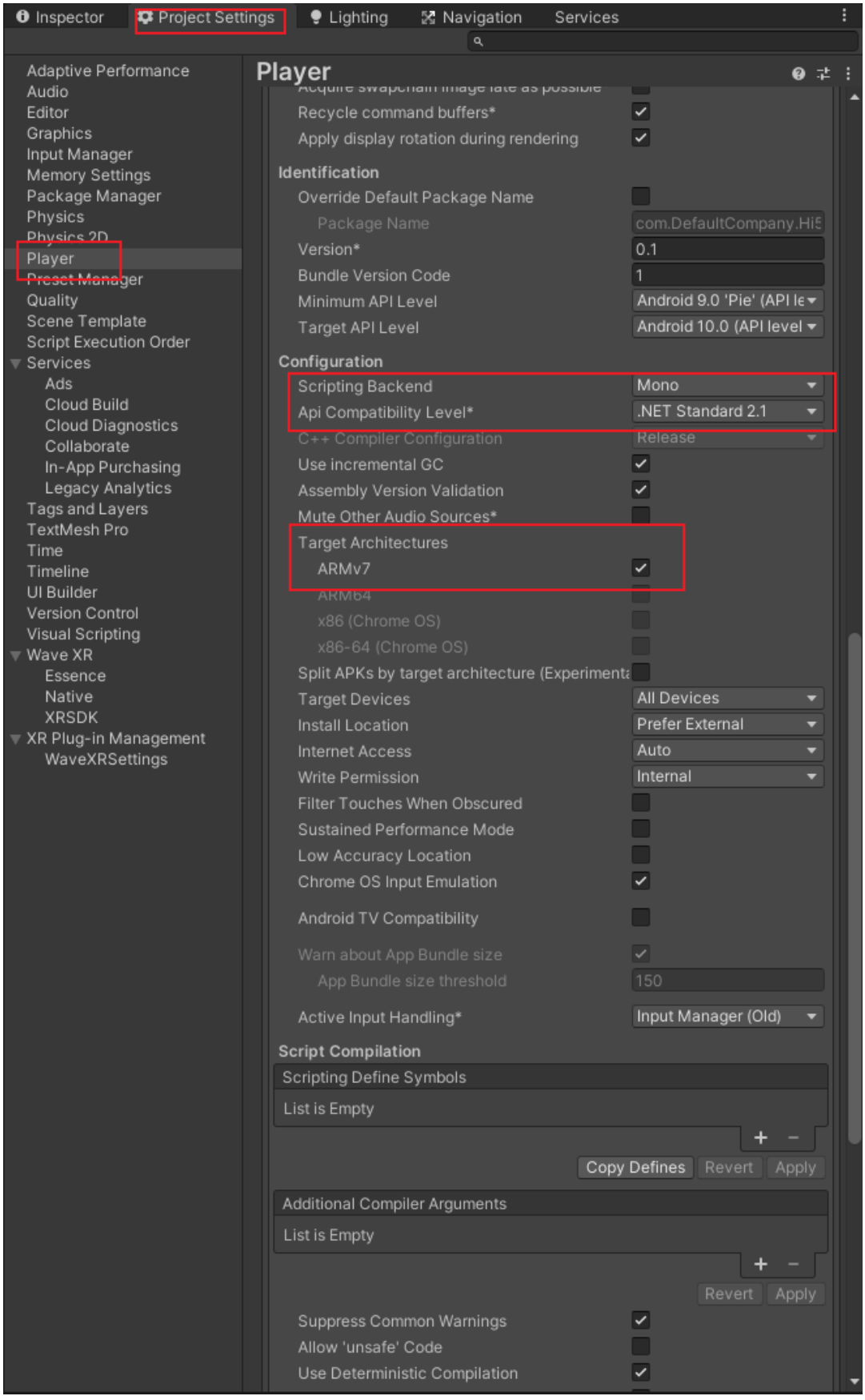




After the import is successful, click Edit -> Project Settings, and apply the PicoXR plug-in, as shown in the figure:




My project - TableScene_Pico - Android - Unity 2021.2.19f1c1 Personal <DX11>
Project Settings
Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
Ads
Cloud Build
Cloud Diagnostics
Collaborate
In-App Purchasing
Legacy Analytics
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plug-in Management
PicoXR
XR Plug-in Management
Initialize XR on Startup
Plug-in Providers
ARCore
Oculus
PicoXR
Unity Mock HMD
Information about configuration, tracking and migration can be found below.
View Documentation


