

Anything World ReadMe

v3.1.20



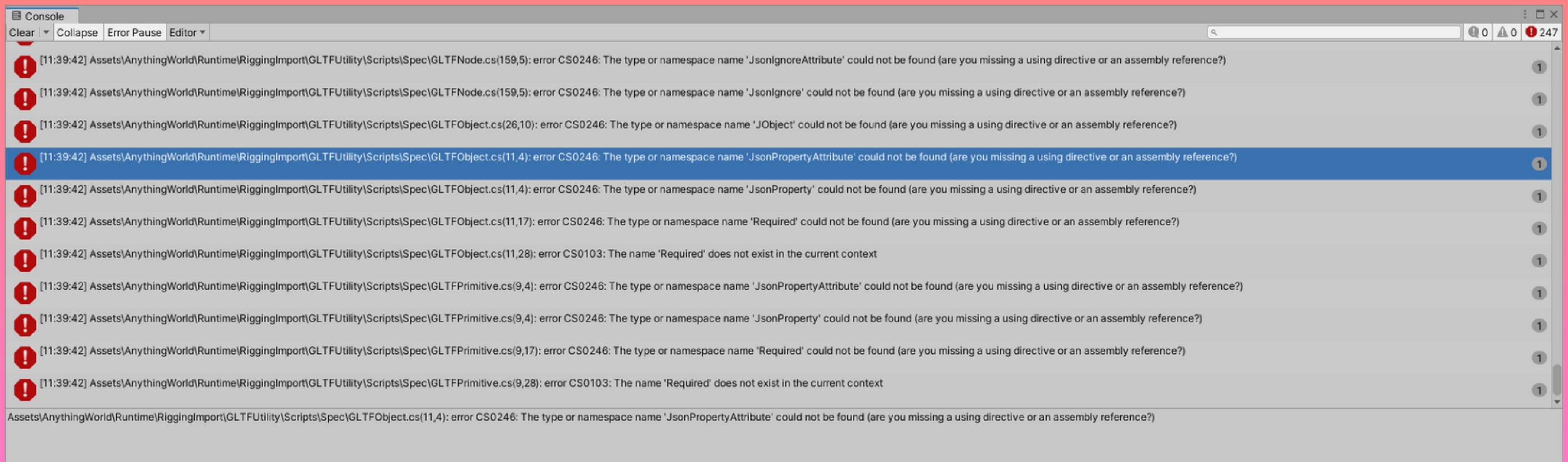
Requirements

- Unity 2020 LTS+
- Windows 10+ or MacOS 10.15+
- Internet connection

Dependency Requirements

- NewtonSoft Json v3.0.2
- Editor Coroutines v1.0.0

If you get errors saying that you are missing a directive or an assembly reference, download the packages mentioned above



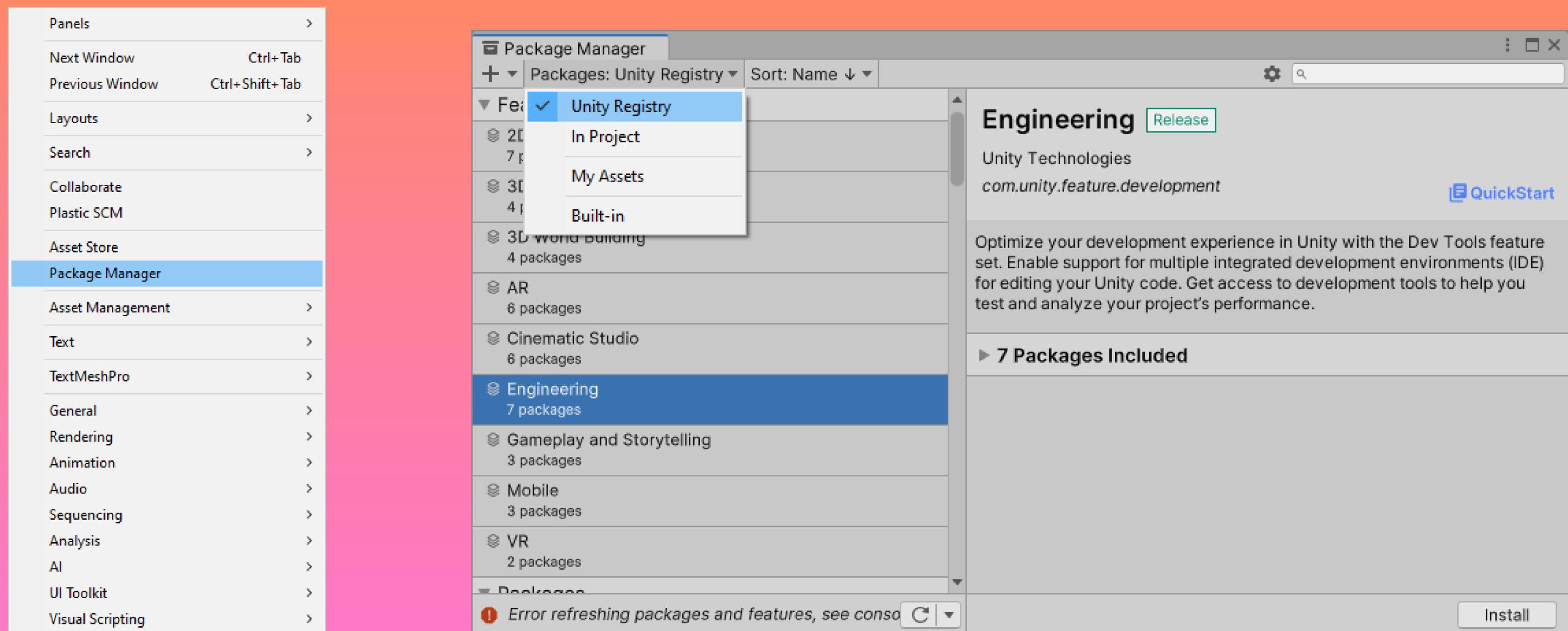
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Console
Clear | Collapse | Error Pause | Editor | 247

[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFNode.cs(159,5): error CS0246: The type or namespace name 'JsonIgnoreAttribute' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFNode.cs(159,5): error CS0246: The type or namespace name 'JsonIgnore' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(26,10): error CS0246: The type or namespace name ' JObject' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(11,4): error CS0246: The type or namespace name 'JsonPropertyAttribute' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(11,4): error CS0246: The type or namespace name 'JsonProperty' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(11,17): error CS0246: The type or namespace name 'Required' could not be found (are you missing a using directive or an assembly reference?)
