RealSunAR™ Tester

v1.10

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Welcome to RealSunAR a practical sun/shadow solution for your AR app/game.

Made to work for all AR SDKs/Toolkits

What is this about? (try before buy)

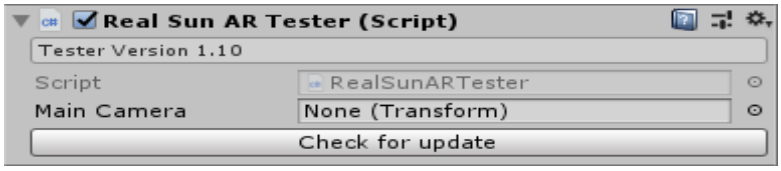
This is a simple unity asset that will help you sort out if the RealSunAR unity asset can run properly on the AR SDK & hardware that you use.

Asset import

Go ahead and import everything. You will find a new folder named “RealSunAR Tester” on your Assets folder.

Usage

Open the scene “RealSunAR Tester”. All you will find in there is a single gameobject that holds a canvas and the script RealSunAR Tester:

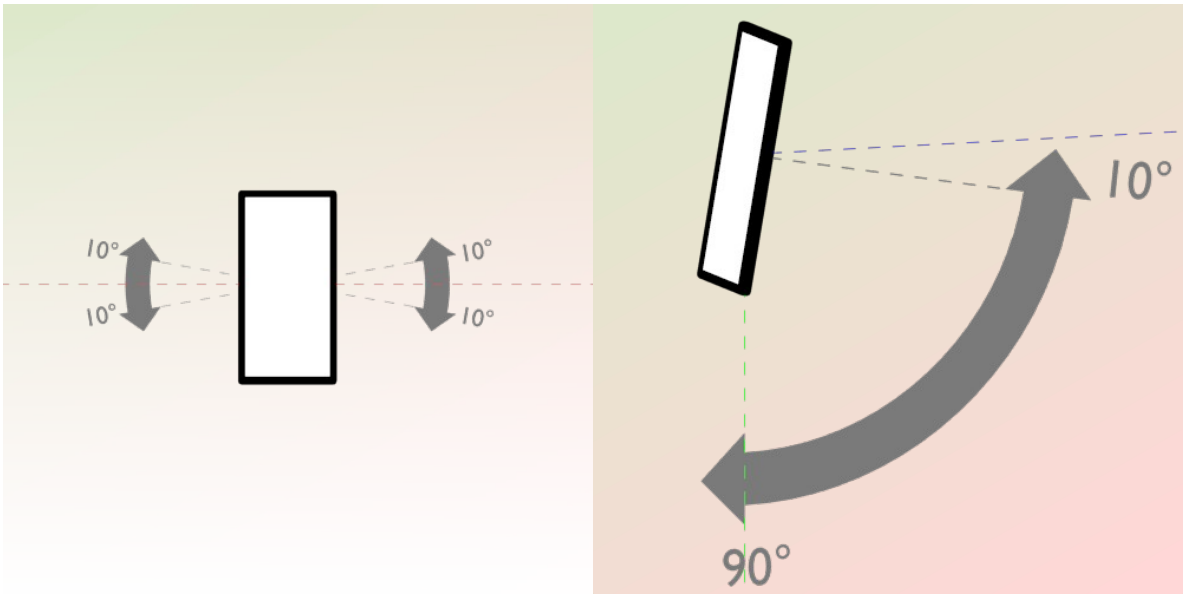


1. Now go ahead and setup the scene with the minimum things needed to run your AR environment. In most cases this is just your AR camera. For example in ARCore, this would be adding the “ARCore Device” prefab. We will not render any objects so, there is no need to add a light.

2. Since RealSunAR needs to have a rotation value for the camera.y rotation the field “Main Camera” found here will handle that. If unsure if how your AR SDK works just leave this empty and it will be automatically populated with your main camera (as long as your camera is tagged as **MainCamera** that is!)

