connect a robot Documentation

1. Clone the repository:

Clone the repository from GitHub using this link:
https://github.com/Virtual-FTC/Unity-Hydrogen-Horizons

2. Open the project in Unity:

Once the repository is cloned, open the Unity Hub and load the project by selecting the folder you just cloned.

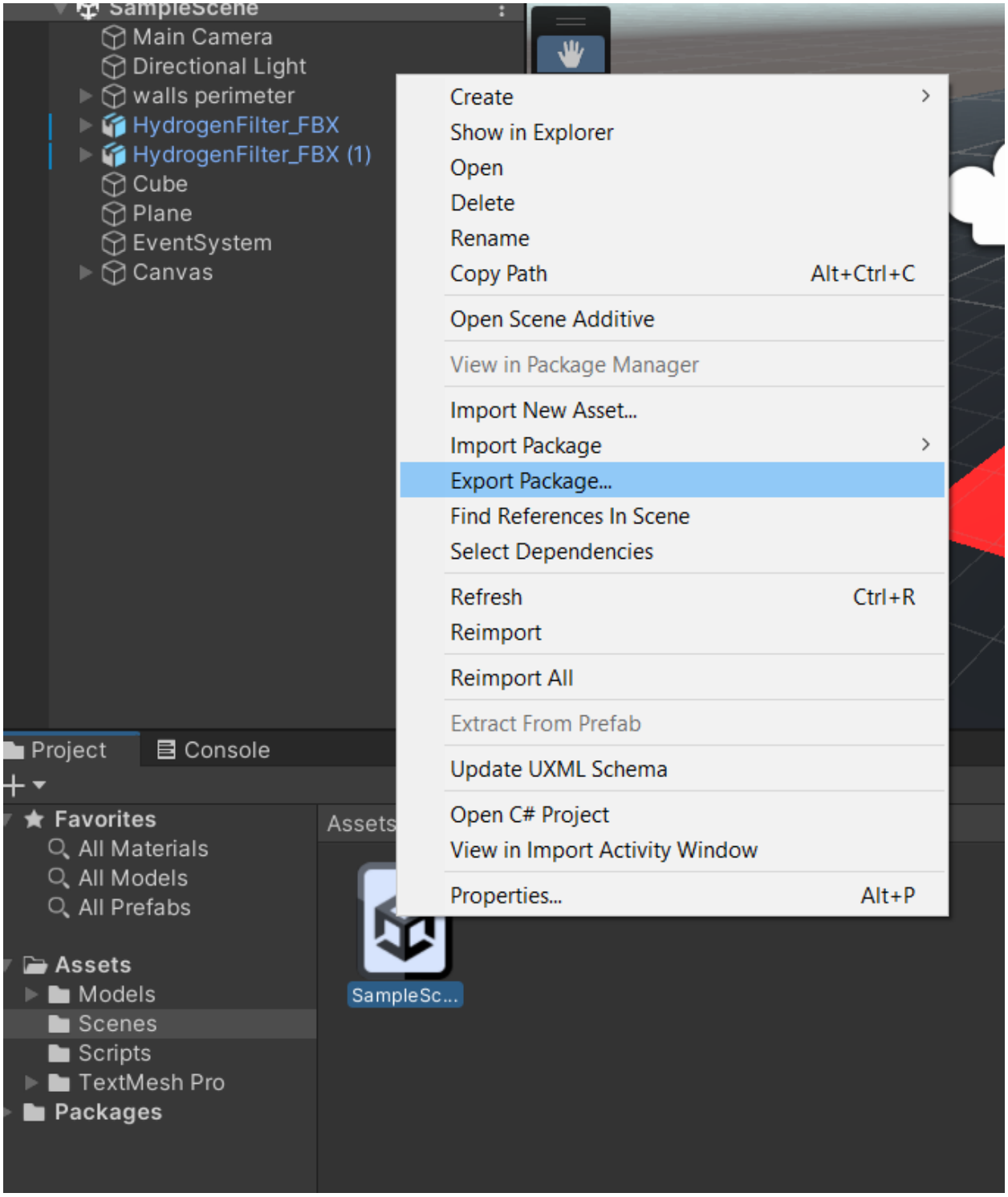
3. Clone an additional repository:

Clone another repository from GitHub:
https://github.com/Virtual-FTC/VRS-UnityWebGL-UltimateGoal

4. Open the project in Unity:

Once the repository is cloned, open the Unity Hub and load the project by selecting the folder you just cloned. Make sure to use version 2020.3.8f1.

