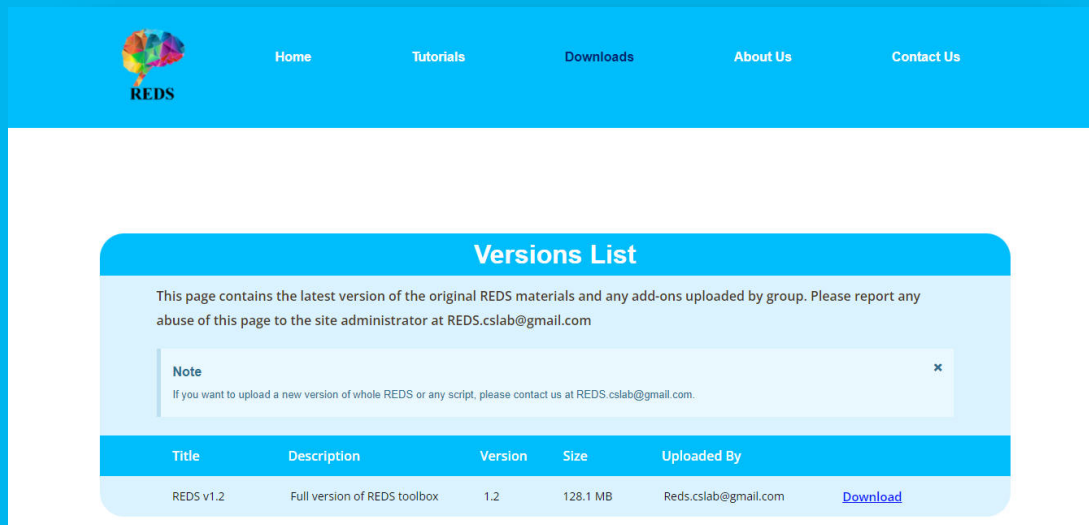


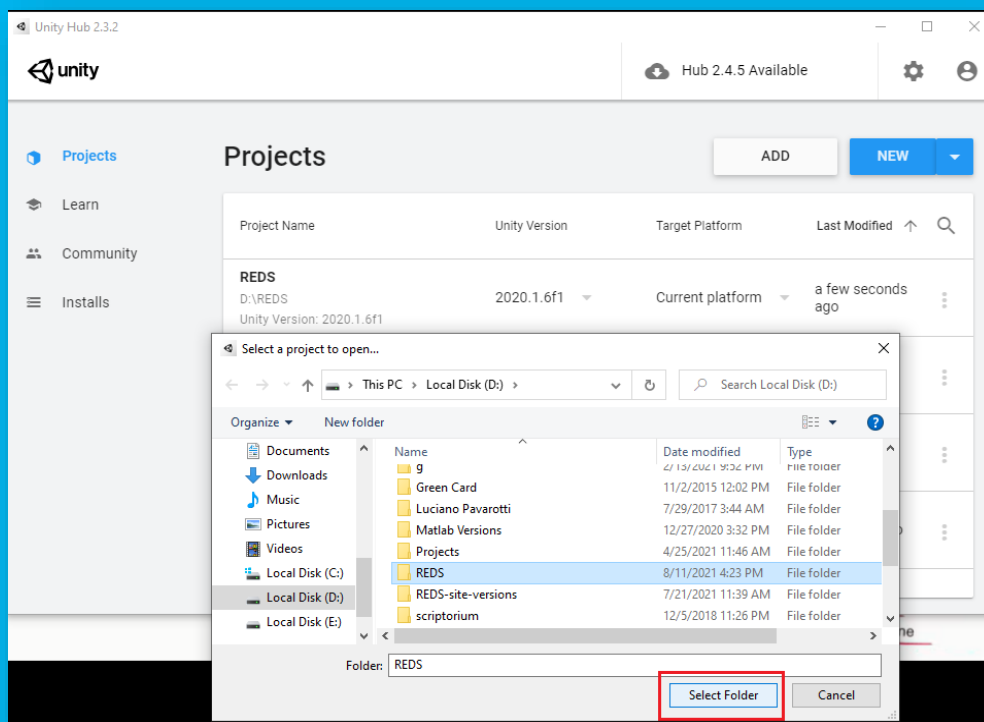
How to use REDS

- 1- Install Unity software (version 2020 1.6f is recommended)
- 2- Install your eye-tracker (Eyetrice or Tobii) software
- 3- Download REDS package from www.reds-lab.com and open it in the Unity.