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(11,28): error CS0103: The name 'Required' does not exist in the current context
[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFPrimitive.cs(9,4): error CS0246: The type or namespace name 'JsonPropertyAttribute' could not be found (are you missing a using directive or an assembly reference?)
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[11:39:42] Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFPrimitive.cs(9,28): error CS0103: The name 'Required' does not exist in the current context

Assets\AnythingWorld\Runtime\RiggingImport\GLTFUtility\Scripts\Spec\GLTFOBJECT.cs(11,4): error CS0246: The type or namespace name 'JsonPropertyAttribute' could not be found (are you missing a using directive or an assembly reference?)
```

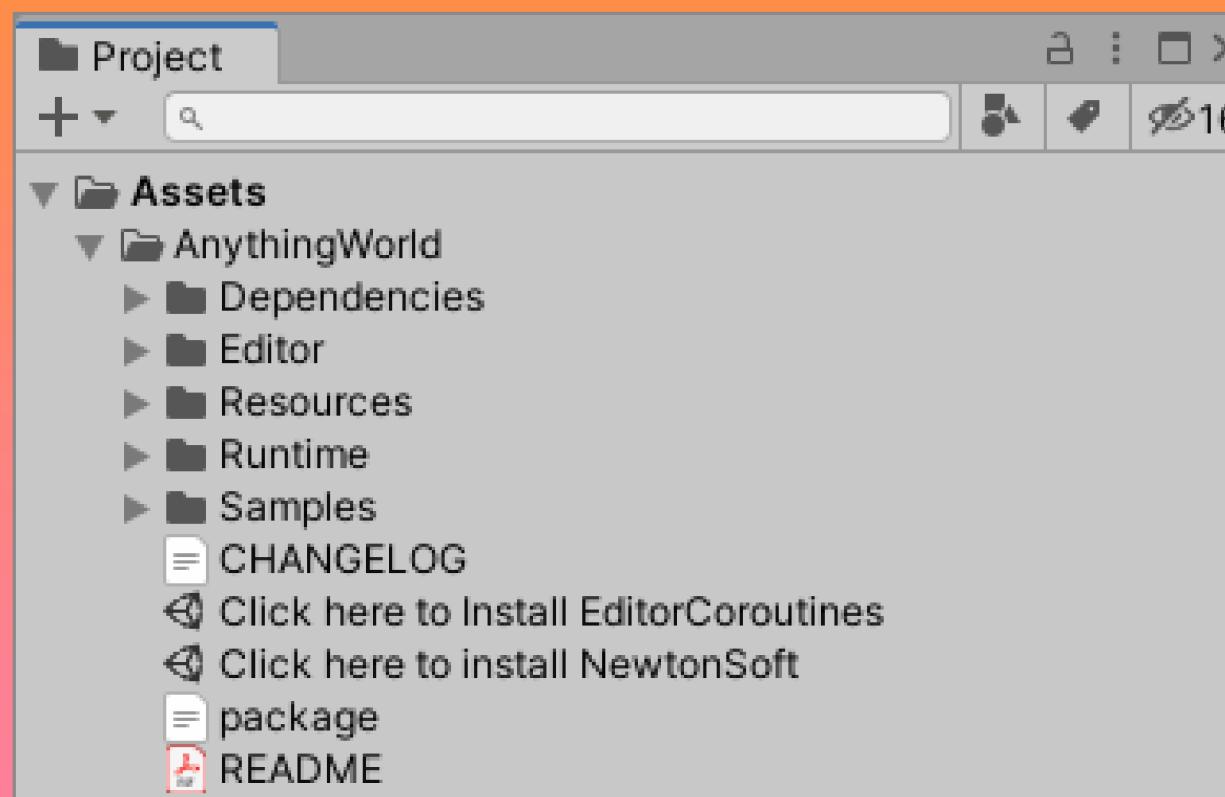
Install Dependencies - UPM (Unity 2021+)

Through the Unity Package Manager, install the features package called Engineering to get the necessary EditorCoroutines package (Newtonsoft Json is automatically part of Unity 2021+)



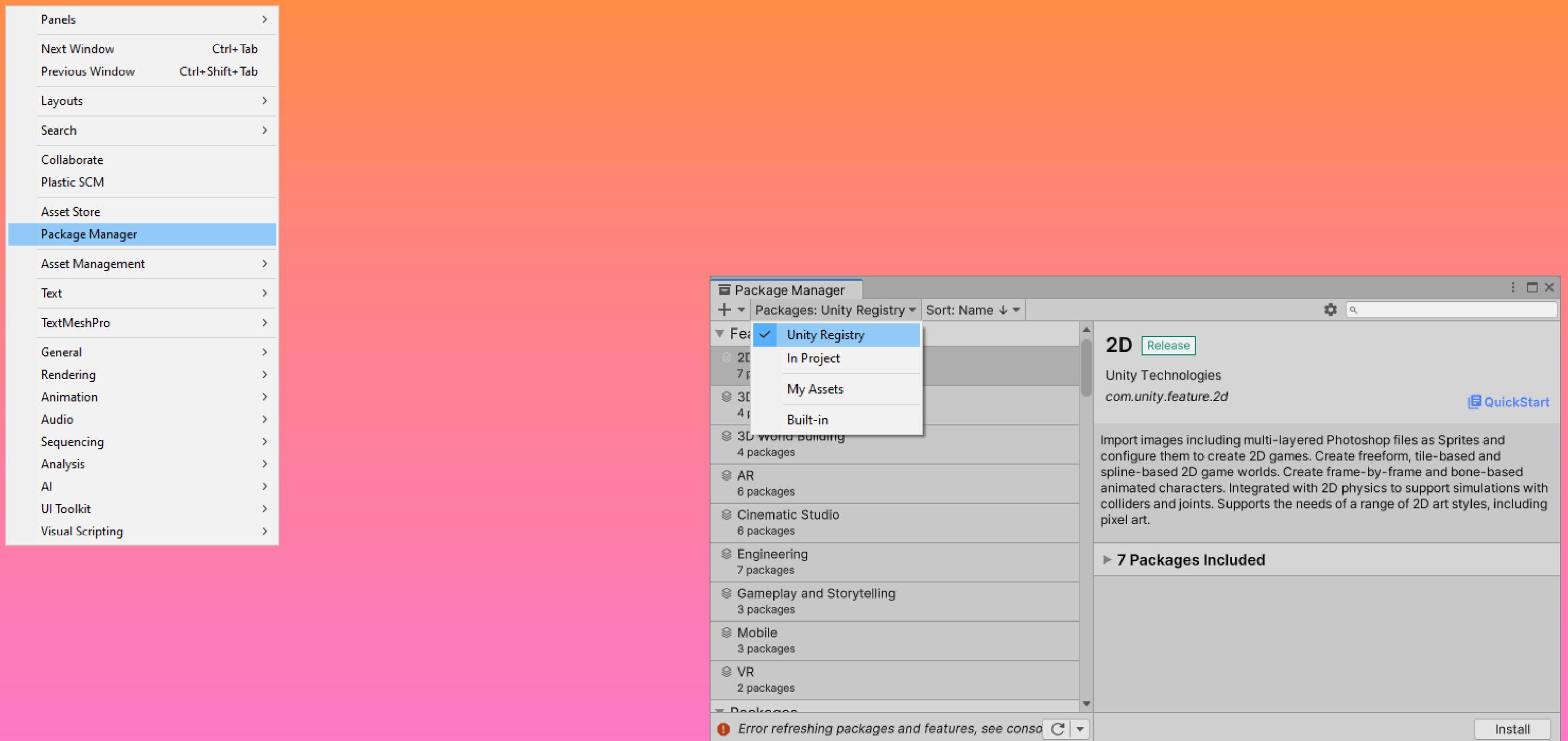
Install Dependencies - Embedded (Unity 2020)

