UniCAVE can be added to an existing Unity project as a package. This enables all UniCAVE scripts, prefabs, and other assets to be used in that project. This also allows a single UniCAVE installation to be shared among multiple projects.

To install the UniCAVE package, first clone the UniCAVE repository somewhere on your computer.

Next, within an existing Unity project, open the Package Manager window. Select the + icon at the top left and click **Add package from disk...**
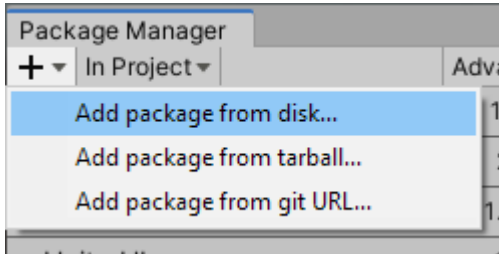
Navigate to the **UniCAVE/UniCAVE2019/Assets/UniCAVE** directory and select the file **package.json**.

Unity will use this package manifest to add the UniCAVE package to your Unity project. The TextMeshPro and MultiplayerHLAPI packages will be installed automatically as dependencies.

For more details, see Unity's docs for Installing a Local Package and Local Paths.