

Wave SDK

Prerequisite: [Unity](#) Please use Long Term Support Versions.

How to Install VIVE Wave Plugin

Step1 : Download & Install VIVE Wave XR Plugin:

VIVE Wave XR Plugin : <https://npm-registry.vive.com/-/web/detail/com.htc.upm.wave.xrsdk>
(Support the basic Unity feature on VIVE Devices)

(Optional) Step2. Download & Install VIVE Wave XR Plugin- **Native** if needed:

Native : <https://npm-registry.vive.com/-/web/detail/com.htc.upm.wave.native>
(Support VIVE Wave API. **Note:** Before you install, make sure that you have completed **Step 1**)

(Optional) Step3. Download & Install VIVE Wave XR Plugin- **Essence** if needed:

Essence : <https://npm-registry.vive.com/-/web/detail/com.htc.upm.wave.essence>
(Full support VIVE Wave feature, including debug tool. **Note:** Before you install, make sure that you have completed **Step 1 & 2**)

How to download:

1. Choose VERSIONS tab
2. Select the latest version or the version you want
3. Click the cloud icon to download

com.htc.upm.wave.xrsdk

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Current Tags

latest 1.0.5

Version history

Choose Version a month ago

1.0.4 5 months ago

1.0.3 6 months ago

1.0.2 8 months ago

1.0.1 9 months ago

com.htc.upm.wave.xrsdk

Working APIs - Raycast APIs - Components You can view the documentation for additional information.

v1.0.5

Installation

`npm install com.htc.upm.wave.xrsdk`

Install using npm

How to install:

On Unity, go to **Package Manager** > click add **+** > **Add package from tarball...** > select the
tgz file

Tutorial on Unity : <https://docs.unity3d.com/2023.2/Documentation/Manual/upm-ui-tarball.html>