

NOLO Sonic Unity SDK

Interface Description

NOLO Co., Ltd
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Catalog

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1. Overview

1.1 NOLO Sonic Unity SDK

NOLO Sonic Unity SDK is developed by NOLO Co., Ltd. for the NOLO Sonic All-in-One VR headset (Hereafter NOLO Sonic), use for Unity developers to develop 6-DoF Mobile VR games.

2. Preparation for development

- Requirement for software: Unity2018.4.30 or above.
- Please contact dev@nolovr.com to obtain the Appkey, and fill it in your Unity project.

You can use the public Appkey in the debugging phase, and change it to official Appkey when it is launched officially.

Public Appkey: 4e4f4c4f484f4d457eff82725bc694a5

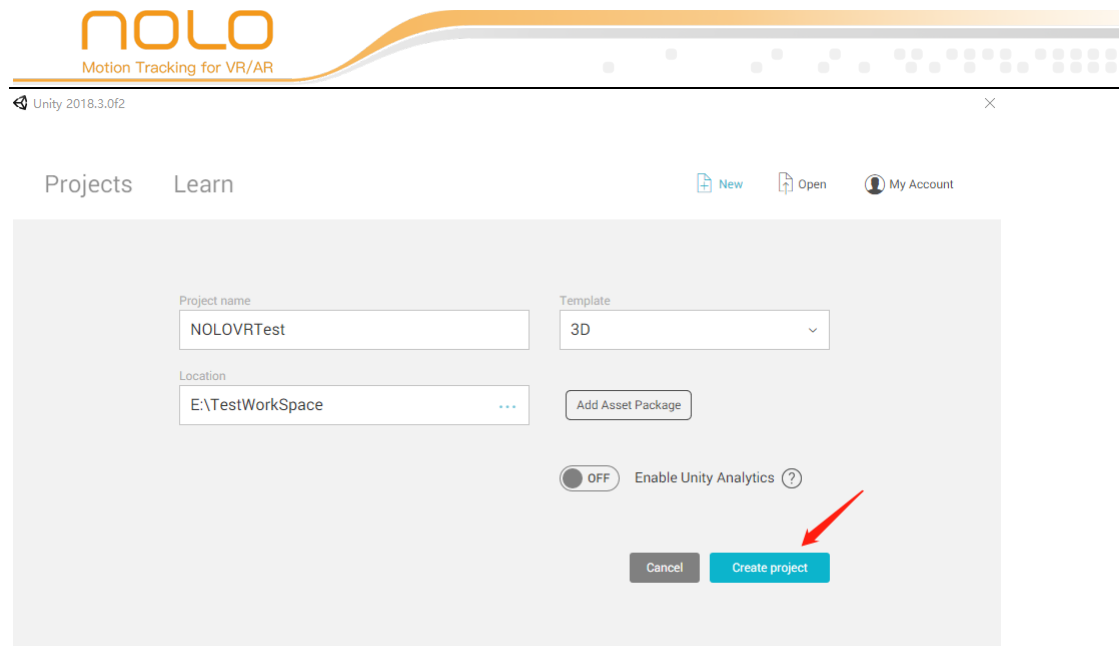
- Name of the project test build: com.nolo.xr.unitydemo. The apk package name should be bound with NibiruSDKKey.bin file. (If you want to modify the package name, please refer to the Nolo Unity SDK package name modification instruction 3.1 document.)
- Requirement for Hardware: NOLO Sonic.

