# 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"**
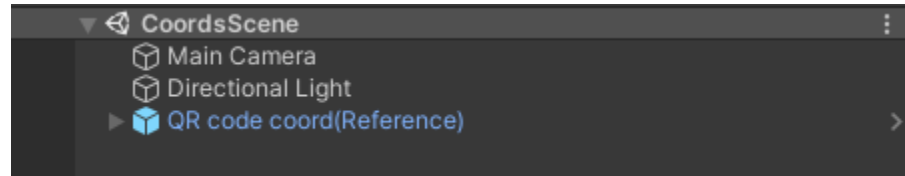
2. Press **"Ctrl + Shift + N"** to create an empty GameObject, this empty GameObject will be the container for your model. Then reset the **"Transform"** of the GameObject you have just created
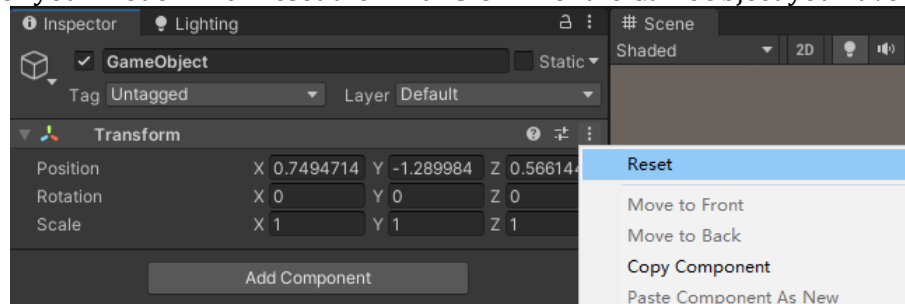
3. Find **"Assets - Test - Models for Test".** Select and drag one model to the empty GameObject created (This operation will make this model a child of the empty GameObject). Then you are free to make customizations to the models as you like it (Position, Rotation, Scale...)
   Notice: *Any **"Transform"** changes made to the empty GameObject will be overwritten when using Viewer App, so instead of transforming empty GameObject, you **HAVE TO** transform the models, which is a child of the empty GameObject*
   *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 **"Animation"** or **"Animator"** component*
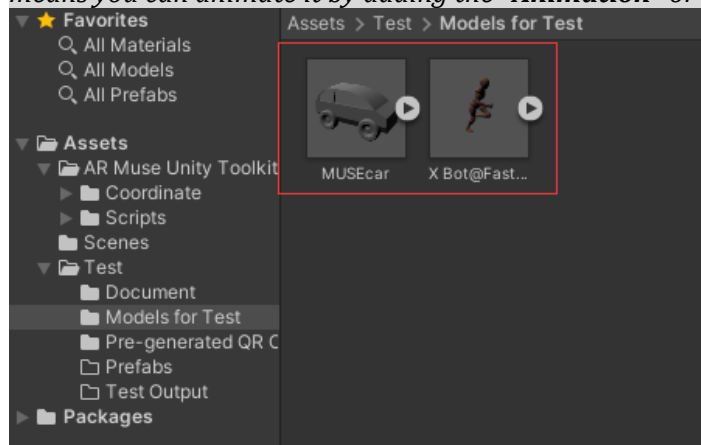
4. Select your model and make a new prefab by dragging it to **"Assets – Test - Prefabs"**, then select **"Original Prefab"** to save your customized model as a prefab

Create Prefab

Would you like to create a new original Prefab or a
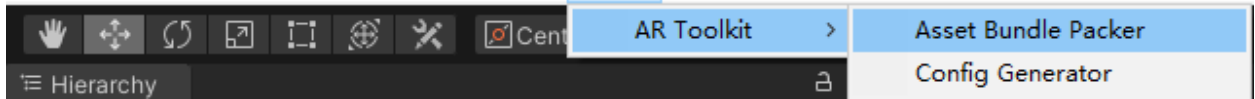variant of this Prefab?

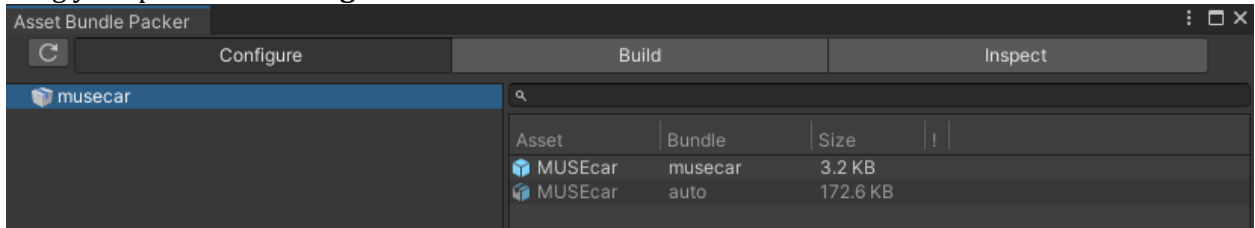Original Prefab   Prefab Variant   Cancel

