HolodeckVR Unity Test Environment

THIS Documentation and the Test environment are in a very early stage. Information may be missing, incorrect or incomplete.

This Package provides the possibility to test Application without a holodeck. In The package is a Prefab under TestSceneDevelopmentHolodeck->Prefabs-> RealworldSimulation which contains a basic Test setup for HolodeckVR. Its separated in two Parts. First the Simulated Area, which basically means the ConfigServer Settings. They are setup in the used script "ServerSimulator". The Second Part is the Simulated Player with two Scripts. The "Simulated Player Controller" which basically is a Script manipulating the Simulated Player by Keyboard settings W,A,S,D + Q,E for rotation and Mouse to Look around. The second Script simulates a position of the Head Sender. The Script can be found on The Player->Body->Neck->Head->HolodeckTag->TrackedSphere. The Script can be used for other Player/Position As well.