3. Instructions for use

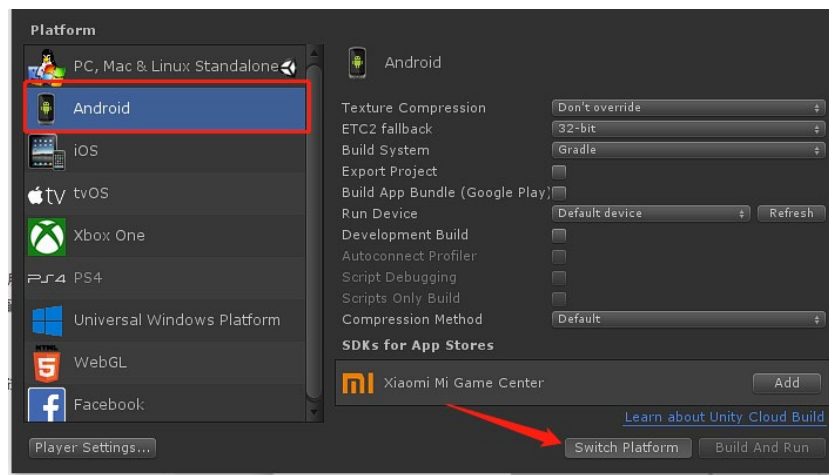
3.1 Quick start

Step 1. Create a project

1) Open Unity and create a new project



2) Select File-> Build Settings, select Android platform, click Switch Platform, and convert the project to Android project.

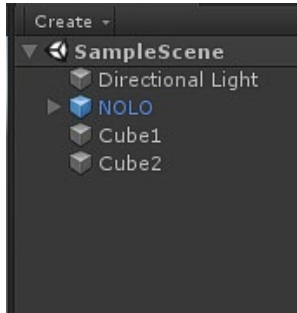


Step 2. Import SDK

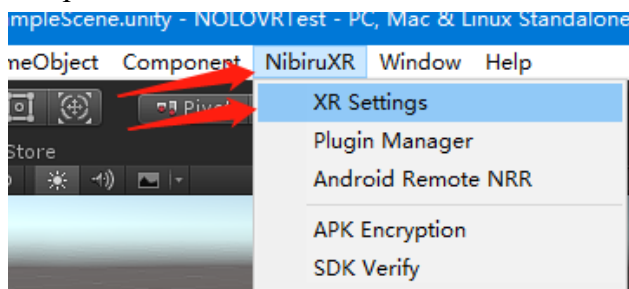
- 1) Select Assets->Import Package->Custom Package
- 2) According to the pop-up, navigate to the corresponding directory, select the SDK, and click to open.
- 3) After opening, the import resource dialog box pops up, select Import.

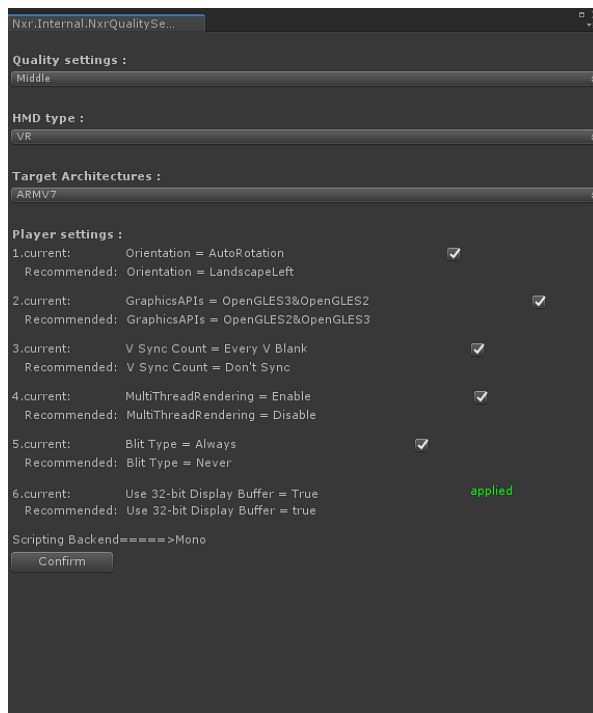
Step 3. Use SDK

1) Put the NVR/Prefabs/NOLO into the scene, delete the Main Camera that comes with the scene, and save it.



