WeMakeVR.com

Technical specifications document

Production:	Angels Of Amsterdam
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“Angels Of Amsterdam” presentation specifications

PC Specifications

	Minimum	Recommended
VR Headset	SteamVR compatible headsets	Valve Index
GPU	RTX 2080ti	RTX 3080/A6000
CPU	Intel i7-11800	Intel i9
SSD	NVME-SSD	NVME-SSD

Headset setup:
Valve Index recommended. Alternatives: Vive Pro 2, Reverb G2.
The experience will also run on any other SteamVR-compatible headset, but with compromised visual and audio quality.
This includes Vive Pro, Oculus Quest 2 in Link-mode, Rift-S, and other SteamVR compatible headsets.
Check that the IPD-slider is set on the middle value, to accommodate as many users as possible.
Also please ensure the on-off button of the Index-headset is covered, so a user does not accidentally turn off the head set.

Audio:
This application runs with SteamVR spatial audio. Make sure SteamVR is up to date and running properly.

Volume:
Make sure the off-ear speakers of the headset are positioned properly towards the user’s ears.
When using the Valve Index headset, the PC-volume should be set to at least 60% for a good user-experience. If needed (for example if the installation is running in a loud/noisy environment) adjust the volume upwards, but never below 60%.

Playspace setup:
This is a 6DoF standing experience, where the player can move freely in a 1mtr diameter space.
We recommend a 2x2 play area to make sure the player is safe. With a minimum play area of 1.5 x 1.5 mtr.

Application requirements
This application requires a constant internet connection.
This application does not need the controllers during the experience, but they are needed in the calibration process of the play space.

Setup guide

Play area setup

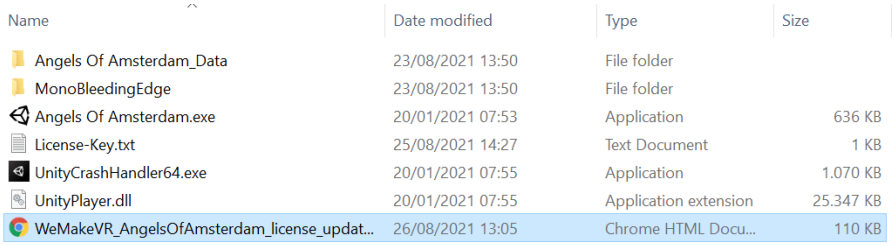
When using SteamVR compatible headsets run the SteamVR room setup and follow the instructions.
https://www.youtube.com/watch?v=hEDgsM1e4og

When using Mixed reality setup: https://support.hp.com/vn-en/document/c05625894
When using Oculus run the guardian calibration: https://youtu.be/zh5ldprM5Mg
Note: When running a Windows Mixed reality headset, please ensure that the floor height is calibrated properly both inside the Windows Mixed reality portal software, as well as in SteamVR.

Please ensure that the SteamVR guardian is set to at least 2x2 mtrs., with the user position in the center.

Getting the files ready

Unpack the project zip file to the NVME-SSD to make sure all the files are loaded as fast as possible.
The unpacked folder should look like this:



Name	Date modified	Type	Size
Angels Of Amsterdam_Data	23/08/2021 13:50	File folder	
MonoBleedingEdge	23/08/2021 13:50	File folder	
Angels Of Amsterdam.exe	20/01/2021 07:53	Application	636 KB
License-Key.txt	25/08/2021 14:27	Text Document	1 KB
UnityCrashHandler64.exe	20/01/2021 07:55	Application	1.070 KB
UnityPlayer.dll	20/01/2021 07:55	Application extension	25.347 KB
WeMakeVR_AngelsOfAmsterdam_license_updat...	26/08/2021 13:05	Chrome HTML Docu...	110 KB

Software setup / troubleshooting / performance optimization

If you have SteamVR installed, and other demanding VR games are running fine, and your are still expriencing performance issues, here are some comon troubleshooting steps:

Make sure to turn on “Display Performance Graph” in your SteamVR-panel. This will allow you to see how SteamVR is performing.

Please make sure that your GPU-drivers are up to date, and that VR-applications use the discrete GPU instead of “on-board” graphics.

If your PC is new, it might be that certain video codecs don’t have optimal or up to date versions installed yet. To ensure your sytem has most video codecs present, we recommend installing the Microsoft HEVC-codec from the Microsfot-store. (We can’t include this in the build because Microsoft charges $0,99 for it.)

https://www.microsoft.com/en-us/p/hevc-video-extensions/9nmzlz57r3t7

If you still encounter issues, installing VLC-media player could help on some sytems, since it updates certain video-codecs and/or installs missing codecs.

https://www.videolan.org/vlc/download-windows.html

Final option: in SteamVR Setting > General, set the”Render Resolution” to custom, and lower the value to, for example, 75% or lower, until performance is smooth. This is really a last-resort solution, since the visual quality will be significantly compromised.

If lowering the resolution improves performance, generally this indicates that the PC does not meet the requirements for Angels. This could be CPU and GPU related. If this is the case we request more powerful hardware is sourced prior to showing Angels to the general public.

Physical setup:
The user should stand, ideally, at a sturdy high cocktail table to lean on or rest their hands on. The virtual experience and user-position are designed for the user to stand at the head of a bar in a café, and in real life people will always try to lean on the bar for support. A table-height of 100-105 cm is ideal , but any available high cocktail table will work. Please ensure the table is solid/sturdy and properly secured to provide a safe and immersive user experience.

The recommended measurements are:
Height: 105CM / 41Inches
Width: 50Cm / 20 Inches
Length: At least 50Cm / 20 Inches



When using the physical setup make sure the headset is laying down as shown below to sync the physical and virtual bar together.



Starting the experience:
Place the headset on the high table (see previous image) facing forward. Make sure SteamVR is running, and Steam home is visible in the headset. Double check that the floor height in your SteamVR room setup is correct.

Double click the Angels of Amsterdam.exe application to start. The application will now be set up properly for the rest of the day/showtime. The screen you will see looks like this:



Note: if for some reason the headset is not synced properly with the bar, place the headset at the position shown on the previous page, and then press the 'R' key on the keyboard to recalibrate the height and position of the virtual bar.

After a user has completed the experience, the experience will go back to the main start-screen. Clean the headset and place it back on the table for the next user.

Troubleshooting

Licensing:
When prompted with this message follow the next steps:
1. Check if you have a valid internet connection
2. Restart SteamVR
3. Restart the application
4. If all fails contact hello@wemakevr.com



When the virtual bar is in the wrong place:
When the bar is not synced with the physical bar do the following steps:
1. Stop the application and SteamVR
2. Restart SteamVR
3. Place the headset on the designated spot as shown on the previous place
4. Restart "Angels Of Amsterdam"

Keyboard controls
For troubleshooting problems you can use the following keyboard controls.
"R" - Reset the full application
"S" - Seated mode: If the user is in a wheelchair, this function moves the camera to a standing perspective, which ensures proper application functionality
"ESC" - Quit the application