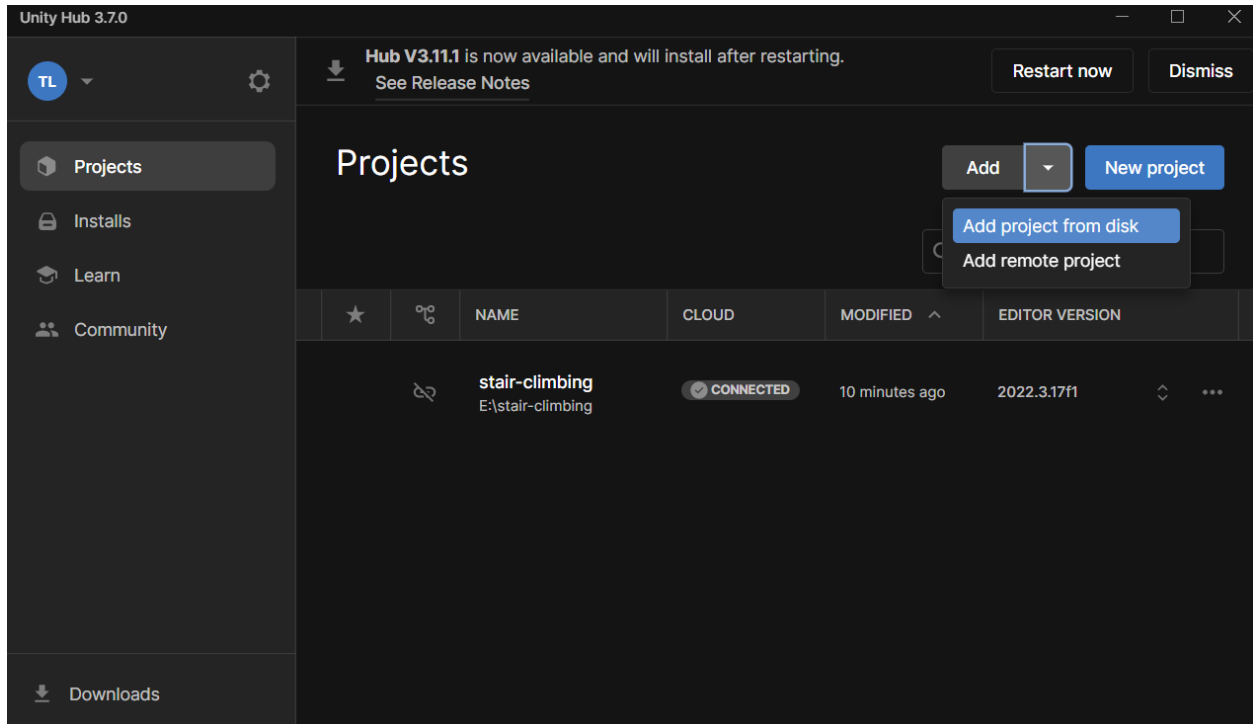
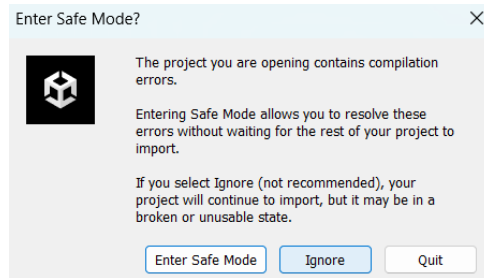