Inspector
Project Settings
Lighting
Navigation
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Adaptive Performance
Audio
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Memory Settings
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TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
Wave XR
Essence
Native
XRSDK
XR Plug-in Management
WaveXRSettings
Player
Recycle command buffers*
Apply display rotation during rendering
Identification
Override Default Package Name
Package Name
com.DefaultCompany.Hi5
Version*
0.1
Bundle Version Code
1
Minimum API Level
Android 9.0 'Pie' (API le
Target API Level
Android 10.0 (API level
Configuration
Scripting Backend
Mono
Api Compatibility Level*
.NET Standard 2.1
C++ Compiler Configuration
Release
Use incremental GC
Assembly Version Validation
Mute Other Audio Sources*
Target Architectures
ARMv7
ARM64
x86 (Chrome OS)
x86-64 (Chrome OS)
Split APKs by target architecture (Experimenta
Target Devices
All Devices
Install Location
Prefer External
Internet Access
Auto
Write Permission
Internal
Filter Touches When Obscured
Sustained Performance Mode
Low Accuracy Location
Chrome OS Input Emulation
Android TV Compatibility
Warn about App Bundle size
App Bundle size threshold
150
Active Input Handling*
Input Manager (Old)
Script Compilation
Scripting Define Symbols
List is Empty
Copy Defines
Revert
Apply
Additional Compiler Arguments
List is Empty
Revert
Apply
Suppress Common Warnings
Allow 'unsafe' Code
Use Deterministic Compilation

Hi5 V2 Fundamental SDK Installation

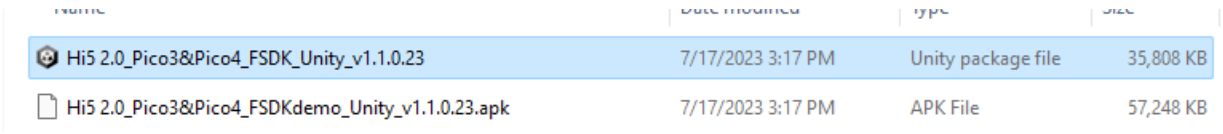
After the Unity VR environment is configured, import the Hi5-2 SDK:

Hi5 V2 SDK Download

Download the Hi5 2.0_Pico3&Pico4_FSDK_Unity_v1.1.0.23.zip file from the hi5vrglove.com downloads page

