Software specifications

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
All	Unity v2017.1+ game engine	Free version			https://store.unity.com/	https://unity3d.com/unity/system-requirements	Windows 10 or OS X
All	Vuforia v6.2+ AR toolkit	Free			https://www.vuforia.com/	https://www.vuforia.com/Devices	Windows 10 or OS X
Optional	ARToolkit v5	Free			https://github.com/artoolkit		Windows 10 or OS X
All (for Android)	Java JDK v1.8.0+	Free			http://www.oracle.com/technetwork/java/javase/downloads/index.html		Windows 10 or OS X
All (for Android)	Android SDK v25.2.3+	Free			https://developer.android.com/studio/install.html		Windows 10 or OS X
All (for iOS)	XCode v9.0+	Free			https://itunes.apple.com/gb/app/xcode/id497799835?mt=12		OS X
All (for iOS)	ARKit Unity	Free			https://bitbucket.org/Unity-	ARKit compatible devices	OS X

	Plugin v1.0.7+				Technologies/unity-arkit-plugin	(iPhone or iPad with A9 or A10 CPU and iOS-11)	
All (for HoloLens)	Visual Studio v2017+	Free			https://www.visualstudio.com/vs/		Windows 10
All (for HoloLens)	Unity Mixed Reality Toolkit v1.2017.1.0+	Free			https://github.com/Microsoft/MixedRealityToolkit-Unity		Windows 10

Detailed installation steps (software-wise)

All the software required for this book are described and explained in Chapter 2, *Setting Up Your System*, and Chapter 3, *Building Your App*, which include web links to download what you may need. Please refer to Chapter 3 to understand the specific combinations of development OS, AR toolkit SDK, and target devices supported.