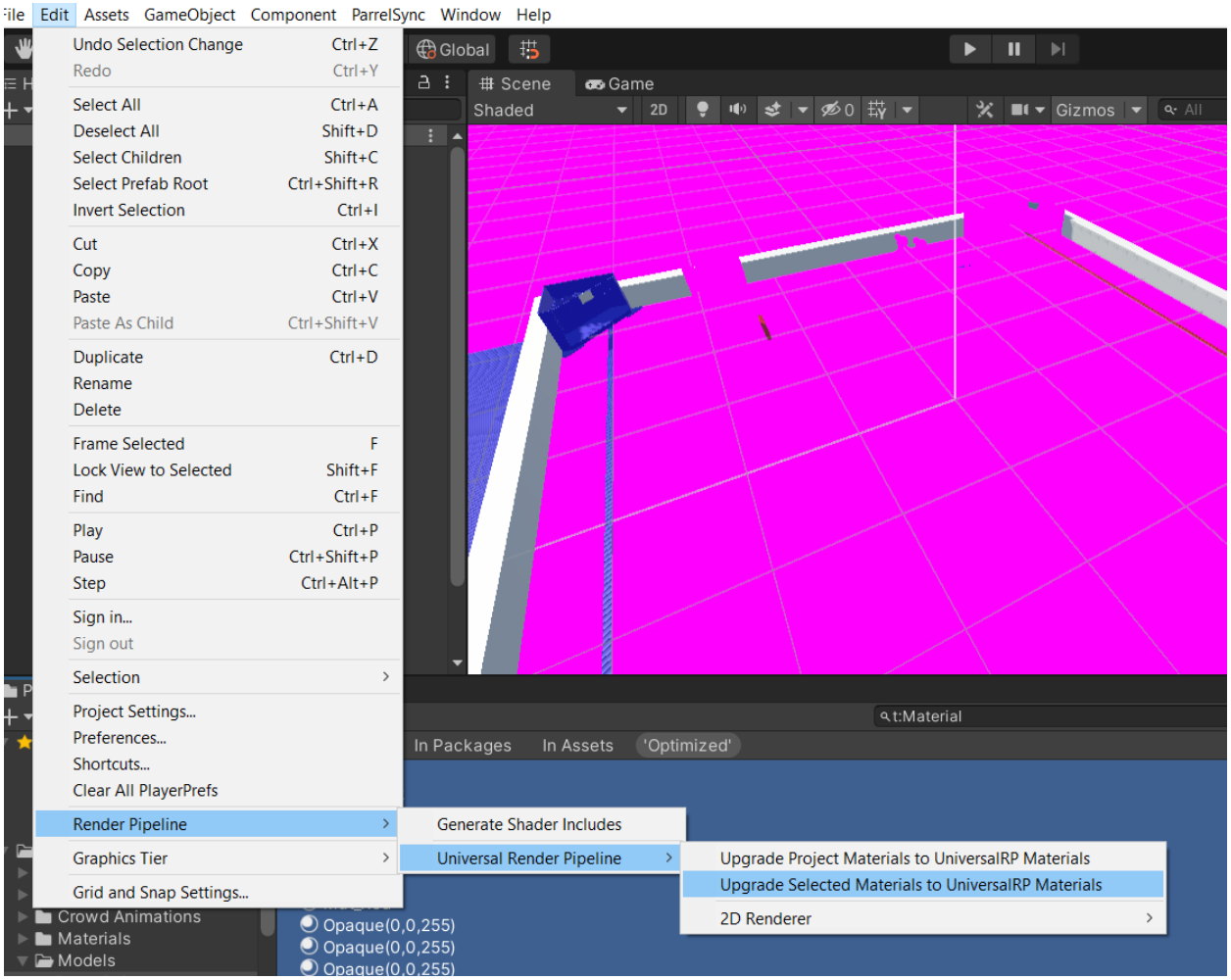
5. Open the Unity-Hydrogen-Horizons project and export SampleScene.



