Live Interactions
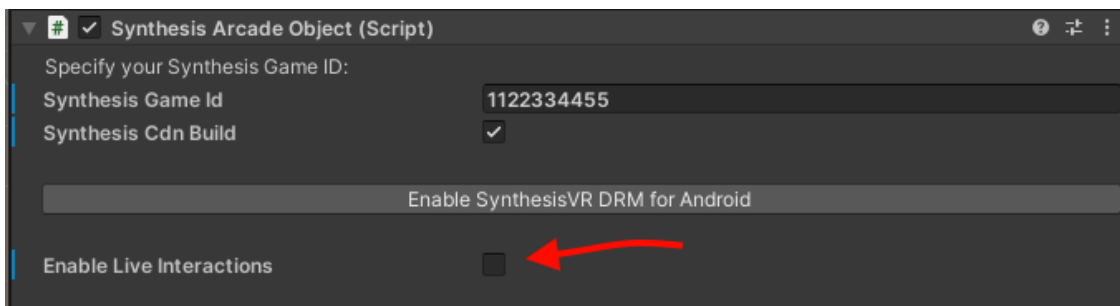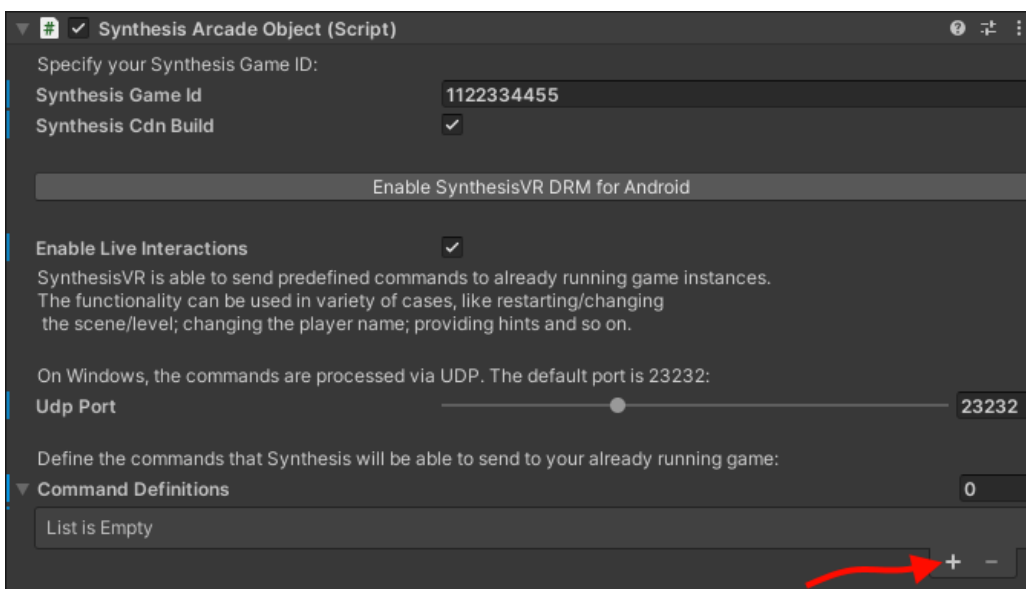
Supported platforms:

- Windows
- Android

Integration Steps:

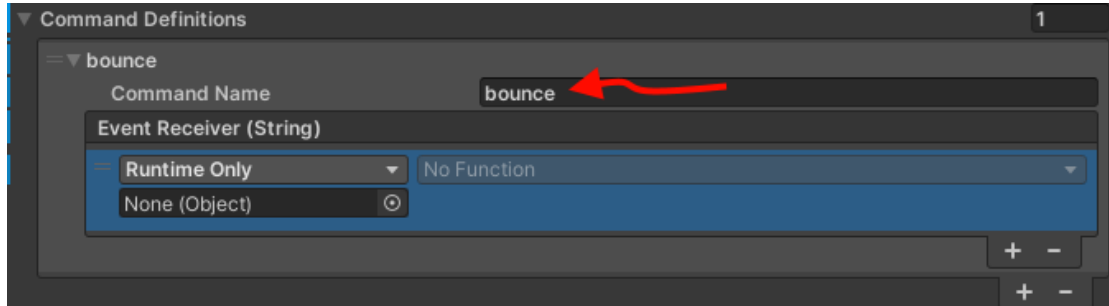1. Open the Inspector for SynthesisRootObject and enable the "Live Interactions" options:

2. Add a new definition:

3. Define an unique command name (space characters are not allowed):

4. Add one or multiple Event Receivers and assign a gameObject for each of them.

5. Select a public function available for each of the gameObjects. The function will receive a **String** argument that may contain function specific data.

