HALP!

Build Date: *2016.06.29* ***Build Version:*** *8997*



HALP! is a single-player VR sandbox puzzle game where you help a stranded robot captain and his crew fix their broken ship... or where you DON'T do that and instead poke around and mess with the ship's various gizmos and contraptions.

Known Issues:

- **HALP! is a game still in development**
  - Minor bugs are still present – some of which are due to HALP! being initially designed to work with Oculus Touch controllers
  - Collision issues for objects in the distance
  - For other issues, send your reports to halpfeedback@funbits.com

Setup Instructions

Vive Setup:

Room Preparation:

1. Find a large enough area to play in, clear any obstacles and hazards that players risk walking into
2. Securely mount two base stations in opposite corners of the play space just above head level (max distance between the units is 15 feet across)
3. Ensure each is tilted downwards at a 30-45° angle (base stations have a 120° view on both axes)

Software:

1. Install Steam onto a PC capable of running the VR software
2. Install the SteamVR software tool via Steam
3. Have the headset present within the playable space
4. Run SteamVR
5. Wait for the headset to connect (the SteamVR widget will turn green).
6. Right-click the SteamVR widget and select Room Setup Tool
7. Follow the Tutorial until the boundaries of the playable space have been determined and the controllers are synced
8. Launch the game by opening the latest build file

Oculus Setup:

Room Preparation:

1. Find a large enough area to play in, clear any obstacles and hazards that players risk walking into
2. Securely position the sensor in a location that can track the user in the play area without obstacles blocking it

Software:

1. Plug the sensor into a 3.0 USB port
2. Connect the Headset to the computer
3. Ensure the sensor has clear view of the user
4. Open the Oculus Application
5. Select the Devices tab
6. Click the drop down menu 'Configure Rift'
7. Select Add Left Touch
8. Pair the Left Touch with the headset
9. Return to the Devices Menu
10. Select Add Right Touch
11. Pair the Right Touch with the headset
12. Launch the game

Controls:

Motion Controller Mode (Vive Only):

- Hold the Grip button down for 1.5 seconds to re-center the map
- Press the Trigger button to close all fingers, except the thumb
- Touch the Touchpad to operate the thumb
- Slide the thumb along the Touchpad to navigate the helicopter while holding the helicopter's controller
- Press the Trigger button to pick up the fire extinguisher, and press the Touchpad button to trigger the water flow

Motion Controller Mode (Oculus Only):

- Bottom Grip Button controls the Middle, Ring, and Pinky fingers
- Middle Grip Button controls the Pointer finger
- Touching any of the buttons or thumbstick controls the thumb
- Move the thumbstick around to control the Helicopter while holding the copter controller
- Press the 'A' Button three times in rapid succession to re-center the map

Gamepad Mode (Vive and Oculus):

- Press the Y button once to re-center the map
- Move the left and right thumbsticks to rotate/slide objects while holding them
- Press the left trigger button to pick up objects while aiming the cursor dot at an object
- Press the A button to throw any object that is held
- Look at an object with the cursor dot to highlight an object

Troubleshooting:

Try the following if any issues occur:

- Run the SteamVR Room Setup Tool again
- Ensure the latest firmware is installed on the PC
- If the User's eye level is not at the correct height, close the build and ensure the User is standing in the center of the tracking space, and then launch the build again.
- If the Builds close immediately after boot, keep trying (it will eventually open) or ensure that SteamVR is running.
- Restart the PC

Frequently Asked Questions:

1. ***Can I wear glasses with the headset?***
   Yes, you can, as long as the glasses are not too large and bulky.

2. ***Why did the world suddenly go grey?***
   If you accidentally hit the small button below the touch pad, it will bring up the Steam interface. Simply, hit the button again in order to return to the scene. If that does not fix it, follow any of the troubleshooting methods.

3. ***Why can I not see any of my windows or icons on my desktop?***
   The VR headset acts as two additional monitor for each view lens with extended displays from your main monitor. Right-click your desktop on your main monitor and select 'Screen Resolution' (If you don't have Windows 7, type 'Screen Resolution' in the Start Menu and click 'Adjust Screen Resolution'). Ensure your main monitor is the Primary Monitor (Check 'make this my main monitor'). If you still do not see any of your program windows, it is most likely located on one of the headset monitors. You'll need to look through the headset and drag the window back onto the main monitor.