CS/DES 427/450 Export for CAVE2 Testing

Creative Coding— CS/DES 427/450/350 Creative Coding

Daria Tsoupikova Michael Papka Hal Brynteson





School of Design 1

Follow CAVE2 export slides to adjust your scripting for the CAVE2 (buttons input if necessary)

Box>Class Files Mouse_Keyboard to CAVE2 Wand Input.pdf

```
public class ConfettScript : MonoBehaviour
0
                    public ParticleSystem confettiEmitter;
                    void Start()
                    void Update()
                    // if (Input.GetButtonDown("Fire1"))
                    if (Input.GetButtonDown("Fire1") || CAVE2.GetButtonDown(CAVE2.Button.ButtonUp))
     16 🖗
                            confettiEmitter.Emit(30);
                        if (Input.GetKeyDown(KeyCode.Tab) || CAVE2.GetButtonDown(CAVE2.Button.ButtonDown))
                         GetComponent<Rigidbody>().AddForce(transform.forward * 200f);
```

Export 4 CAVE2 Testing

2. Check MultiPlayer HLPI package (Window> Package Manager)



3

- UnityEngine.Debug:Log(Object)

3. Edit> Project Settings

Input – select CAVE2 input

| File Edit Assets GameObject C | component Omicron Window Help | | | | |
|-----------------------------------|-------------------------------|-------------------|--------------------------------|--|-------------------|
| 🗢 🕂 S 🗵 🛞 | 🛠 💷 Pivot 🕸 Local | | | Collab • 🛆 Account • Layers | - Layout - |
| Hierarchy | # Scene Asset Store | | -= C Game | -= O Inspector | <u> </u> |
| Create * Q*AII | Shaded * 2D 👻 🕪 🐲 * 500 | K Gizmos + (Q*All | Display 1 * Free Aspect * Scal | ale O- 1× Maximize On Play M ConfettScript Import Settin | gs 🏘 |
| Directional Light | Project Settings | | | | X Execution Order |
| ▶ S 3Dtypeexport | • Troject Settings | | | 9 | vstem) o |
| 3DtypeexportW | Audia | | | | |
| ▶ 🙀 LeftHand | Editor | Input | | - W | in edit mode. |
| Ground Plane > | Graphics | ▶ Axes | | | |
| ▶ 💓 PhysicsCubes > | Input | | | | |
| ▶ ₩ ResetButtonBoxPost > | Physics | Select Preset × | | | |
| CAVE2-Manager | Physics 2D | | | | |
| EventSystem | Player | | | | Q \$, |
| Cube | Preset Manager Quality | | | | |
| ▶) Sphere | Script Execution Order | | | | |
| 🕜 confetti | Tags and Lavers | | | | dil |
| | TextMesh Pro | | | | |
| | Time | None CAVE2_VR) | | | |
| | VFX | | | | |
| | | | | | |
| | | | | | r |
| | | | | | ., |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | tentin)) |
| | | | | | tohup)) |
| | | | | | |
| | | | | | |
| | | | | | ab) |
| | | Save current to | | | tonDown)) |
| | | | | | |
| | | | | | |
| | | | | | ansform.forward * |
| | | | | | |
| | | | | | |
| Project 🔄 Console | | | | | |
| Clear Collapse Clear on Play Clea | | | | | |

4. Double Check Horizontal and Vertical input fields must be empty

| ïle Edit Assets GameObject C | Component Omicron Window Help | | | | |
|--|-------------------------------|---------------------------|--|---------------------------------------|--------------------|
| 0 + S X I 🛞 | 🗙 💷 Pivot 🕸 Local | | | Collab ▼ △ Account ▼ Layers | • Layout • |
| ≡ Hierarchy 🔒 📲 | # Scene 💣 Asset Store | | -≡ C Game | -= O Inspector | a •≡ |
| Create * Q*All | Shaded - 2D 📍 🕪 🐲 - % 0 | 💥 💵 🛪 Gizmos 🔹 🔍 All | Display 1 + Free Aspect + Scale - 1x Maximize On | Play Mi ConfettScript Import Settings | ó. |
| 🔻 🚭 StartCAVE2ProjectSce#(| | | Omicron Debug Manager v2.0 (Alt-E11) Time: | C# | Execution Order |
| 💭 Directional Light | OProject Settings | | | += □ × | |
| ▶ M 3Dtypeexport | | | <u>(Q</u> | | ystem) 0 |
| SDtypeexportw | Audio | Input | | 🔯 🕸 🖗 | in edit mode |
| Ground Plane | Editor | - August | | 7 | |
| ▶ PhysicsCubes | Graphics | Size | 24 | (| |
| ▶ 🗑 ResetButtonBoxPost > | Physics | - Size | 24 | | |
| ▶ 🜍 CAVE2-Manager > | Physics 2D | Name | Haviaastal | | |
| ► 🜍 CAVE2-PlayerControlle≱ | Player | Descriptive Name | | | 🔯 🗘, |
| EventSystem | Preset Manager | Descriptive Negative Name | | | |
| Cube | Quality | Negative Button | | | |
| ▶ sphere | Script Execution Order | Positive Button | | | |
| | Tags and Layers | Alt Negative Button | <u> </u> | | dli |
| | Time | Alt Positive Button | | | |
| | VFX | Gravity | 3 | | |
| | | Dead | 0.001 | | |
| | | Sensitivity | 3 | | r |
| | | Span | | | - |
| | | Invert | | | ľ |
| | | Type | Key or Mouse Button | | |
| | | Axis | X axis | | |
| | | Jov Num | Get Motion from all Joysticks | | |
| | | ▼ Vertical | | | |
| | | Name | Vertical | | |
| | | Descriptive Name | | | tonUp)) |
| | | Descriptive Negative Name | | | |
| | | Negative Button | | | |
| | | Positive Button | | | ab) |
| | | Alt Negative Button | s | | .tonDown)) |
| | | Alt Positive Button | W | | |
| | | Gravity | 3 | | |
| | | Dead | 0.001 | | 'ansform.forward * |
| | | Sensitivity | 3 | | |
| | | Snap | | | |
| Project E Console | | Invert | | | |
| Clear Collapse Clear on Play Clea | | Туре | Key or Mouse Button | ÷ 7 | 7 |

