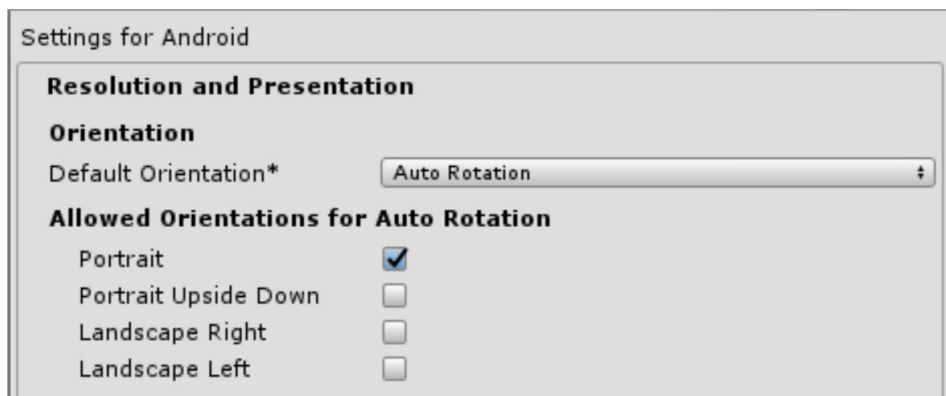
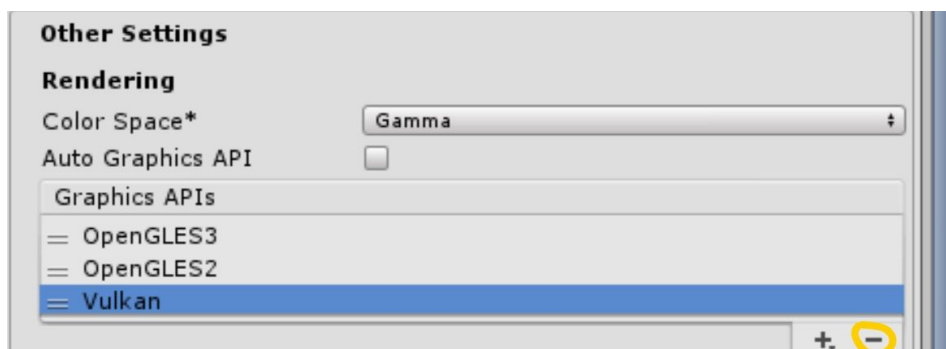


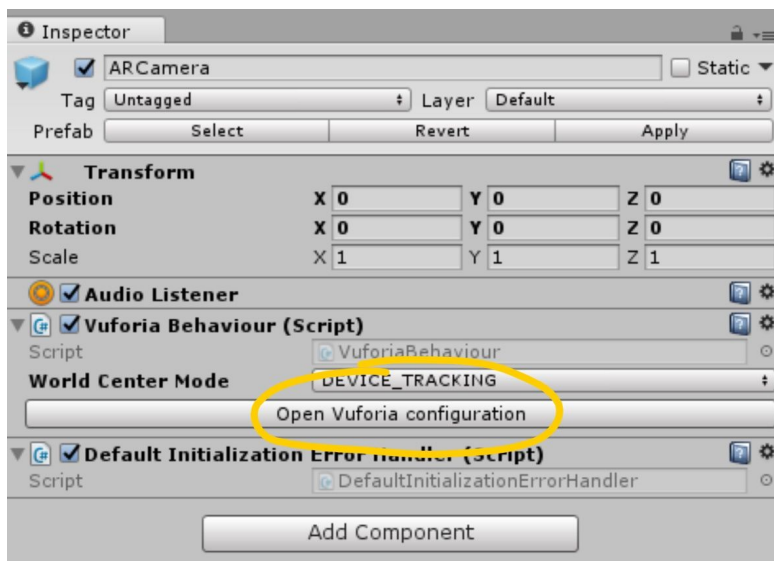
- Open Unity.
- Create a new project.
- Under **File>Build Settings**, change the build platform to Android or iOS.
- Under **File>Build Settings>Player Settings>Resolution and Presentation**, set the Default Orientations to **Auto Rotation** and Allowed Orientations to **Portrait only** (not Portrait Upside Down).



