

Mvx2Unity MacOS Extension

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Chapter 1

Mantis Vision: Mvx2Unity_macos_ext

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

Extension Description

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

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Supported Platforms

Currently the extension works on these platforms:

- MacOS (x64).

Chapter 2

Main Scripts

None

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** | 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_macos_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

3.1.0.0

Extension

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

Chapter 5

Sample Scenes

None

