

## How to setup Multi Tracked Image

### Requirements:

Before adding this Asset to your project you should take the following into consideration:

### ARFoundation

For augmented reality you will need to add ARFoundation from the Unity Package Manager. This asset is compatible with ARFoundation 3.x and 4.x versions.

### Mobile

For the compatibility of ARFoundation with mobiles you have to add the following packages:

- ARCore 3.x or 4.x - Android
- ARKit 3.x or 4.x – iOS

\* "CONFIGURE SCENE" will help you to install ARFoundation, ARCore and ARKit 4.1.7

## How it Works

### Setup Scene

- Follow instructions for AR Foundation  
(<https://docs.unity3d.com/Packages/com.unity.xr.arfoundation@4.1/manual/index.html#scene-setup>)
- Add **AR Tracked Image Manager** component to **AR Session Origin** object in scene.
  - Right click in project (Create ->XR->ReferenceImageLibrary) to create a reference image library and drag it to **Serialized Library** of **AR Tracked Image Manager** component.
  - Set **Max Number Of Moving Images** to the count of tracking images in your project (3 in DEMO scene)
  - Drag **ParentPrefab** (LyceumVR/MultiTrackedImage(ARFoundation)/Resources/prefabs) to **Tracked Image Prefab**.
- Add **ARMultiTrackedImageManager** component to **AR Session Origin** object in scene.
  - Push **Generate New MultiReferenceLibrary** button.

\*(If ReferenceImageLibrary is modified, You must push Update MultiReferenceLibrary).

- **Distance to Despawn** sets distance in meters to despawn spawned objects.

## Multi Reference Library

It's generated by **ARMultiTrackedImageManager** from a ReferenceImageLibrary.

Contains extra information for the Multi Image tracking system.

Each element in **Multi Reference Library** contains these parameters:

- **XR Reference Image:** Image reference from ARTrackedImageManager.referenceLibrary.
- **Prefab To Spawn:** prefab to spawn when image is tracked.
- **Scale Multiplier:** Multiplier to apply to an object scale when spawn.
- **Active Occlusion:** Active or deactivate occlusion when spawn.
- **Exclusive In Scene:** If exclusive will deactivate all others objects in scene.
- **Debug Active:** If active, image reference is shown in scene.
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## DEMO

You have a complete DEMO scene in asset where you can check how it works.

## Support

If any issue, please contact us. We will reply as soon as possible. Email:  
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