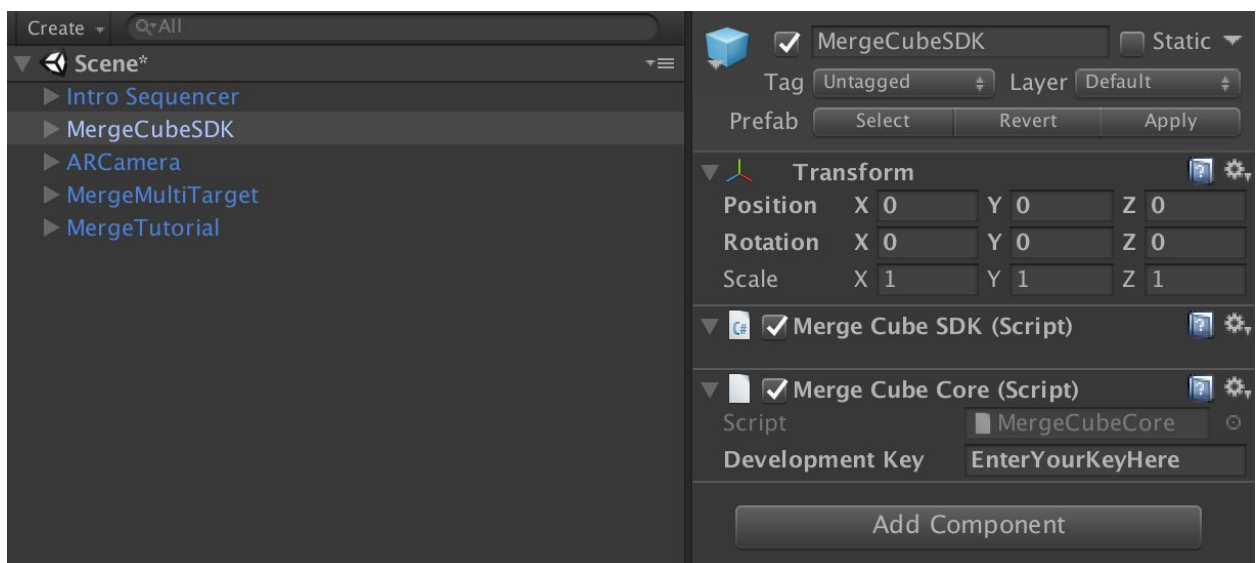


1. Open Unity.
2. Create a new project.
3. Change the build platform to Android or iOS.
4. Under Player Settings, Resolution and Presentation, set the Default Orientations to Auto Rotation and Allowed Orientations to Portrait Only.
5. Under Player Settings, Other Settings, disable Auto Graphics API.
6. If you are developing on iOS, remove Metal from the expanded menu.
7. If you are developing on android, remove Vulkan from the expanded menu.
8. Import the Vuforia SDK.
9. ***If you are prompted to update the API, select “I Made a Backup, Go Ahead!” to continue.***
10. Import the Merge Cube SDK.
11. Delete the MainCamera object from your scene.
12. Drag an ARCamera prefab from the “Vuforia/Prefabs” folder into your scene.
13. Drag a MergeMultiTarget prefab from the “MergeCubeSdk/MultiCube/Prefabs” folder into your scene.
14. ***Place assets you want to appear on the MergeCube as a child under the MergeMultiTarget.***
15. Drag a MergeCubeSDK Prefab from the MergeCubeSDK/Prefabs folder into your scene.
16. Select the ARCamera object in the scene and select “Open Vuforia Configuration” from the inspector window.

17. In the Configuration File that opens, paste your license key into the “App License Key” text field.
18. Scroll down to “Device Tracker” and enable Device Pose Tracking if needed.
19. Anything added underneath the MergeMultiTarget object will now appear when the Merge Cube is in view.
20. ***Set the MergeMultiTarget's rotation to -90 degrees on the X-Axis for the cube to be sitting upright.***
21. Nothing should be a child under ReferenceCube. ReferenceCube will be deleted automatically at runtime.



22. Select “Merge Cube SDK” in your scene hierarchy (see the figure above), it should have the MergeCubeCore component attached to it.
23. The Development Key section will ask for a string key. To get your key from Merge Labs Inc., please email us @ “developer@mergevr.com” with your Company Name, Contact Name and Info, Email, and Application Name. We will reply with a valid key.

24. Optionally, to quickly get started, make a copy of our “QuickStart” unity scene to start with pre-made settings.

Recommended Settings

- Under Quality settings, we recommend setting Shadows to “Disable Shadows,” Anti Aliasing to “2x Multi Sampling,” and V Sync Count to “Every V Blank.”