



雷鸟X2与RayNeo ARDK

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雷鸟X2介绍

前置摄像头

1600万像素

光学显示系统

自研全彩光引擎

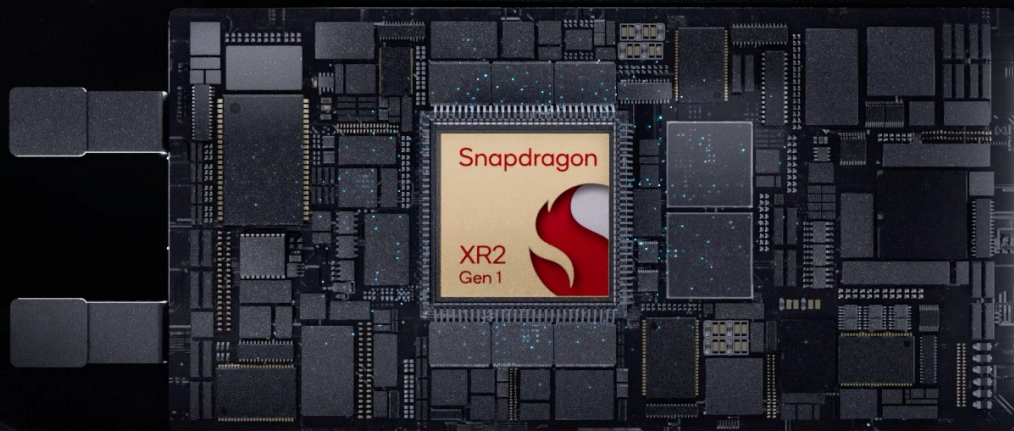
大容量电池

590mAh



骁龙 XR2 平台

旗舰级芯片 强算力支持



7 nm

制程工艺

8 核

8线程

6 GB

RAM

128 GB

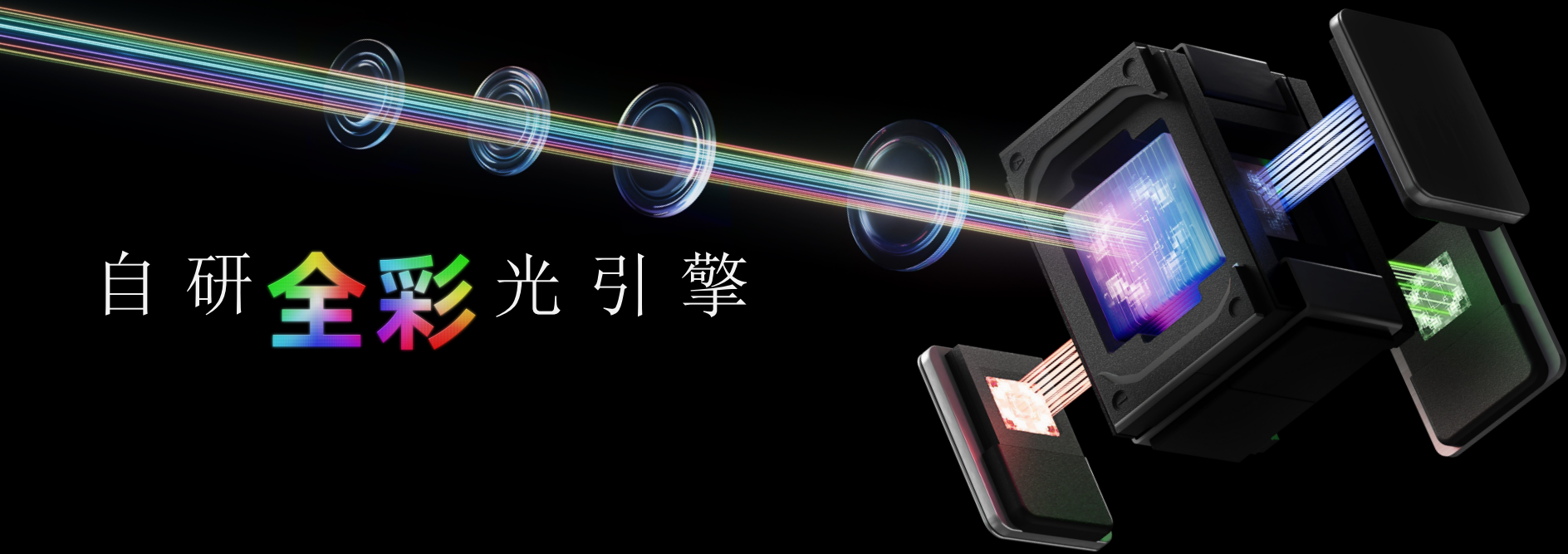
