Template Usage Recommendations and Key Information

1. Camera Movement Recommendation

- The current camera system **does not support moving the floor plane during execution or gameplay**. Any transformations to the plane must be set up beforehand.

- The **camera itself is automatically adjusted by the system**

  - Modifying it **manually before runtim**e has no effect on the final output.

  - Modifying it **during runtime** would disrupt the setup.

- If you want to create **the illusion of camera movement** without modifying the camera scripts:
  - Move the objects in the scene, **not** the camera or the floor plane.
  - Specifically, move the objects positioned in front of the floor plane located at **Planes > Plane.**

- The plane is linked to the cameras, and the system projects the entire surface of this plane.

- By moving objects relative to the plane (instead of moving the camera), you simulate camera motion while maintaining correct projection and alignment.

2. Plane Scaling Considerations

- If the **scale of the plane** or any of its **parent objects** is changed:

  - Go to Tracking > Tracking Manager.

  - In the **TrackingManager** script, update the **Virtual World Size** field.

  - Use the following formula:

    - **X** = *Plane Global X Scale × 10*

    - **Y** = *1*

    - **Z** = *Plane Global Z Scale × 10*

  - Be sure to account for **global scale**, including any scaling from parent objects.

3. Calibration File Path Requirement

- The **Calibration Save File Path** in the TrackingManager script must match the path to the **saved calibration file** from the **calibration tracking project**.

- This file path must remain consistent between both the **calibration project** and the **main project** that uses it.

- If you are also using the **overlap calibration file**, the same path consistency requirement applies.

4. Keyboard Controls During Runtime

- When **calibration is disabled** in the TrackingManager script, you can use the following **keyboard inputs** to move players in the scene:

  - **W** – Move player up

  - **S** – Move player down

  - **A** – Move player left

  - **D** – Move player right

- Use **keys 1 to 8** to select which player you want to move.

- You can change the **"Tracking Disabled Player Speed"** value in the TrackingManager script to adjust the default movement speed of players when using keyboard inputs.

5. View Calibration and Player Info

- During runtime, press **"i"** to toggle an information panel showing:

  - **Calibration details and status**

  - **Player movement and tracking data**