

# ShareVR Unity Plugin v0.4 Release

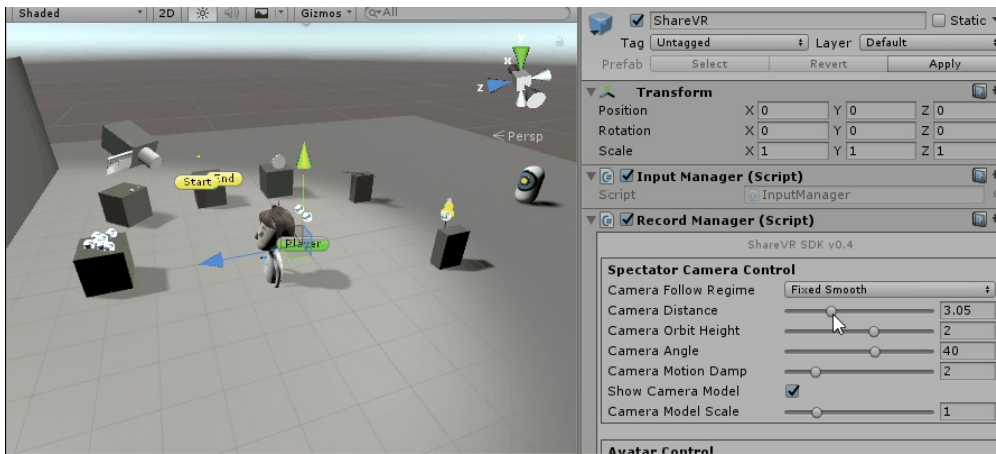
## What's New in SDK v0.4?

### New Features

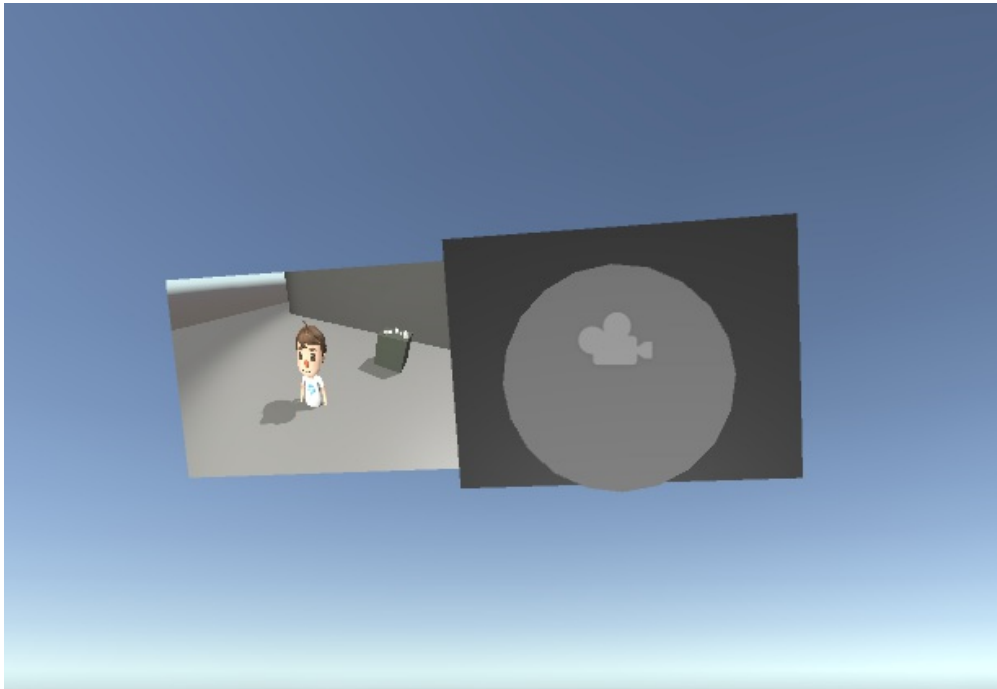
- **Completely Re-designed ShareVR Inspector UI** - NEW inspector UI!! We knew it's annoying that you have to look into our code to adjust some parameters to customize our feature. And it's just too overwhelming if we simply dump all the parameters together in the ShareVR inspector fields. We addressed this with a brand new, full-customized inspector UI system. You can now access all the parameters and features to fully customize ShareVR into your own VR system. Hope you enjoy the clean and handy control it brings!

The image shows a screenshot of the ShareVR SDK v0.4 Inspector UI, which is organized into several distinct panels. The top panel, titled 'Spectator Camera Control', includes a dropdown for 'Camera Follow Regime' set to 'Fixed Smooth', and sliders for 'Camera Distance' (3), 'Camera Height' (2), 'Camera Angle' (40), and 'Camera Motion Damp' (2). It also features checkboxes for 'Show Camera Model' and 'Show Camera Preview', both of which are checked, and a 'Camera Model Scale' slider set to 1. Below this is the 'Avatar Control' panel, with a checked 'Show Avatar' checkbox, an 'Avatar Scale' slider at 1, and 'Avatar Offset' fields for X (0), Y (-1.5), and Z (0). The 'Input Control' panel has an unchecked 'Use Voice Command' checkbox and a dropdown for 'Recording Key Trigger' set to 'Keyboard Only\_Key\_X'. The 'GameObject Reference' panel shows 'Main Player' set to 'FollowHead' and 'Hands of your player' with 'Left Hand' and 'Right Hand' both set to 'Hand1 (Transform)' and 'Hand2 (Transform)' respectively. The 'Recording Control' panel includes 'Frame Size' (1280x720) and 'Frame Rate' (30) dropdowns, a 'Save Folder' field, and a 'Save path' field containing 'C:\Users\Slayer\Documents\ShareVR\'. The final panel, 'Sharing Control', has an unchecked 'Upload Video Online?' checkbox.

- **Fully Customizable Camera Position and Auto-follow Regime** - Now, with much more adjustable camera parameters, you can easily customize the spectator camera the way you want.



- **Camera Preview Panel** - Spectator camera now will show a live preview panel on the side. This should help you make sure the camera is capturing at the right angle and view.



#### Bug Fix and Improvements

- Fixed a bug that will cause live play to freeze.

#### ShareVR Team

4.29.2017