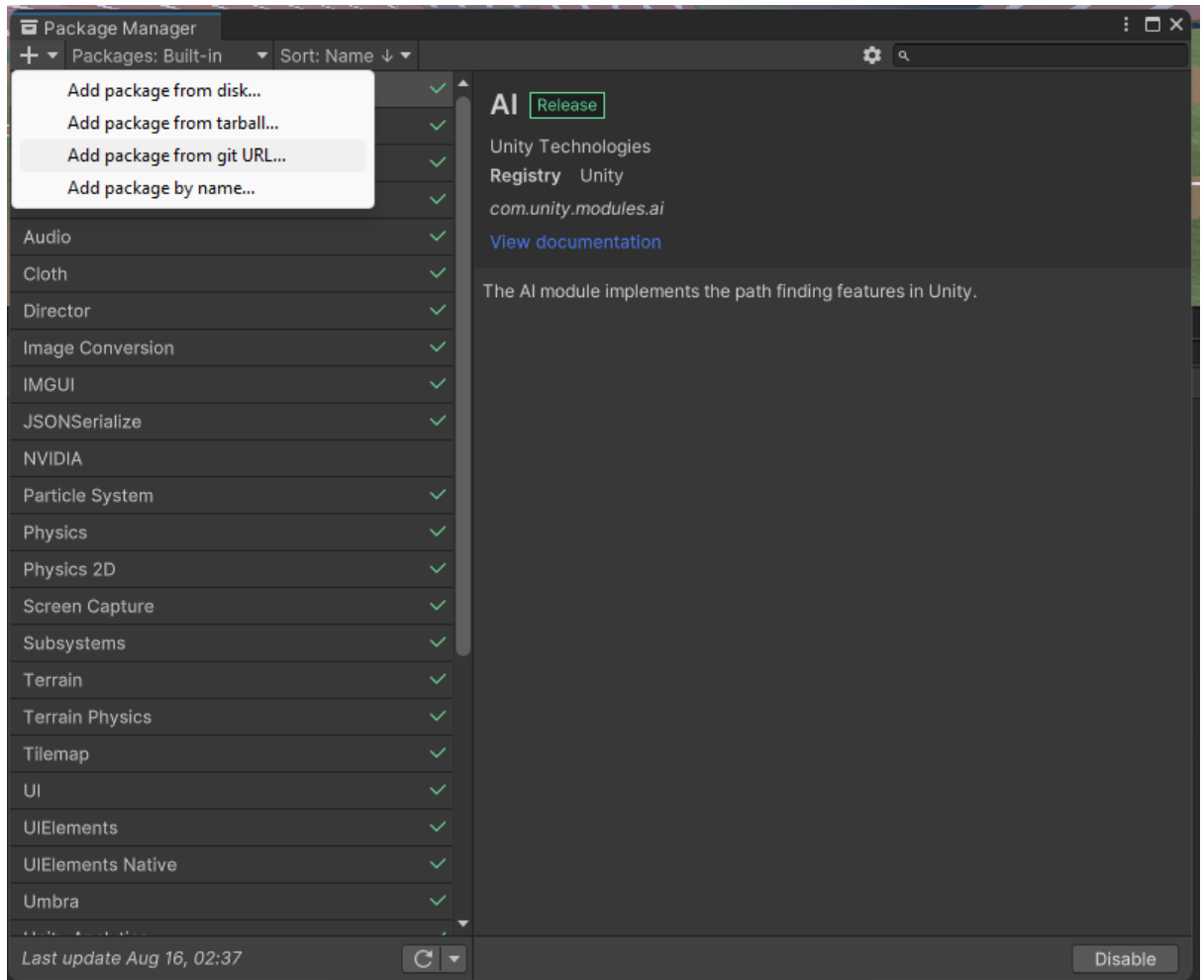


VRitics Manual

1. Instalation.

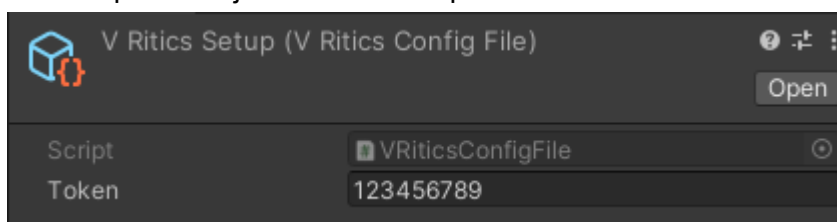
Go to Window -> Package Manager. In package manager click plus button and select “Add package from git url” and paste this link:



After downloading is completed, accept import on all files.

2. Configuration.

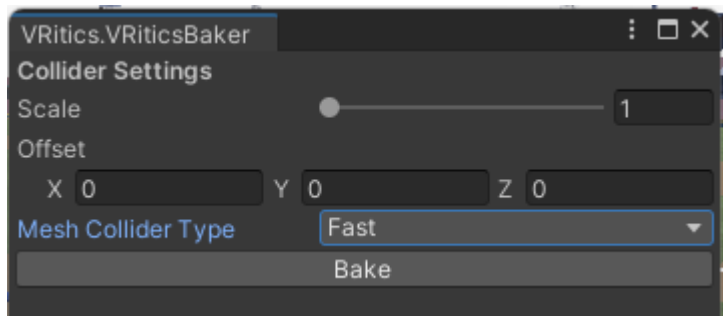
Find scriptable object “VRiticsSetup”.



In "Token" field you must place token of your game. Token can be generated in dashboard panel.

3. Collision baker.

Collision baker is tool which you can use to prepare vrcritics collision components for your prefabs. This components are necessary to detect player interaction attempts. You can open VRitics Baker tool by tool bar option VRitics -> Collision Baker.



Select gameobject in scene for which you want create critics collision. The adjust scale and offset values. You can select algorithm type for collision generation.

Fast - scale distance of vertices to pivot. For concave meshes and big scale it will cause visual defects like mesh flipping.

Advanced - collision mesh generation algorithm which try to keep shape of origin mesh.

Smoothed Advanced - same as Advanced but before mesh transformation all edges are smoothed (it takes some time, so it should be use in realtime).

4. Sessions.

Sessions are used to start and stop recording player interactions. TO create sessions you can use component EventSessionRecorder. To start session you can call method StartSession or set field 'startOnStart' to true. When session recording stops, all recorded events are send to dashboard.

5. Input.

VRitics plugin is sdk agnostic. You can use any vr sdk, but you need to assign invokes for input. First assign VRiticsHand component to hand. Then write code for your sdk to invoke TryInteract when player press input to interact with object, which will register interaction if you have active session in recording mode.

