Roles and functions of Varwin users

[Переключить на русский](https://docs.google.com/document/d/1UgMMTjmzMyhDMI7iOXjYhQEAM5HYJoOZIBrdi2ntCqY)

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# Administrator

*(currently, this function can be carried out by any user)*

* Installs and launches Varwin platform

## Instructions and related documents

[Varwin installation and launch](https://drive.google.com/open?id=154fkmOUdvtJHYM0NmCNBLEfukRp2kzetg4Zc6PGXNBE)

[Equipment and system requirements for Varwin platform](https://docs.google.com/document/d/1YnVCUts-NDuexkL_8lpMPlc_u6LR5m7oym-3rylly-g)

[Roles and functions of Varwin users](https://docs.google.com/document/d/1ZPUuc5oxc4WhBYsqIWoD070IXqvT9DzpO5ZEOGKF9Zk)

[FAQ](https://drive.google.com/open?id=1C0YLWehIRsEa1_FQLs9cR_uQ9UReMQ2B8Wcd7WJY3f8)

# Creator of objects & scene templates

*(most likely, a Unity programmer)*

* Creates objects and scene templates out of ready-made prefabs in Unity
* Writes logic of their interaction
* Makes Blockly blocks for the objects

## Instructions and related documents

[Varwin SDK](https://drive.google.com/open?id=1p0nfwNZRvvWYq2aG9HXmGROw-v8HBkZ5X2kDeyAKwp4)

[Creating objects for Varwin in Unity](https://docs.google.com/document/d/1hsiaY3RPNxpEiCmi49X1WuThOj3C-a0yksD43CJXfFc)

[Creating scene templates for Varwin in Unity](https://docs.google.com/document/d/1DkWAgLJBCicHl8lVV0bzDWR-fmC9SKqAuKRay6ja9BE)

[Uploading content into Varwin library from Unity](https://docs.google.com/document/d/1mvkpk0t4nBP0NpLNd2PJF2Qnd50U_8rKKRfS_74dEEs)

[Creating libraries with shared code](https://docs.google.com/document/d/1CR4Gv82DdOQaPDJdPPhMyUL5ulUO7vOX2BLG0XSsWcc)

[Public interfaces](https://docs.google.com/document/d/1IW4qTlWNJSrS06jKD5ASJxVkK0wSmA_xFskRUNj1BBM)

[FAQ](https://drive.google.com/open?id=1nFkmWVYxjEHAd8lg3hw0oOnx_vBmHMJBziBYwffnZ0U)

# Project creator

* Uploads new objects and scene templates to the library
* Creates and edits projects
* Creates project scenario using objects and scene templates from the library and blocks in Blockly
* Shapes up requirements for the new objects and Blockly blocks, or selects from ready ones.

## Instructions and related documents

[Varwin platform: general information](https://docs.google.com/document/d/1T840LvW5hMn4BTiyWYsUDwVDCJV_7j4sRIHqoZ7btqQ)

[Varwin RMS App](https://docs.google.com/document/d/1LOg1Ts-gDaG43nlDBW80sas961XDlgt1dFUqQe9Ntx8)

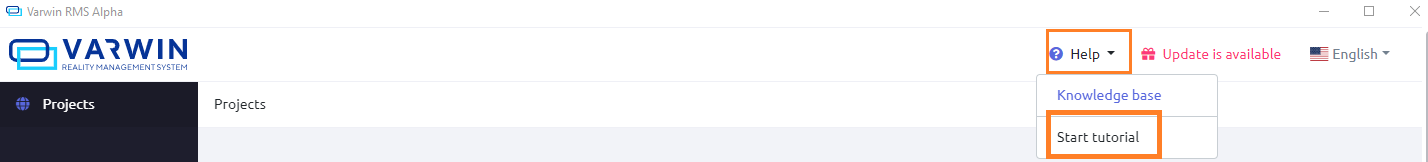
[Using VR controllers](https://docs.google.com/document/d/103KShWrxmJBIRwkcPeKaJNXoTDSB_9Ov_1iI8LjbtI4)

[Creating VR projects](https://docs.google.com/document/d/1ji8IlKHhGR5aJDMzmPGu1I-DVEx0i7xq8PQAft2oDqo)

[Working with Blockly](https://docs.google.com/document/d/1J6C6y2byfLWf3ojLXNg2hGarLVvGczTvG4e_aG42Hi4)

[FAQ](https://drive.google.com/open?id=1C0YLWehIRsEa1_FQLs9cR_uQ9UReMQ2B8Wcd7WJY3f8)

Varwin RMS tutorial



# End-user

* Launches end product (an app built out of VR project) from Varwin interface or from .exe file
* Interacts with the end product

## Instructions and related documents

[Equipment and system requirements for Varwin platform](https://docs.google.com/document/d/1YnVCUts-NDuexkL_8lpMPlc_u6LR5m7oym-3rylly-g)

[Using VR controllers](https://docs.google.com/document/d/103KShWrxmJBIRwkcPeKaJNXoTDSB_9Ov_1iI8LjbtI4)

[Varwin RMS App](https://docs.google.com/document/d/1LOg1Ts-gDaG43nlDBW80sas961XDlgt1dFUqQe9Ntx8)

[FAQ](https://drive.google.com/open?id=1C0YLWehIRsEa1_FQLs9cR_uQ9UReMQ2B8Wcd7WJY3f8)