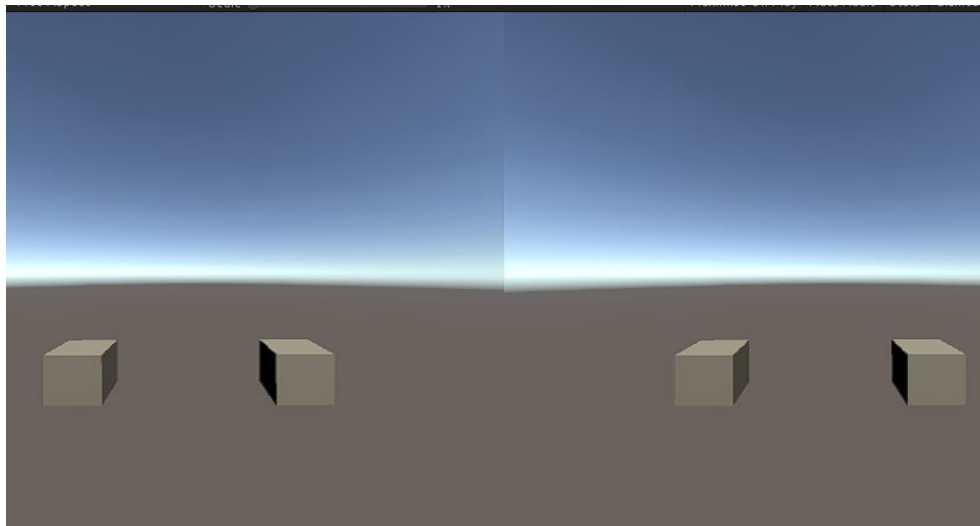
2) Select NibiruXR->XR Settings, the project settings dialog box pops up, Quality settings, select Middle, HMD type select VR, Target Architectures select ARMV7 or ARMV8, click Confirm. The project environment configuration will be automatically completed.





Step 4. Simulation run

Click "Run" and observe the following view.

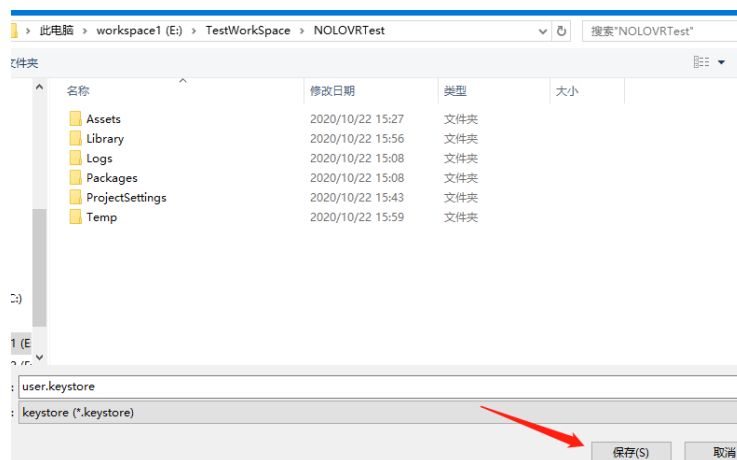
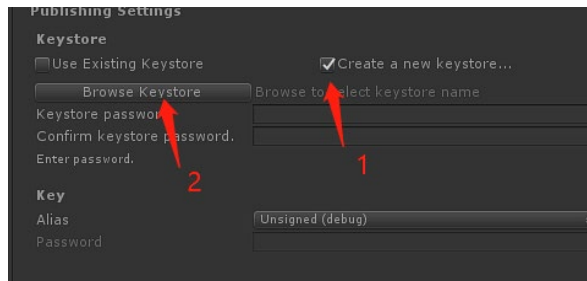


