



QuickStartGuide Win32 – Unity3d

Extreme Reality
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1 Introduction

This document describes how to use Extreme Motion SDK in Unity3D on Win32 machines (Win7 or Win8 desktop mode)

For any other platform please see separate documentation.

2 Unity versions

For Win32, please use the Unity Pro version (you can download a trial version from the site)
The samples require Unity 4.6.1, but the SDK can work with unity 3.5 too.

3 Building

1. Make sure you install the SDK PreRequisites, located near the bin folder. This should be done once per machine.
2. Open the VisualSkeletonSample and click File->BuildSettings->PC
Choose Target platform: Windows
Choose Architecture: x86
3. Click build.
4. Unity automatically copies the Xtr3D.Net.dll , Xtr3D.Net.ExtremeMotion.dll to to <GAME-NAME>_Data\Managed and <GAME-NAME>_Data\Plugins folder during the build process, but it does not copy all the other dlls, xmls and license files.
Please copy them manually from the Win32/bin/Release folder to the root of the build target, which is the same folder as the one your game exe will reside it. This step can be done once for each SDK version.

4 Updating SDK files for the editor\editor-build

If you download a new version of the SDK and want to update the files in the unity editor , to be able to both run in the editor and build new projects, you should:

1. Open the Win32\bin directory
2. Xtr3D.Net.dll , Xtr3D.Net.ExtremeMotion.dll should be copied to Source\Assets\Plugins.
3. All other files (dlls, .lic files etc) should be copied to Source\ folder directly.

5 Updating SDK files for pre-built binary

If you download a new version of the SDK and do not want to rebuild your unity3d game, you can replace files directly in your game folder

1. Open the Win32\bin directory
2. Xtr3D.Net.dll , Xtr3D.Net.ExtremeMotion.dll should be copied to <GAME-NAME>_Data\Managed and <GAME-NAME>_Data\Plugins folder
3. All other files (dlls, .lic files etc) should be copied to the root folder, the same one where the file exe exists.

6 FAQ

- `DLLNotFoundException` - make sure you installed the xtr3d pre-requisites and restart Unity3D.