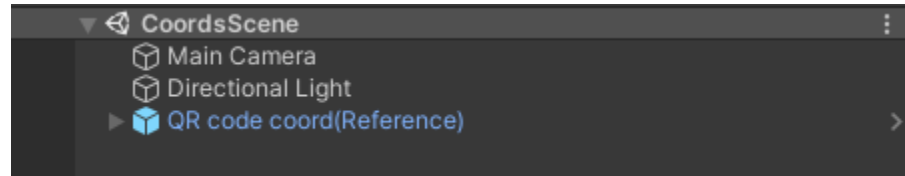


## AR MUSE Unity Toolkit Test Guide

In this test, you are going to use Unity Editor to generate some AR-ready models, and then deploy them to a remote server in a few steps by using AR MUSE Unity Toolkit. In the end, you can use a mobile phone with AR MUSE Viewer App to have a look at what you have created.

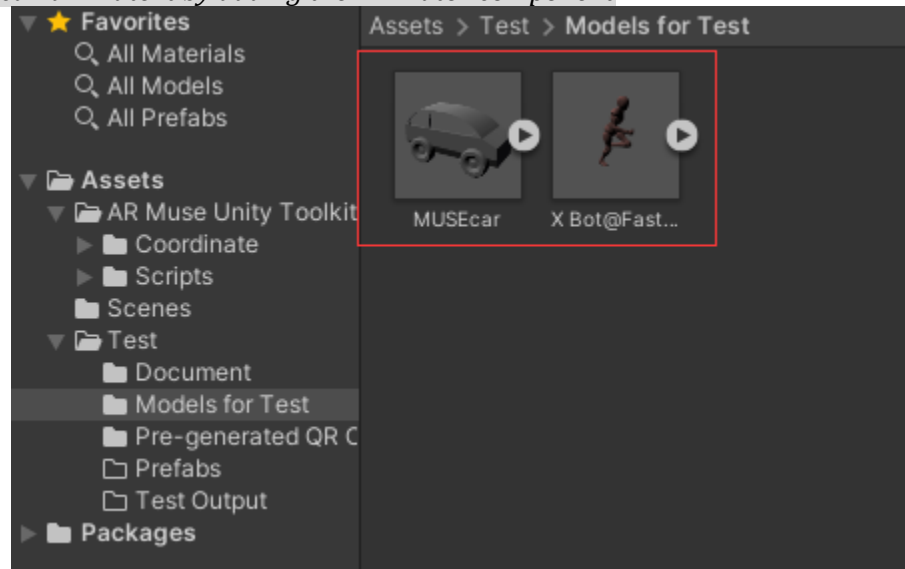
### STEP 1. Edit Model in Unity Editor with QR code Reference

1. Open “Asset - Scene - CoordsScene”

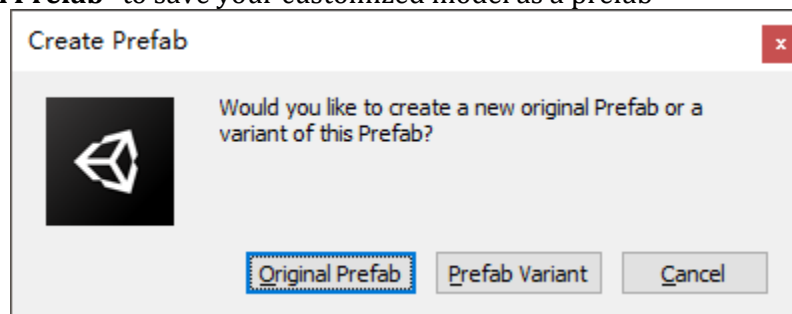


2. Find “Assets - Test - Models for Test” Drag one model into the scene and make customizations as you like it (Position, Rotation, Scale)

*Optional: If you are familiar with Unity, the “X Bot” model comes with an animation clip, that means you can animate it by adding the Animator component*



3. Select your model and make a new prefab by dragging it to “Assets – Test - Prefabs”, then select “Original Prefab” to save your customized model as a prefab

