



Logitech MX Ink:

Introduction to the Mixed Reality Stylus for Meta Quest



Mario Gutierrez, Aidan Kehoe

Introducing MXInk

Mixed Reality (MR) Stylus for Meta Quest

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MX Ink Mixed Reality (MR) Stylus for Meta Quest



B2

High-precision Spatial tracking Works on 2D surfaces & in-air Analog Sensors

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MX Ink Works just like a Touch Controller ~30 grams MX Ink Combo



MX Ink: Legacy Touch Controller Mappings



First Class Citizen on Meta OS



← Aiming the stylus

To use your stylus from a distance, aim the cursor that extends from the tip. Press [2] while aiming this cursor to select something.

Next



Pressure controls

You can change the pressure needed for [2] and the stylus tip. This lets you control the thickness of your strokes and find a grip that's comfortable for you.

←

Next



Tips to remember

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Press 🙉 on top of the stylus to show the menu and see the stylus battery level.

Customize the button layout, haptics and more in the Devices section of Settings.

Next

Manage in Settings

Stylus Settings in Meta OS (v69 and later)



Setting up MX Ink

Be sure to have Meta OS v68 or later.

Enable Public Test Channel to get the latest OS.

In the Meta Horizon App:

Headset settings ->Advanced settings -> Public Test Channel

Pair MX Ink using the Meta Horizon App, if you don't see the '**Pair stylus**' option, try pairing as a **Quest 3 right controller**.

Developing apps for MX Ink

Get the 3D model and unity prefabs from our website:

https://logitech.github.io/mxink/

If your MX Ink is already paired, you can get access to it's inputs and pose (position and orientation) in the same way you would do for a **Quest 3 right controller** (legacy mode):



Reading MX Ink inputs

In Unity 2022.3.30fl and later:

```
InputDevice right_hand_device =
```

UnityEngine.XR.InputDevices.GetDeviceAtXRNode(XRNode. RightHand);

right_hand_device.TryGetFeatureValue(CommonUsages.trigger, out stylus_pressure);

```
Vector2 thumbStick;
right_hand_device.TryGetFeatureValue(CommonUsages.primary2DAxis, out thumbStick);
stylus tip = thumbStick.x;
```

right_hand_device.TryGetFeatureValue(CommonUsages.gripButton, out stylus_grab);
right_hand_device.TryGetFeatureValue(CommonUsages.primaryButton, out stylus_back);
right_hand_device.TryGetFeatureValue(CommonUsages.secondaryTouch, out stylus_double_tap);

Food for thought



Early experiments with MX Ink

Click on the images

WebXR



ShapesXR

