OXRTK.ARRemoteDebug

Changelog:

	Date	Log	Ver
1	3/11/2021	First Release	0.1.0
2	3/12/2021	Add the fifth note in “Code” section	0.1.1
3	3/12/2021	Change the fifth note in “Code” section	0.1.2

- Introduce:

  OXRTK ARRemote Debug is a tool that allow Unit editor connect to android devices and get specific data to run the logic in Unity player.

- Install:

  Import ARRemoteDebug.unitypackage in Unity Editor to complete the installation.

- Code:

  After installation. There will be a ARRemoteDebugWrapper.cs under the Assets folder. All you need are in that file. Basically, there are 4 steps to use the remote debug.

1.Call the Init() to start whole module.

2.Register callbacks

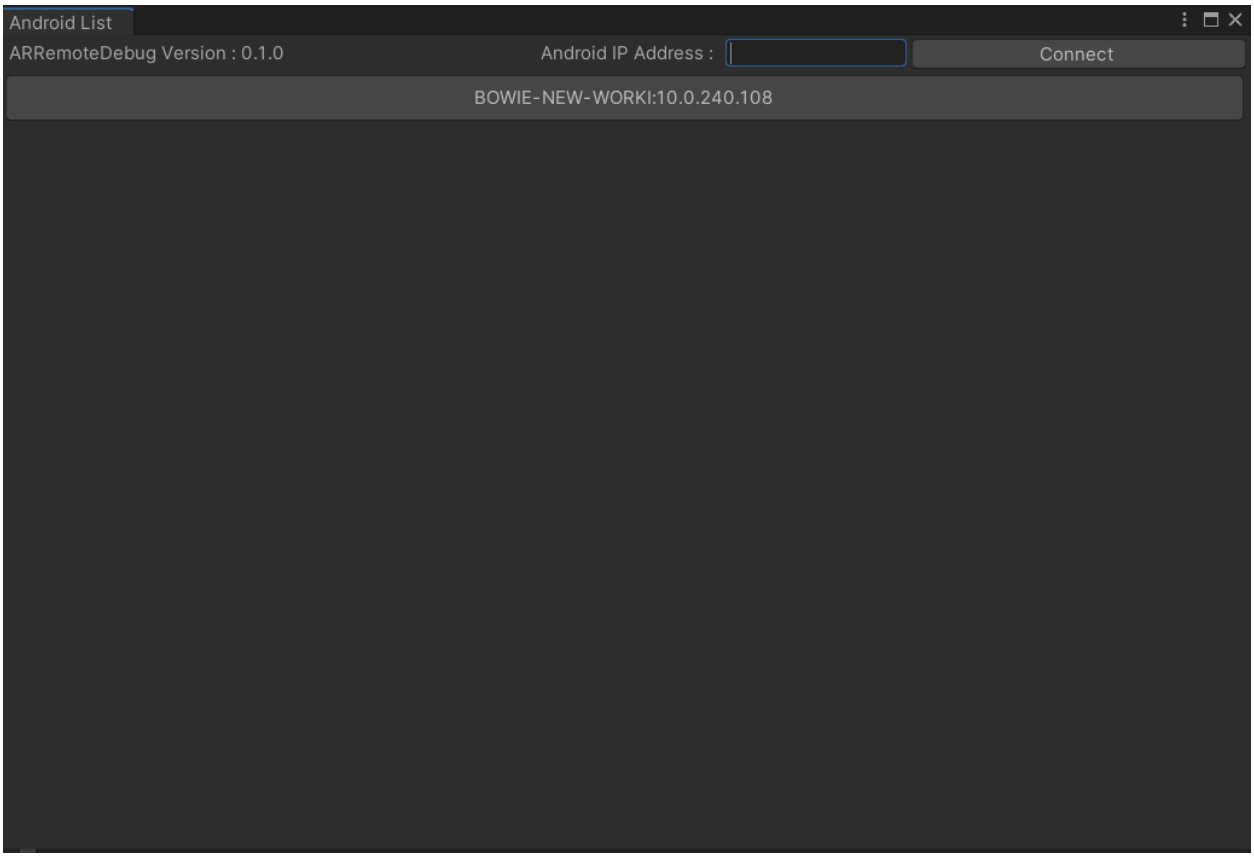
3.Send data from android side

4.Receive data in Unity editor and do the logic.

There is a TestScene along with the installed package. Please check it for more details.

- Use:

  After done the code part, compile an APK and run it on the android device. In Unity editor, open the same scene and enter the ‘play mode’. From “OXRTK” menu, select “ARRemogeDebug/Android List”. You will see all available android devices with their names and IPs.



If you can't find the target android phone, you can also input it's IP address in the text box and hit the Connect button. Make sure the android and PC running the Unity are in the same network and can PING each other. You may also need to configure the Windows firewall to allow the incoming connection.

- Note:
    1. All ARRemoteDebug files are in 'ARRemoteDebug' folder except one file: ARRemoteDebugWrapper.cs which is

located in project's Assets folder. You should NOT export 'ARRemoteDebug' folder along with any OXRTK package. However, the ARRemoteDebugWrapper.cs file is safe to be exported.

2. Since different modules can use ARRemoteDebug to send data at the same time. When you received the data from the callback, make sure it is what you want. You can do it by typing in "if(data is XXXX)" to do the check.