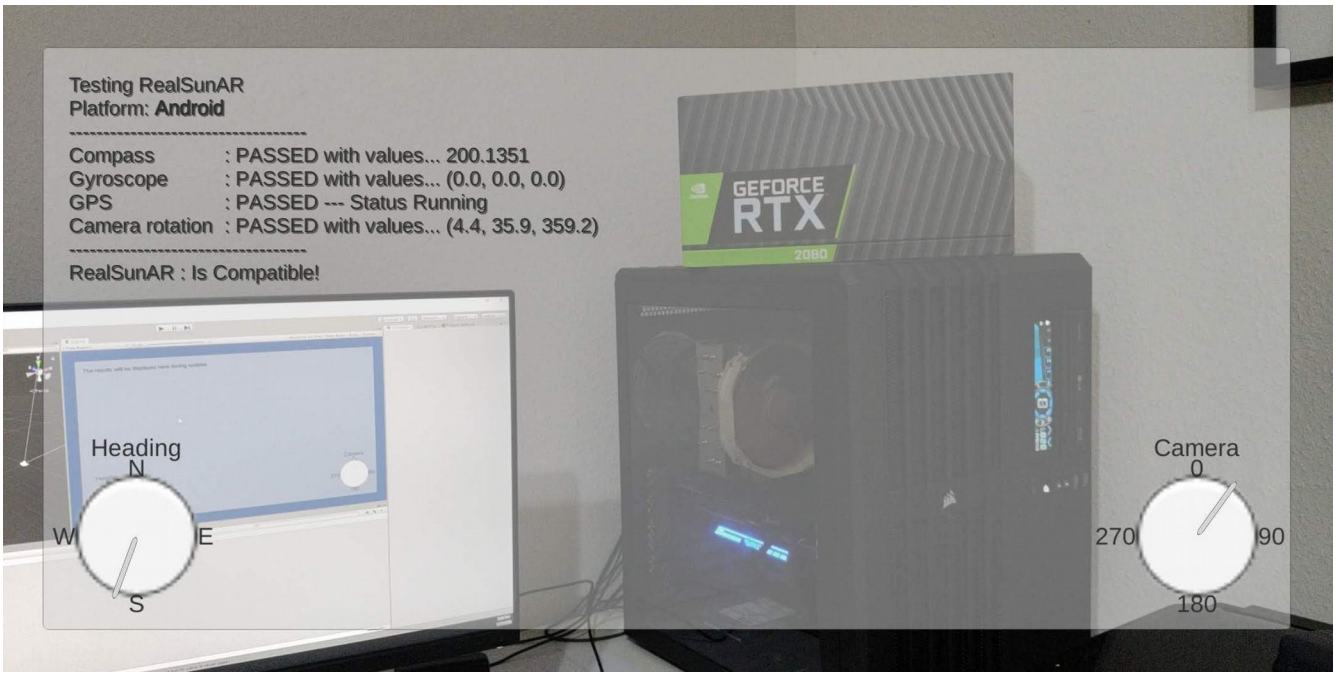
3. Go ahead and build it on your platform of interest.

4. Rotate your device to the right and to the left. If the device is a mobile phone, try to stay inside that area of device rotation (for both portrait or landscape modes):



5. Try rotating right and left as instructed. Do the dials turn both clockwise or both counterclockwise? Then you are good to go! (It does not matter if they point at different directions)

Here is an example of positive results on an ARCore enabled Android device:



The RealSunAR plugin is made to work with **all** AR SDKs and devices but since I haven't actually tried it under all systems it is **very important** for me if you could kindly report any test that might have failed on your AR build including info such as:

- Unity version
- AR SDK & version
- Build Platform
- RealSunAR Tester version

Notes

- Since version 1.10 you can use the button found on the Tester's inspector to find out if there is an updated version of this tester!
- You might need to arrange the canvas a bit depending on your system.
- You need to build the AR project into the target device to get proper readings.
- Sometimes, devices need to be rotated in an 8-figure pattern for the compass to calibrate itself.
- The gyroscope acceleration values are almost always close to zero. This is normal.
- Depending on the target device you might need to turn on permissions for:
  - GPS/Location
  - Camera
  - Compass

Support

Product page

Email (feel free to use that for any question and to submit reports about devices or SDKs that are not supported)

Developer LinkedIn

What’s new

Ver 1.10

-FIXED: Minor bug would sometimes give out a failed GPS while in reality GPS worked perfectly fine.

-ADDED: A button that will check if an updated version of this tester exists.