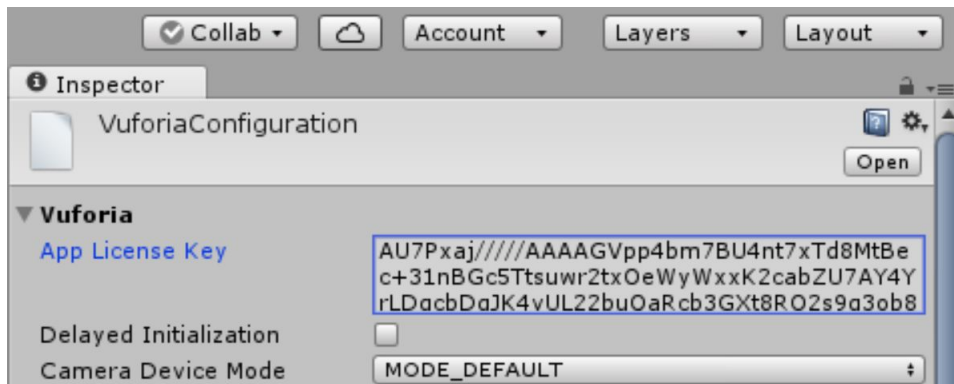
- Under **Player Settings > Other Settings**, disable **Auto Graphics API**.
- If you are developing on **iOS**, scroll down and remove **Metal** from the **Graphics APIs** menu like the image shown below.
- If you are developing on **Android**, scroll down and remove **Vulkan** from the **Graphics APIs** menu like the image shown below.



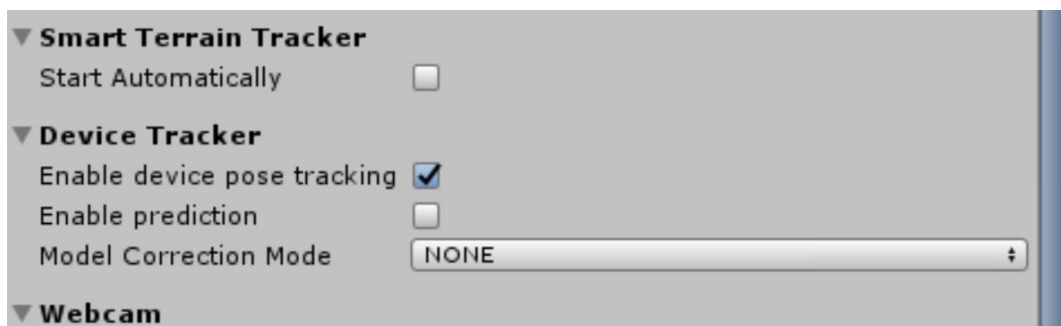
- Import the Vuforia SDK.
- If you are prompted to update the API, select **I Made a Backup, Go Ahead!** to continue.
- Import the Merge Cube SDK.
- Delete the **MainCamera** object from your scene.
- Navigate to the **Vuforia>Prefabs** folder and drag an **ARCamera** prefab into your scene.
- Navigate to the **MergeCubeSDK>Prefabs** folder and drag a **MergeMultiTarget** prefab into your scene.
- Navigate to the **MergeCubeSDK>Prefabs** folder and drag the **MergeCubeSDK** into your scene.
- Select the **ARCamera** object in the scene and select **Open Vuforia Configuration** from the inspector window.