In the AnythingWorld folder, use the packages supplied to quickly install the necessary dependencies



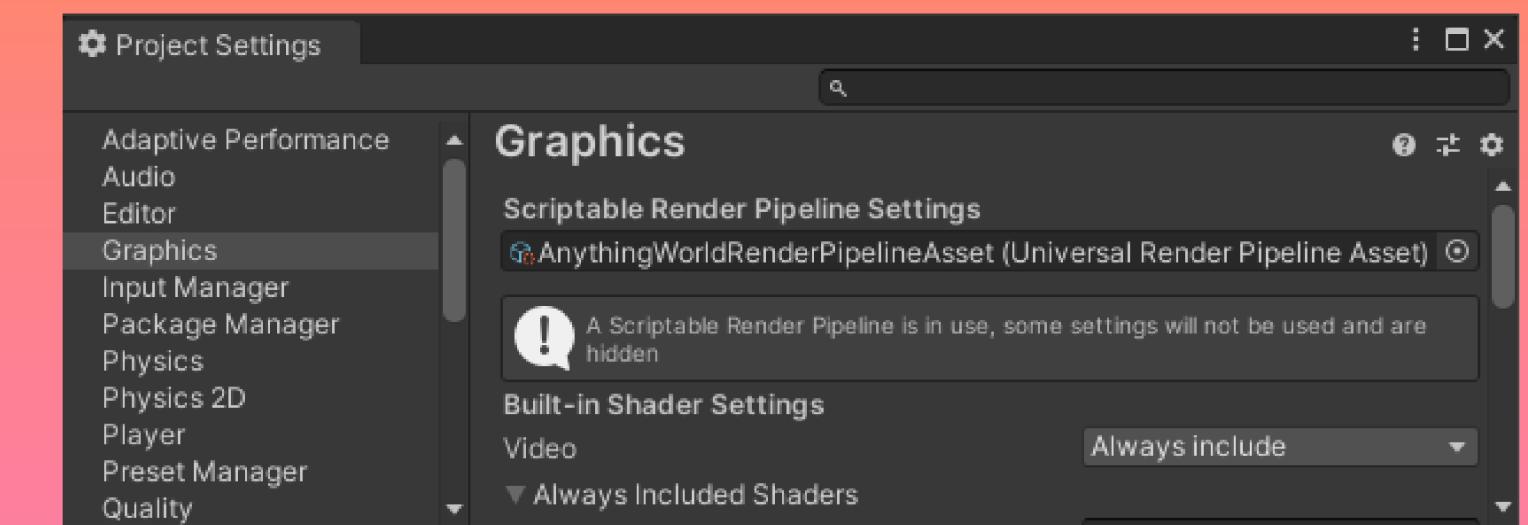
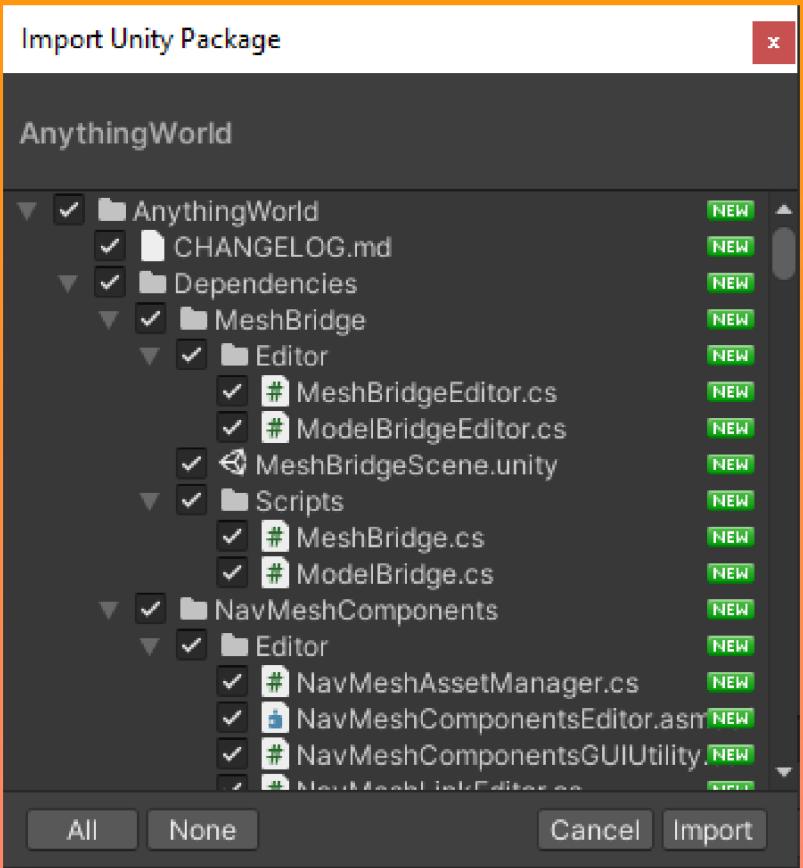
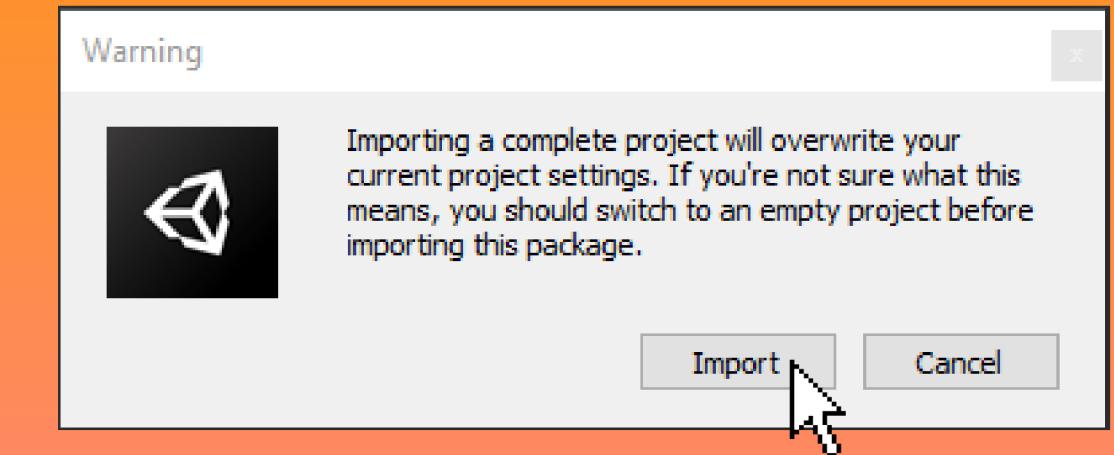
Install Dependencies - UPM

In the AnythingWorld folder, use the packages supplied to quickly install the necessary dependencies



Package Installation

1. Drag and drop package into Assets, click Import on both dialogues.
2. Clear any errors after installation, if errors persist see the "[Common Problems](#)" section to debug.
