

VR Series

Using the VR Carts

Using the VR carts required additional steps since network access is provided through wi-fi. Here is a quick overview of the steps.

Step 1 - Log in to the cart using the account and password located on the keyboard

Step 2 - Verify that the wifi is active (eduroam).

Step 3 - Access your files through either a map drive or using a USB drive

Step 4 - Start Steam

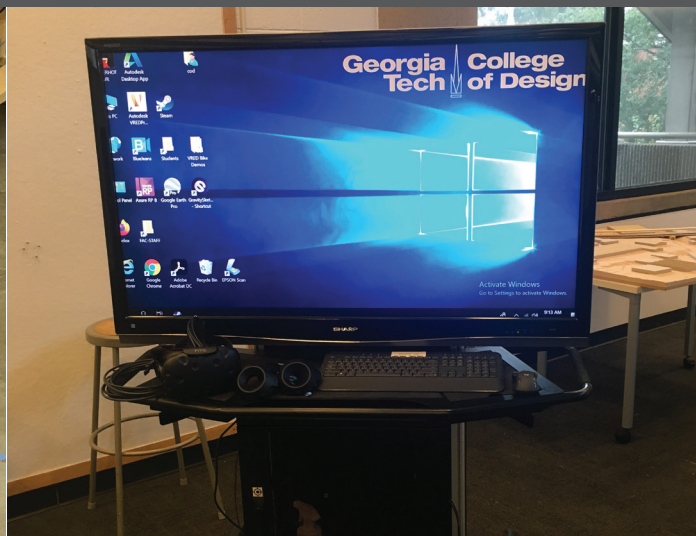
Step 5 - Verify Steam is using “GTIDsteam01” account

Step 6 - Plug in the headset & turn on the VR controllers

Step 7 - Start Steam VR

Step 8 - Start VR program (Gravity Sketch, Key VR, VRED Pro, etc).

When you are finished, unplug the headset and place it and the controllers in the cabinet. Log out of account.



VR Cart Systems

There are three VR systems for you to use this semester: two VR carts located in the 2nd floor atrium and one VR system located in room 104a. If using one of the VR carts, use the cart located next to the presentation area (outside wall with windows, as shown here) first since the VR system will turn on the base stations automatically. Pull the cart out to the blue tape markers or under the base station located on the unistruct with lights. Make sure the computer and monitor are both on.

As a precaution, copy your files over to a USB drive so you can have access to them.

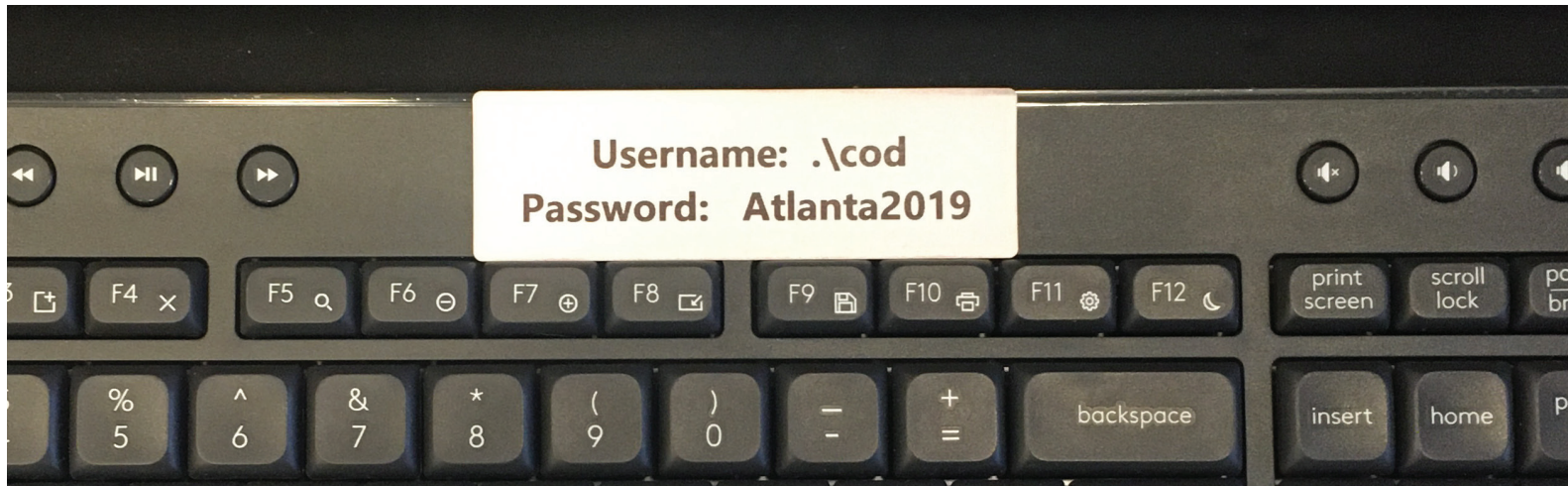
If using the VR systems in 104a, there is a separate guide on how to login and use the system. The code to access 104a is 5-1-2-3.

