VR Set up Master Sheet

Written by Riley Murphy

This guide will walk you through setting up all of our VR adventures. Be sure to follow the correct steps for the game you wish to set up, as Ubisoft and Huxley are quite different.

Software set up GC

- In GC, turn on Death's monitor if it's not on yet. It's the big monitor closest to the door.

Ubisoft

- Click on "SphinxOperator.exe". Click "yes" on the pop up that says "Do you want this app to make changes to this device?". This will open two windows: The Uplay App, and the Ubisoft Escape Rooms Operator.
- Select the game from the Operator. In the upper right hand corner next to the gear, check that the circle is green.

Huxley Guide

- Make sure ALL apps/programs are closed on Death. Open Mumble, select GC Server, hit connect. Make sure GCvr is in the "VR" channel
    a. If it's not, double click on the VR channel and it'll put you in there.
- Select Huxley 1.78, which opens a file. Select "Huxley.exe" in that file. Select Game Master once it loads.
- If there is a discount, add it at the start screen. Otherwise, click "New game"
- Set the names, team name, and language. No need to Start just yet.

Set up Headsets

- Grab the headsets labeled Susan and Rats. Insert battery packs into the holders, double check that the charge is full by pressing the battery button. (HTC brand's button is on the top near the ports, others are the circle on the front) Snap the holder closed.
- Place Susan center of playspace that is closest to the exit facing the wall opposite of the curtain ,
- Place Rats Center of playspace farthest from the exit facing the wall opposite of the curtain.
- Plug the headsets into the battery pack, press the power button on the battery packs, and check for the light on the top of the headset (just below the Vive on button) If they don't turn on automatically, press Vive button on the T bar.
    - Lights: Green = Connected, Blinking green = searching for connection, Red =On, not connected, No light = Asleep or off.

- Place the controllers next to the corresponding headsets. The labeled ones go with susan, rats' are unlabeled. Press and hold the double square buttons down to turn the controllers on. You will know if they are on when they chirp and show a light a little below the button.

Setting Up the Playspace

- Turn on the monitors for susan and rats.
- Open vive wireless. It will be good to go when the vive wireless app says "ready". (you may need to wiggle the headset to wake it back up again)
- Do not remove the headset or controllers from the play area during room set up.
- Open steam VR app.
    a. If the Headset icon is outlined in green, just jiggle the headset a little to wake it up.
        i. If the headset is not showing up despite being plugged in and on, unplug the headset and plug it back in again.
    b. If the controllers are black, you'll need to turn them back on.
        i. If the controller is on but not showing up in Steam VR, the fix is generally that you'll need to restart the computer.
    c. If the light houses are black, you may need to reposition the headsets or wait a moment for them to turn back on. If they remain black, consult the tech team.

- Open up Steam and launch SteamVR Room Setup
    a. This can also be opened from the Steam VR = menu,

- Choose Room Scale, hit next.

- Establish connection, everything should be listed as Ready.

- Locate Your Monitor. Point your controller at the wall opposite of the curtain and hold the trigger until it stops vibrating. Next!

- Locate the Floor. Place both controllers on the floor and press Calibrate Floor on the Steam app. Next!

- Create some boundaries. This step is important! Click the checkbox Advanced Mode. Use the controller you used to point at the wall and take it to the corners of the playspace. Go in a linear order, no diagonals allowed! BE SURE TO FOLLOW THE RIGHT GAME GUIDE FOR THIS.

      a. **Ubisoft Games (Medusa and Pyramid)**:For these games, both rats and susan get their own playspace.
         i. Rats
            1. Curtain line: Go right up to the curtain, pull the trigger
            2. Computer monitor corner: Touch that wall, pull the trigger, wait for a vibration. You might need to move your body if you don't feel a vibration.
            3. Corner corner: Touch both walls, get up in that corner, pull the trigger
            4. Wall line: Touch the controller to the wall, just a little over the line, pull the trigger.
         ii. Susan
            1. Susan Corner: Touch the corner of the wall
            2. Door curtain: Try to get as parallel with where you pressed for the Susan Corner.
            3. Curtain line: Make an educated guess.
            4. Wall line: Click in the same space you did for the Rats trigger.
      b. **Huxley: rats and susan are all on one playspace, so you will draw identical boundaries for them.**
         i. Susan corner
         ii. Curtain door corner
         iii. Rats corner
         iv. Corner corner

- Click next. When you get the next page, "Set your play area", check the dimensions.
  a. For **Ubisoft**: You want it to be 3-3.3 x 2.1-2.4
  b. For **Huxley**: You want 4.0 x 3.2ish.
      i. Huxley has an extra step on this page. Go into "edit" and drag the playspace so it's directly under the lighthouse (the box in the middle of the room). Then, make sure the arrow is facing the same direction as the headset. Click "flip" if it's not. I know, this will be hard to tell on Susan, but I believe in you. **DO NOT ROTATE PLAYSPACE**
- Once you're done, look through the headset and make sure the boundaries look good from VR.
  a. If the playspace is not correct you will need to start over.
- Good job! Now do this all again with the other headset.

