VR Livestream

Developer Integration Instructions

Introduction

This document is intended to guide an EML developer through integrating the plugin with an EML Unity project. It is assumed that the developer has downloaded the .unitypackage file submitted with the project.

Instructions

1. Open the Unity project you wish to integrate the project with.

2. Select Assets->Import Package->Custom Package

3. Find the .unitypackage on your machine.

4. In the Unity Editor, navigate to the Scripts folder.

5. Find the ClientCamera.cs and attach it to the main camera in the Unity Scene

6. If the scene has UI components, such as text boxes, buttons, etc. add the ManualUIRenderer.cs to the camera you want to stream from as well. If this script is not added, the UI components will not be part of the stream

7. Find out the IP address of your computer

8. Download and install the android app (.apk) on your phone

9. Make sure the firewall on computer is turned off and both your computer and phone are connected to the same WifI network

10. Enter playmode on your computer

11. Open the app on your phone, type in the IP address of your computer, and connect!