6. Import this exported package into Ultimate Goal.

7. After importing, if you open the sample scene and encounter a pink material issue:

8. Select all the Material files used in the Unity-Hydrogen-Horizons project's SampleScene.



9. Upgrade the selected materials to UniversalRP Materials to fix the issue.

10. Once you confirm that the sample scene looks good, open the Unity-Hydrogen-Horizons project's repository location, except for the .git folder, and delete everything else.

11. Now, go to the VRS-UnityWebGL-UltimateGoal repository folder, copy everything except the .git folder, and paste it into the Unity-Hydrogen-Horizons project's repository location.

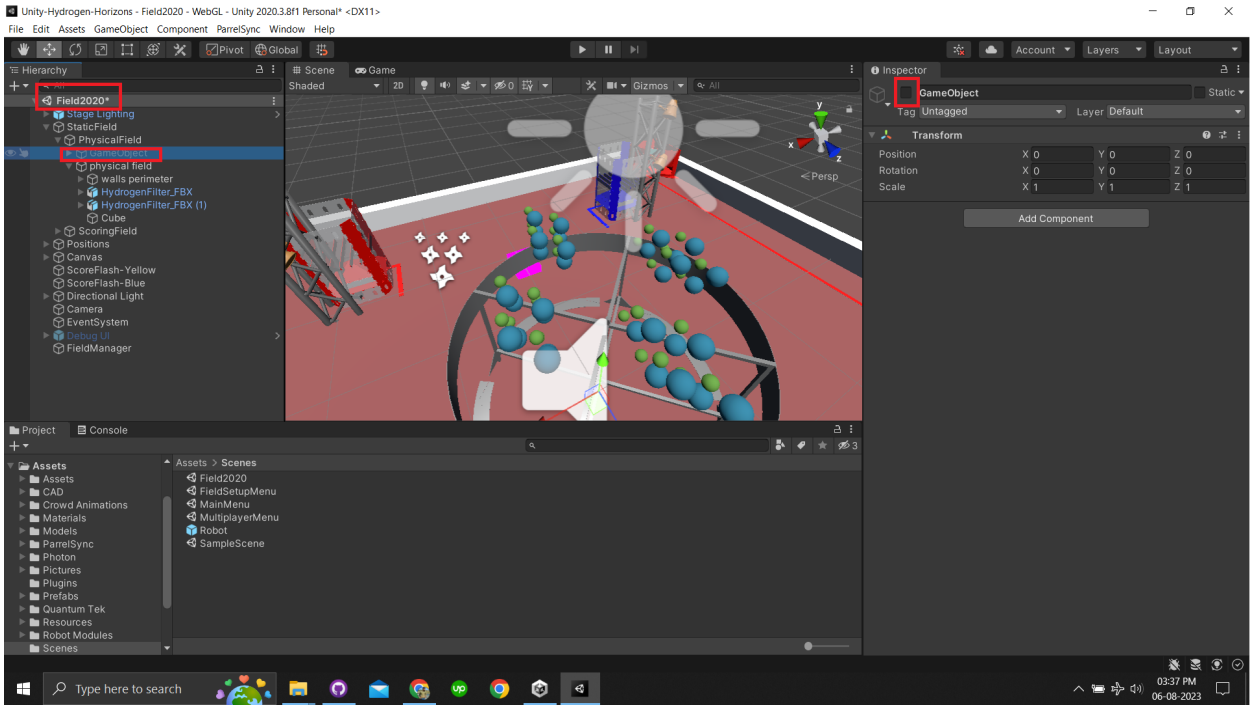
12. Reopen Unity Hub and add the Unity-Hydrogen-Horizons project where you copied the data.

