

To get the application running on your server with your files, you have to follow these steps:

- 1.) Open the bin generator and generate a bin file
- 2.) Go to the server project, open it and change the paths for the binreader, shapfileReader and dbfReader so that they correctly point to where you'll have the necessary files saved.
- 3.) Publish the server project and put it on your server
- 4.) In Unity you'll have to adjust the API address in the RemoteDataHandler, also you'll need to set up your GeospatialAPI connection. Follow the instructions here:
<https://developers.google.com/ar/develop/unity-arf/geospatial/enable-android>
- 5.) You'll also have to change the API for the elevation API.
- 6.) And then you can build the application and it should be running