Software set up in Room

Ubisoft

Do on both computers:

- Headset and controllers might have fallen asleep by now, so give them a quick jostle/button press.
- Click on "Sphinx Loader Set up". Click yes on that same pop up from before. It will open up an install box, click "Install". It will finish very fast, then click "Finish". Be sure that check box "launch game" is selected.
- This should launch the sphinx loader! Check that the circle in the bottom right and make sure it's green, too.
    a. If the dot is red, check that the IP addresses in GC and in the Loader are the same. If that doesn't work, make sure that the router under the Death desk is plugged in.

Huxley Guide

- Start Mumble on both computers and double click on the VR channel to put them in there.
- Find Huxley 1.78 , run the Huxley game.
- Once huxley loads, click Desktop in the upper left hand corner.
- Once both Rats and Susan are in Huxley, test the headsets and make sure they can see each other in the play space. Test the boundaries out too, Huxley is the most likely to get the boundaries wrong.

GC Software Final steps

UBISOFT

- You should see Rats and Susan in the client area. Click on them and that should add them to the Start Game area. Change their names to whatever the customers want them to be.
- Click Start Game! It will process some updates if you're first launching it, otherwise it'll just get going. The game should appear in the bottom area of the Operator, in the Running Games section. It should say "Pre Game" and however many minutes it's been running.

HUXLEY GUIDE

- Bring customers into the room You will need to rename the avatars and add a team name.
- Press start game

Bring customers into the room

- Technical setup complete! Now all you have to do is close the curtains and the door to the secret tech area. Bring the customers in and get them set up.

- Offer a sanitary mask (it's not required). We wipe down the headsets after every use, but some people like to feel extra protected. Offer them help putting the gear on. Hand them the battery and tell them to secure it to a pocket. Back pocket is sturdier than front.

- Lift the headset by the stretchy part between the main piece and the T bar. Show them how to adjust the eye bits (there is a button on one side to slide the view finder out, and a more gradual fine adjuster dial on the other side of the eye piece). Put the eye piece in front of their eyes and ask them to hold it in place wherever it's easiest to see/is the most comfortable. Then tilt the rest of the headset back into place around the top of their head. Locate the knob on the back and tell them to say when it feels tight enough. Begin to tighten it until they say when. Then, lower the headphones and tell them they can be pulled down or up to adjust them.

- Pick up their hands and tell them you're going to help them put the straps on. Help them with the straps, give them the controllers, and ask them if their hands look correct. Usually they'll do a little dance to test their hands, all should be good.
  a. This step is a bit different from Ubisoft in that the hands decide beforehand which is left and which is right. Players will know right away if their hands are wrong.

- See if the players can hear each other. If they cannot, instruct the player who CANNOT BE HEARD to find the right headphone and press the button on it. That should allow both to be heard now. You can also tell them that to adjust the volume, there is a knob on the left headphone.

- Make sure the players can see one another.

- Back to GC! Tell the players you're going to do a sound check, they are free to move around and play the tutorial while you do this. You will need to click the Headphone button to hear the players, and you'll need to press the microphone button to talk to the players.

Running Tips

Ubisoft

- Click on the eye button, this will let you see what the players see! Clicking on a player name once will let you see what they're seeing, click on them twice to see them from an outsider's perspective.
- Let them choose their avatars and outfits give them 10 minutes or until both payers are ready and then select start game.

Huxley

There is a game over screen for Huxley, which the Ubisoft games do not have. It also has an after game bonus game.

We give players 50 minutes to complete the game (despite the 45 minute timer) so they can have a chance to play the bonus game.

Take Down, Clean up, Reset

1. When the game is over, don't end the game on Death until after the customers are out of the headsets.
    a. Ubisoft: When they're out, click the little Stop button to end the game.
    b. Huxley: Click the red X on Death, and poof, huxley is no more.
2. Head into Star League and bring the headsets back to the storage area. Unplug the battery packs from the headsets and plug the battery packs in. Don't wiggle the cords to get them out, just pull. Wiggling can hurt the hardware.
    a. Be sure you're using the right USB cords, the HTC battery pack uses a different type of port.
3. Grab a wipe from the CPAP Mask Wipes bottles. You should only need one per mask. Clean the foam and platicy areas (DO NOT WIPE THE LENSES OR THE WIRELESS ADAPTER). Get the strip and headphones too. Put it on the styrofoam head. Give the controllers a wipe too and plug them in.
    a. If you need to clean the lenses (they look smudged), use the Premium Microfiber Cloths.
4. Turn off monitor so images do not burn into the screen