3. Check that the scriptable render pipeline in Project Settings/Graphics is set to Anything World RP asset.



Account Setup

Anything World builds models by requesting data from our Anything World API, generate a free API key by creating an account with us.

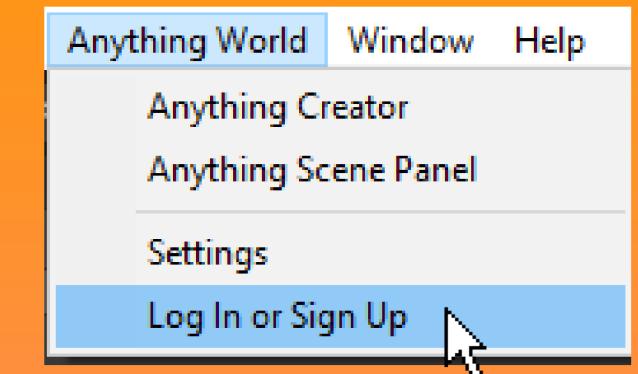


Account Setup

- Create an account through our website at get.anything.world

OR

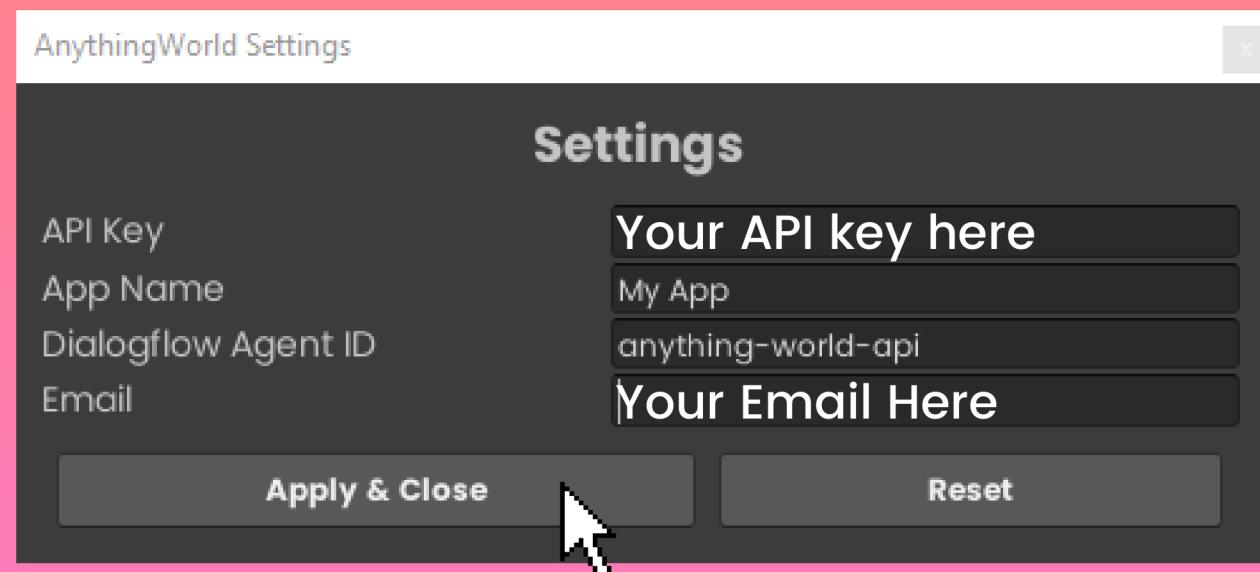
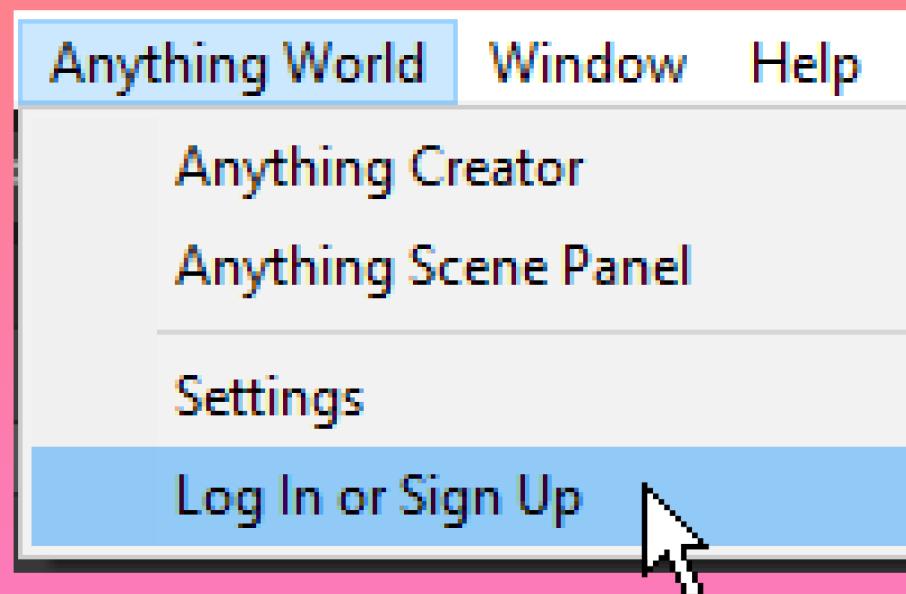
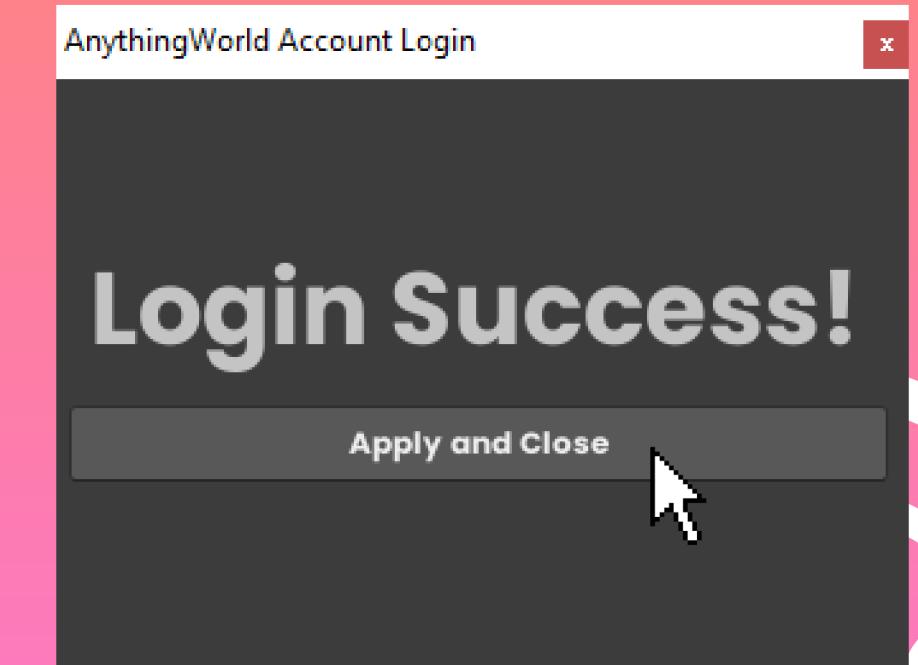
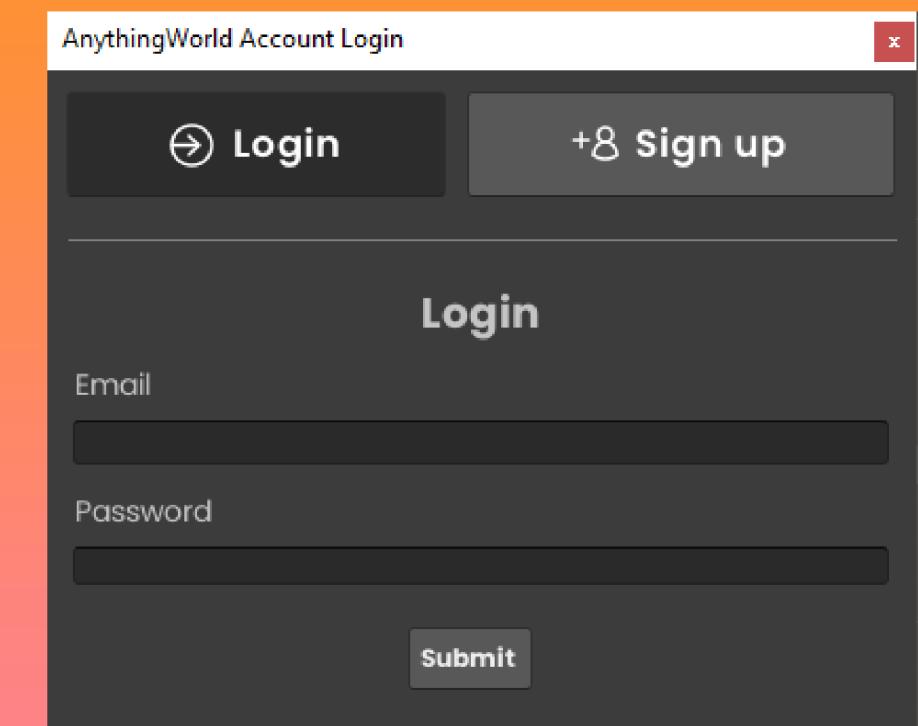
- Create an account through our Account Signup/Login panel in Unity.

