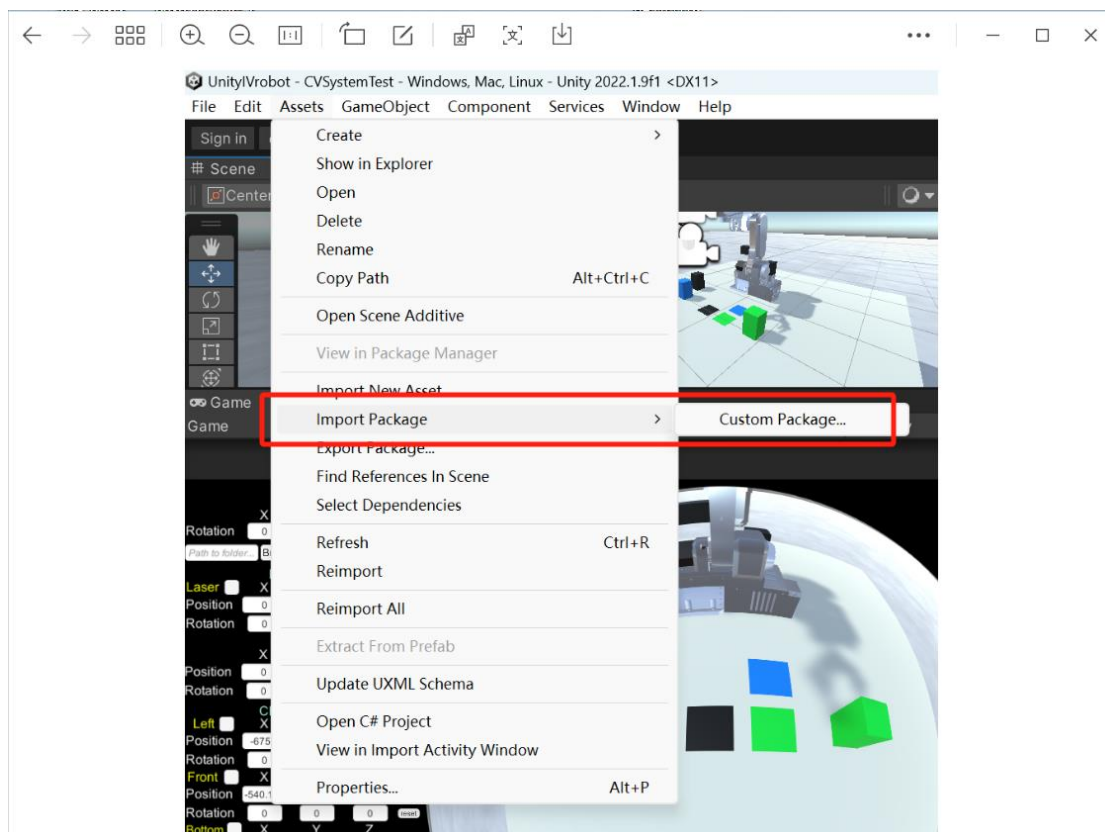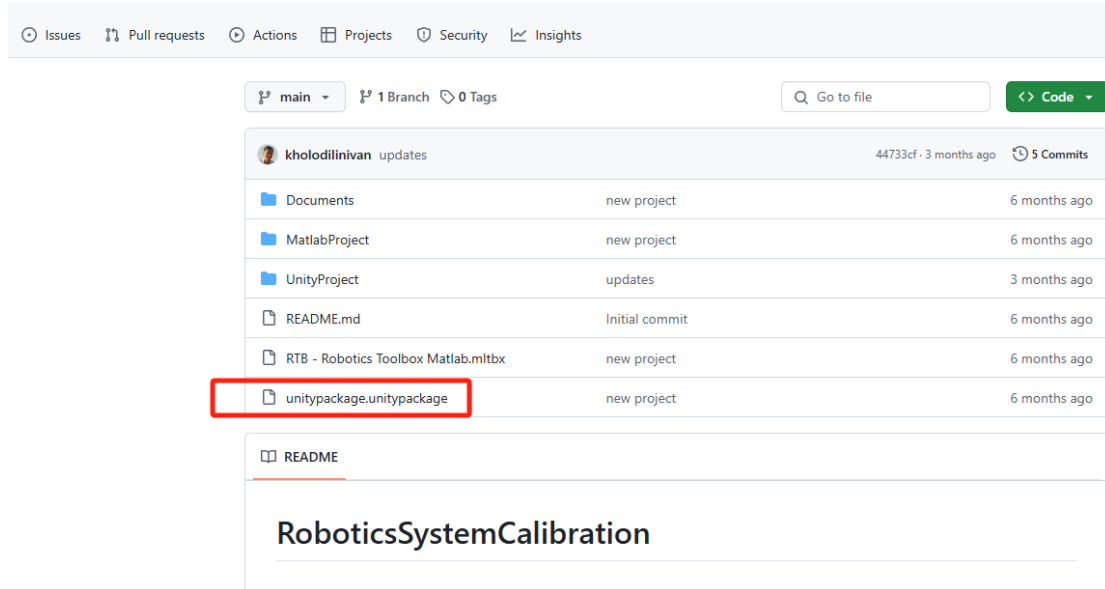# Installation

The simulation environment was built with Unity 2020.3.15f2 (Game screen resolution 1280x720), for importing project to another Unity version consider this import asset:

In order to make the laser work you need to change setting of the Unity project in the following way: File -> Build Settings -> Player Settings -> Player -> Other Settings -> Rendering -> Auto Graphics API for Windows (disable it) -> add OpenGLCore and move it up