## Installation

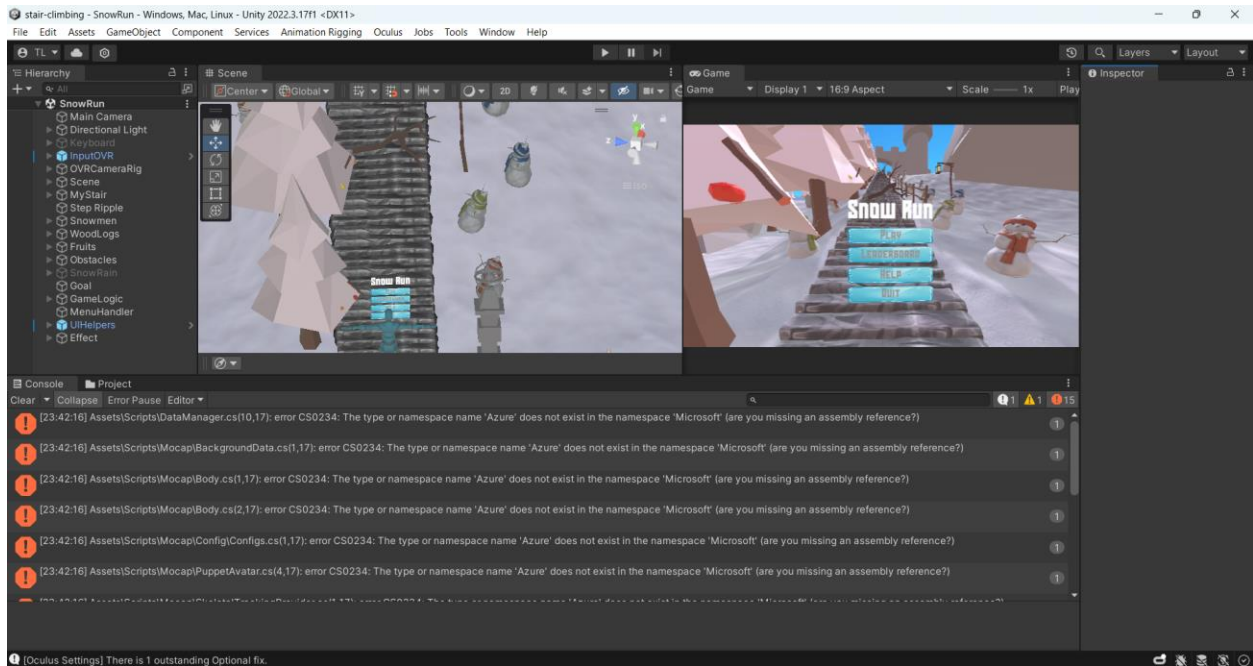
1. Clone the project
2. Open the project in Unity Hub.



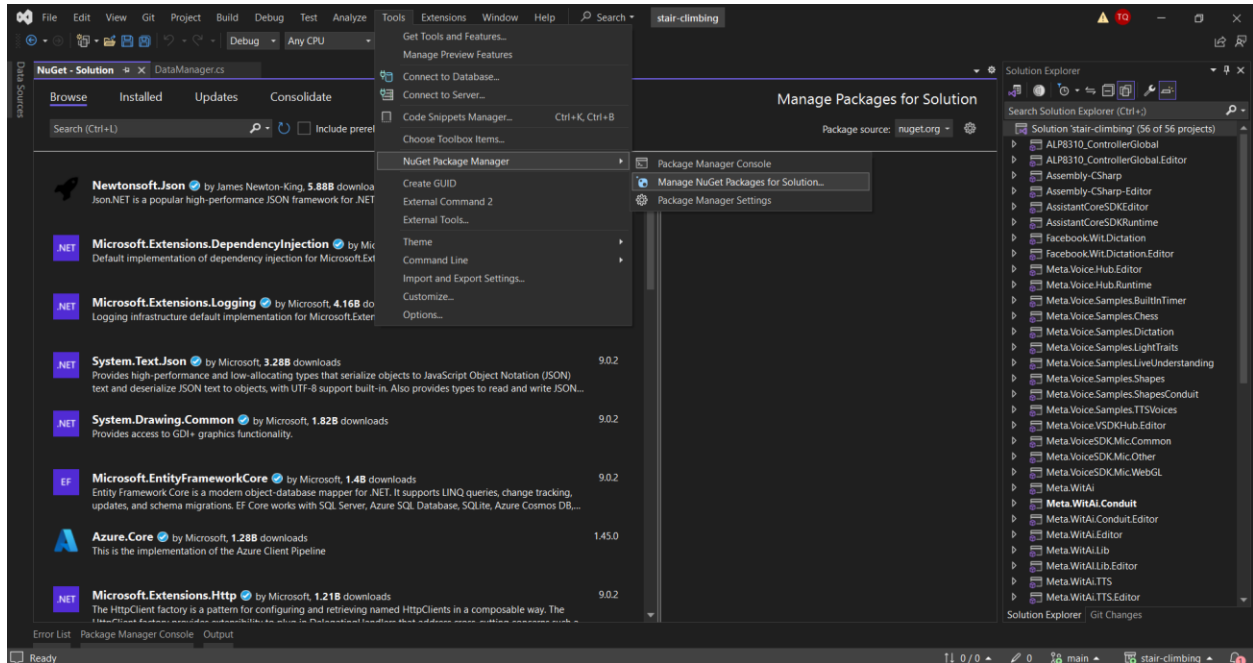
3. Choose “Ignore” option if asked.