ROM

首款以MicroLED衍射光波导方案 实现的双目全彩异显 AR 眼镜





自研全彩光引擎



让每个人可以改变世界 雷鸟创新

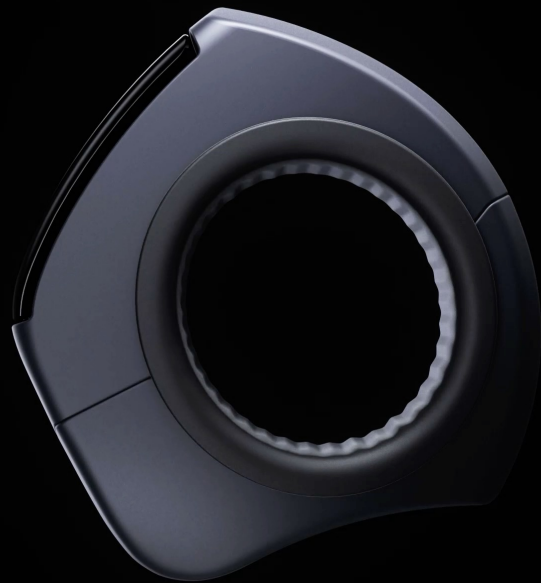




打开相机

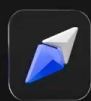
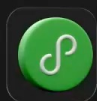
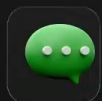
双击退出