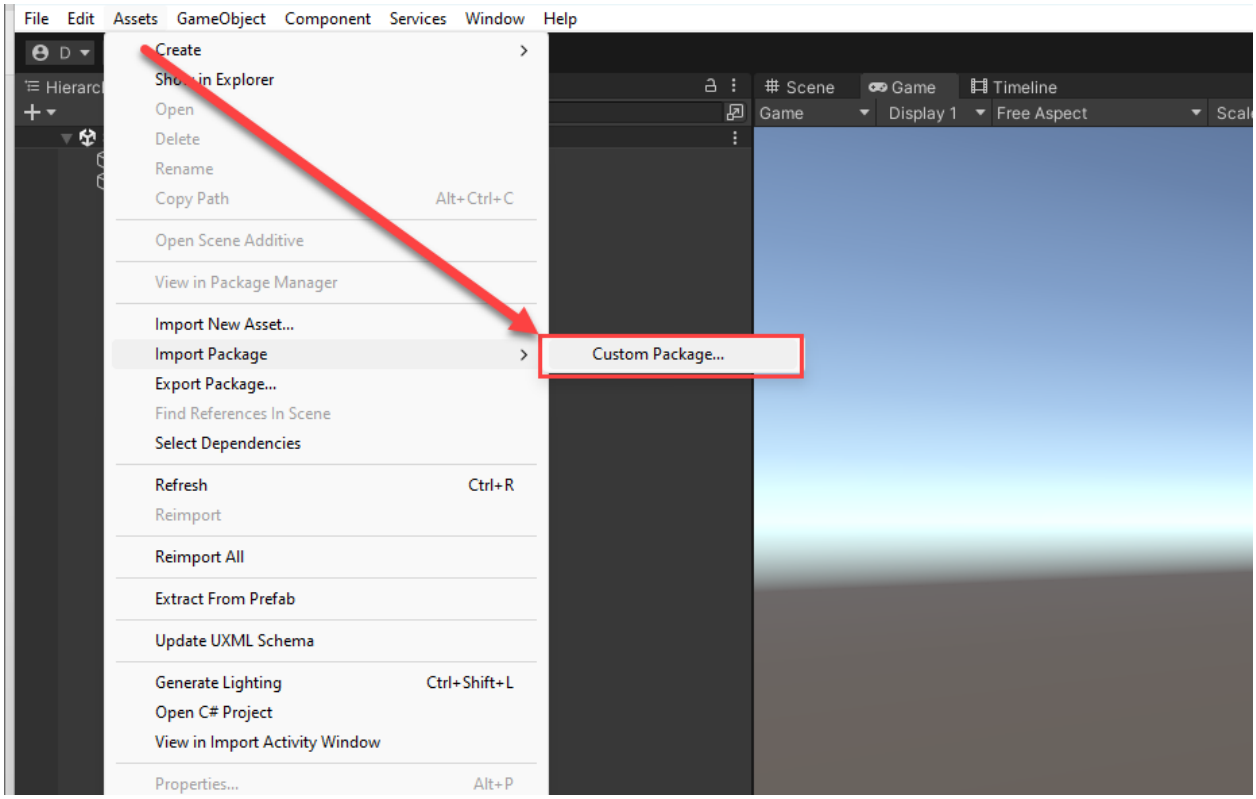
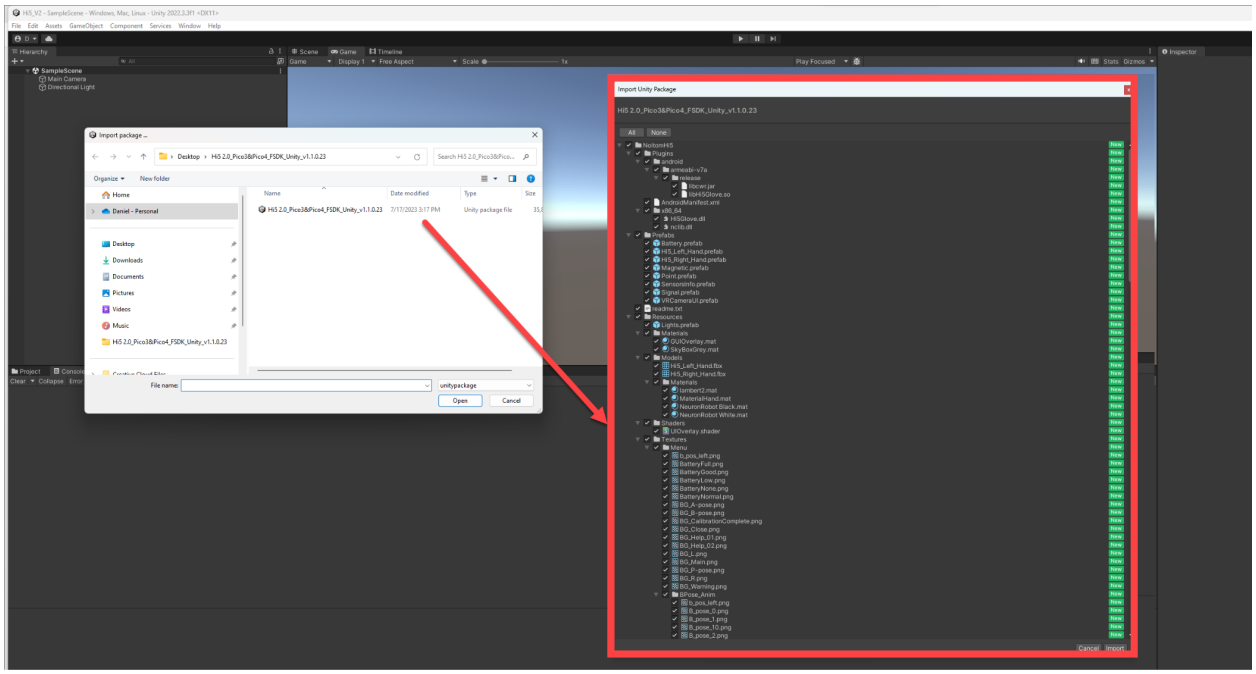
https://hi5vrglove.com/downloads

Unzip the file



Hi5 V2 SDK Installation

Go to Import Package and select Custom Package



Locate the Hi5 V2 packages file in the file explorer and select and import all, as shown in the following image: