Getting Started with MERGE Cube SDK v1.2.1 for Unity 2017.2

Thank you for your interest in the MERGE Cube SDK. Here are a few things to go over before you get started developing these exciting new experiences.

Prerequisites

Hardware

1. MERGE Cube Development Kit
2. An iOS or Android device
3. A mobile AR viewer such as the MERGE VR/AR Goggles
4. A computer or laptop

Software

1. MERGE Cube Unity SDK
2. Unity
3. Windows or Mac
4. XCode (Mac only)

Getting the Vuforia License Key

> As of Unity version 2017.2, Vuforia has now been built into Unity as an optional default component! However, you will still need a Vuforia license key by visiting the Vuforia developer portal.

1. Register a Vuforia account at https://developer.vuforia.com/
2. Once you are logged in, navigate to the “Develop” tab and create a new License Key
3. Copy this license key for use in the upcoming steps

Getting the MERGE Cube SDK License Key

1. To receive a MERGE Cube SDK License Key, please email us at developer@mergevr.com with your Company Name, Contact Name and Info, Email, and App Name. We will reply with a valid key

Setting up Android or iOS

To get started in Unity with Android, see this page
https://docs.unity3d.com/Manual/android-GettingStarted.html
To get started in Unity with iOS, see this page
https://docs.unity3d.com/Manual/iphone-GettingStarted.html

Setting up a scene with the MERGE Cube

1. Open Unity 2017.2
2. Create a new project
3. Under File -> Build Settings, switch the target platform to either Android or iOS
4. Under Edit -> Project Settings -> Player Settings -> XR Settings, ensure that Vuforia Augmented Reality Support is enabled
5. Create an ARCamera via the Menubar -> GameObject -> Vuforia -> ARCamera
6. Import Vuforia components when prompted
7. Under the Resource folder in the project files, click on the Vuforia Configuration file
8. In the Configuration File, paste your Vuforia license key into the “App License Key” text field
9. Import the MERGE Cube SDK
10. Under the Merge menu in the menu bar, select Settings Initializer and click “Yes”
11. Under the Merge menu in the menu bar, select “Make Quickstart Scene”
12. Under the Resource folder in the project files, click on the MergeConfigurationFile, and input the Merge Developer License key that we have provided you into the License Key field.
    a. If you do not have one, please email us at developer@mergevr.com with your Company Name, Contact Name and Info, Email, and App Name. We will reply with a valid key
13. Any objects placed under the MergeMultiTarget -> MergeMultiTargetScalerRoot will now respond to tracking events when the MERGE Cube is lost or found
    a. Do note that these objects should not be under the reference cube, as the reference cube will be destroyed at runtime. The reference cube is a visual representation of the Merge Cube’s expected size. Objects placed on the cube should use that as reference for how big the cube is.
    b. If you find that the cube’s dimensions in the Unity scene are too small or too big, the size of the cube can be adjusted in the MergeConfigurationFile, via the Cube Scale Factor. (Located in the Resources folder in the Assets folder). Adjusting this will scale the MergeMultiTargetScalerRoot to the new dimension. By default, this is set to the default Unity size of 1 unit or 1 meter. Common applications of changing this setting include scaling it for physics and lighting purposes.
14. If you are using our Permissions Processor, please read the supplied documentation located in the MergeCubeSDK > _Doc folder

15. If you are using our IntroSequencer, please read the supplied documentation located in the MergeCubeSDK > _Doc folder
16. If you are building to Android, please move the Android Manifest file from the MergeCubeSDK -> Plugins -> Android folder out into the Assets -> Plugins -> Android folder