13. Confirm if everything is working as expected, such as the sample scene is good and functions correctly when played.

14. Commit the project to GitHub.

15. Group files and put them under a parent called "physical field."

16. Arrange the hierarchy like this: Scene -> Field2020.

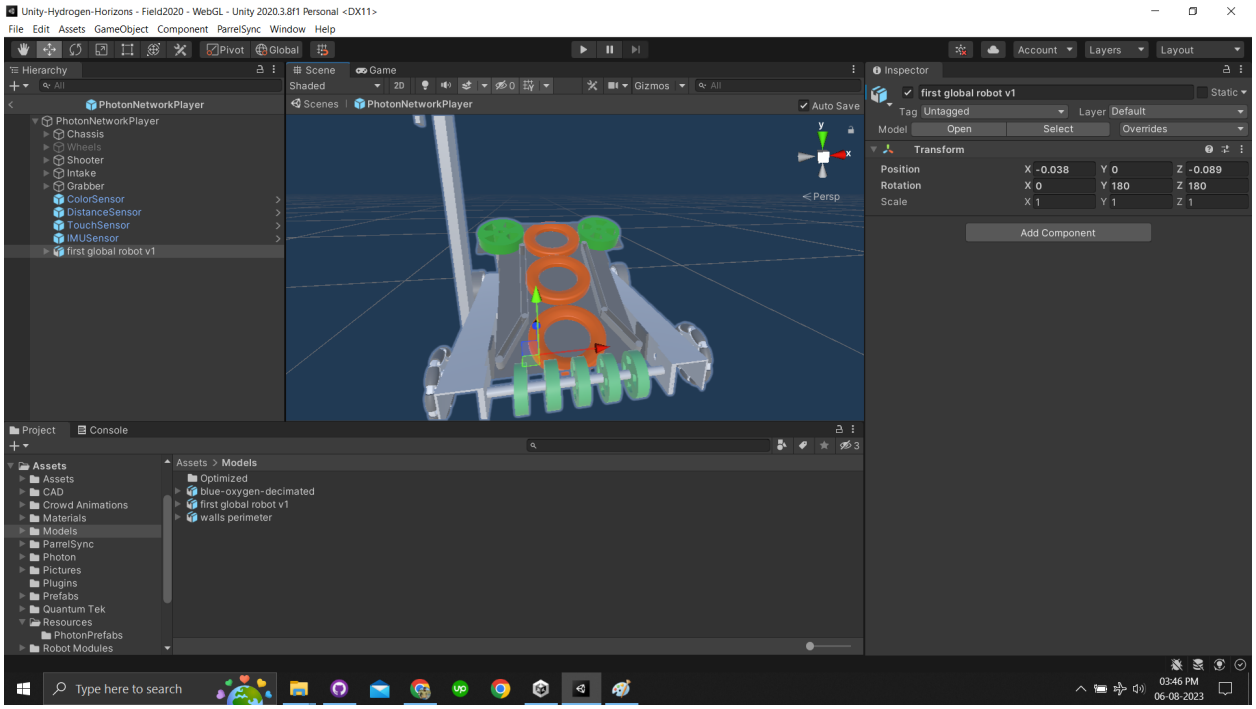


17. Import the first global robot v1.fbx into Assets/Models/first global robot v1.fbx.

18. Open Assets/Resources/PhotonPrefabs/PhotonNetworkPlayer.prefab.

19. Drag and drop Assets/Models/first global robot v1.fbx into Assets/Resources/PhotonPrefabs/PhotonNetworkPlayer.prefab.

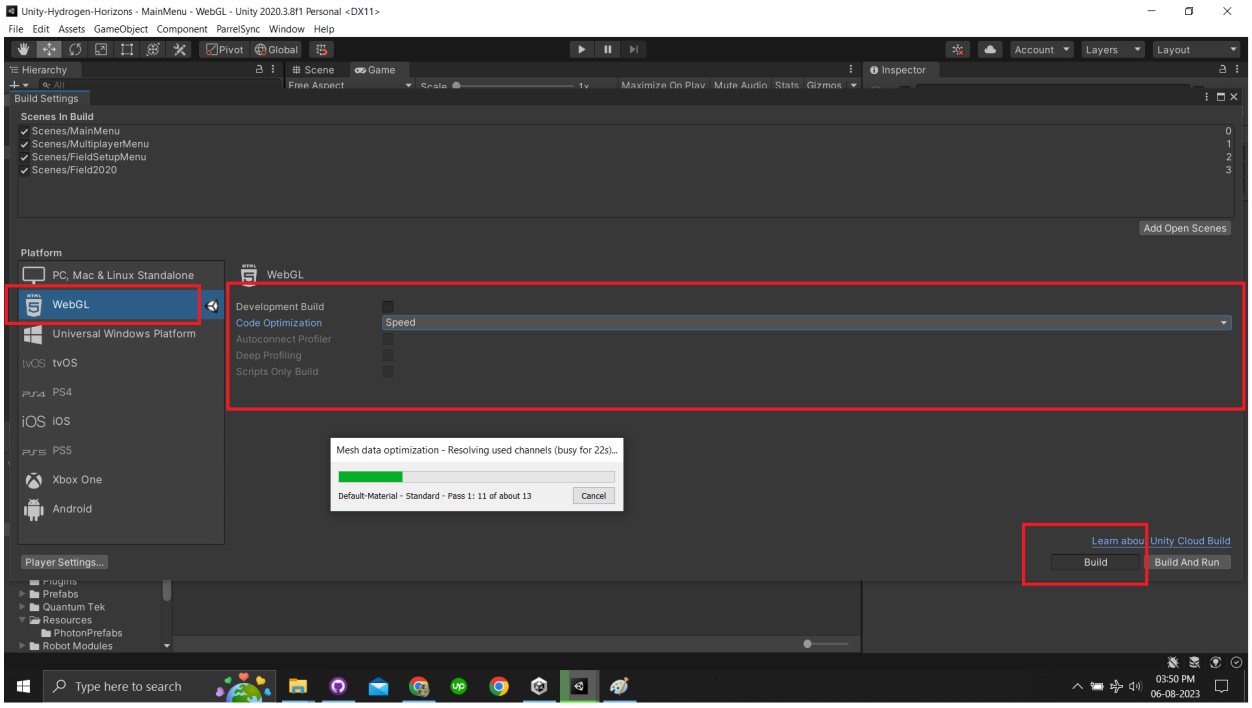
20. After hiding the old robot files, it should look like this:



21. Turn off ScoringField as it is related to the older Ultimate Goal.

22. Connect a Logitech joystick and test if the robot moves and shoots when playing.

23. Build for WebGL.



24. Clone https://github.com/Virtual-FTC/VRS-Local-ElectronApp-base

25. Switch to the "Hydrogen-Horizons" branch:
https://github.com/Virtual-FTC/VRS-Local-ElectronApp-base/tree/hydrogen-horizon

26. Hold Shift in the above repository folder and open Windows PowerShell here.

27. Type "npm i" and press Enter. Make sure you have everything installed as mentioned in
https://github.com/Virtual-FTC/VRS-Local-ElectronApp-base/tree/hydrogen-horizon#readme

28. When the WebGL build is complete, copy the files from the build folder into the Electron app at path VRS-Local-ElectronApp-base\webgl.

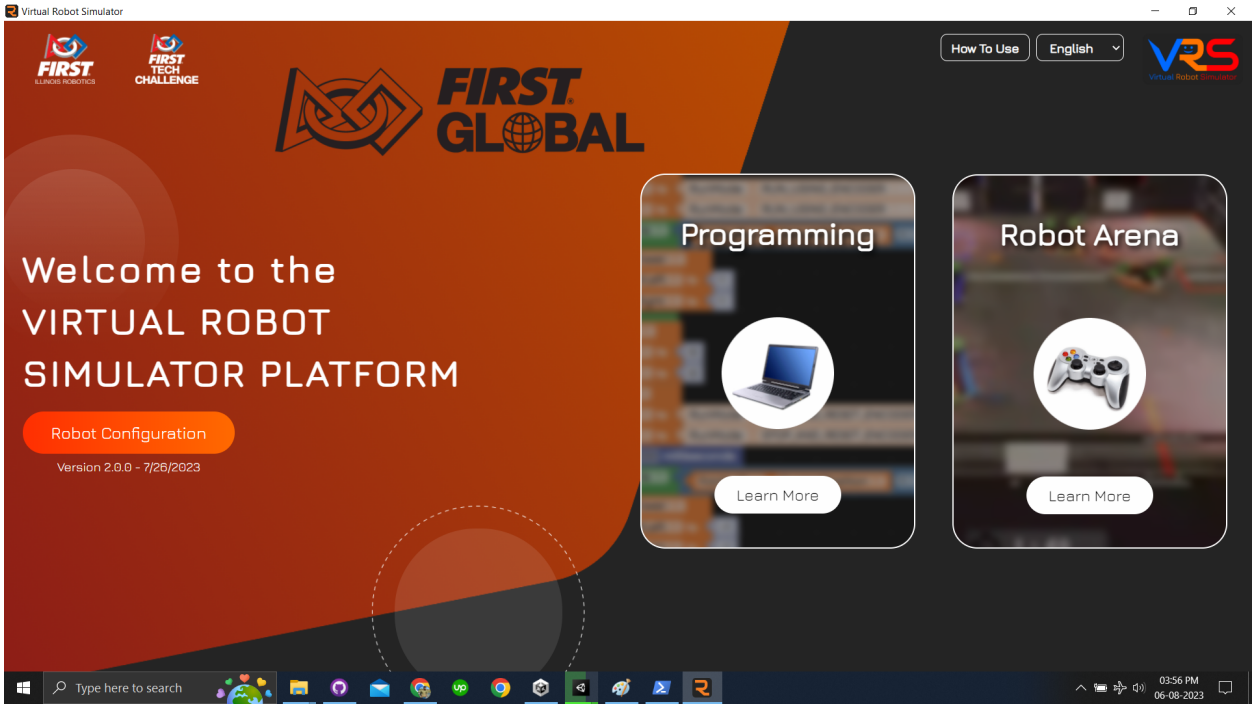
29. Open index.html and compare it with
https://raw.githubusercontent.com/Virtual-FTC/VRS-Local-ElectronApp-base/main-ug/webgl/index.html

