

SPREE Interactive Unity SDK Quick Start Guide

This quick guide is intended for the initial setup, check the full documentation for further guidance.

Software

- Unity 2018.4.12f1
- PicoVR Unity SDK 2.8.3-B400
- Spree Interactive Unity SDK 4.0.14-RC

Project Setup

1. Create a new 3D Project in Unity.
2. Import the PicoVR Unity SDK 64bit .unitypackage into your project.
3. Apply the suggested project settings in the following popup.
4. Import the Spree Interactive Unity SDK .unitypackage into your project.

Scene Setup

1. Delete the initial [MainCamera](#) GameObject from the scene.
2. Drag the [Pvr_UnitySDK](#) prefab found in Assets\PicoMobileSDK\Pvr_UnitySDK\Prefabs into the scene.
3. Attach both the [PlayerPositioner](#) and [EnemyManager](#) scripts to the [Head](#) GameObject inside the [Pvr_UnitySDK](#) GameObject.

Simulation Setup

1. Drag the [SimulatePlayer](#) prefab found in Assets\HolodeckSimulationExample\Prefabs into the scene.

If you click the Play button now you should be able to walk around using the WASD Buttons and your Mouse.