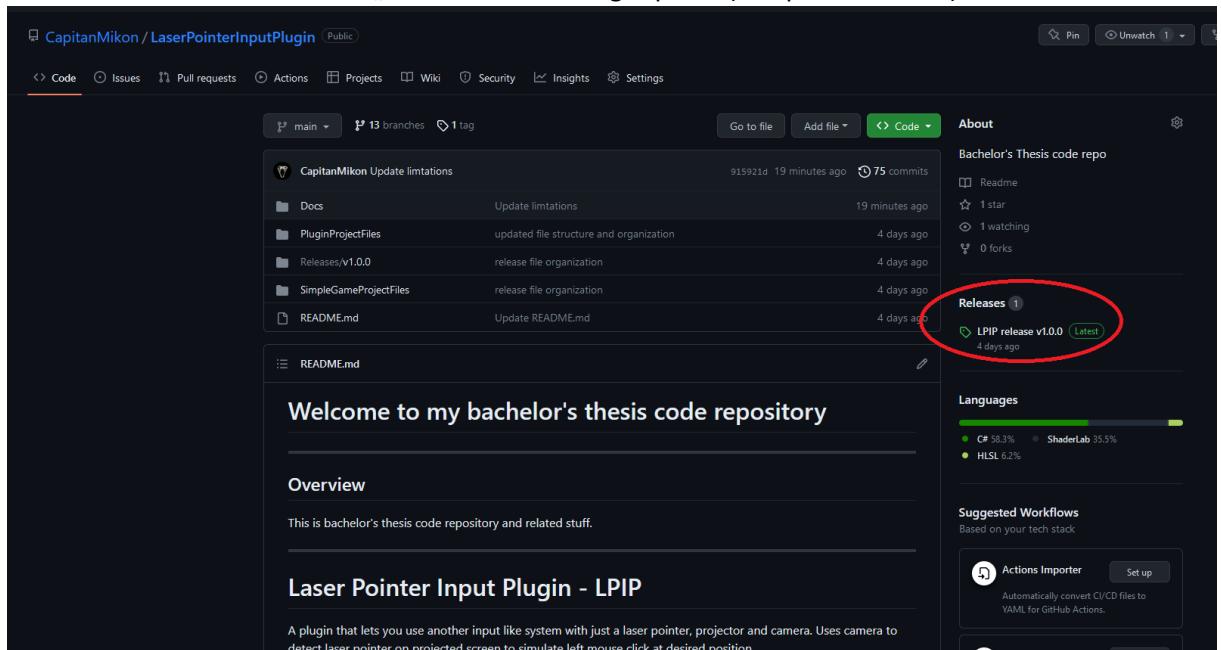
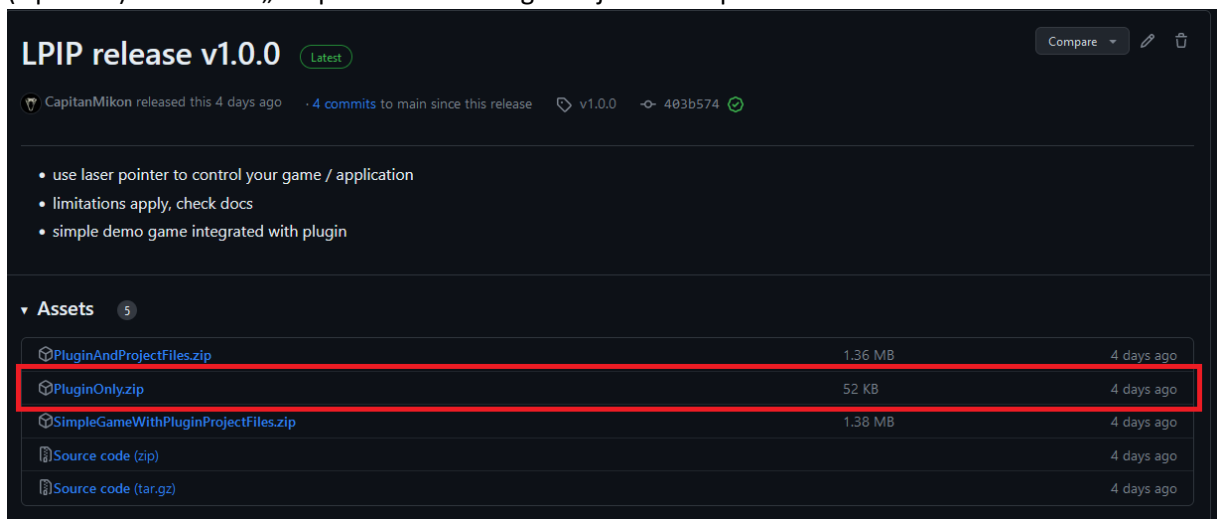


Step One – Download plugin and import to your Unity project:

1. Go to <https://github.com/CapitanMikon/LaserPointerInputPlugin>
2. Select the latest version under „Releases“ on the right panel (See picture below).

