

Daily Log

Tuesday October 15

I gathered a list of multiple tutorials that I should watch to reconfigure the HoloLens application. At a glance, I noticed that a lot of them have different initial steps, which isn't really helpful. I am thinking of looking for more tutorials and at least find two that match in their initial steps.

Thursday October 17

I looked at the tutorials I found last class and I also found some more tutorials. I watched and read all of them, and I think I have a good idea of what I need to do. I am still keeping my initial version on my laptop, just in case.

Monday October 21

I started the initial configurations of a new environment. I am still using Unity 2017.1.2f1 because that has more tutorials and better documentation. I also found that Unity 2019 might not be completely compatible without HoloLens 1, but Unity 2017.1.2f1 is compatible with HoloLens 2, so it is probably best to stick with Unity 2017.1.2f1 since I am not sure which version of the HoloLens I am using.

Tuesday October 22

I continued initial configurations and added all the managers, like the InputManager and the cursor. What was weird is that in the tutorial, they were able to add the GazeManager as a prefab, but when I try adding GazeManager to the Manager object, it adds as a script, so I am not able to get all of the options that the tutorial got. I found that the same thing happened in my old version, so perhaps that could be an issue. I ran out of time to figure out what happened.

Thursday October 24

I researched a little bit about the GazeManager adding as a script instead of a prefab for the version of the HoloToolkit that I am using. I couldn't find much about it, but I have a feeling like it might be an issue with the way I treat my managers. I put them all in a manager object, but that might be incorrect. I will have to experiment with that on Monday.

Timeline

Date	Goal	Met
October 13	Create a surface for the robot to rest and move on. Have the robot move only on this surface	No, because I am still trying to figure out the buttons
October 20	Have the buttons output text on the code playground whenever it is clicked.	No, because I had to redo initial configurations.
October 27	Have the run button work to move the robot.	No, because I had to redo initial configurations.
November 3	Have all the configurations done and be able to have the buttons work.	

Reflection

I would say that I am finding a lot about what I could have done differently in the first version's setup. It's really weird because even though there are a lot of tutorials on how to setup the Unity application for the HoloLens, they all say different things, but not everything they say can be combined into my application. I think the best thing that I can do right now is try to come up with little checks for myself every day or two to make sure that I am going in the right direction. By doing this, I will be able to pinpoint the problem (if there is one) more easily than if I check everything after setup is completely done.

I think I am going in the right direction by re-setting up everything. I also think the setup is going faster this time around, so I am glad I did this.