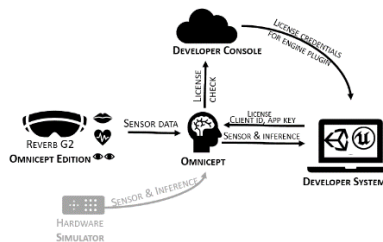# Omnicept 1.11

Unity 2020.3.13f1 (Editor, Windows)

Prerequisites:

- *Users with hardware:*
    - **Omnicept Runtime**
- *Users with or without hardware:*
    - **Omnicept SDK** *– Includes runtime plus a simulator that allows sending data to other clients.*

Overview:

The Omnicept Unity SDK allows unity clients to connect to the omnicept runtime and receive messages from the Omnicept HMD containing the user biometric data (Eye Tracking, HR, IMU, Face Camera, HRV and Cognitive Load).

When connecting to the Omnicept runtime from a client a license is required. Depending on the license provided to the runtime the client will have access to different set of messages. Find more information on the sensors you can access with the different licenses.

Unity clients can consume the data by subscribing to Unity Events or directly Getting the data with the provided functions of the GliaBehaviour script. Learn more on how to access sensor data.

Documentation:

- *Getting started video*
- *Full online Unity Documentation*
- *Overview of how omnicept SDK works*

Known issues:

- *Incorrect connection clean up during editor plays may cause omnicept to fail when trying to connect on next run. Restarting unity editor will solve the issue.*
- *Causing errors while handling messages will cause client to fall behind real-time data stream.*

Demo projects:

- **Display and follow**
- **Blinks and gaze**