A screenshot of the AnythingWorld Account Login window. It features a "Sign Up For API" header. Below it are fields for "Enter name:", "Enter email:", "Type password:", and "Retype password:". There is also a checkbox for accepting the user agreement and a "Submit" button at the bottom.A screenshot of the Anything World pricing tier selection interface. The title is "A new type of platform play". Below it, a sub-headline says "Choose the right tier for you and start creating next level 3D experiences in minutes with Anything World for Unity!". The interface shows four color-coded tiers: INDIVIDUAL (green), MICRO (yellow), PRO (blue), and ENTERPRISE (orange). Each tier has a radio button label and a brief description. The INDIVIDUAL tier is described as "Free" and suitable for "Student & Personal" use. The MICRO tier costs "\$50/month" and is for "Small & Micro Studios". The PRO tier costs "\$250/month" and is for "Medium Studios". The ENTERPRISE tier costs "\$2500/month" and is for "Enterprises".

Tier	Description	Cost
INDIVIDUAL	Student & Personal	Free
MICRO	Small & Micro Studios	\$50/month
PRO	Medium Studios	\$250/month
ENTERPRISE	Enterprises	\$2500/month

Accessing API Key

- Once you have an account, you can log in and automatically generate your API key from Anything World/Log In or Sign Up window.
- Alternatively, you can manually input your API key from web portal in the Anything World/Settings panel. Once you have input your API key, press apply to save.



Getting Started

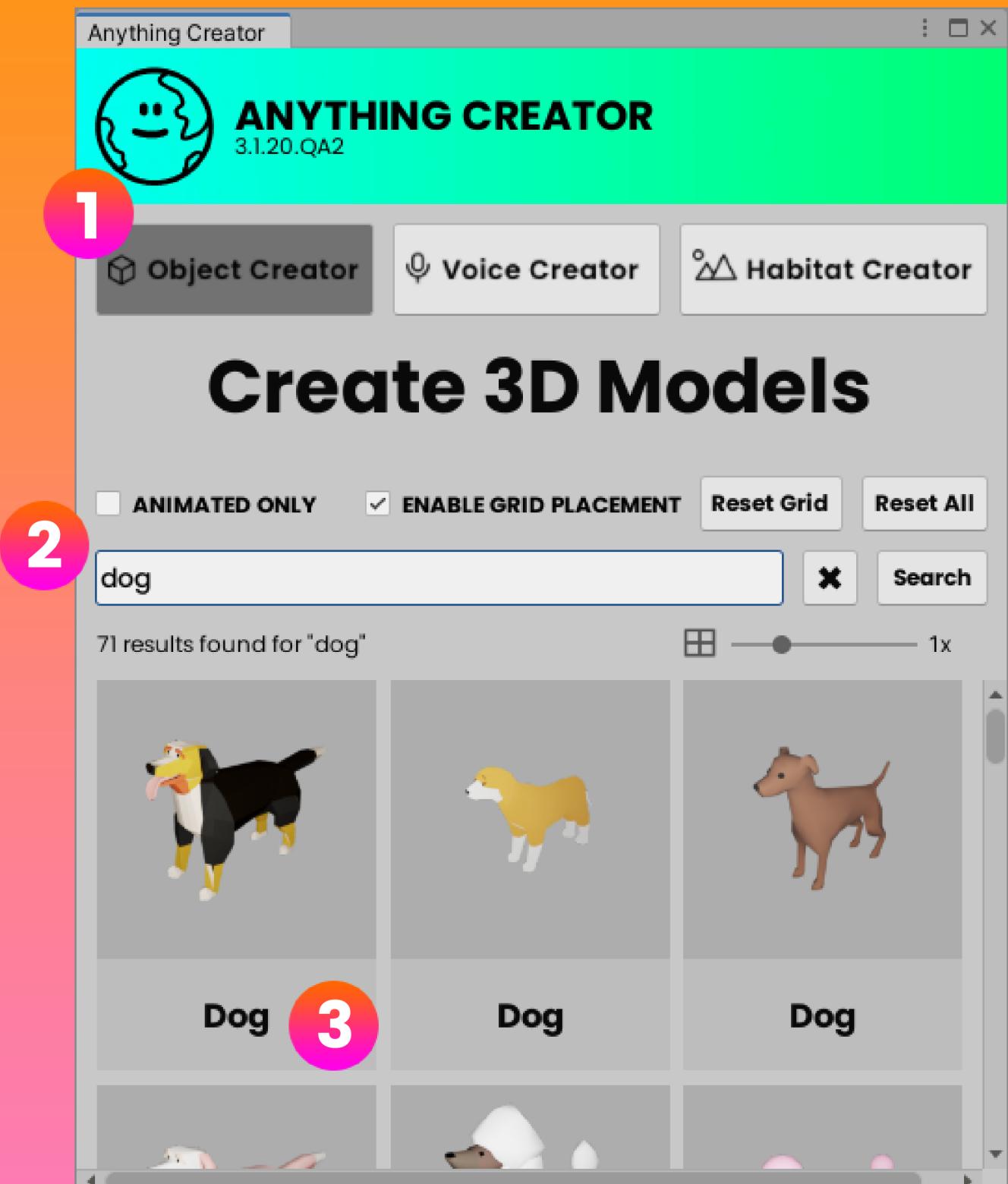
How to make models with our editor panels



Object Creator

Quickly search for models, view them and create them with the Object Creator panel.

