

The following command line options can be used with the UniCAVE plugin. See all of Unity's available command line options [here](#).

Parameter	Description	Valid Options	Example
<code>overrideMachineName</code>	Launch your application as if it was running with a certain machine name.	Any string	<code>overrideMachineName MY_HEAD_MACHINE</code>
<code>appendMachineName</code>	Launch your application as if it was running with a string appended to its machine name (useful if you have two instances of Unity running on the same machine but want a different display for each of them).	Any string	<code>appendMachineName _left</code>
<code>eye</code>	Which eye a certain instance of your application should render (useful if you have one instance of Unity running per eye).	<code>left</code> , <code>center</code> , <code>right</code>	<code>eye right</code>
<code>serverAddress</code>	<i>(Valid only for <code>NetworkInitialization</code> scripts)</i> What network address the server should start on or connect to.	Any IPV4	<code>serverAddress 192.168.5.8</code>
<code>serverPort</code>	<i>(Valid only for <code>NetworkInitialization</code> scripts)</i> What port the server should start on or connect to.	Any integer ∈[1,65535]	<code>serverPort 1234</code>
<code>-screen-fullscreen</code>	Whether to launch the application in exclusive fullscreen mode.	<code>0</code> , <code>1</code>	<code>-screen-fullscreen 0</code>
<code>-popupWindow</code>	Whether to launch the application without borders.	None	<code>-popupWindow</code>
<code>-show-screen-selector</code>	Whether to launch the screen selector window <i>(enabled by default, can be disabled in Edit->Project Settings->Player->Resolution and Presentation->Display Resolution Dialog)</i> .	None	<code>-show-screen-selector</code>
<code>-screen-width</code>	Width of the window <i>(may be overridden at runtime by <code>PhysicalDisplay</code>)</i> .	Positive, nonzero integers	<code>-screen-width 1280</code>
<code>-screen-height</code>	Height of the window <i>(may be overridden at runtime by <code>PhysicalDisplay</code>)</i> .	Positive, nonzero integers	<code>-screen-width 720</code>