

HOW TO

1. Import Vuforia_xxx_Standalone.unitypackage in 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** in ARCamera Inspector and select «Web Cam Profiles»
5. Select «Edit profiles of connected web-cams» and click **Load connected web cams**
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

ADDITIONALS

1. Don't move, delete or rename «Resources» folder
2. Use only those cameras that has been saved in «Web Cam Profiles»
3. Don't import any Vuforia packages after Vuforia_xxx_Standalone.unitypackage. It may overwrite some libraries
4. Vuforia 5.0.5 does not support Win_64 Builds
5. Unity 5.1.X Mac_32 Build may crash on OS X Yosemite
6. You can use two, three, four cameras. One camera for tracking and one or more cameras for the background
7. Use «Mirror VideoBackground» option in ARCamera Inspector if the camera is pointed at the viewer