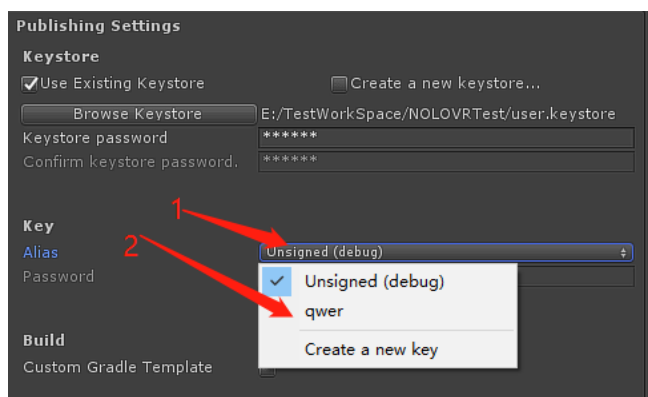
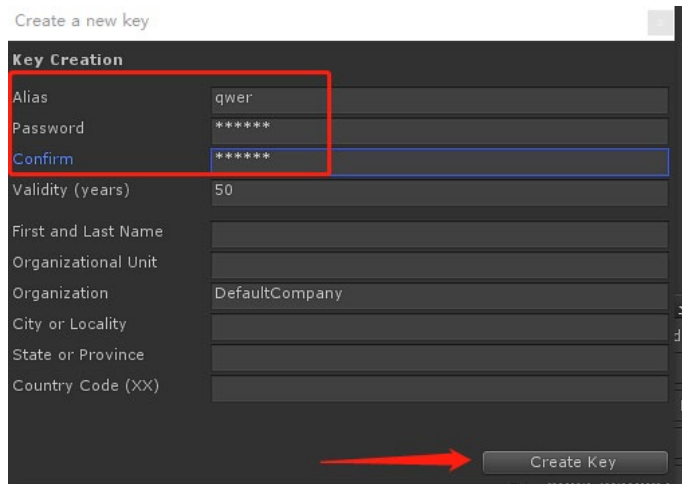
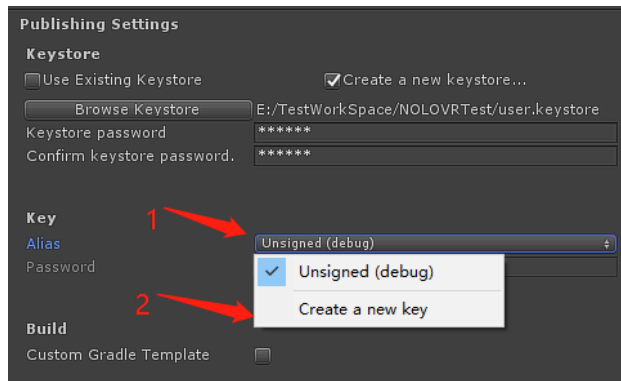
Step 5. Building

1) Select File->Build Settings, it will pop up the panel, click Add Open Scenes, and select Player Settings. Please make sure the package name is com.nolo.xr.unitydemo (if you want to modify the package names, please refer to the package name modification document). Please **DO NOT** tick Development Build.

2) Create a keystore,

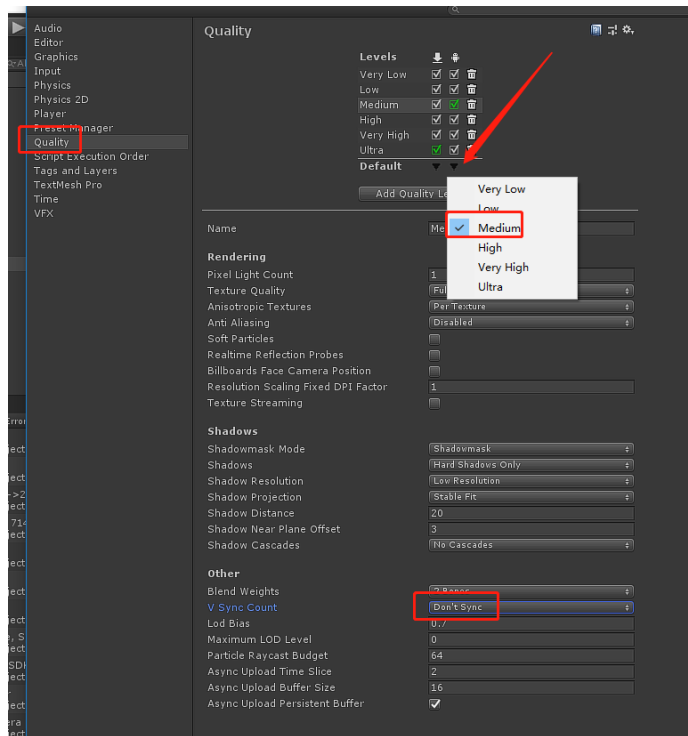
- On the PlayerSettings interface, Publishing Settings page, tick Create a new keystore, then click Browse password, and click the save button on the pop-up panel.
- On the Publishing Settings page, fill in the Keystore password: 111111, Confirm keystore password: 111111, click the Alias option, and select Create a new key.
- A dialog box pops up, Alias enter qwer, Password enter 111111, Confirm enter 111111, and click Create key.
- On Publishing Settings page, Alias select qwer, Password fill in 111111, press Ctrl+s to save.





