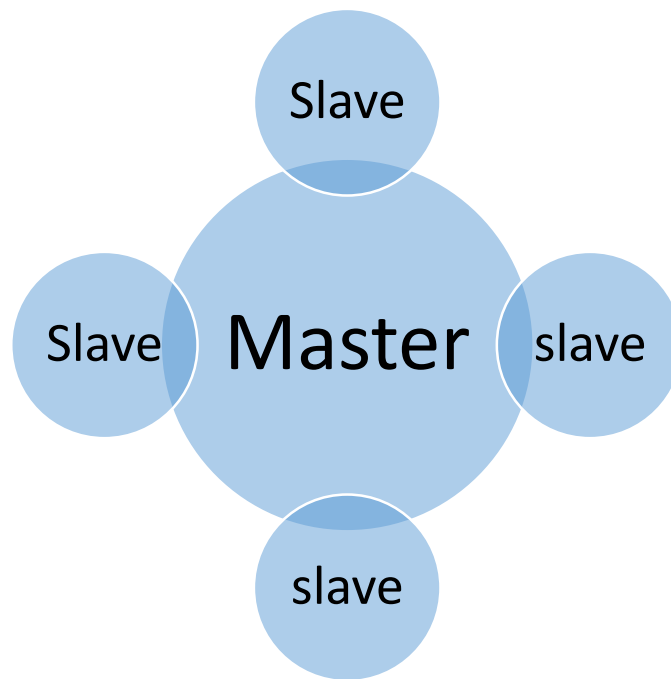


Testing Speed and Reliability in Unity

For testing the network possibilities in Unity a number of laptops will be used connected through a switch. The laptops will be positioned in such a manner that four screens somewhat resemble the augmented reality lab. Meanwhile there will be a fifth laptop used as a master computer that synchronizes everything happening in the scene and controls the slave laptops. With this setup we will first try to build four scenes that rotate a cube from screen to screen.



The slave laptops will run their own scene and game logic but will wait on messages sent from the master to make sure the right logic is executed at the right time. This is a very delicate matter and has very little to none room for delay.