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Quick Start

The example code provided in this quick start guide is for educational and demonstration purposes only. It may not represent best practices for production use.

Breaking Changes Notice

If you've just updated the package, it is recommended to check the *changelogs*⊡ for information on breaking changes.

Example

This documentation is still a WIP. This is an example script for a sustained conversational experience, tested with gemma-3n-E2B-it-int4⊡ on a Quest 3. Please refer to the reference manual for more information on each class.

```csharp
using TMPro;
using UnityEngine;
using Uralstech.UAI.LiteRTLM;

public class test : MonoBehaviour
{
    [SerializeField] private TMP_Text _text;
    [SerializeField] private TMP_InputField _field;

    private Engine _engine;
    private Conversation _conversation;

    protected async void Start()
    {
        _text.text = "Loading.";

        Engine.SetNativeLogSeverity(Engine.LogSeverity.Warning);
        _engine = await Engine.CreateAsync("/data/local/tmp/model.litertlm",
 Engine.Backend.GPU, maxTokens: 4000);

        using SamplerConfig samplerConfig = new(1f, topK: 64, topP: 0.95f);
        _conversation = _engine.CreateConversation(samplerConfig: samplerConfig);
        _text.text = "Ready!";
    }

    public async void SendHi()
    {
        if (_conversation == null)
            return;
```

```csharp
        _text.text = string.Empty;

        string message = "You are a friendly assistant.\n---\n" + _field.text;

        using Message msg = Message.Of(message);
        Debug.Log($"Sending: {message}");

        await foreach (Message part in _conversation.StreamSendMessageAsync(msg))
        {
            _text.text += part.ToString();
            part.Dispose();
        }
    }

    public void Cancel()
    {
        if (_conversation == null)
            return;

        _conversation.CancelProcess();
    }

    protected void OnDestroy()
    {
        _conversation.Dispose();
        _engine.Dispose();
    }
}
```