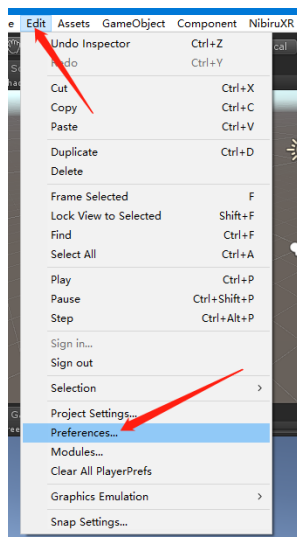
3) Set Quality

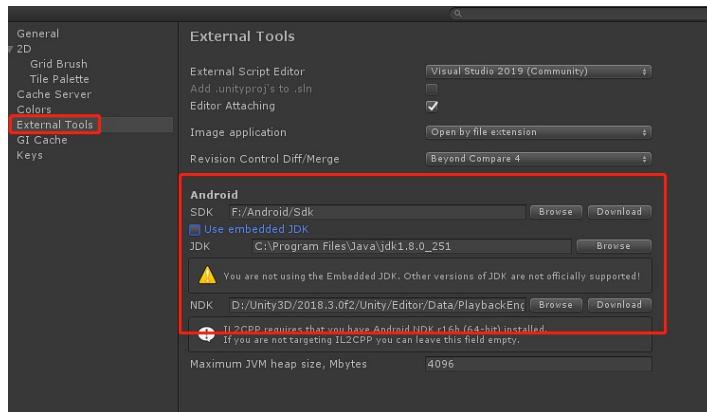
Select Edit->Project Settings from the menu, open the Project Settings interface, select the Quality option, Set the Android platform default Levels to Medium and V Sync count to Don't Sync.



4) Setting SDK, NDK, JDK

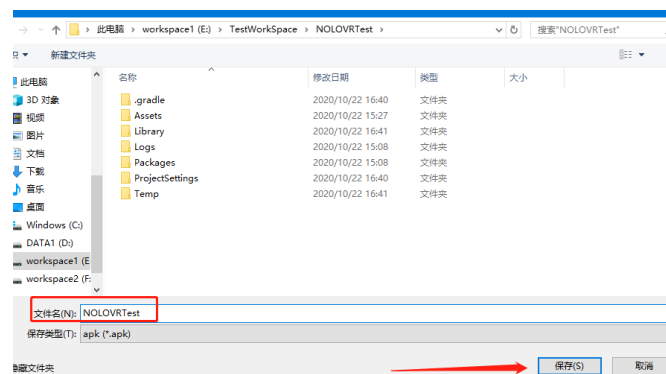
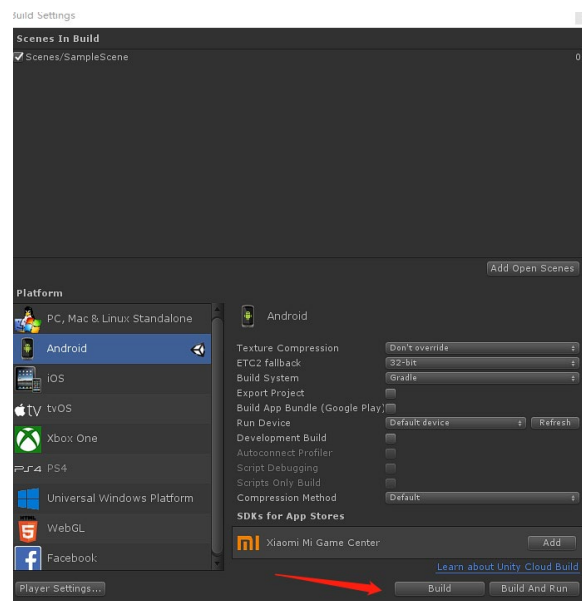
Select Edit->Preferences..., select External Tools, configure the appropriate SDK, JDK, NDK. If the configuration is missing, you can click Download to download the corresponding version.





