Mvx2Unity iOS Extension

Chapter 1

Mantis Vision: Mvx2Unity_ios_ext

An extension of Mvx2Unity plugin providing support for processing Mvx2 volumetric content on iOS devices

Extension Description

The extension introduces native frameworks and other supplementary material for deploying Mvx2 processing pipelines on iOS devices.

Table of Contents

- Main Scripts
- Sample Scenes
- Release Notes
- Project Setup

Supported Platforms

Currently the extension works on these platforms:

- iOS.

Chapter 2

Main Scripts

None

Chapter 3

Project Setup

Following are necessary or recommended settings of projects that use the extension:

Disable Bitcode

- must be **disabled**, because all MVX related libraries are built with bitcode disabled
- found in *Build Settings -> Build Options* of generated Xcode project

Architecture

- only `ARM64` is supported on iOS. In case Xcode project is generated with other architectures supported it is required to limit it to `arm64`
- found at *Project Settings -> Project/Player -> Other Settings*

Chapter 4

Release Notes

3.0.6.0

Extension

- **3.0.6.0_E1** │ versioning scheme extended to `Level1.Level2.Level3.LevelE`

  – `Level1.Level2.Level3` part indicates version of the core Mvx2Unity package, the extension is based on

- **3.0.6.0_E2** │ introduced standalone version file for the extension:

  – Assets/Plugins/Mvx2/version_ios_ext.txt

Documentation

- **3.0.6.0_D1** │ introduced standalone documentation files independent from the core Mvx2Unity plugin

  – new documentation files reside in Assets/Plugins/Mvx2/doc folder

- **3.0.6.0_D2** │ added Project Setup section

3.0.6.1

Extension

- **3.0.6.1_E1** │ fixed `PostprocessBuildIOS` script for adjusting generated Xcode project when targeting iOS platform:

  – a valid API of 2018+ Unity versions is used (an obsolete one was used before)

  – in 2019+ Unity versions the plugin frameworks are embedded into the main Xcode target instead of the UnityFramework framework target

3.0.6.2

Extension

- **3.0.6.2_E1** │ fixed `PostprocessBuildIOS` script for adjusting generated Xcode project when targeting iOS platform:
    - the script now supports 'append' mode of Xcode project generation (previous implementation invalidated the Xcode project when 'append' mode was used)
    - in the 'append' mode the script purges from the Xcode project Mvx2 iOS frameworks no more present in the Unity project and adds the new ones to it
    - the effects of the newly-implemented script differ from the effects of the old one and may even collide - it is therefore recommended to either recreate the Xcode project once or to manually clean up an existing Xcode project from all Mvx2 iOS frameworks (all references)

3.1.0.0

Extension

- **3.1.0.0_E1** │ updated for the 3.1.0 version of the core Mvx2Unity package

Chapter 5

Sample Scenes

None