



Welcome to the realvirtual.io (formerly Game4automation) documentation.

realvirtual.io is a framework for Automation Concept Design, Simulation, Virtual Commissioning and 3D HMI based on Unity.

## Get started

To get started please follow these steps:

1. Install Unity and the realvirtual.io framework as described in [installation](#)
2. Open the demo scene and run the demo model [demo model](#)
3. Learn how the model is structured and which components are used in the section [How to build models like this](#) in the Demo model description
4. Check the [Tutorial](#) how to make a simple conveyor move and how to attach a sensor
5. Learn the rest of the [User Interface](#) , [Asset Structure](#) and [Physics](#) Physics basics under section *Basics* and check them on the [demo model](#)
6. Or check our [Youtube-channel](#) for tutorials and demos

## To get support

If you need help, detect a bug or if you have a request, please use our support forum. If you use a public forum message others can learn alongside you, the forum is found here: <https://game4automation.userecho.com/>

## For developers

There is an enormous amount of information including tutorials and videos on the Internet for game development with Unity. In most cases you will always find a solution for your specific problem from their very active developer community. We highly recommend checking these resources first, if you decide to look under the realvirtual.io engine hood, and study the Scenes in more detail.

After learning the Basics of Unity based on the links below you should first check the section [StartingYourOwnProject](#) for important information about organizing your project and starting your own development.

1. The Unity documentation <https://docs.unity3d.com/Manual/index.html>
2. If you prefer video tutorials please check <https://unity3d.com/de/learn/tutorials>
3. Or check the Unity Forum <https://forum.unity.com/>