When using all the systems, please follow social distancing guidelines, use a VR mask along with regular mask and clean the VR headset and controllers after use or swapping out with another user.



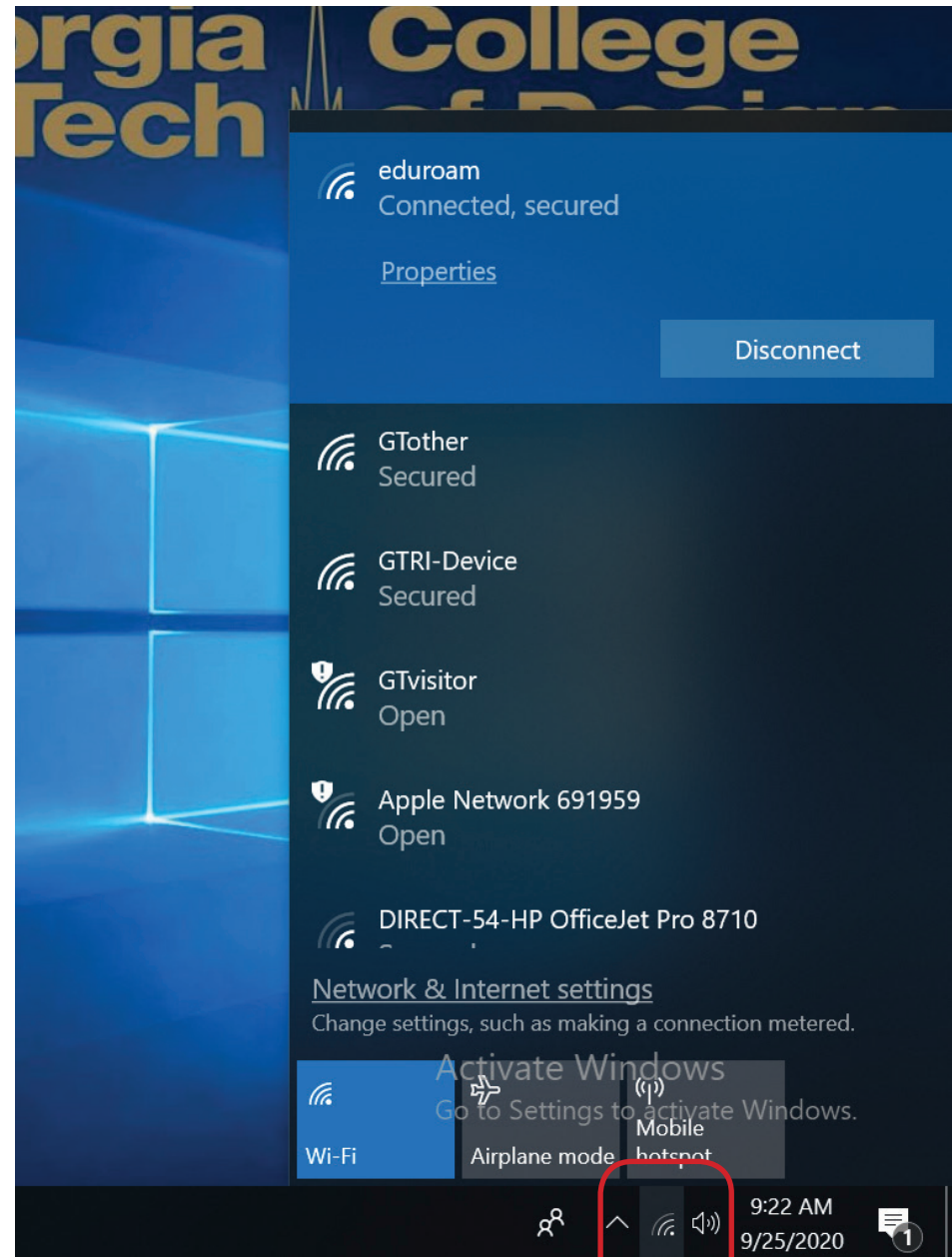
VR Cart Systems

- Step 1** Log into the VR cart. Use the account located on the keyboard. Because the VR carts are wireless, you cannot use your GT account if the wifi is not setup. If you try, the computer will probably get stuck on login.