让每个人可以改变世界 雷鸟创新



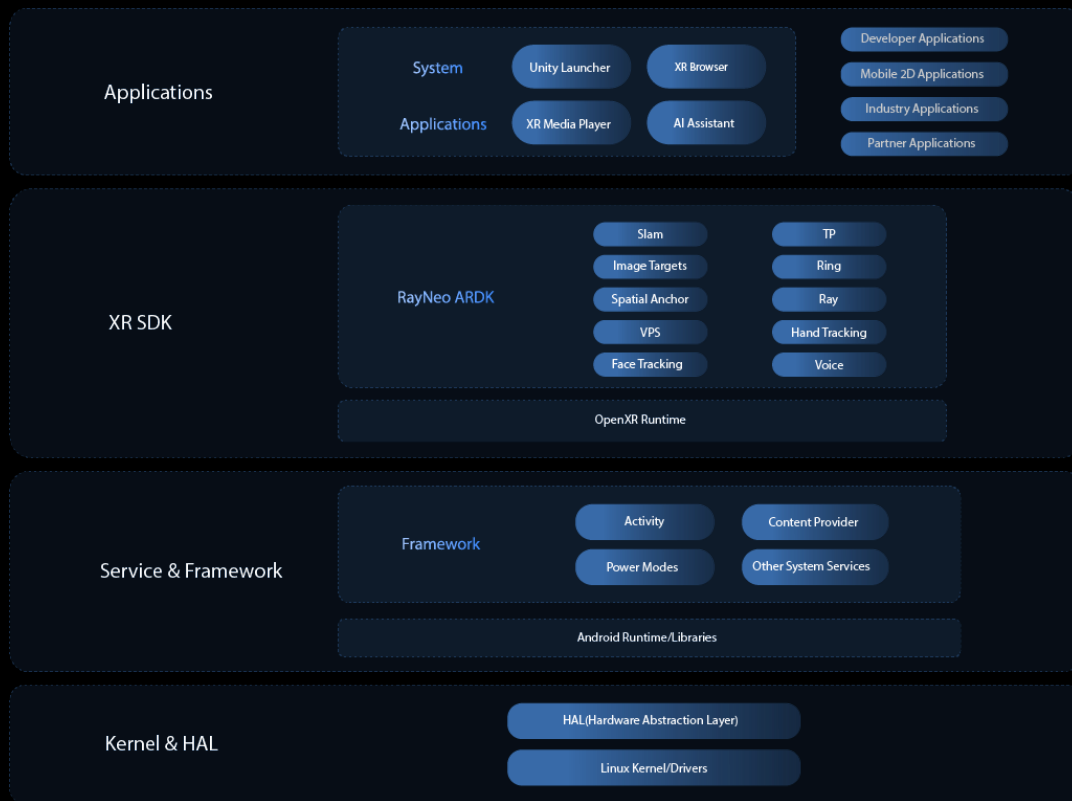


相机





RayNeo ARDK介绍





RayNeo ARDK集成方式介绍

详情可见开发者官网 <https://open.rayneo.cn/#/docs/x2>

01 导入方式（二选一）

1 Add package form git URL

Gitee : <https://gitee.com/RayNeo/ardk.git>

GitHub : <https://github.com/github-for-rayneo/ARDK.git>

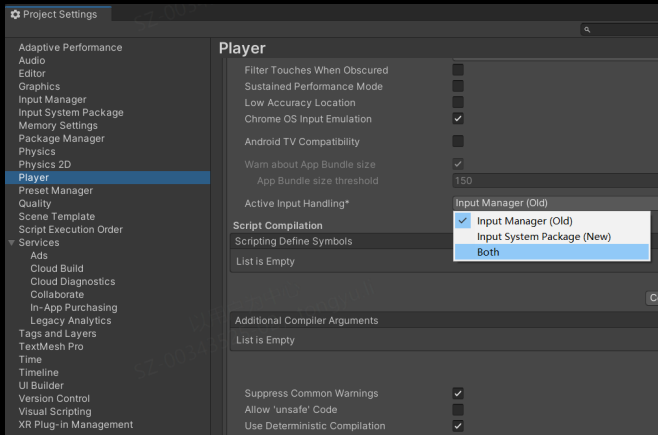
2 Add package form disk

RayNeo ARDK.zip : <https://file-down.test.leiniaoo.com/14/008765002923800010022373885.zip>