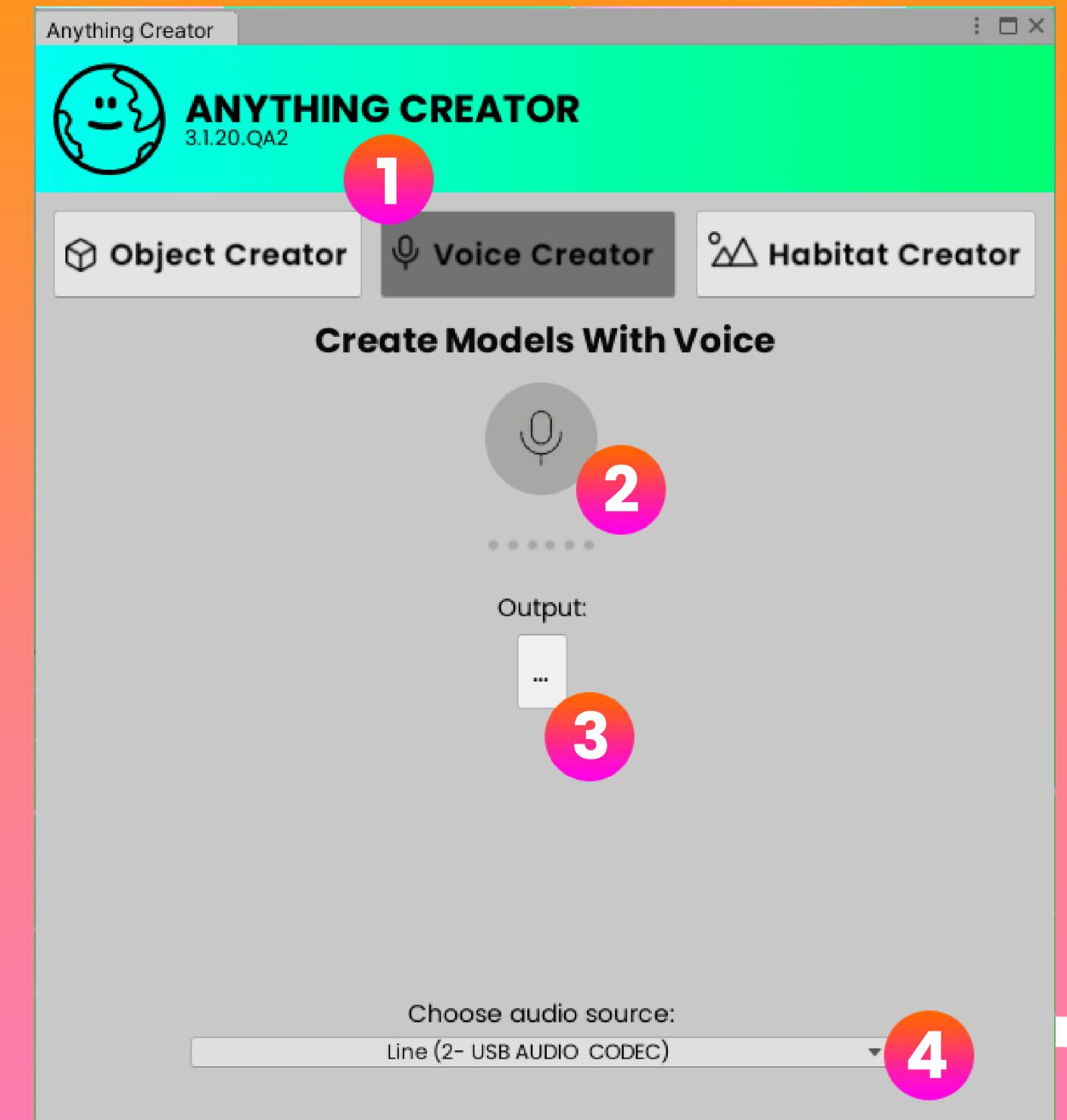
1. Open the panel at Anything World/Anything Creator.
2. Search for models in the search bar (filter by models with animation using the toggle)
3. Click on a thumbnail to spawn the object in scene.



Voice Creator

You can create models and habitats using voice recognition using the voice panel.

1. Open Anything Creator panel, then click on the Voice Creator button.
2. Activate the voice recognition by pressing the microphone button.
3. The recognised text will be output in the Output field and then automatically made.
4. You can choose the microphone input to listen, it will use the default if none is chosen.



Developer Note

Due to an ongoing third party bug with the microphone/dictation in Microsoft and the Unity engine this feature only works during PLAY mode in editor, and may behave unexpectedly editor mode on the PC version of Unity.

We will actively work to fix this as soon as Microsoft and Unity resolve the conflict on their side.
(As of September 2021)

Habitat Creator

Create prefabricated habitats from the Habitats folder using the habitats panel.

1. Click on the Habitat Creator in the Anything Creator panel.
2. Select a habitat to make from the drop down menu.
3. Toggle the "Populate Habitat" box if you want to create some appropriate animals to populate your habitat.
4. Click "Create" to spawn the habitat into the scene.



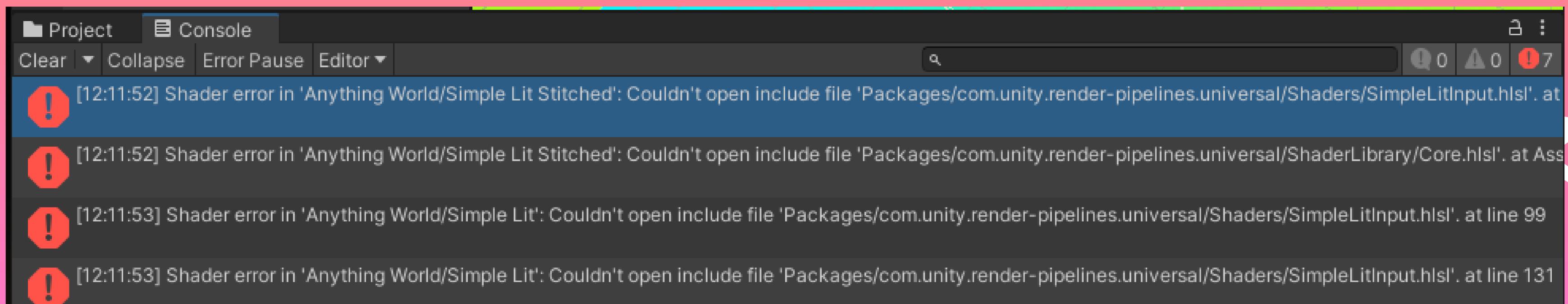
