GyroMote
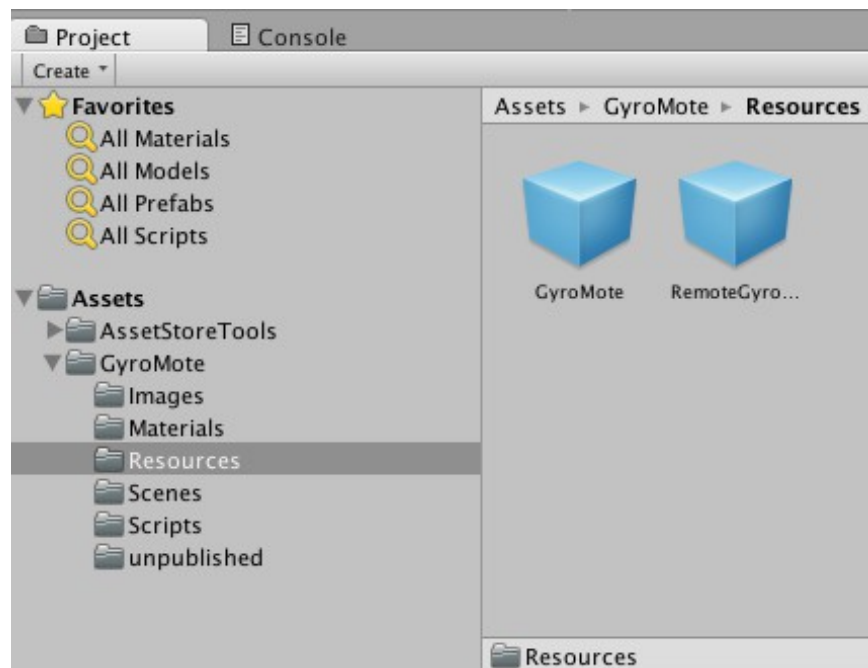
Unity3D Remote Gyroscope

Quick Reference Guide

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Quick Reference

Follow these simple steps to get GyroMote working in your project.

1. Import the GyroMote asset from disk or the Asset Store. The latest version is always available from the Asset Store.

2. Drag the GyroMote.prefab from the Resources folder to your scene where you want to use the remote gyroscope. This Prefab has to be present in all scenes that you want to use the remote gyroscope in.

   Do not use the RemoteGyroscope.prefab as it will be inserted to your scene automatically at the correct point in time.

3. To use the remote gyroscope in your script, instantiate a variable of class RemoteGyroscope and get the current remote gyroscope from GyroMote.gyro(). This function will return **null** if no remote gyroscope could be found.

```
using UnityEngine;
using System.Collections;

public class test : MonoBehaviour {

    private RemoteGyroscope gyro;

    void Start () {

    }

    void Update () {
        if (gyro == null) {
            gyro = GyroMote.gyro ();
        }

        if (gyro != null) {
            Debug.Log("Remote Gyroscope Attitude: "+ gyro.);
        }
    }
}
```
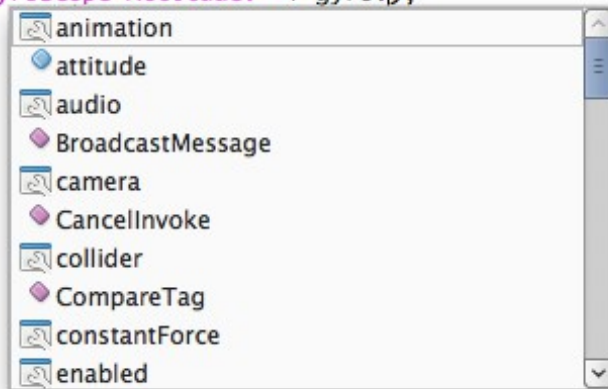
🖼	animation
🔵	attitude
🖼	audio
🔶	BroadcastMessage
🖼	camera
🔶	CancelInvoke
🖼	collider
🔶	CompareTag
🖼	constantForce
🖼	enabled

Troubleshooting

- Make sure to not use the RemoteGyroscope.prefab from the resources folder. It will be added automatically at the correct point in time. If you add it manually, the GyroMote might behave unpredictably.

- GyroMote.gyro() can only return a value other than **null** when you are connected to the remote gyroscope GyroMote App running on you mobile device.

- Both of your desktop and iOS device have to be in the same network in order to be able to successfully connect.

Links

- Support: http://www.codingmerc.com/?p=122

- Download Server App: https://itunes.apple.com/app/gyromote-remote-gyroscope/id579846234?ls=1&mt=8

- Contact: http://www.codingmerc.com/contact/