

## VRSpace.org - Feature #40

### Unity compatibility

02/05/2021 06:19 PM - Josip Almasi

<b>Status:</b>	Feedback	<b>Start date:</b>	02/05/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Josip Almasi	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Unity exports GLTF scene, but it requires GLTF extensions provided by babylon-manager.js. It's incompatible with current VRSpace.			
Investigate and fix/implement what's needed to make it work.			

### History

#### #1 - 01/07/2022 02:34 PM - Josip Almasi

- Status changed from New to In Progress

- Assignee set to Josip Almasi

#### #2 - 01/07/2022 04:33 PM - Josip Almasi

Babylon exporter (0.8.1) actually exports babylon scenes rather than gltf; maybe this can be controlled somehow.

Saves html with inline scripts that load the scene.

All required scripts are saved in scripts folder; all babylon scripts are rather old, v4.0.3.

Required methods are missing in numerous classes, e.g. Engine.getInputElement, Bone.getIndex etc.

Workaround is to replace obsolete libs with current ones, e.g.

```
<!-- Engine Libraries -->
<!-- obsolete ones
<script type="text/javascript" src="scripts/babylon.js"></script>
<script type="text/javascript" src="scripts/babylon.gui.js"></script>
<script type="text/javascript" src="scripts/babylon.gltf.js"></script>
-->
<!-- MANDATORY babylon.js scripts -->
<script src="https://cdn.babylonjs.com/babylon.js"></script>
<script src="https://cdn.babylonjs.com/loaders/babylonjs.loaders.min.js"></script>
<script src="https://cdn.babylonjs.com/proceduralTexturesLibrary/babylonjs.proceduralTextures.min.js"></script>
>
<script src="https://cdn.babylonjs.com/gui/babylon.gui.min.js"></script>
```

Other than that, WorldManager expect a World to work with. Simplified UnityWorld does the trick.

It can be used after the scene is loaded, e.g. in generated removeSceneLoader function, like:

```
import ('../.././babylon/js/vrspace-min.js').then( vrspace => {
  var world = new vrspace.UnityWorld();
  world.init(engine,title,scene);
  var net = new vrspace.WorldManager( world );
  // connect, set own avatar and start the session
  net.enter({
    // RECOMMENDED set your avatar url, or be invisible
    mesh:'//www.vrspace.org/content/char/male/bruce_lee/scene.gltf',
    // OPTIONAL set your name, MUST be unique
    name:'someone'+Math.random()
  });
});
```

#### #3 - 01/07/2022 04:52 PM - Josip Almasi

- Status changed from In Progress to Resolved

#### #4 - 01/07/2022 04:54 PM - Josip Almasi

- Status changed from Resolved to In Progress

**#5 - 01/07/2022 06:31 PM - Josip Almasi**

babylon toolkit is in poor shape, unity reports compiling errors, there's a single tutorial that shows things that don't actually happen on screen

**#6 - 01/07/2022 06:31 PM - Josip Almasi**

- *Status changed from In Progress to Feedback*