

# Passthrough Setup

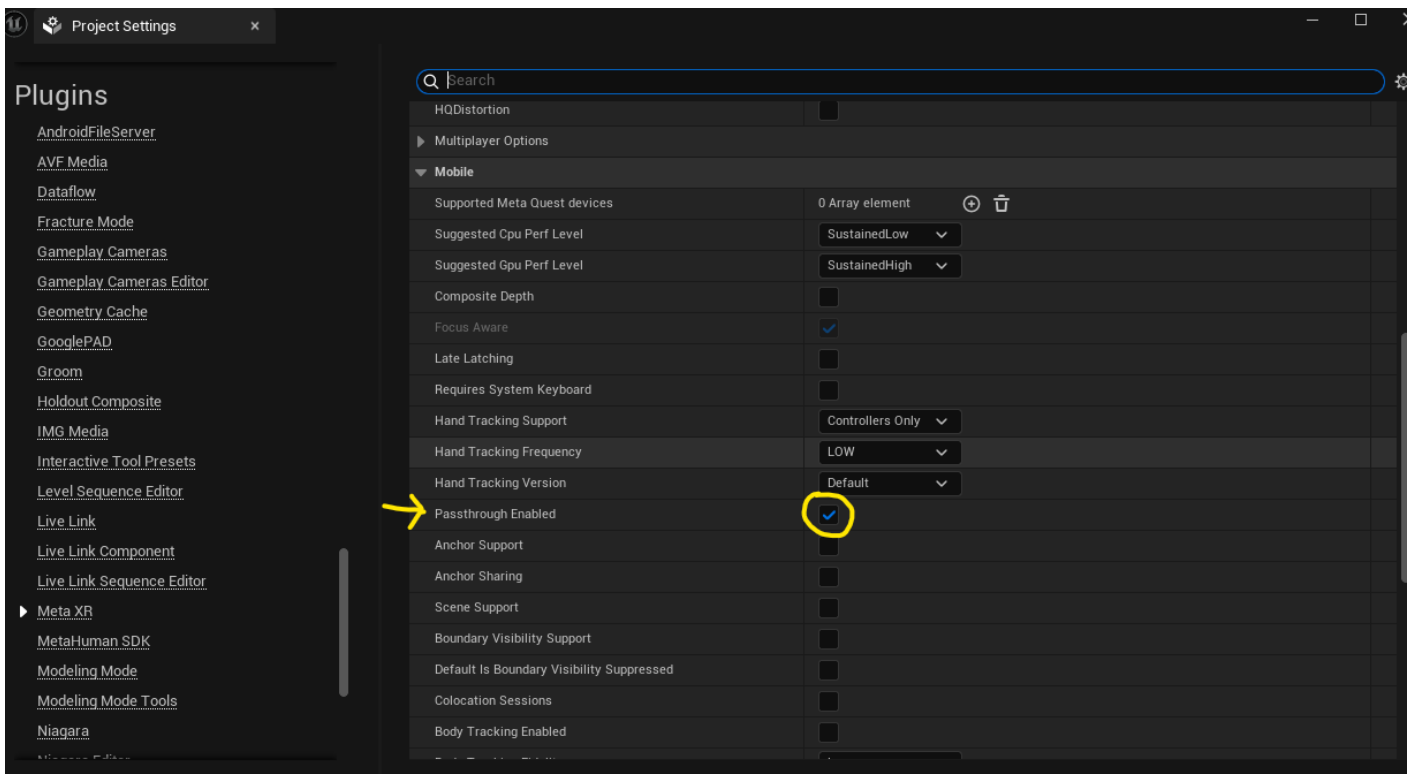
Ensure MetaXR plugin is enabled and **ALL RULES** are applied (should be a green dot on the icon in the editor). The plugin should be installed on all workstation computers. More information can be found [here](#).

Create a new **EMPTY Level**.

Create a simple [player pawn](#) and add to the the map.

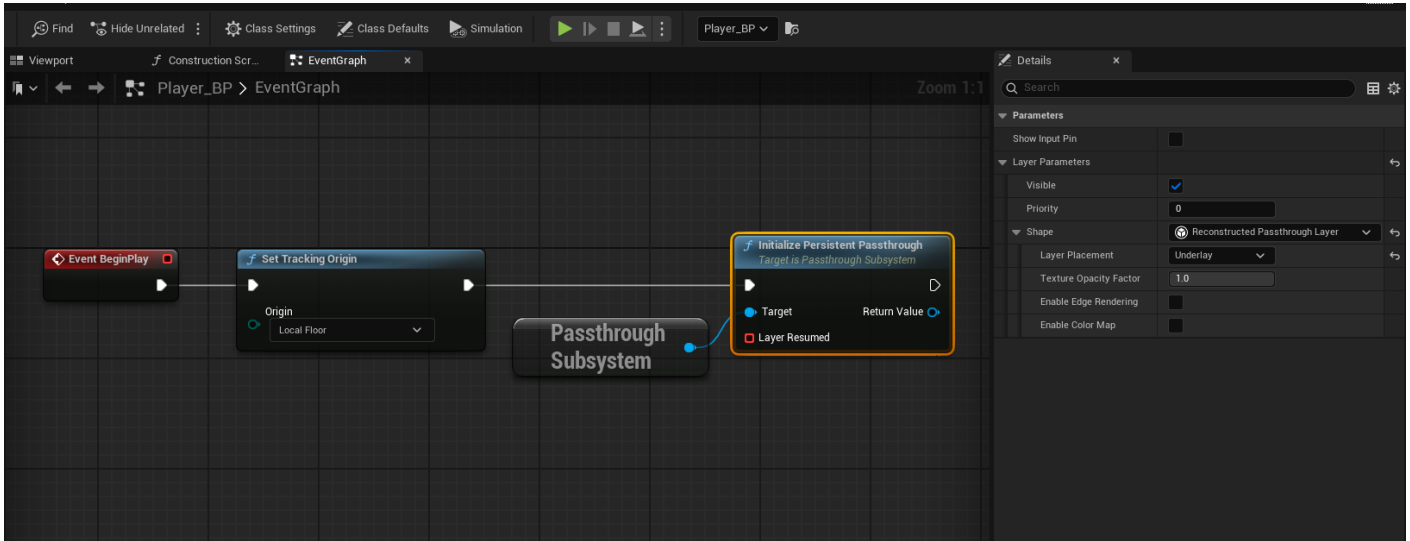
Add a **SkyLight** component, leave as **Stationary**. Choose **Source Type: SLS Specified Cubemap**. Under **Cubemap**, choose **DaylightAmbientCubeMap** (or any that you prefer). If you don't see any in the list, click the **gear icon** with the popup window open and choose **Show Engine Content**.

Next, enable Passthrough by going to **Project Settings -> Plugins (MetaXR) -> Passthrough Enabled**



In your pawn, under **Event BeginPlay**, right-click and search for **Passthrough Subsystem** from the blue pin, drag off and choose **Initialize Persistent Passthrough** and connect the execution pins to this node. Finally, select that node and in the **Details** panel look for **Layer Parameters ->**

**Shape -> Layer Placement** and choose **Underlay (ReconstructedPassthroughLayer** should be default).



You can now build your project for Android and deploy to test!

## Where to go from here?

There is lots of documentation with additional features such as spatial anchors and more. Check out the documentation here:

<https://developers.meta.com/horizon/documentation/unreal/unreal-passthrough-overview>

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