Welcome to Auto VR Optimizer

Auto VR Optimizer helps you build your project for Virtual Reality.

It analyzes your project and generates a checklist of optimization tickets.

We are **ValemStudio** and here is our very first tool.

Do not hesitate to contact us if you encounter any problem or if you have a recommendation !

You can follow us on multiple socials such as Patreon or on our Website.

Visit our Online Documentation to have a full view of all the tickets.

We hope that this tool will offer you some help in your development journey !

- Valembois Quentin - Decharneux Quentin - Dussart Xavier -

Summary:

Quickstart:

How to use the tool and where to look

Running the tool

To access the tool, you can Head to ProjectSettings > Auto VR Optimizer.

Once you have run your first analysis, all the tickets will be actualized with the data from your project.

The Interface

Tickets are sorted out in four states:

ToDo: Tickets that need your attention.

Done: Tickets that you have already resolved.

Ignore: Tickets that you have chosen to ignore and will be omitted from further analysis.

Omitted: Tickets that do not fit your project.

On the top of the UI, there are two buttons:

Fix All: Which will try to fix all ToDo tickets.

Analyze: Which will trigger a new analysis of your project and open scenes. Note that it will never update by itself, it is up to you to analyze frequently.

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On top of the tickets are two other buttons:

Sort By: Sorts the tickets either by their tags or their priority order.

Filter by Tags: Shows only the tickets with the selected types.

The Tickets

Each ticket contains one or multiple tags to inform you of what they are about.

They are ranked in three possible priorities, represented by a small logo:

Optional, Recommended, Required & Information.

For each ticket, if possible, you can choose to fix it automatically. Or ignore it to send it to the ignore state.

Ticket Information

Clicking on the "?" button - or anywhere on the ticket if you have enabled the "Open Info On Click" on AVRO_Settings - will open an info window containing everything you need to know about the ticket.

If the ticket is related to a scene or files assets, it will display a list of all related objects.

You may either click on it to select it or use the checkbox to select multiple ones at the same time.

Settings:

There are some accessibilities options available on the scriptable object "AVRO_Settings" in AutoVROptimizer > ScriptableObjects

Here is a quick rundown of what is accessible :

MaxCharCount

The max number of characters to be displayed in one line on a ticket before making a second one.

Alternate Ticket Colors

Alternate ticket's background color.

Open Info On Click

Open the info window when clicking anywhere on the ticket. If disabled, it will open only when clicking on the info button.

Default Audio Quality

Will change target number for Files06 - Audio Quality.

Target Scene Triangles

Will change target number for Scene 07 - Triangles Count.

Display Objects Of Triangles Over

Will change target number for Scene 08 - Triangles Count Per Object.

Advanced Options ↓

Tickets

List of all referenced tickets.

Enable Debug

Enable AVRO Debug.Logs.

ShowColors

Show the tickets' tags colors.

ResetAll

Entirely resets the tool.

WriteAllTicketsInConsole

Debug.Logs all tickets' names in the console.

Batch Tickets Description Editor

The text in this area will be analyzed to find the tickets' names and change their descriptions with the following lines of text.

Scripts:

AutoVROptimizer is made out of a few scripts and here is a quick recap of each of them

AutoVROptimizer

Serves as the main interface of the tool. It handles the display of all optimization tickets and manages user interactions. It also coordinates with the other scripts to ensure proper functionality.

AVRO_CustomTickets

Scriptable object containing a list of all custom tickets.

AVRO_Functions

Contains the core logic used to analyze and apply fixes to the optimization tickets.

AVRO_Settings

A ScriptableObject that stores user preferences and settings, allowing for full customization of the tool's behavior.

AVRO_Styles

Defines all UI styles used across the Editor interface to maintain consistent visual presentation.

AVRO_Ticket

A ScriptableObject that holds all relevant information for each optimization ticket, including its name, description, and resolution data.

AVRO_Utilities

Provides utility functions used during tool development. These are general-purpose helpers not directly tied to the core optimization logic in AVRO_Functions.
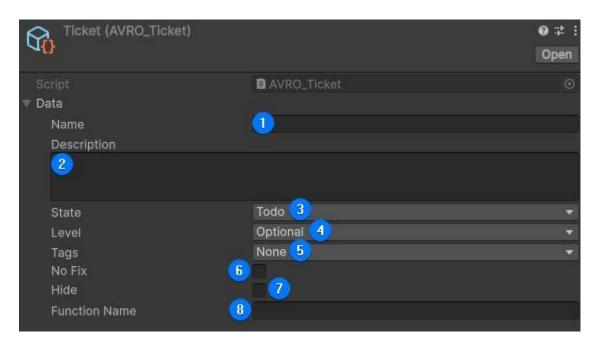
Customize:

Designed with accessibility and customization in mind, the tool allows you to add your own tickets to the list.

Create Your Ticket

Right-click, then select AutoVROptimizer > Create Ticket.

Name your scriptable object whatever you like. Only the info window can read the name of the object itself.

1. This is the text that will be displayed on the ticket in the list.
2. It is the description shown when you click on the ticket.
3. The ticket's current state is updated when you analyze or fix it.
4. The level of priority.
5. The different tags.
6. Toggle to hide the "Fix" button.
7. Toggle to hide the ticket from the list.
8. The name of the method called in the code.

Create Your Method

Open AutoVROptimizer/Editor/AVRO_Functions_Customize.cs.

Create a public static AVRO_Settings.TicketStates method to analyze the ticket called "Get" + YouFunctionName(pt8).

And if a fix is needed, create a public method called "Set" + YouFunctionName(pt8).

```csharp
namespace AVRO
{
    1 reference
    public class AVRO_Functions_Customize
    {
        // Add your custom functions here
        0 references
        public static AVRO_Settings.TicketStates GetYourFunctionName(AVRO_Ticket _ticket)
        {
            // Check for your conditions
            bool _condition = true; // Replace with your actual condition
            return _condition ? AVRO_Settings.TicketStates.Done : AVRO_Settings.TicketStates.Todo;
        }
        0 references
        public static void SetYourFunctionName(AVRO_Ticket _ticket)
        {
            // Apply your changes
        }
    }
}
```

The script "AVRO_Utilities.cs" will automatically find the method associated with the function name you set on your ticket and call it when necessary.

Add it to the list

Add your scriptable object to the list in AutoVROptimizer/ScriptableObjects/AVRO_CustomTickets > CustomTickets.

Your ticket should now be visible on the tool's interface.