

BT-300 Moverio Unity Plugin

1. Drop in MoverioUnityPlugin Prefabs into your scene from MoverioController/Prefabs.
2. Play with the settings on the MoverioUnityPlugin scripts on the Prefabs to be to your liking.
3. Go to project settings->other settings and set your minimum API level to Android 5.1 (API level 22). Lower Minimum API levels should also work.
4. Finally, remember the Moverio BT-300 has an Intel Atom chip. As a result in Player Settings->Other Settings be sure to have FAT (ARM + x86) or x86 set in your device filter. We would recommend simply leaving it as FAT (ARM + x86).
5. You should now be able to develop your project and export the APK to Moverio.

Scene Description

- MainMenu
 - GetSetSample and DeviceControlSample Link
- GetSetSample
 - You can view device acquisition, setting, items
- DeviceControlSample
 - You can test the function of the operation system on the device

MoverioSample_Labyrint(Sample App)

It is a sample application using plugin.

Let's defeat the mind and advance the maze and aim for the goal.