Contact seantron@imaginarycomputer.com for support.

//Steps to take to get the Moverio Unity Plugin to work:

1. Move Manifest from MoverioController/Manifest to Plugins/Android folder

2. In the Manifest change the

`package=`"com.yourcompanyname.YourAppName"

```
To the Bundle Identifier you have picked in your >
PlayerSettings/OtherSettings (must be switched to the Android
Platform)
```

3. Drop in MoverioController and MoverioCameraRig Prefabs into your scene from MoverioController/Prefabs

4. Play with the settings on the MoverioController and MoverioCameraRig scripts on the Prefabs to be to your liking.

5. Compile APK to Moverio!

//Best Practices

Sensor - changing the Sensor in the middle of your scene will cause some erratic behavior. It's best to set the Sensor at the Beginning of the scene, or if you must change, ignore the data for about a second.

Dealing with UI/Button Press - For Moverio I've found it's best to poll

Input.GetMouseButtonDown(0) instead of Input.touches.