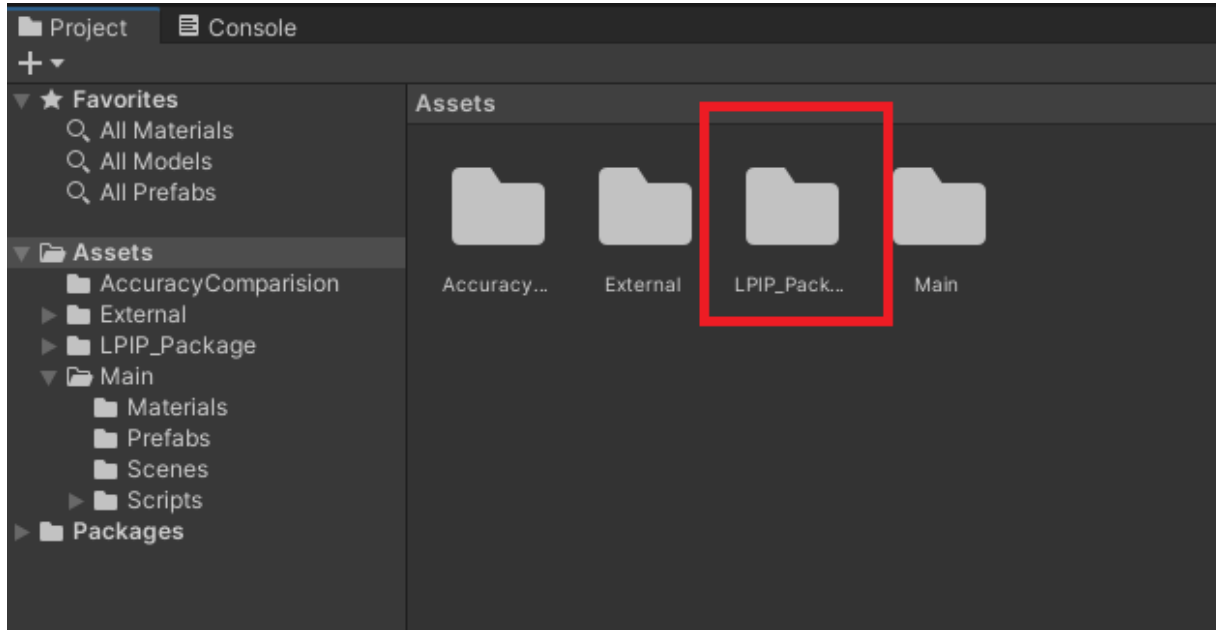


3. Download file „PluginOnly.zip“.
(Optional) Download „SimpleGameWithPluginProjectFiles.zip“.



4. Extract downloaded file „PluginOnly.zip“.

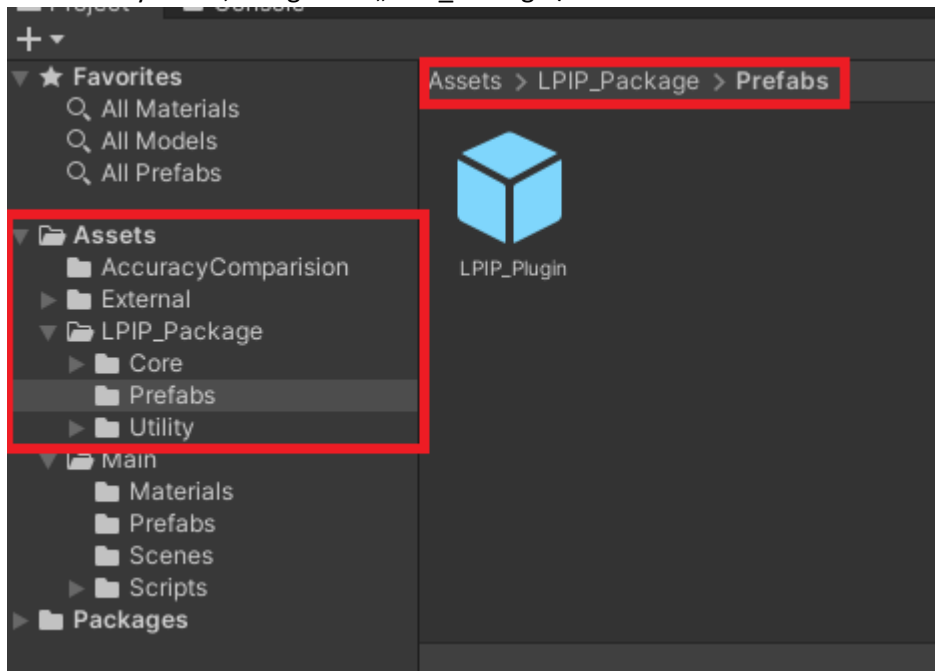
5. Copy extracted folder „LPIP_Package“ into your project „Assets“ folder.