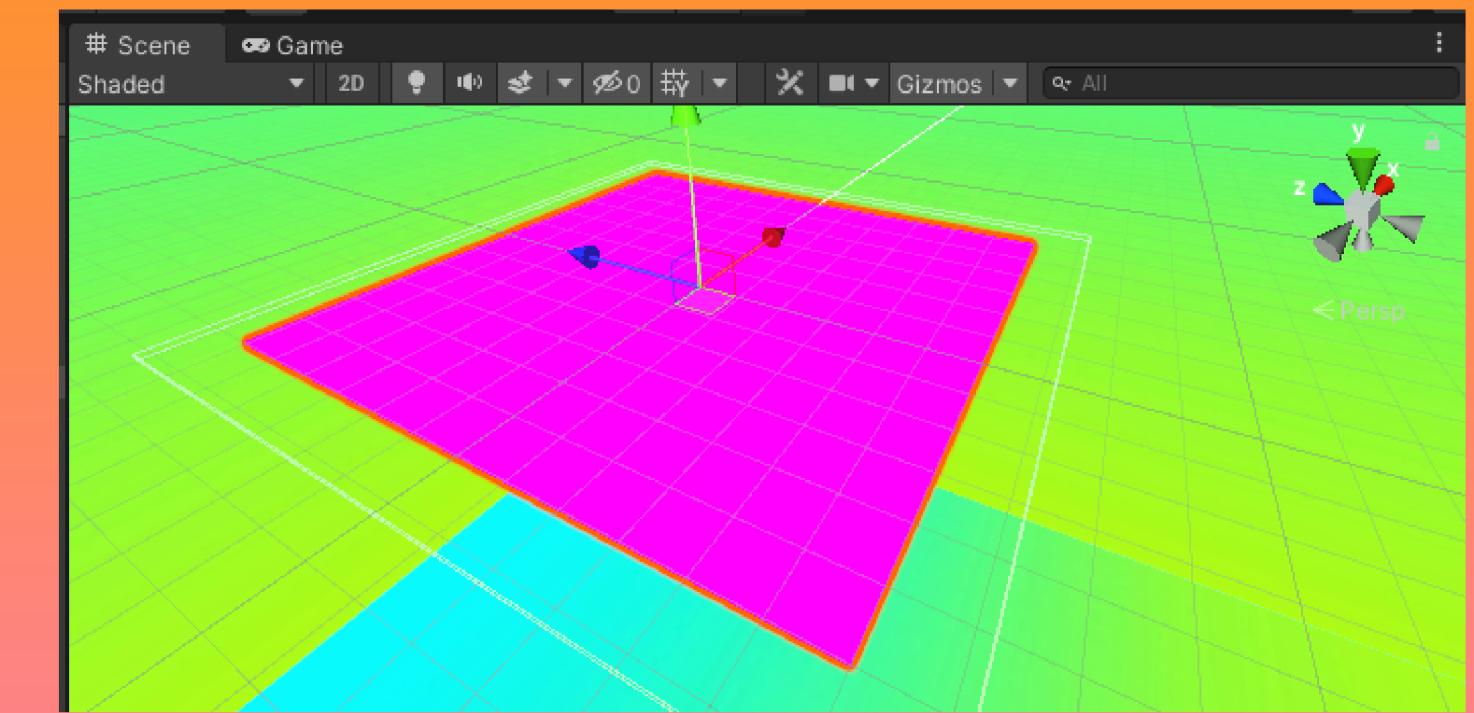
Common Problems



Models are pink/not displayed correctly

Problem: Shaders do not display correctly,
Shader errors being thrown.

Solution: Check you have installed Universal
RP package from Unity Package manager
(covered in "Install Dependencies" in this
README)

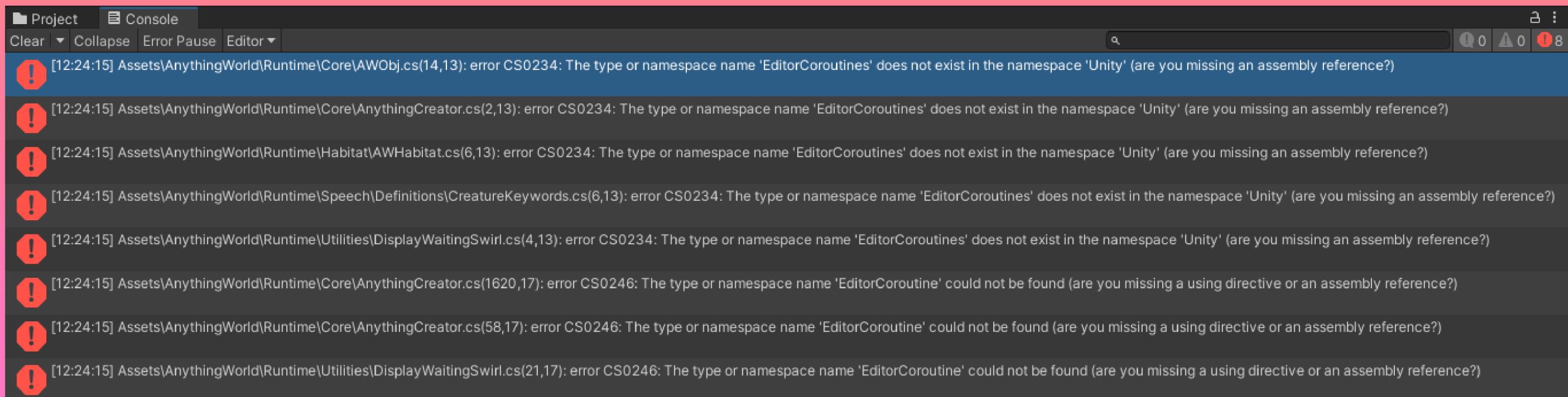


EditorCoroutines does not exist errors

Problem: Throwing "type or namespace name "EditorCoroutines" does not exist in namespace" errors.

```
Assets\AnythingWorld\Runtime\Core\AWObj.cs(14,13): error CS0234:  
The type or namespace name 'EditorCoroutines' does not exist in the  
namespace 'Unity' (are you missing an assembly reference?)
```

Solution: Check you have installed EditorCoroutines package from Unity Package manager. If problem persists, contact support on our server.



PC Only: "Dictation not supported..." error in Voice Creator

Problem: Throwing "Dictation support is not enabled on this device" error when using Voice Creation panel.

Solution: Your Windows device privacy settings do not allow Unity to use Windows speech utilities.

1. To fix, type "privacy" into the Windows search bar, go to "Privacy Settings" app.
2. Toggle permissions on in both "Speech" and "Inking & typing personalisation" to fix this issue.

ERROR: Dictation support is not enabled on this device (see 'Get to know me' in Settings > Privacy > Speech, inking, & typing) [Operation has failed with error 0x80045509: (null)]

