Readme

1. Create a new Unity project.

   Please use the latest version of Unity 5.3. Unity 5.4 will be released in March but please do not upgrade to it.

2. Import the sample package into your project.

   From the Assets Menu, select Import Package → Custom Package… and navigate to vrbike-unity-package-v1.unitypackage.

3. Add Standard_UI to your Build Settings.

   From the File Menu, select Open Scene and select VRBike → Standard UI → Standard_UI.unity. Then from the File Menu select Build Settings… and press the Add Open Scenes button. Use the X button to close the Build Settings window.

   This is necessary because the ExampleScene will try to load the Standard_UI via a script and to do this Unity requires that the target scene has been added to the Build Settings for the project.

4. Add the ANT+ libraries to your project folder.

   An ANT+ USB dongle is used to communicate with the bike trainer.

   To use ANT+ in the Unity Editor it requires some additional dll's in your project folder. Navigate to your project folder (this is the folder that contains the Assets folder that you see in Unity) and copy the following dll's to that folder.

   DSI_SiUSBXp_3_1_64.dll
   ANT_WrappedLib_64.dll
   DSI_CP210xManufacturing_3_1_64.dll

   You will only be using the bike trainer with the two computers in the lab. However since these libraries must be a part of your project files, you might as well add them to your project so they are available when you run it in the lab.

5. The XSens Gyroscope libraries have been preinstalled in the lab.
   To use the XSens Gyroscope in the Unity Editor it requires some additional dll's in Unity's Editor folder (on Windows, typically C:\Program Files\Unity\Editor\).

   xsensdeviceapi_csharp64.dll
   xsensdeviceapi64.dll
   xstypes64.dll

   Since you will only be using the gyroscope with the two computers in the lab and we have pre-installed the libraries on those computers, there is nothing to do here.

When Doing a Build of Your Project

Again, Unity will require libraries for ANT+ and the XSens Gyroscope, but in different locations.

1. Navigate to the location where you saved your exe file. Let's say it's named test.exe.

2. In test_Data\Mono\ place the ANT+ libraries.
   DSI_SiUSBXp_3_1_64.dll
   ANT_WrappedLib_64.dll
   DSI_CP210xManufacturing_3_1_64.dll

3. In the same folder as test.exe, place the XSens Gyroscope libraries.
   xsensdeviceapi_csharp64.dll
   xsensdeviceapi64.dll
   xstypes64.dll