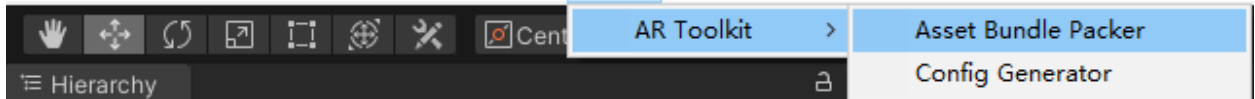


## STEP 2. Pack Asset

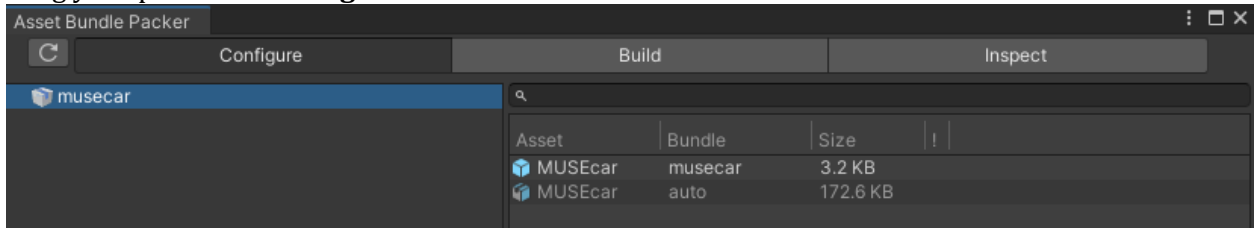
1. Select **"MUSE"** on the top menu bar, go to **"MUSE - AR Toolkit - Asset Bundle Packer"**

ARToolkit - CoordsScene - PC, Mac & Linux Standalone - Unity 2020.3.21f1 Personal <DX11>

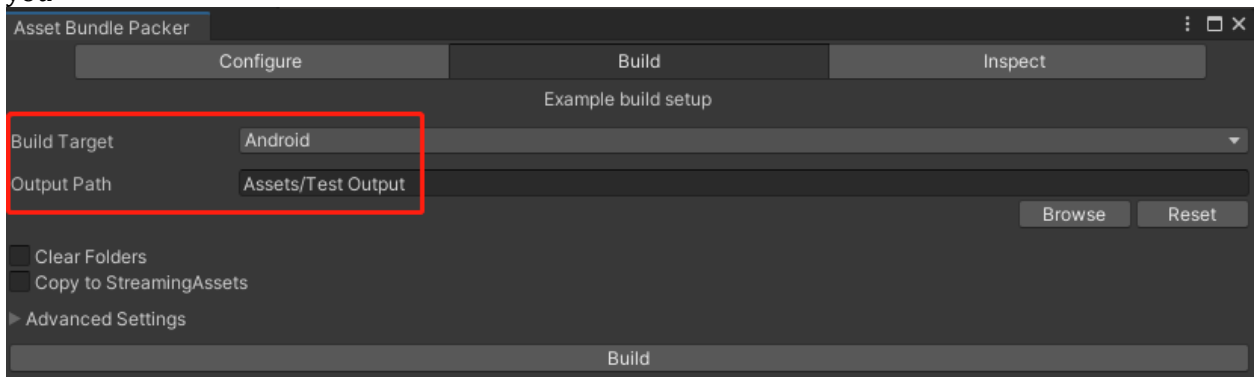
File Edit Assets GameObject Component **MUSE** Window Help



2. Drag your prefab to **"Configure"**



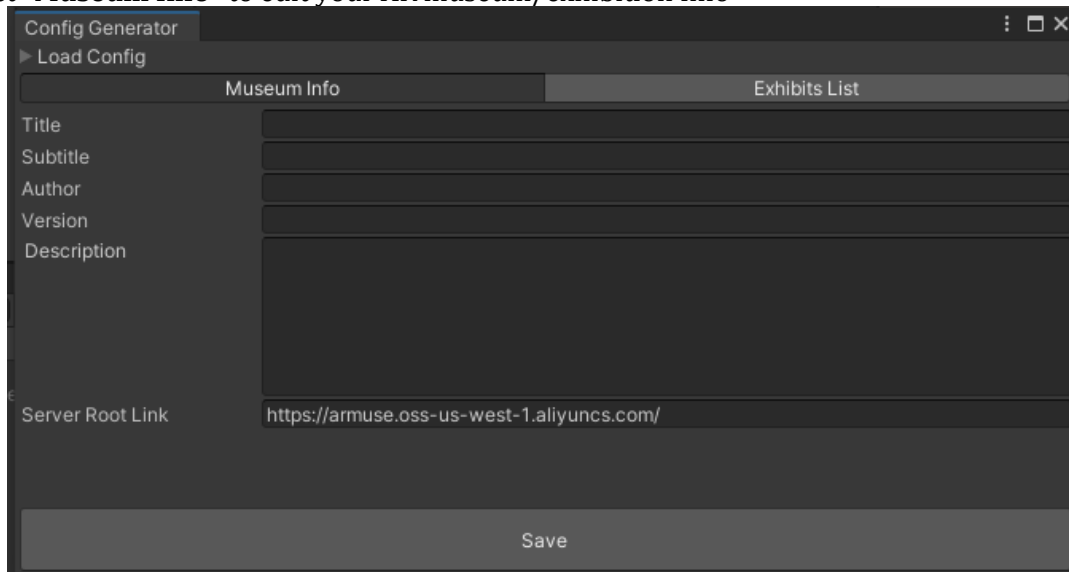
3. Select **"Build"**, and choose **"Build Target"** as **"Android"**, and we have set the output path for you