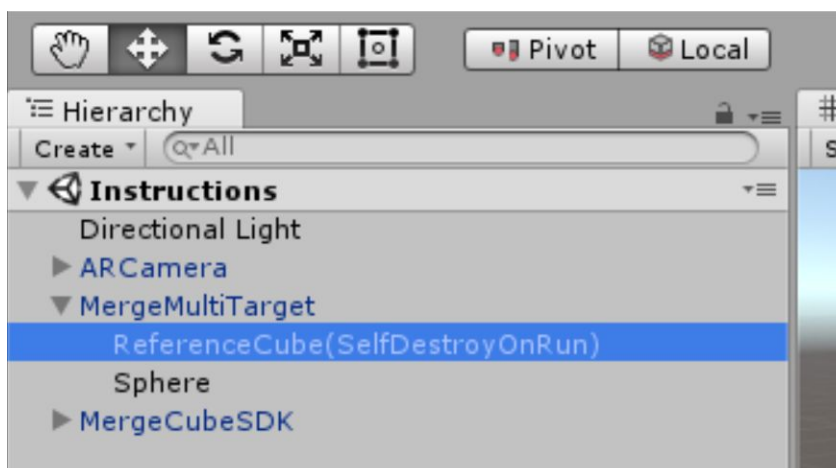
- In the Configuration File that opens, paste your Vuforia License Key into the **App License Key** text field.



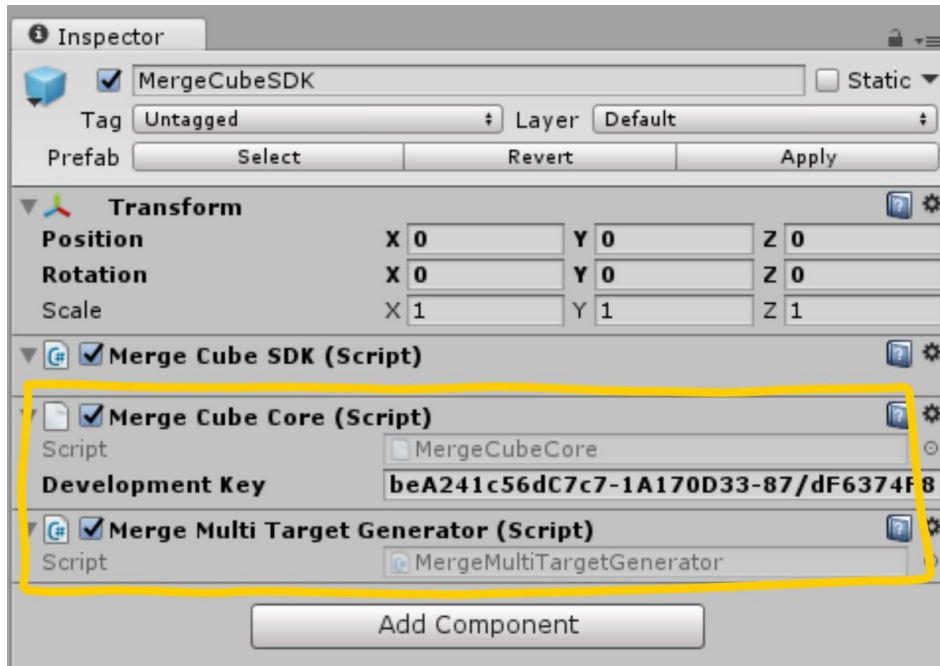
- Scroll down to **Device Tracker** and enable **Device Pose Tracking** if needed.



- Nothing should be a child under **ReferenceCube**. **ReferenceCube** will be deleted automatically at runtime.



- With the **MergeCubeSDK** still selected, under the **MergeCubeCore** section of the Inspector, there is a **Development Key** box that will ask for a string key. To get your key from Merge, please email us at [developer@mergevr.com](mailto:developer@mergevr.com) with your Company Name, Contact Name and Info, Email, and App Name. We'll reply with a valid key.



To create your AR experience using the **Merge Cube**, parent all assets you want to show up on the **Merge Cube** to the **MergeMultiTargetScalarRoot** in the hierarchy, but not the **ReferenceCube**.

## Recommended Settings

- Under Quality settings, we recommend setting Shadows to **Disable Shadows**  
Anti Aliasing to **2x Multi Sampling** and VSync Count to **Every V Blank**.
- to “Every V Blank.”