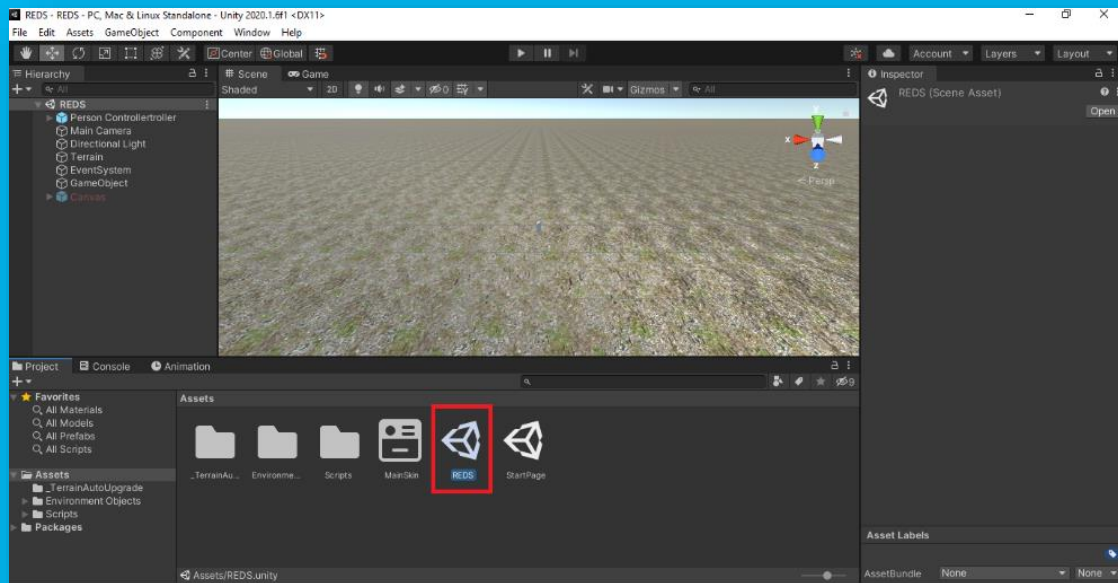
3-1 Download



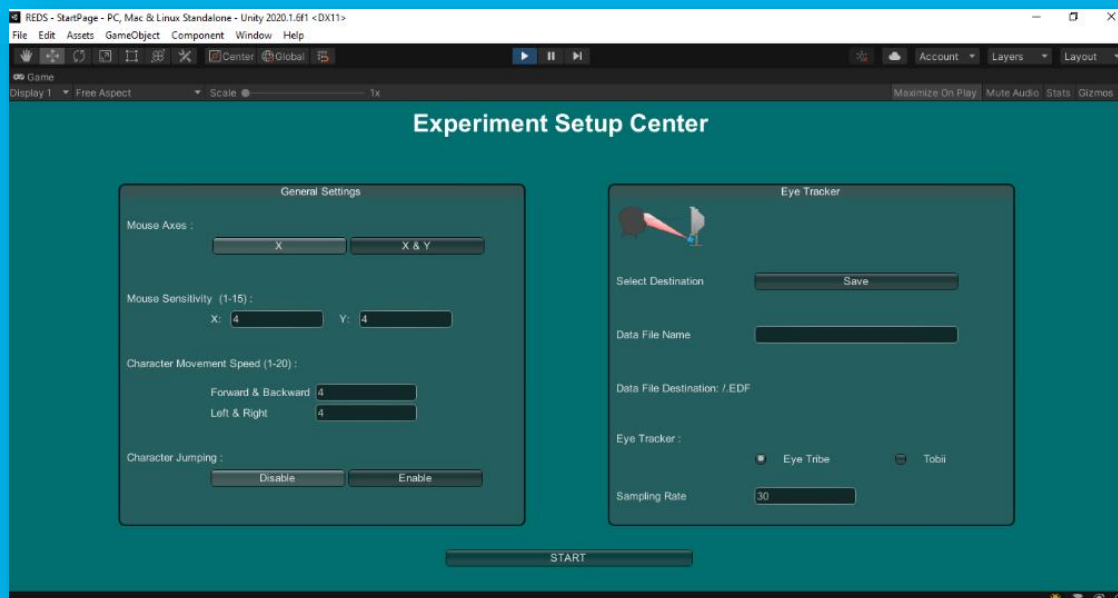
3-2- Open REDS in the Unity



- 4- Open REDS scene in Assets folder to design your desired environment based on tutorials in www.reds-lab.com such as Adding an object, Adding single collider, and ...



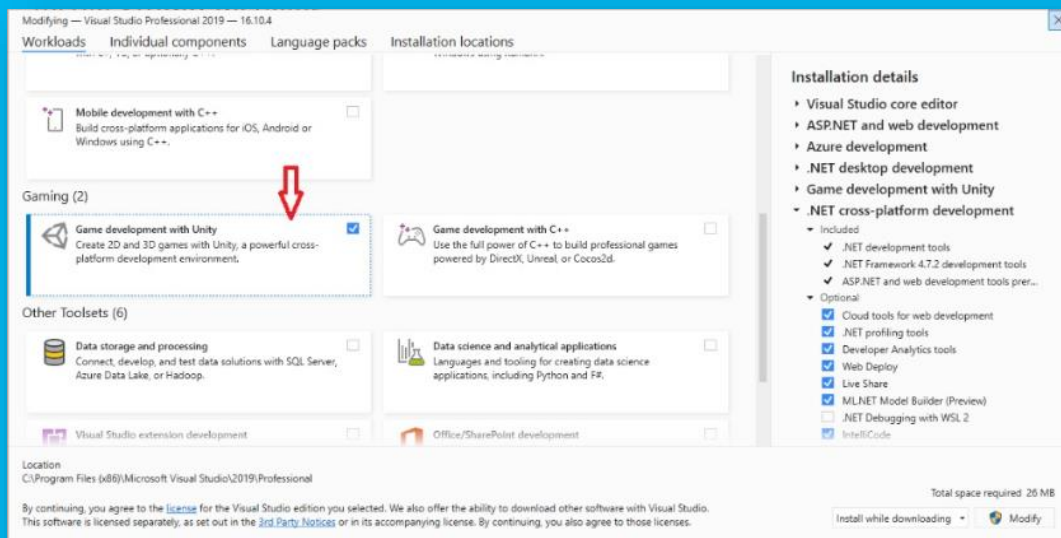
- 5- To start experiment, open Startpage scene and play. You can change settings of experiment in Experiment Setup Center and start it.



Additional Details:

Before modifying REDS' code or developing it, follow these steps to compatible the Unity and Visual Studio:

- 1- install Game development with Unity package in Visual studio installer to open C# codes in VS.



- 2- Select VS installed version in unity to make it compatible using,

Edit -> preferences-> external Tools -> external script editor -> browse
Select devenv.exe from Common7-> IDE in VS installation path (c:\program files (x86) ...)