4. Click **"Build"** button to pack your assets

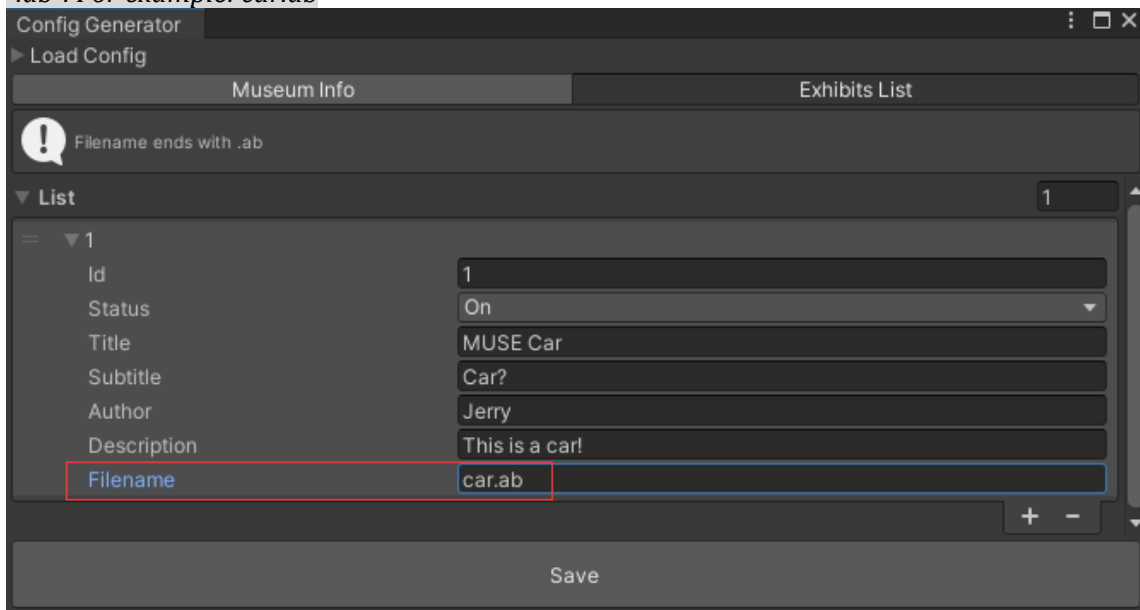
### STEP 3. Generate XML Config File

1. Select **"MUSe"** on the top menu bar, go to **"MUSe - AR Toolkit - Config Generator"**
2. Select **"Museum Info"** to edit your AR museum/exhibition Info



The screenshot shows the 'Config Generator' application window with the 'Museum Info' tab selected. The window has a dark theme. At the top, there's a 'Load Config' button. Below it, the 'Museum Info' tab is active, showing fields for Title, Subtitle, Author, Version, and Description. The 'Server Root Link' field is populated with 'https://armuse.oss-us-west-1.aliyuncs.com/'. A 'Save' button is at the bottom.

3. Check if **"Server Root Link"** equals **"https://armuse.oss-us-west-1.aliyuncs.com/"**, if not paste it into text field
4. Select **"Exhibits List"** to add new Exhibits info, you can add multiple exhibits into this list  
*Make sure you have input **ALL** the information*  
*Make sure the **"Filename"** of each exhibit is the same as the packed asset name and ends with **".ab"**. For example: car.ab*



The screenshot shows the 'Config Generator' application window with the 'Exhibits List' tab selected. A warning message at the top says 'Filename ends with .ab'. Below it, a 'List' section shows a table with fields for Id, Status, Title, Subtitle, Author, Description, and Filename. The 'Filename' field for the first exhibit is highlighted with a red box and contains 'car.ab'. A 'Save' button is at the bottom.

Id	Status	Title	Subtitle	Author	Description	Filename
1	On	MUSE Car	Car?	Jerry	This is a car!	car.ab

5. Click **"Save"** button to save your config file

#### **STEP 4. Upload To Server and Generate QR code**

Let us do this for you :)

## **STEP 5. See it on Viewer App**

1. Scan the Museum Entry Code
2. Scan the Exhibit Code and see your uploaded models

*Optional: You can interact with any buttons you see on the screen, feel free to play with Viewer App. We will be happy if you find some bugs or problems ;)*