30. Find this line: }).then((unityInstance) => {.
In the "ug" branch, it has some extra code compared to our build, and we need that code in our build too. So, copy from there till </script>, and paste it into our build code. Then, save index.html.

31. When "npm i" is done, run another command "npm start." It will open the Electron app.

32. Open the programming section.

33. You will see "Import robot" in the project.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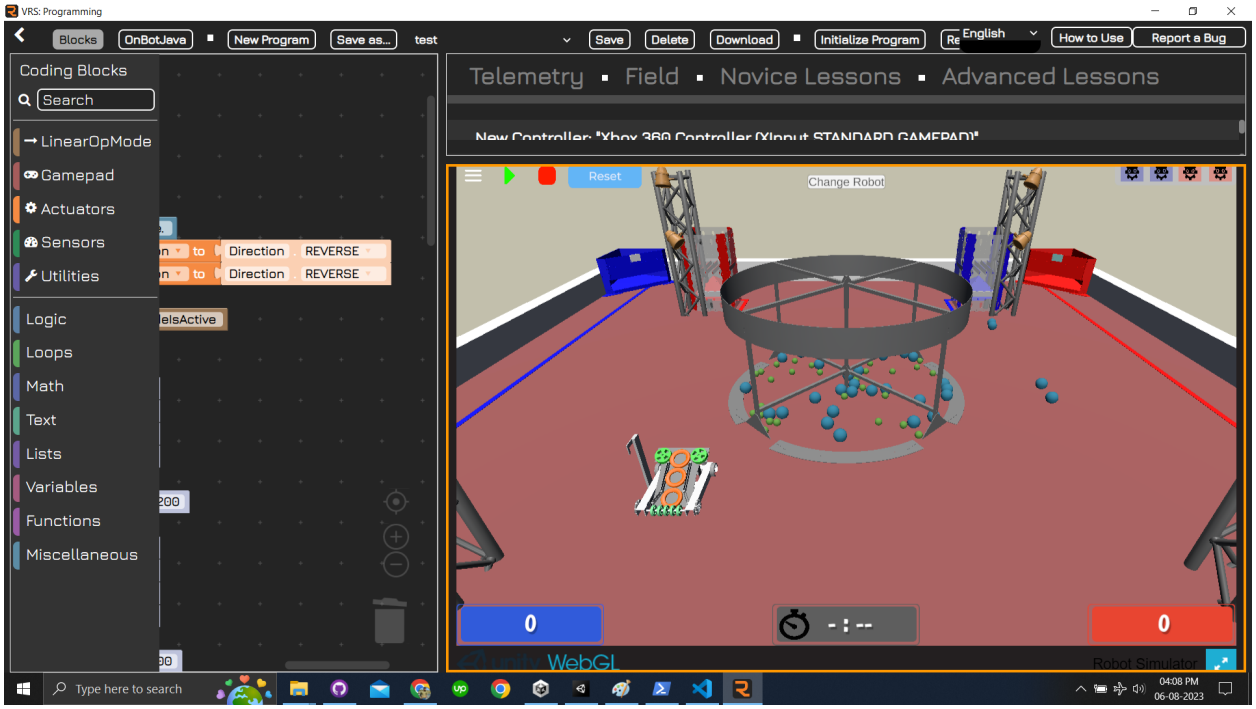
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