STEP 2. Pack Asset

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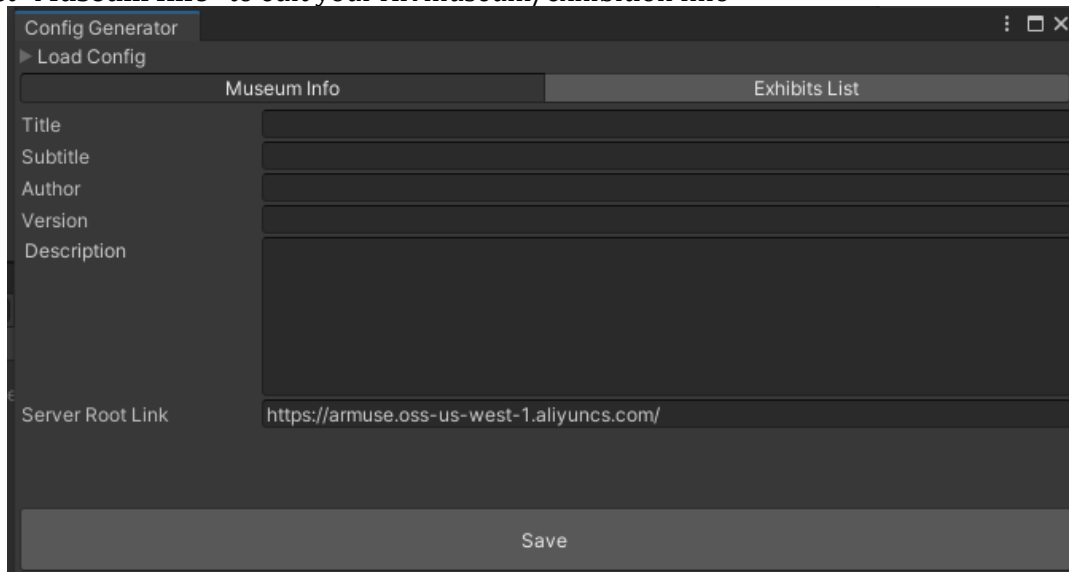

2. Drag your prefab to **"Configure"**

3. Select **"Build",** and choose **"Build Target"** as **"Android",** and we have set the output path for you
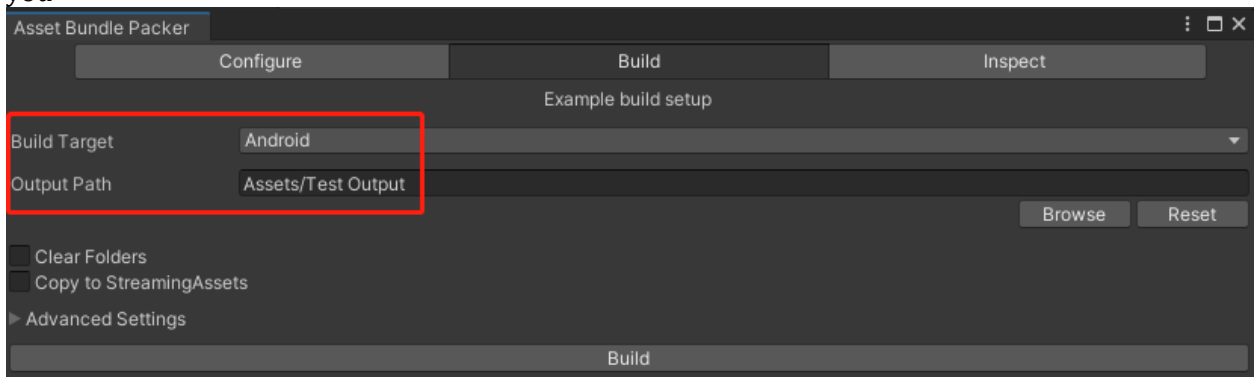
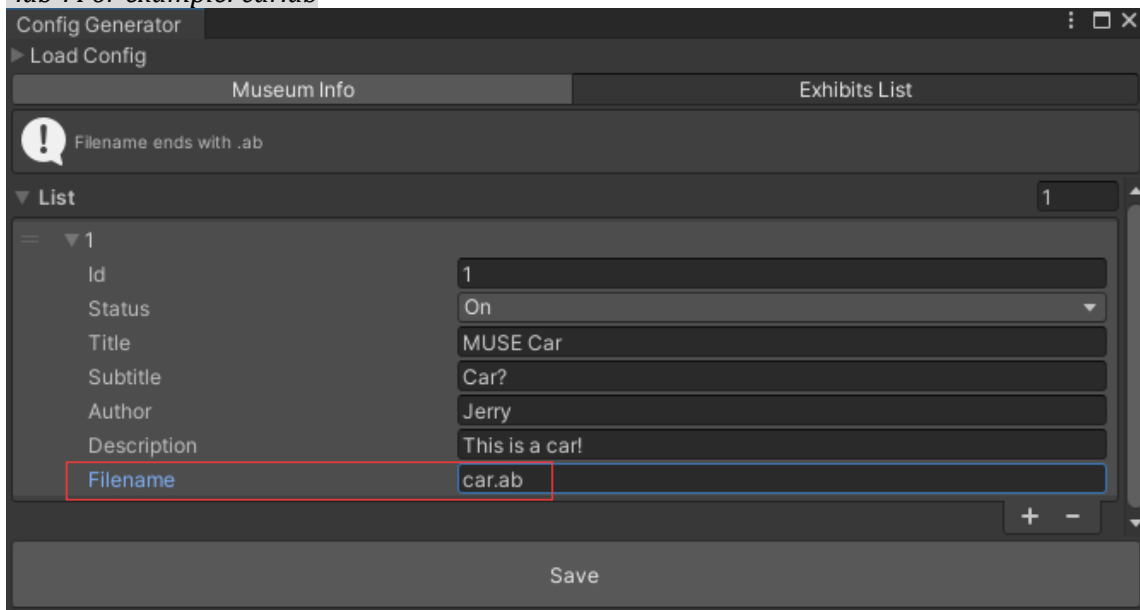4. Click **"Build"** button to pack your assets

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

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*

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 ;)*