Virtual Reality Arcade Management System

# Folder Structure

Under the VRArcadeSource directory:

**BarcodeLCDDashboardMono** – Program for Raspberry PI (Linux) based VR Station LCD Information Dashboard (.NET C#)

**BookeoIntergration** – Bookeo booking system intergration (PHP)

**ManagingSystem** – The front desk managing client software of the arcade managing system. (.NET C#)

**VRArcadeHelper** – Helper service installed on the gaming station PC for advanced system feature (lock keyboard/mouse etc.). (.NET C#)

**VRGameSelectorClientDaemon** – The VR arcade managing client installed on the gaming station PC. (.NET C#)

**VRGameSelectorClientUI** – The in-headset game selection dashboard (Unity 3D)

**VRGameSelectorDashboardUnity** – The in-headset utility menu (Unity 3D)

**VRGameSelectorServer** – The server end of the VR arcade managing system. (.NET C#)

**VRGameSelectorTest** – This is the developer testing server for Unity 3D application. (.NET C#)

**Waiver** – iPad waiver signing system web UI (PHP)

# Development System Hardware Requirement

* Intel i5-4590 / AMD FX 8350 equivalent or greater
* 8GB RAM
* NVIDIA GeForce GTX 970 or greater
* HTC VIVE

# Development System Software Requirement

* Windows 10
* Visual Studio 2019 (You need to acquire your own)
* Telerik UI For WinForms (You need to acquire your own)
* Entity Developer Free (Not needed unless you want to edit database. Download from [here](https://www.devart.com/entitydeveloper/?gclid=Cj0KCQjwuZDtBRDvARIsAPXFx3DaCf0VGQ1xjnVl_pjoVd3mDDRtqQztLFSk3iGgs05zfGGyiQtJp6EaAimyEALw_wcB))
* Steam VR (Download through Steam)
* Unity 5.3.6f1 or 5.3.6p1 (Download from [here](https://unity3d.com/get-unity/download/archive)) Note: Do not support higher version of Unity3D due to overlay issue.
* Mariadb 10.4.8+ (Download from [here](https://mariadb.org/))
* MySQL Connect 8.0.15+ (Download from [here](https://dev.mysql.com/downloads/connector/net/))
* NSIS (Download from [here](https://nsis.sourceforge.io/Download))

# Developing System Setup

# Compiling & Build Notes

The easy way to compile all components (exclude BarcodeLCDDashboard project) is to run BuildAllApplications.bat. When the build successes you can run BuildInstaller.bat to build installer for Client, ManagingSystem and Server.

If you have third party antivirus program please disable it before build since they may lock files randomly and sometimes causing build script to fail.

After you built the installer, please go to NSISFinalInstallPackage folder check all 3 config.xml. The ServerIPPort should have the correct server address. Distribute the installer with the config.xml file.

Let me know if you encountered any issue. <vivalite@gmail.com>