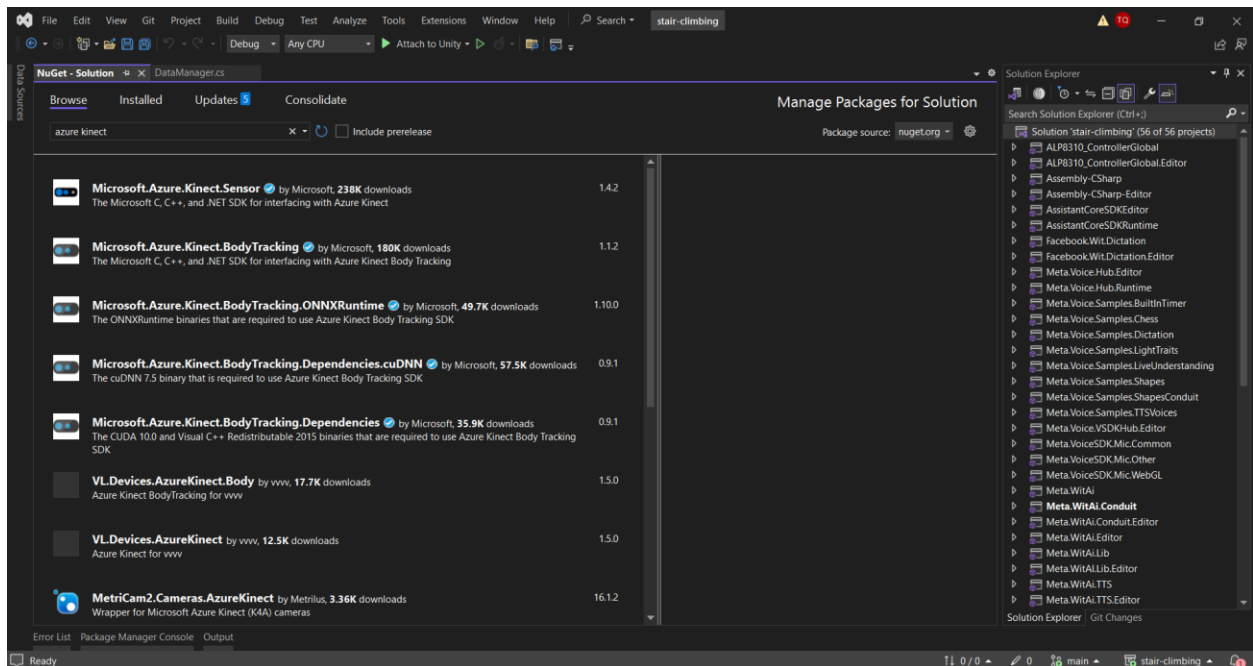
4. Open scene `SnowRun`



5. Double click on the error and install missing nuget package
6. Open the Tools/Nuget Package Manager/Package Manager Console and run `Update-Package -reinstall`
7. Open the Tools/Nuget Package Manager/Manage Nuget Packages for Solutions