02 配置设置

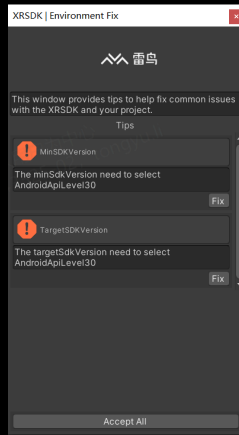
1 启用新输入系统

导入成功后，会提示你使用了新输入系统事件，此时选择no
进入Project Settings将Active Input Handling设置为Both，工程重启



2 环境修复

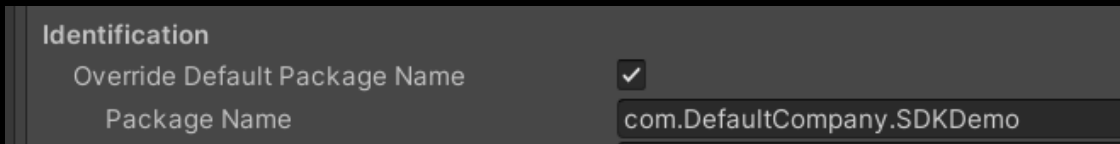
重启后，在自动弹出的修复窗口中，
点击Accept All



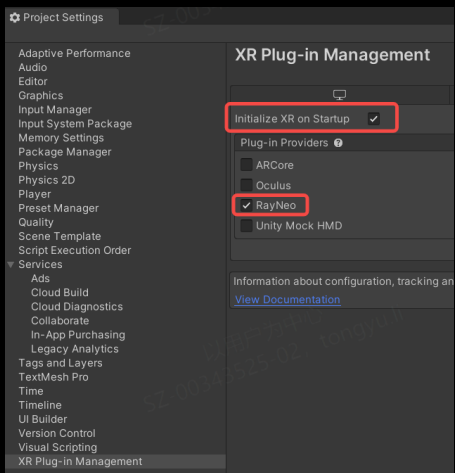


3 填写包名

点击Edit>Project Settings>Player，然后展开Other Settings选项卡
在Identification下，选中Override Default Package Name，并填写包名



4 勾选RayNeo



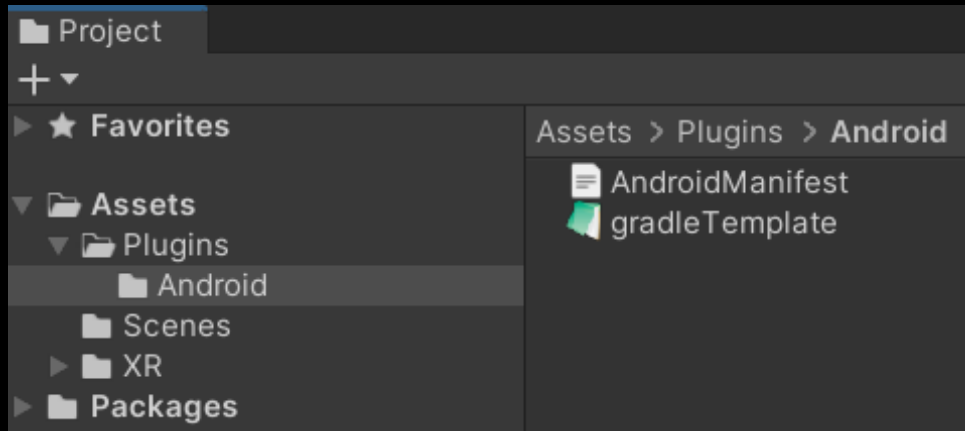
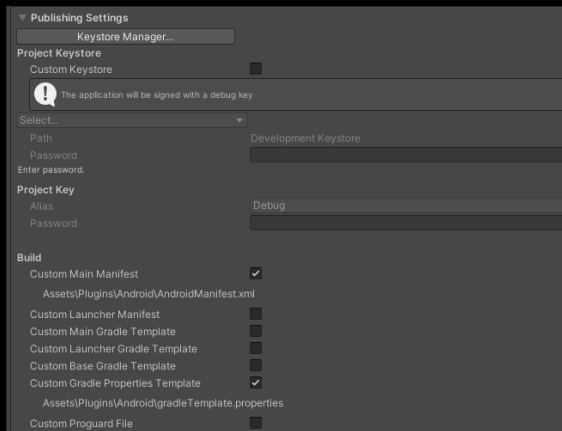


03 修改Manifest和Gradle

1 生成Manifest和Gradle文件

点击Edit>Project Settings>Player，然后展开Publish Settings选项卡

在Publish Settings选项卡上的Build下，勾选Custom Main Manifest和Custom Gradle Properties Template
随后可在Unity>Project>Plugin>Android 文件夹下，找到自动生成的二个文件





