Installing the BT-300 Moverio Unity Plugin

1. If you have not done so please make sure you have the Android SDK installed on your computer. (NOTE: The BT-300 runs Android 5.1 or API Level 22, so please make sure you have this version of Android Installed.)
2. Download and install Unity onto your computer. We recommend using Unity 5.4.2. Other versions of Unity 5 should be compatible but we have not tested all versions.
3. Download the BT-300 Moverio Unity Plugin from the following location.

https://github.com/epsondevelopers

1. Open a new Unity project and import the plugin as an asset. The specific Unity portions of the plugin are under the folder named, “BT300UnityPlugin\_U.”
2. Locate the Android Manifest (Assets/Plugins/Android/AndroidManifest.xml)
3. In the Manifest change the package="com.yourcompanyname.YourAppName" To the Bundle Identifier you have picked in your >PlayerSettings/OtherSettings. Please make sure that Unity is set to Android in your build settings before you start trying to build your project.
4. Drop in MoverioController and MoverioCameraRig Prefabs into your scene from MoverioController/Prefabs.
5. Play with the settings on the MoverioController and MoverioCameraRig scripts on the Prefabs to be to your liking.
6. Go to project settings->other settings and set your minimum API level to Android 5.1 (API level 22). Lower Minimum API levels should also work.
7. Finally, remember the Moverio BT-300 has an Intel Atom chip. As a result in Player Settings->Other Settings be sure to have FAT (ARM + x86) or x86 set in your device filter. We would recommend simply leaving it as FAT (ARM + x86).
8. You should now be able to develop your project and export the APK to Moverio.

\*NOTE: In the Android Manifest file do not change the bolded portion in the line below.   
<activity **android:name=”com.eitc.bt300unityplugin.MoverioBridge**” android:label=”@string/app\_name” launchMode=”singleInstance”

It could break the plugin and your project will not compile as a result.