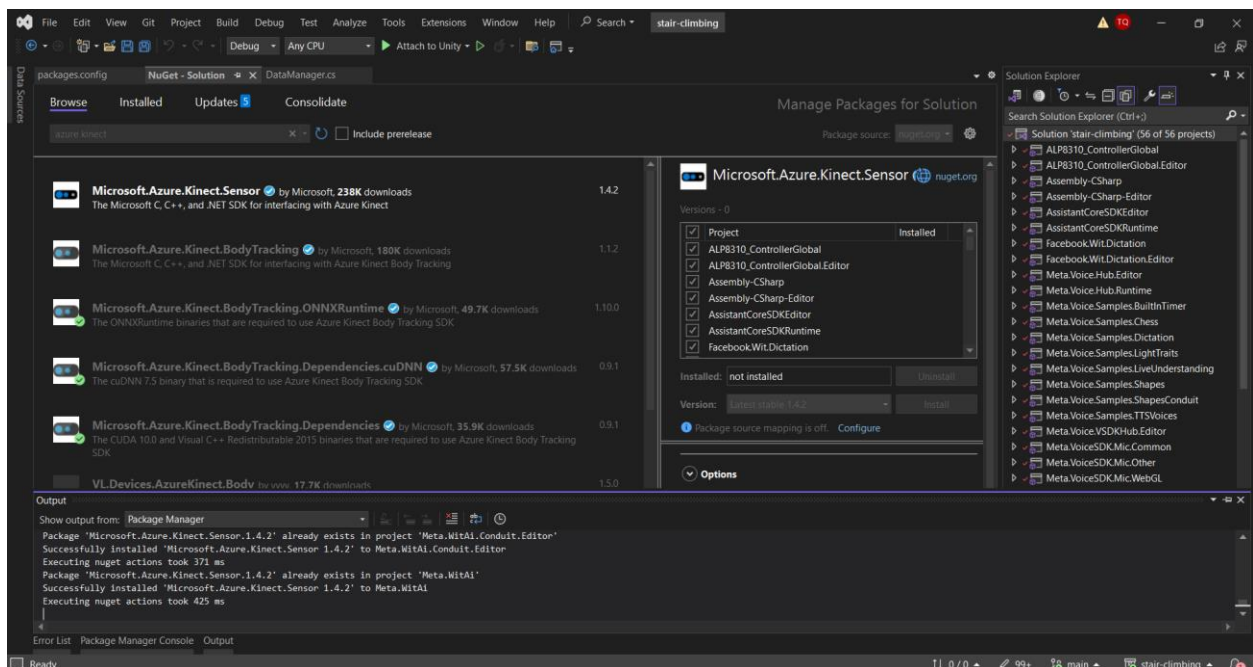


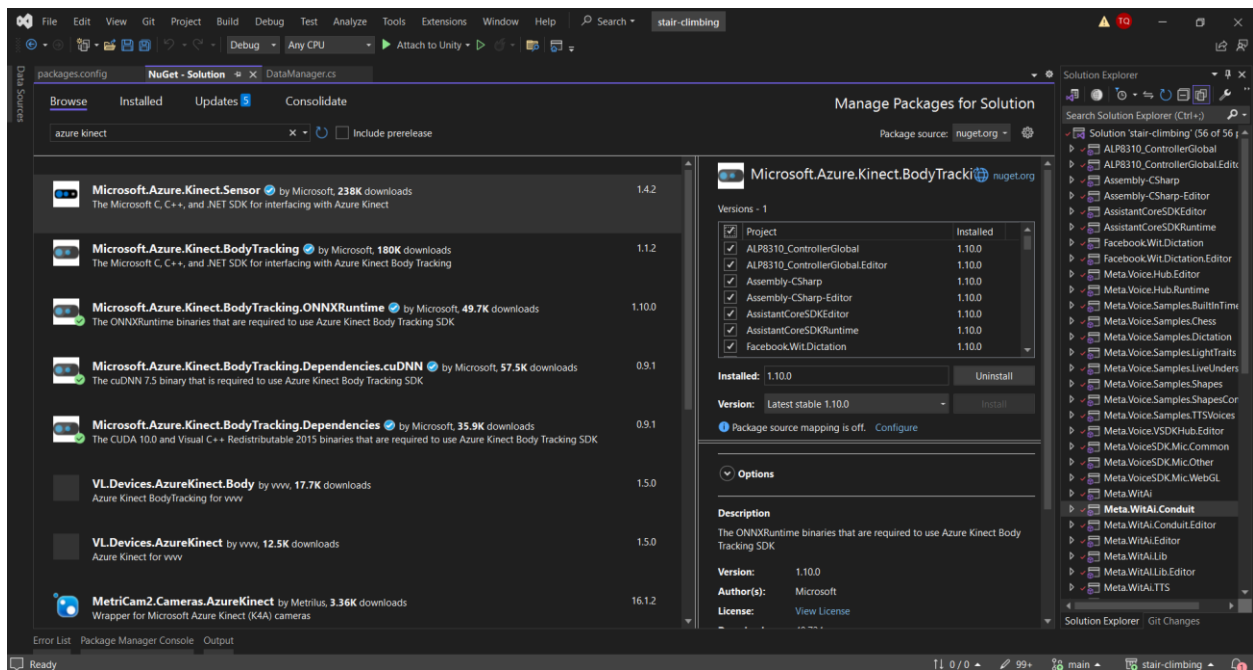
8. Search azure kinect in `Browse` tab.



Install required nuget package for `Assembly-Csharp` project.

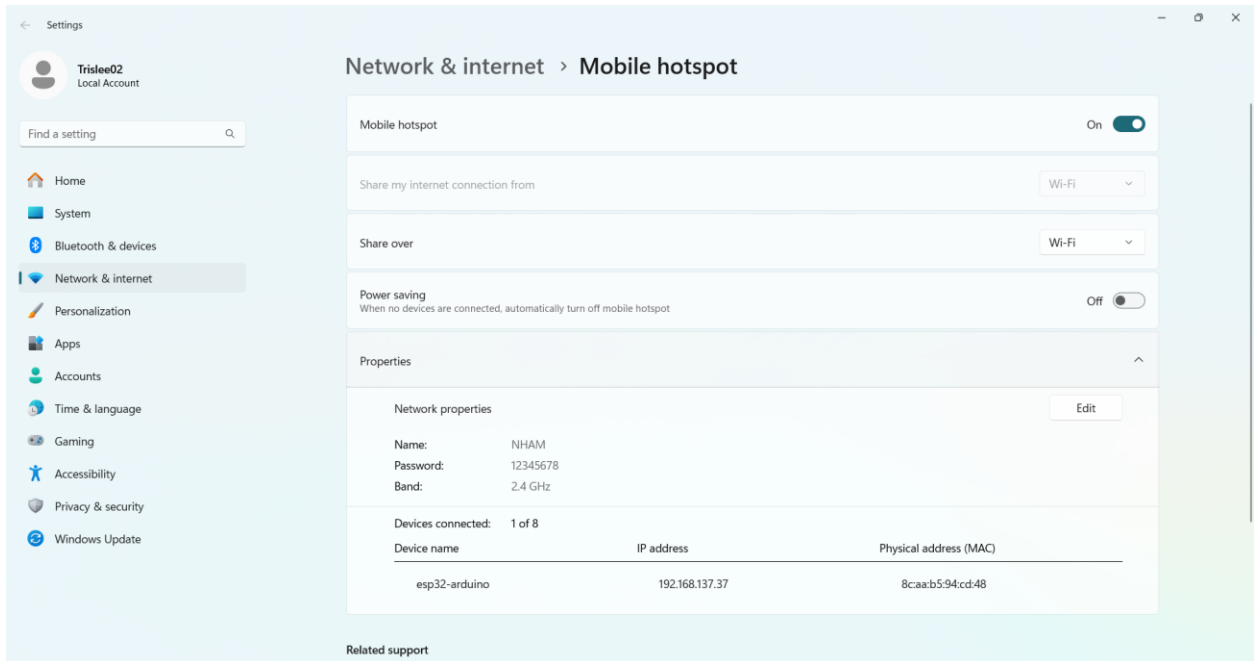
The required nuget packages can be referred to [https://github.com/microsoft/Azure-Kinect-Samples/tree/master/body-tracking-samples/sample\\_unity\\_bodytracking](https://github.com/microsoft/Azure-Kinect-Samples/tree/master/body-tracking-samples/sample_unity_bodytracking)