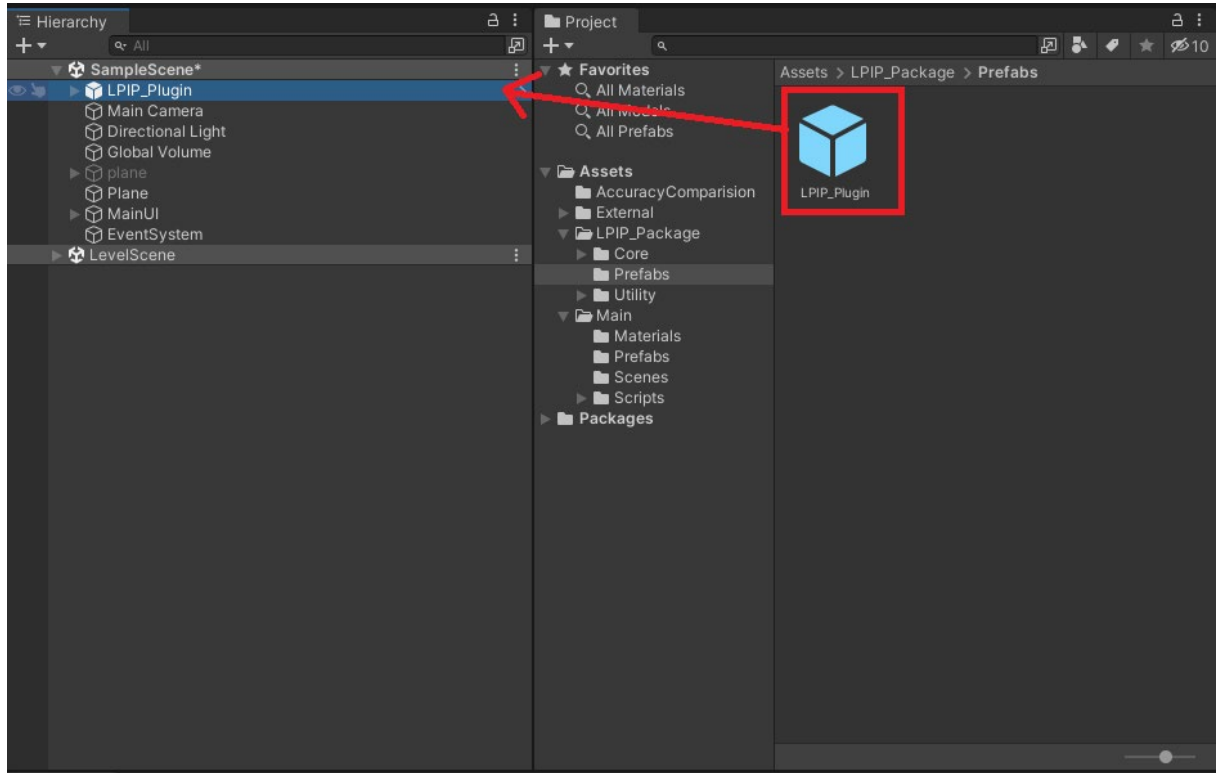
Example - extracted folder in project „Assets“ folder

Step Two – Integrate your Unity application with plugin:

1. Inside Unity Editor, navigate to „LPIP_Package\Prefabs“ folder.



2. Drag and Drop „LPIP_Plugin“ prefab into your scene, GameObject Hierarchy window.



3. Add to your application functionality:
 - a. to open plugin menu by calling `LPIPUtilityPortal.Instance.OpenUtilityMenu()` method
 - b. to hide your menu (either manually or by subscribing to the event `LPIPUtilityController.OnUtilityMenuEnabled`)
 - c. to show your menu when leaving plugin menu (subscribe to the event `LPIPUtilityController.OnUtilityMenuDisabled`)
 - e. g. Additional button in your menu / settings calling `LPIPUtilityPortal.Instance.OpenUtilityMenu()` method on click event.
4. Add interactions to your applications:
 - a. For each object you want the real laser pointer to interact with, implement interface `LPIPIInteractable` and override `LPIPOnLaserHit()` method with your desired functionality.

„SimpleGameWithPluginProjectFiles.zip“ is a Unity project with plugin integration. In this application we have cubes with `CubeController` that implements `OnMouseDown()` method. With plugin, `OnMouseDown()` is called within method `LPIPOnLaserHit()`, therefore when you hit the object with laser pointer, a mouse click is simulated just like when you click on the object with mouse.

Check this Unity project (inside „SimpleGameWithPluginProjectFiles.zip“) for more details.

LPIP_Plugin prefab is a bundle that contains all required functionality to run the plugin with minimal configuration / programming needs. More skilled programmers can implement their own UI side of the plugin, using mentioned project as a reference, main plugin functionality is located in “LPIP_Package\Core”.