2 修改 AndroidManifest.xml 文件

设置启动Activity为 `com.tcl.unity.unityadapter.UnityXRSupportActivity`

```
<?xml version="1.0" encoding="utf-8"?>
<manifest
  xmlns:android="http://schemas.android.com/apk/res/android"
  package="com.unity3d.player"
  xmlns:tools="http://schemas.android.com/tools">

  <application android:requestLegacyExternalStorage="true">

    <activity android:name="com.tcl.unity.unityadapter.UnityXRSupportActivity"
      android:theme="@style/UnityThemeSelector">
      <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
      </intent-filter>
      <meta-data android:name="unityplayer.UnityActivity" android:value="true" />
    </activity>
    <meta-data android:name="com.rayneo.mercury.app" android:value="true" />
  </application>
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
  <uses-permission android:name="android.permission.CAMERA"/>
</manifest>
```



3 修改 gradleTemplate.properties文件

添加对Androidx的支持（见第三四行）

```
org.gradle.jvmargs=-Xmx**JVM_HEAP_SIZE**M
org.gradle.parallel=true
android.useAndroidX=true
android.enableJetifier=true
android.enableR8=**MINIFY_WITH_R_EIGHT**
unityStreamingAssets=.unity3d**STREAMING_ASSETS**
**ADDITIONAL_PROPERTIES**
```



04 [可选]导入Sample

1 可选导入SDK中的案列场景

The screenshot shows the Unity Package Manager interface. On the left, a list of packages is displayed under the 'Packages - Unity' section. The 'RayNeo ARDK' package is highlighted. On the right, the details for the 'RayNeo ARDK' package are shown, including its version (1.2.0), source (git), and a list of samples. The 'Hello RayNeo' sample is highlighted with a red box, and an 'Import' button is visible next to it.

Package Name	Version	Status
Engineering		✓
RayNeo ARDK	1.2.0	✓
JetBrains Rider Editor	3.0.15	🔔
Test Framework	1.1.31	🔔
TextMeshPro	3.0.6	✓
Timeline	1.6.4	🔔
Unity UI	1.0.0	✓
Version Control	1.15.18	✓
Visual Scripting	1.7.8	✓
Visual Studio Code Editor	1.2.5	✓
Visual Studio Editor	2.0.16	🔔

RayNeo ARDK
Version 1.2.0
com.rayneo.ardk
[View documentation](#) · [View changelog](#) · [View licenses](#)

RayNeo AR SDK
Installed From
<https://gitee.com/RayNeo/ardk.git>

Samples

Hello RayNeo 24.47 MB	Import
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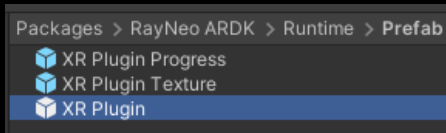


