HOW TO

1. Import Vuforia_xxx_Standalone.unitypackage in a new project

2. Drop ARCamera prefab into the scene

3. Add your license key to the License Key field in ARCamera Inspector

4. Click **Add Component** on GameObject and select «Web Cam Profiles»

5. Select «Create profiles of connected WebCams**»** and click **Create connected WebCams profiles**

6. Set the resolution of cameras (note: 1920x1080 may decrease performance) and click **Save**

7. Add ImageTarget prefab and setup it

8. Build your project.

> NOTE: Use only English characters in the path to the application.
> Don't launch application from folder if it contains non-English symbols

ADDITIONALS

1. Don't move, delete or rename «Resources» folder

2. If user camera is not specified in «Web Cam Profiles» – the resolution of this camera will be 640x480 by default

3. Don't import any Vuforia packages after Vuforia_xxx_Standalone.unitypackage. It may overwrite some libraries

4. Build for MacOSX 32 (Unity 5.1.X) may crash on OS X Yosemite. In Unity 5.2.1 this bug has been fixed

5. You can use two, three, four cameras. One camera for tracking and one or more cameras for the background

6. Use «Mirror VideoBackground» option in ARCamera Inspector if the camera is pointed at the viewer