

# VOXON

— PHOTONICS —



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advanced 3D volumetric display.

# Voxon-Unity Plugin

## Release Notes: 0.2.2

### New Features

#### Untextured Particle Systems

Particle systems present at build will automatically be populated to the VX1.

*Currently particle systems need to have automatic culling disabled. This can be achieved by turning on 'noise' or 'limit velocity over lifetime' in the Particle System and the system must be available at build time.*

#### Mouse Input

Support for 3 Button mice is now available.

The current mouse position can be claimed via: `Voxon.Input.GetMousePos()`

Bindings for a mouse are now included within the Input Controller on the Capture Volume and the current state can be accessed via

`Voxon.Input.GetMouseButtonDown("BindingName")`

#### Automation

New projects will have streamingassets folder and default input controller file generated, along with a Capture Volume placed within the scene, on dropping the plugin into the assets folder.

#### Texture Re-Importer

Textures sent to the VX1 need to be read/writable by Unity. Previously the

Voxon-Unity Plugin would automatically set up newly imported textures but would not edit existing textures.

To set existing textures readable, go to the new menu option Voxon and select 'Make Textures Readable'.

#### Leap Motion Example

Added Leap Motion example scene to highlight the technology with the VX1.

*Required Leap Motion SDK*

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## Fixes / Improvements

### Improved Keyboard binding codes

Most keybindings are now available (barring the reserved key '\` which is required to access the VX1's device menu).

### Stopped textured objects appearing washed out

Underlying Material colours are applied to a texture at runtime. As the Material default colour is white unedited textures have appeared washed out. Going forward all textured meshes will have a default colour supplied which does not impact texture colouring.

## Known Issues

### Some Keybindings remain inaccessible

Currently the Input Controller does not support modifying keys and thus combinations need to be made manually. Likewise, keyboard state keys are not tracked which means numpad keys and their associated alternative keys (up, down, etc) share a value.

### No Mouse scroll wheel values

Currently there is no support for scroll wheel values.

### Locked Hierarchy / Unable to Build

After previewing via 'Play' the Unity Editor Hierarchy may become locked and / or the system may be unable to build a solution. This is caused by the interaction between Unity and the VX1 DLL and is currently under investigation.

A work around is to ensure the scene is saved after 'Play' and restarting Unity if the Hierarchy does not respond to dragging a component.

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