05 构建第一个AR应用

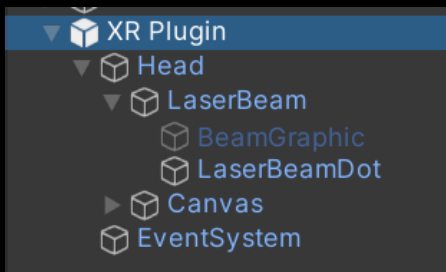
1 添加XR Plugin预制体

新建场景将里面的Main Camera删除

进入Packages/RayNeo ARDK/Runtime/Prefab目录,将XR Plugin预制体拖入场景中

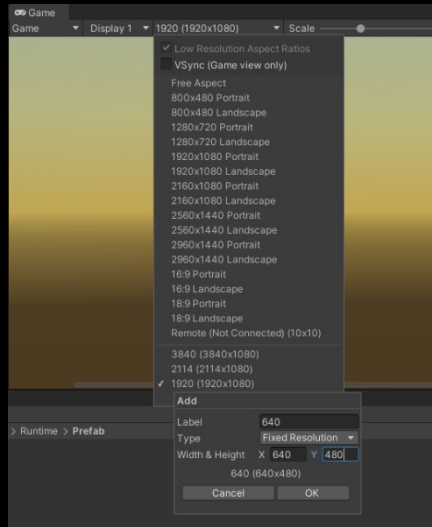


XR Plugin包含以下元素



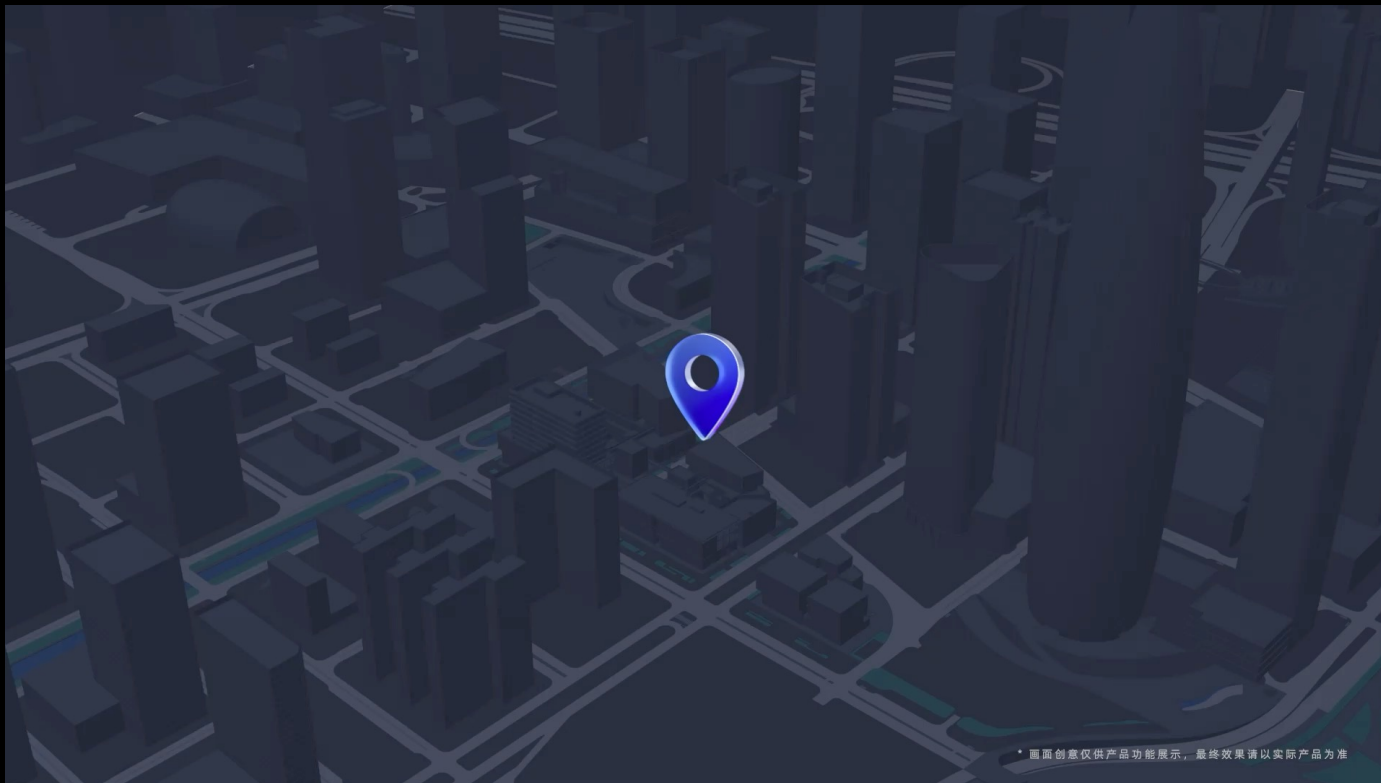
2 设置Game视图分辨率

在Game视图中,新增一个分辨率640X480





空间导航





贴面翻译



雷鸟创新仅供产品展示，最终效果请以实际产品为准。



AI助手





微信音视频通话





谢谢观看!
THANK YOU