Mvx2Unity Edge Compression Extension

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Chapter 1

Mantis Vision: Mvx2Unity_edge_compression_ext

An extension of Mvx2Unity plugin providing support for processing H264, SYK and RYSK data inside Mvx2 volumetric content

Extension Description

The extension introduces native frameworks and other supplementary material for processing H264, SYK and RYSK data.

Table of Contents

Supported Platforms

Currently the extension works on these platforms:

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

Known issues

Because of a known bug in the core Mvx2 framework, some of the legacy, but still supported H264 data layers, possibly present in Mvx2 streams, cause crashing of the Mvx2 framework, if the H264 plugin is not present and loaded already. It is therefore recommended to import this extension (which contains the native H264 plugin) prior to trying out Mvx2 streams containing H264 data.

Chapter 2

Main Scripts

Data Decompressors

MvxH264DataDecompressor

A decompressor for decompressing H264-encoded data.

MvxSYKDataDecompressor

A decompressor for decompressing SYK-encoded data.

MvxRYSKDataDecompressor

A decompressor for decompressing RYSK-encoded data.

Chapter 3

Project Setup

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

None

Chapter 4

Release Notes

3.0.6.0

Extension

- **3.0.6.0_E1** │ initial version of the extension

3.0.6.1

Extension

- **3.0.6.1_E1** │ updated `H264` dependency to version 2.5.1
    - fixed support for Oculus Quest 1

3.0.6.2

Extension

- **3.0.6.2_E1** │ updated `SYK` dependency to version 1.1.0
    - support for decoding data encoded with SYK version 2 algorithm

3.0.6.3

Extension

- **3.0.6.3_E1** │ updated `SYK` dependency to version 1.2.0
    - support for decoding data encoded with SYK version 2b algorithm
    - bug fixes
- **3.0.6.3_E2** │ updated `H264` dependency to version 2.5.2
    - fixed support for Google Pixel 4 and 4a
    - fixed decompression of NV12 textures with dimensions that are not multiples of 16, on multiple platforms

3.1.0.0

Extension

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

3.1.0.1

Extension

- **3.1.0.1_E1** │ renamed extension from `H264 & SYK (h264_syk)` to the `Edge Compression (edge_compression)`

    - updated documentation content
    - sample scene renamed from `Plugins/Mvx2/Scenes/Mvx2BasicH264SYKSample.unity` to `Plugins/Mvx2/Scenes/Mvx2BasicEdgeCompressionSample.unity`
    - version file renamed from `Plugins/Mvx2/version_h264_syk_ext.txt` to `Plugins/←Mvx2/version_edge_compression_ext.txt`
    - documentation files renamed:
        * from `Plugins/Mvx2/doc/Mvx2Unity_h264_syk_ext.pdf` to `Plugins/Mvx2/doc/←Mvx2Unity_edge_compression_ext.pdf`
        * from `Plugins/Mvx2/doc/Mvx2Unity_h264_syk_ext.zip` to `Plugins/Mvx2/doc/←Mvx2Unity_edge_compression_ext.zip`

- **3.1.0.1_E2** │ introduced support for new Mvx2 plugins/dependencies: `RYSK (RYSKDecoder and RY←SKData)`

    - introduced `MVXUnity::MvxRYSKDataDecompressor` decompressor derivative (`Plugins/←Mvx2/Scripts/DataStreams/DataDecompressors/MvxRYSKDataDecompressor.←cs` script) (see Main Scripts)
    - updated sample scene (at `Plugins/Mvx2/Scenes/Mvx2BasicEdgeCompression←Sample.unity`) and associated assets (see Sample Scenes)

Chapter 5

Sample Scenes

Mvx2BasicEdgeCompressionSample

A clone of *Mvx2BasicSample* scene from the core package, with additional H264, SYK and RYSK data decompressors added to the mvx stream. Demonstrates a basic file data stream with textured renderer and audio player.