

How to Set Up Any Unity Project for Transmission (and Spatial Alignment)

1. Make sure you have the Magic Leap Toolkit installed. Remember that the current version that is up on ML's GitHub works with Lumin SDK 0.24.X and Unity 2019.3.6.f1. If you want to use MLTK with MLSDK 0.23.0 you will need to use the older version I sent in the previous email or use an older commit from Dec 18, 2019.
2. Add 2 Empty Game Objects to your project. Attach the Spatial Alignment Script to one and the Privilege Requester Script to the other. You only need to make changes in the Inspector to Privilege Requester. Make sure to give it a Size of 1 so that you can select the Local Area Network privilege. Refer to the attachments.
3. Add the Transmission prefab anywhere in the Hierarchy. You can find the prefab under Assets, MagicLeap-Tools, Prefabs, Networking (or simply search for it). Remember that you have to give your Transmission prefab a distinct App Key in the inspector for your apps to be able to communicate (I believe that if you don't enter one, Unity will randomly generate an ID for you).
4. Finally, remember that Transmission only lets you see changes in the following:
 - a. Spawn, despawn, location, rotation, scale, enabled, disabled

If you want to see changes in the material of an object for example, one way to do this is using Remote Procedure Calls (RPCs). More on RPCs under this link: <https://developer.magicleap.com/en-us/learn/guides/transmission-mltk>

A few things to keep in mind:

- All devices must be connected to Wi-Fi on the same LAN
- For Spatial Alignment to work, you must be using the same map because the devices need to have Persistent Coordinate Frames (PCFs) in common. More on PCFs here: <https://developer.magicleap.com/en-us/learn/guides/persistent-coordinate-frames>