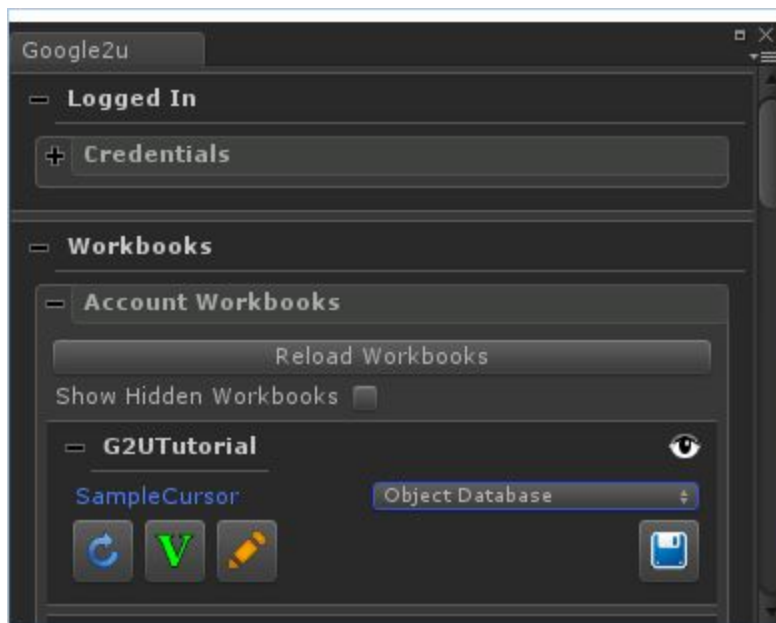
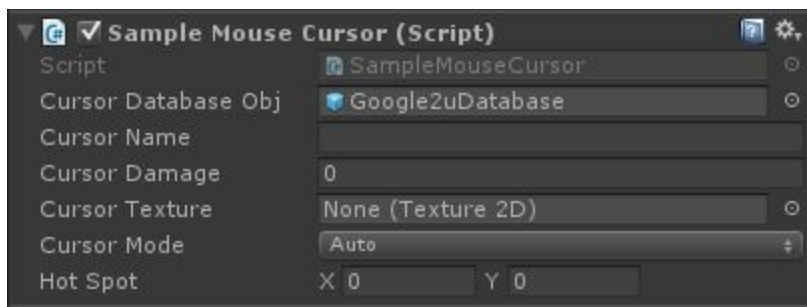


The G2U sample scene already contains exported data and is a starting point for anyone looking to test, and discover ways to implement G2U data into their project. The tutorial also contains a spreadsheet that you can export yourself and add to the sample. This document explains step-by-step how to perform the export to a Game Object database.

1. Navigate to the “_1 Upload This to your Google Drive” folder and locate the G2UTutorial.xlsx file.
2. You can either use the G2U upload feature directly from G2U in Unity, or you can manually upload the xlsx file yourself to your Google Drive.
3. Once it's there, open G2U and navigate to your Account Workbooks, locating the G2UTutorial workbook.



4. You'll want to change the Export Type to Object Database.
6. Click the Save/Export icon and G2U will save all of the data in the existing Google2uDatabase Game Object
7. The HudCamera Game Object has a component named “Sample Mouse Cursor”. In it is a field for the Cursor Database Obj. Drag the Google2uDatabase Game Object onto that field.



8. Run the Sample Scene. Use the number keys 1, 2, and 3 to change the Mouse Pointer to a Reticle!
- 9.