

CocosXR 1.0.0.b1 for Cocos Creator

3.6.0 用户须知

非常感谢您试用 CocosXR 1.0.0.b1，在您下载和安装此插件前，请务必仔细阅读用户须知。

1，CocosXR 1.0.0.b1（下文简称“本插件”）是厦门雅基软件有限公司专门在 Cocos Creator 3.6.0 基础上开发的针对 XR 设备进行互动内容创作和发布的插件，其所有权和最终解释权归厦门雅基软件有限公司所有。下载和使用本插件视同您已经同意 Cocos Creator 的《软件许可及服务协议》。

2，本插件是专门针对 Cocos Creator 3.6.0 版本设计的 XR 扩展插件，请您务必确认采用 Cocos Creator 3.6.0 版本来创建或者打开您准备添加 XR 扩展的项目；切勿尝试用本插件来配合任何其它非 3.6.0 版本的 Cocos Creator，否则您将自行承担所有后果。

3，本插件支持的 XR 设备有：Meta Quest2、Rokid Air，请您确认您的设备条件以便进行完整开发构建流程的试用。

4，本插件属于公测试用版本，其有效期限截至 2022 年 12 月 31 日；但建议您在试用过程中及时关注 Cocos 相关信息渠道，以便在正式发布的时候能及时进行编辑器/插件版本切换升级；预计您可以顺利将项目内的本插件升级替换为正式版本。

5，本插件的简易安装流程如下：

- 用 Cocos Creator 3.6.0 创建一个新的项目；
- 下载本插件，并将文件解压到“(项目根文件夹)”路径底下；
- 重新打开项目，或点击“扩展--扩展管理器--项目”里的“扫描扩展”选项，确认以“xr-”开头的扩展已成功添加并且启用；
- 再次点击“扩展”菜单，这时候会看到“xr 升级包”的选项，点击后会弹出升级界面，点击“升级”，这时候会进行项目自定义引擎的创建，时间可能会比较久，根据电脑配置而

定，一般需要 3~10 分钟左右，请等待提示升级完成，中间不要关闭该界面或者进行其它操作。

- 完成升级后请根据提示重启编辑器，然后就可以开始 XR 内容创作了。

6，若您不再需要使用本插件，或者出现了其它异常状况，以及将来升级使用正式版的 XR 插件，您需要卸载本插件，简易流程如下：

点击“扩展--xr 升级包”，在弹出的窗口选择“还原”；此操作会比较快，完成后请根据提示重启编辑器；

重启后请根据您的需求，再次进行“升级”或者停用项目里所有“xr-”相关的扩展，并且可以在“(项目路径)\extensions”里删除对应扩展的文件夹。

7，公测时间内的相关问题和建议在论坛里反馈，我们会尽快安排验证和回复，再次感谢您对 Cocos 的支持！

已知问题：

- 1，暂不支持 Vulkan 下的 MSAA 功能；
- 2，**Bug**：在当前场景内容发生修改并未保存的情况下，更改编辑器布局，会重置所有未保存内容，导致内容丢失；
- 3，VideoPlayer、WebView 不能具有深度信息，会被画在镜头最前面，无法交互遮挡住其他对象；
- 4，修改 Tracking Origin Mode，偏移效果不会实时在编辑器中刷新；
- 5，Grip\Trigger 这种弹性按钮按下时会发生抖动，导致信号不精确；
- 6，ScrollView、PageView 这类带 cc.Mask 的 UI 控件会被 Mask 全屏遮罩；
- 7，传统 UI 控件的 cc.Widget 的适配功能不适用于 XRUI；
- 8，为 XRUI 添加 cc.RaycastChecker 时，如果此 UI 或父级 UI 没有启用，则不会自动添加 BoxCollider；
- 9，XRUI 不支持根据距离计算遮挡效果，目前遮挡关系只是通过渲染顺序得到的。

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3.6.0 README

Thank you very much for trying CocosXR 1.0.0.b1, before you download and install this plug-in, please read the README carefully.

1. CocosXR 1.0.0.b1 (hereinafter referred to as "this plug-in") is a plug-in specially developed by Xiamen Yaji Software Co., Ltd. on the basis of Cocos Creator 3.6.0 to create and publish interactive content for XR devices. Its ownership and final interpretation rights belongs to Xiamen Yaji Software Co., Ltd. Downloading and using this plug-in means that you have agreed to the "Software License and Service Agreement" of Cocos Creator.
2. This plug-in is an XR extension plug-in specially designed for Cocos Creator 3.6.0. Please make sure to use Cocos Creator 3.6.0 to create or open the project you want to add XR extension; do not try to use this plug-in to cooperate any other version of Cocos Creator, otherwise you will be responsible for all consequences.
3. The XR devices supported by this plug-in: Meta Quest2, Rokid Air; please confirm your device conditions so that you can try out the complete development and construction process.
4. This plug-in is a public beta version, and its validity period ends on December 31, 2022; however, we recommended that you pay attention to the relevant information channels of Cocos during the trial period, so that you can upgrade the editor/plugin version in time when the official version is released; it is expected that you can successfully upgrade and replace this plugin in the project with the official version.
5. The simple installation process of this plug-in is as follows:
 - Create a new project with Cocos Creator 3.6.0;
 - Download this plugin and unzip the file to the "(project root folder)" path;

Re-open the project, or click the "Scan Extension" option in "Extension -- Extension Manager -- Project" to confirm that the extensions starting with "xr-" have been successfully added and enabled;

- Click the "Extension" menu again, and you will see the option of "XR Upgrade Package". After clicking, the upgrade interface will pop up, click "update", and the project custom engine will be created at this time, which may take quite a long time depending on the computer, it usually takes about 3~10 minutes, please wait for the prompt to complete the upgrade, and do not close the window or perform other operations in the middle.

- Please restart the editor according to the prompts after completing the upgrade, and then you can start XR content creation.

6. If you no longer need to use this plug-in, or other abnormal conditions occur, and you upgrade to use the official version of the XR plug-in in the future, you need to uninstall this plug-in. The simple process is as follows:

- Click "Extension-- XR Upgrade Package", and select "restore" in the pop-up window; this operation will be faster, please restart the editor according to the prompts after completion;

- After restarting, please perform "update" again or disable all "xr-" related extensions in the project according to your needs, and delete the corresponding extension folder in "(project path)\extensions".

7. Relevant questions and suggestions during the public beta period can be reported in the forum. We will arrange verification and reply as soon as possible. Thank you again for your support to Cocos!

Known issues:

1. MSAA function under Vulkan is not supported currently;
2. Bug: When the current scene content is modified and not saved, changing the editor layout will reset all unsaved content, resulting in content loss;
3. VideoPlayer and WebView cannot have depth information, they will be drawn at the front of the

lens, and cannot block other objects interactively;

4. Modify the Tracking Origin Mode, the offset effect will not be refreshed in the editor in real time;

5. The elastic button such as Grip\Trigger will shake when pressed, resulting in inaccurate signal;

6. UI controls with cc.Mask such as ScrollView and PageView will be masked by Mask full screen;

7. The adaptation function of cc.Widget of traditional UI controls is not applicable to XRUI;

8. When adding cc.RaycastChecker for XRUI, BoxCollider is not automatically added if this UI or the parent UI is not enabled;

9. XRUI does not support calculating the occlusion effect based on distance currently, the occlusion relationship is only obtained through the rendering order.