6. Define the command name under "my.synthesisvr.com > Administration >> Games >> Edit (button) > 4. Synthesis (tab) >> JSON SynthesisVR Integration"
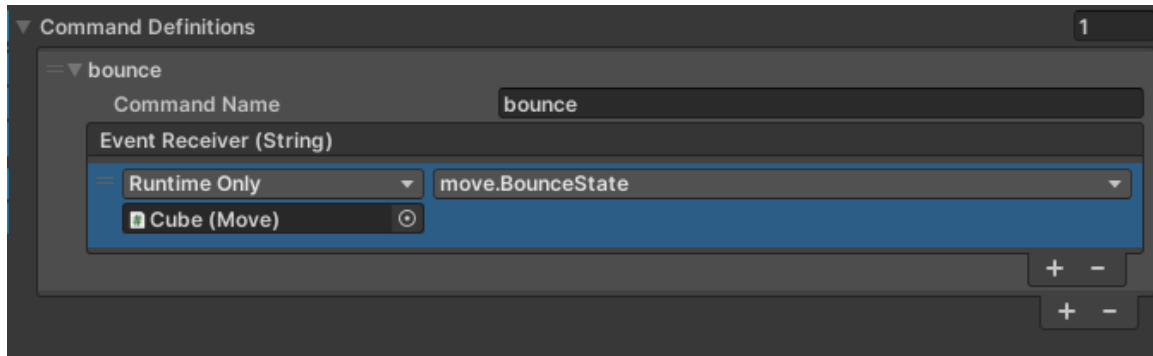
Example:

The "Cube" game object has an assigned "move.cs" script. The script has the private Boolean parameter "bounce" and "bounce" is turned on by default.

The script also has the "BounceState" public function that accepts a String argument:

- public void BounceState(string state) {
- bounce = state == "1";
- }

When the function is called with an argument equal to "1", the "bounce" parameter is enabled and the Cube gameObject is bouncing. When BounceState is called with a different argument, the Cube gameObject stops bouncing.

To let Synthesis control the bouncing, create a new command named "bounce" and assign the "Cube" gameObject and the "BounceState" function:

As a final step, you have to construct a JSON object that represents a mapping between your Command Definitions and Synthesis.

The JSON object for our example is:

- {
  - "directudp": {
    - "bounce_on": {
      - "port": 23232,
      - "method": "bounce 1",
      - "descr": "Enable Cube Bouncing",
      - "buttonText": "Enable Cube Bouncing"
    - },
    - "bounce_off": {
      - "port": 23232,
      - "method": "bounce 0",
      - "descr": "Disable Cube Bouncing",
      - "buttonText": "Disable Cube Bouncing"
    - }
  - }
- }

The "bounce_on" and "bounce_off" parameter names represents the command name under the Synthesis apps.

The "method" parameter is the direct link between the "Command Name" defined under Unity and the Synthesis apps. The "0" and "1" values are what will be passed as arguments to the "BounceState" function.

The "buttonText" option is what the arcade operator will actually see under the Synthesis interfaces:
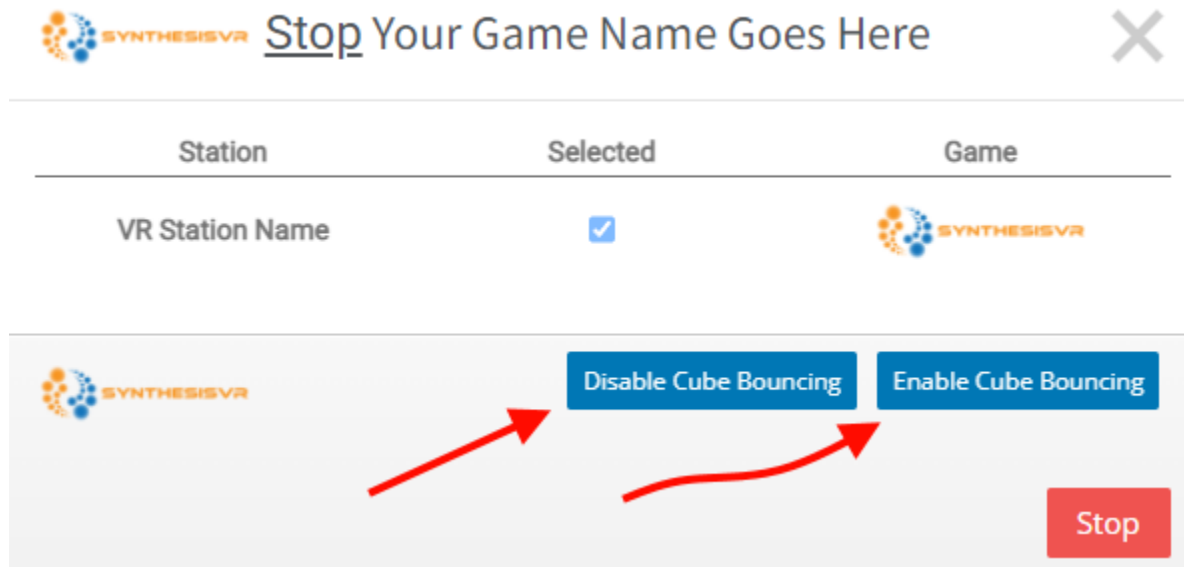
A video demonstrating the Unity settings is available here:

- **https://svrstorage.s3.amazonaws.com/producers/unity_live_events.mp4**

If you have any questions, need help or want to share feedback, please reach us at info@synthesisvr.com