Mvx2Unity Remote File Extension

Chapter 1

Mantis Vision: Mvx2Unity_remote_file_ext

An extension of Mvx2Unity plugin providing support for progressive streaming of Mvx2-formatted files

Extension Description

The extension introduces native frameworks and other supplementary material for streaming of remote files.

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Supported Platforms

Currently the extension works on these platforms:

- Windows (x64),
- MacOS (x64),
- Android (arm64-v8a),
- Android (armeabi-v7a),
- iOS and
- LuminOS.

Chapter 2

Main Scripts

Data Decompressors

MvxRemoteFileAsyncDataStreamDefinition

A data stream definition based on SourceRemoteMVX2FileMutateAsyncReaderBackend and Mutate↩
RemoteMVX2FileAsyncReader filters.

MvxRemoteFileAsyncRealtimeDataStreamDefinition

A data stream definition based on SourceRemoteMVX2FileAsyncRealtimeReader filter.

MvxRemoteFileSyncDataStreamDefinition

A data stream definition based on SourceRemoteMVX2FileSyncReader filter.

MvxRemoteFileDataStreamSourceRuntime

A source runtime derivative instantiated by the remote file stream definitions, providing access to output parameters of the wrapped filters.

Chapter 3

Project Setup

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

Magic Leap Privileges

- necessary for Magic Leap support
    - `Internet` - for Internet (and local area network) access
- found at *Project Settings -> MagicLeap/Manifest Settings -> Autogranted*

Chapter 4

Release Notes

3.1.0.0

Extension

- **3.1.0.0_E1** | initial version of the extension

Chapter 5

Sample Scenes

Mvx2RemoteFileStreamSample

A scene showing three independent data streams with point-cloud renderers attached. The data streams each use different of the stream definitions provided by the extension package (i.e. a synchronous, an asynchronous and a realtime asynchronous data stream).