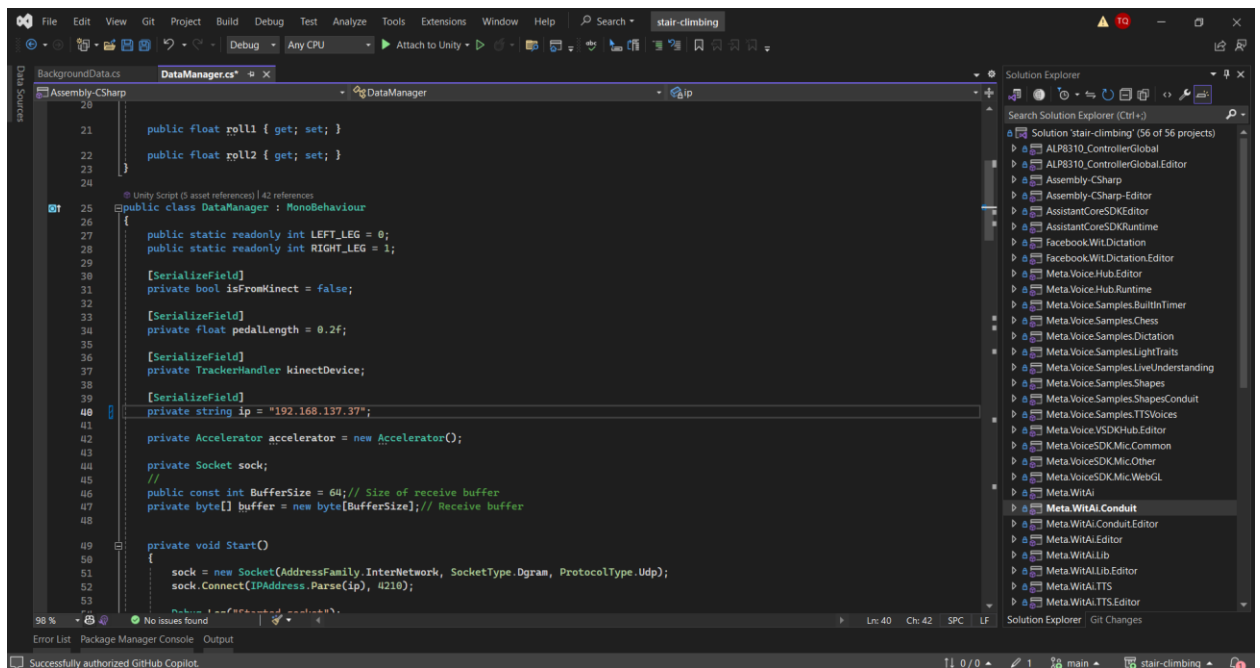


## Setup Network

1. Laptop needs to be a wifi hotspot with the name `NHAM` and password `12345678`. Turn on the mobile hotspot and waiting for the connection.  
Best practice: Open the `Mobile hotspot` in Windows settings and turn on the mobile hotspot, we'll need the IP address of connected device. After opening the `Mobile hotspot`, power on the esp32 and wait for connection.



2. Copy the IP address to Assets/Scripts/DataManager.cs (and check the `IP` field of module `DataManager` in `Ybot` object which is in `OVRCameraRig` object)



3. Note for device led signal:
  - a. Red: Power
  - b. Blue:
    - i. Fast blink: Wifi disconnected
    - ii. Slow blink: Wifi connected

Done!