MeetingSharks Documentation

This documentation will tell you how to use the MeetingSharks UnityPackage and it will explain some of its functionalities.

Project Setup

1. Import the HoloToolkit Package
2. Import the MeetingSharks package
3. Create the following Folders "Assets/Resources/MeetingSharks/Prefabs"
4. Move the folder "DrawingObjects" from "Assets/MeetingSharks/Prefabs" to the new created folder "Assets/Resources/MeetingSharks/Prefabs"
5. Create 2 scenes (one is for offline login and the other one is for online)
6. Add both scenes to the build settings
7. Create a tag and name it "localPlayer"

Offline Scene

8. Go to the offline scene
9. Delete the Camera
10. Add the HololensCamera Prefab to the scene "Assets/HoloToolkit/Input/Prefabs"
11. Add the InputManager Prefab to the scene "Assets/HoloToolkit/Input/Prefabs"
12. Add the Cursor Prefab to the scene "Assets/HoloToolkit/Input/Prefabs/Cursor"
13. Add an empty game object to the scene
14. Add the following components to the empty game object:
    - NetworkManager
    - NetworkManagerHUD
15. In the Network Manager component change the following settings:
    - Add the online and offline scene to the component
    - Add the Player Prefab "Assets/MeetingSharks/Prefabs/Player" into Player Prefab field which is located under Spawn Info
    - Add the Drawing Prefab "Assets/MeetingSharks/Prefabs/Drawing" to the "Registered Spawnable Prefabs" under Spawn Info

Online Scene

16. Go to the online scene
17. Delete the Camera
18. Add the HololensCamera Prefab to the scene "Assets/HoloToolkit/Input/Prefabs"
19. Add the InputManager Prefab to the scene "Assets/HoloToolkit/Input/Prefabs"
20. Add the Cursor Prefab to the scene "Assets/HoloToolkit/Input/Prefabs/Cursor"
21. Add the DrawingSettings Prefab to the scene "Assets/MeetingSharks/Prefabs/Drawing"

22. Start drawing with your friends

Drawing Tools

23. Go to the online scene
24. Add a canvas and an event system to the scene
25. Add the following components to the event system:
    - HololensInput
    - HololensInputModule
26. Go to the canvas and change the following settings:
    - Change the Render Mode to World Space
    - Pick the HololensCamera and put it in the Event Camera field
    - Go to Canvas Scaler and change the Dynamic Pixel Per Unit to 10
    - Adjust the Scale of the canvas until it fits your needs
27. Add the CustomTagAlong Script to the canvas "Assets/MeetingSharks/Scripts/Camera"
28. Add an empty game object to the scene and make it a child of the canvas
29. Give the empty game object a Grid Layout component
30. Go to "Assets/MeetingSharks/Prefabs/Drawing/DrawingTools" and drag and drop the tools you want into your empty game object

Create your own DrawingObjects

31. Create a prefab out of the mesh that you want to use
32. Give this prefab the DrawingMeshOnClick script "Assets/MeetingSharks/Scripts/Input"
33. Give this prefab the DrawingMeshMaterial "Assets/MeetingSharks/Material"
34. Put this prefab into the "Assets/Resources/MeetingSharks/Prefabs/DrawingObjects" folder
35. Thats it.

Add different Modes (draw, move, scale, rotate)

36. Go to your online scene
37. Create an empty game object
38. Go to "Assets/MeetingSharks/Prefabs/Managers"
39. Drag and drop the following prefabs into the empty game object:
    - EditModeManager
    - MoveMaterial
    - ScaleMaterial
    - SelectorMaterial
40. Add the ModeTools prefab into your canvas "Assets/MeetingSharks/Prefabs/Drawing/DrawingTools"