5. Edit> Project Settings

Audio > Set Input to Surround 7.1

| File Edit Assets GameObject Component Omicron Window Help | | | | | | |
|--|---|---|--|--|--|--|
| 🖑 🕂 S 🗶 🗵 🛞 | 🗙 📭 Pivot 📽 Local | | | Collab • 🛆 Account • Layers | • Layout • | |
| ⊞ Hierarchy 🔒 📲 | # Scene 🗇 Asset Store | | +≡ € Game | +≡ O Inspector | <u> </u> | |
| Create * Q*All | Shaded - 2D 🝷 🕪 😎 - 5%0 | 🔆 🖬 * Gizmos * @*All | Display 1 + Free Aspect | + Scale O- 1x Maximize On Play M ConfettScript Import Settings | ٥. | |
| V StartCAVE2ProjectSce# | A Deviant Cattings | | | -= | Execution Order | |
| ► S 3Dtypeexport | O Project Setungs | | | (9 | vstem) o | |
| G3Dtypeexport G3Dtypeexport G4Dtypeexport G4Dtypee | Audio Editor Graphics Input Physics 2D Player Preset Manager Quality Script Execution Order Tags and Layers TextMesh Pro Time VFX | Audio Global Volume Volume Rolloff Scale Doppler Factor Default Speaker Mode System Sample Rate DSP Buffer Size Max Virtual Voices Max Nirtual Voices Spatalizer Plugin Ambisonic Decoder Plugin Disable Unity Audio Virtualize Effects | 1 1 Surround 7.1 0 Best parformance 512 32 None None | | in edit mode. | |
| | | | × | | r ; tonUp)) ab) tonDown)) -ansform.forward * | |
| El Project El Console Clear Collapse Clear on Play Clea | | | | | | |

6

6. File > Build Settings > Lower Left Corner Button Palyer Settings Chege project title to 2025_CC_Spring_TeamProjectTitle_Test1

| File Edit Assets GameObject | Component Omicron Window Help | | | |
|-----------------------------|-------------------------------|---|---------------------------------------|--|
| 🖑 🕂 S 🖾 💓 | 🗙 💷 Pivot 📽 Local | | | Collab • 🛆 Account • Layers |
| 🗄 Hierarchy 🔒 📲 | # Scene 🌐 Asset Store | | r≡ C Game | -= O Inspector |
| Create * Q*All | Shaded - 2D 🜻 🕪 😎 🕫 0 | 💥 🔳 🔹 Gizmos 💌 🔍 All | Display 1 + Free Aspect + Scale (| |
| 🔻 🚭 StartCAVE2ProjectScen | | | | Timo: 0# Contectscript Import Settings |
| 🕥 Directional Light | OProject Settings | | | |
| ▶ M 3Dtypeexport | | | | (Q |
| 3DtypeexportW | Audio | Player | | 💽 류 (|
| Ground Plane | Editor | Company Name | DefaultCompany | |
| ► PhysicsCubes > | Graphics | Broduct Name | 2025 CC Spring TeamBraigetTitle Test1 | |
| ▶ 🗑 ResetButtonBoxPost >> | Physics | Version | 0.1 | |
| 🕨 📦 CAVE2-Manager 💦 > | Physics 2D | Version | 0.1 | |
| ► 🜍 CAVE2-PlayerControlle⊅ | Player | Default Icon | | None |
| EventSystem | Preset Manager | | | 2D) |
| Cube | Quality | | | |
| confetti | Script Execution Order | | | Select |
| | TaytMash Bra | Default Cursor | | (Texture |
| | Time | | | 2D) |
| | VFX | | | Select |
| | | Cursor Hotspot | x 0 | Y 0 |
| | | | | |
| | | | <u>+</u> | |
| | | Settings for PC, Mac & Linux Standalone | | |
| | | Icon | | |
| | | Resolution and Presentation | | |
| | | Splash Image | | |
| | | Other Settings | | |
| | | Pendering | | |
| | | Calar Casas* | Comme | |
| | | Auto Cupphies ADI for Windows | Gamma | • |
| | | Auto Graphics API for Windows | | |

7. Run your updated project to ensure performance

8. Zip up your project





9 Move your zipped project to another location on your laptop (ex. To Desktop or Documents)

10. Unzip your project, add it to Unity Hub and run to double check for any missing prefabs, components, etc.

If the project runs great go to #11

11- Rename your zip file (Team/VRprojectTitle _Test1)

Submit to Box > Test1

Creative Coding— CS/DES 427/450/350 Creative Coding

Daria Tsoupikova Michael Papka Hal Brynteson