5) Building

Open the project settings from the menu File->Build Settings, click Build, enter NOLOVRTest as the file name (you can enter other names), and click Save.



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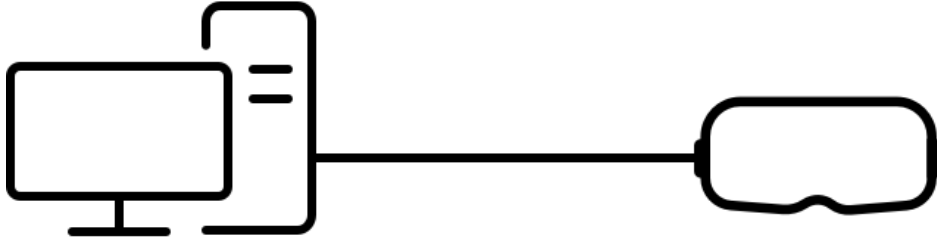
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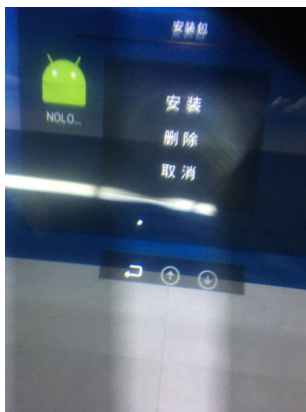
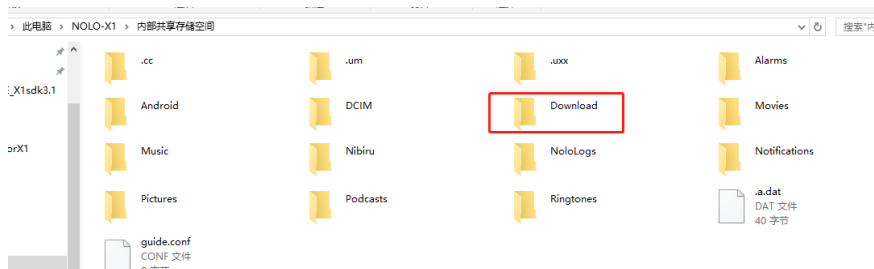
Step 6. Install the build to the NOLO Sonic to test

1. Connect the NOLO Sonic to the PC via the data cable.



2. Install the apk into the NOLO Sonic.

- Find Download folder in the NOLO Sonic directory, and copy the packed apk to the Download folder.
- In the NOLO Sonic, use the OK key to find the file management -> installation package -> NOLOVRTest.apk, and complete the installation. Then start the apk after the installation is complete, and test the effect.



3.2 SampleDemoScene

After the Unity SDK is imported, you can enter the SampleScenes folder to open the QuickStartScene. The scene shows UI interaction, 3D object interaction, keyboard input, controller vibration, and key instructions.

3.3 Contact details

If you have any questions or suggestions, please feel free to contact us at dev@nolovr.com.