Eternal Walkers

Operation Guide (3 pers)

https://drive.google.com/file/d/15cyIgWU8Q1XbPg3_OFO1RRt2gx8vLWk0/view?usp=drive_link

- Turn on 3 PCs + router
- Make sure all PCs are connected to the same network 5G from the router
- Make sure all Virtual Streamers are running on PC with Meta Username.
 PC 1 Meta Username: younyounyoun
 PC 2 Meta Username: InnerspaceContact
 PC 3 Meta Username: 3rd3rd

G Virtual Desktop Streamer				
ACCOUNTS	Oculus Username(s)			
OPTIONS	Change			
VIDEOS				
ABOUT				
Version: 1.20.13				

• Only in PC1, launch (double-click) on Server file : start game master.bat



• If you have this message, please authorize access

Alerte de sécurité Windows				
E Par fonction	e-feu Winc onnalités d	lows Defender a bloqué certaines e cette application.		
Le Pare-feu Windo réseaux publics et	ws Defender a privés.	bloqué certaines fonctionnalités de Guardians sur tous les		
	Nom :	Guardians		
U	Éditeur :	InnerspaceVR		
	Chemin d'accès :	C:\users\kubo2\desktop\guardians-v001-local-newimages- server-development16\windowsnoeditor\guardians\binaries		
Autoriser Guardian	ns à communique	er sur ces réseaux :		
🗌 Réseaux pri	ivés, tel <mark>s q</mark> u'un	réseau domestique ou un réseau d'entreprise		
Réseaux pu car ces rése	blics, tels qu'un aux sont rarem	aéroport ou un cybercafé (non recommandé ent sécurisés)		
Si les applications s	sont autorisées	via un pare-feu, quels sont es risques encourus ?		

- Go to X (the center of exhibition space) with Quest A and turn on Quest A.
- Make sure Quest A is connected on the same network 5G from the router then, you can draw Guardian from 1 to 4



In Quest A, launch VirtualDesktop to connect PC1
 PC1 is always connected to Quest A via VirtualDesktop
 PC2 is always connected to Quest B via VirtualDesktop
 PC3 is always connected to Quest C via VirtualDesktop



- If Quest A is connected to PC 1, you can see the desktop of your PC1 inside of Quest A.
- with Quest A, launch the client file (press the trigger 2 times)
 StartWithVirtualDeskto.bat of PC1 with the Quest controller. It may take several seconds to connect to Server .
 Be patient and don't launch twice.



• If Vr Headset couldn't connect to PC via Virtual desktop :

Check wifi 5G from the router is connected in Vr headset.
 Restart Virtual Desktop Streamer on PC than try to connect again

 In Quest A, if the client is connected to the server, you will see the sky and the cloud. (But the orientation of virtual space will be completely offset from our physical space)



• We will do **'Room Calibration'** (calibrate of the virtual space with a controller) to set up the start point (cloud) like below.



'Room Calibration' :

Hold down both buttons A and B (or X and Y) of the controller for 2 seconds to show the Room Calibration mode.



You will see a virtual green cross at your feet (green cross is your position. if you move, the green cross will follow you) please follow the instructions of Room Calibration inside QuestA



Go to N°1 of the exhibition space and try to fix (press the trigger) this virtual green cross to N°1 of the exhibition space.

When you fix your first virtual green cross, you will see a green ball with a number as below





Go to N°2 of exhibition the space and try to fix second virtual green cross to N°2 of exhibition space.

When you fix 4th virtual green cross, the virtual space will be calibrated automatically



CHECK : The starting point (cloud) should be in the middle/ between of 1 and 4



hold down both buttons A and B (or X and Y) of the controller for 2 seconds to exit the Room Calibration mode.

If by mistake, the numbers are fixed in the wrong place, we must still continue to fix until number 4 then hold down both buttons A and B (or X and Y) of the controller for 2 seconds to exit the Room Calibration mode. And restart **'Room Calibration'**.



• Stand on the cloud to start !