VR Cart Systems

Step 2 Verify that the wifi is working. Click on the wifi icon (A) in the bottom right hand corner of the screen. Check that the “eduroam” wifi is Connected. If not, use the Connect button and log in using your own GT account.

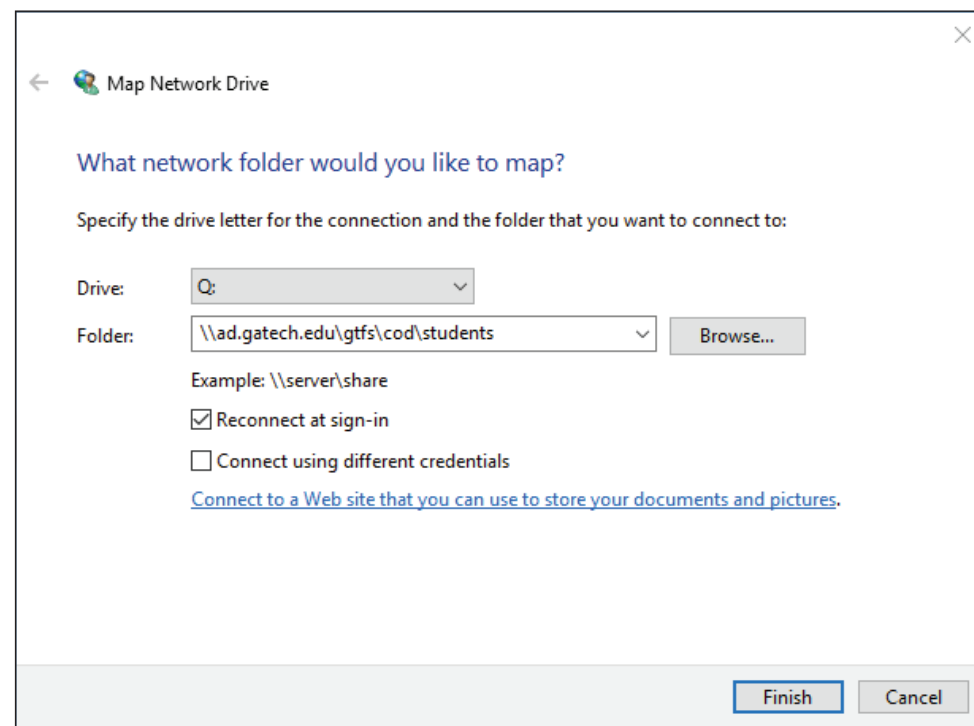
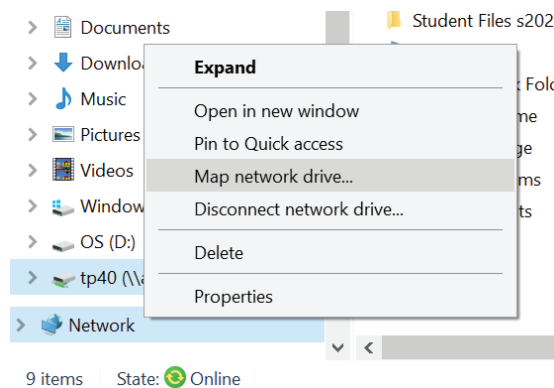


VR Cart Systems

Step 3

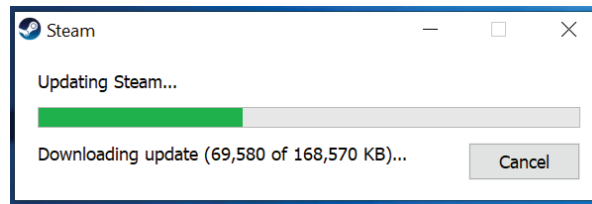
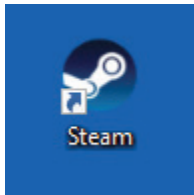
Access to your files can come one of two ways. The first method involves copying the files to a USB drive and copying them onto VR cart. The second method involves mapping your account to the VR Cart. Open a File Explorer window and right mouse click on the Network drive. Select “Map network drive ...” from the menu. For the drive, select the letter Q. Type in the Folder area the following: \\ad.gatech.edu\gtfs\cod\students Select Finish. A list of student accounts should show up. Select your account from the list and login.

You should have access to all your files in your account. For better speed accessing the files, you will probably still want to copy them to the local hard drive.

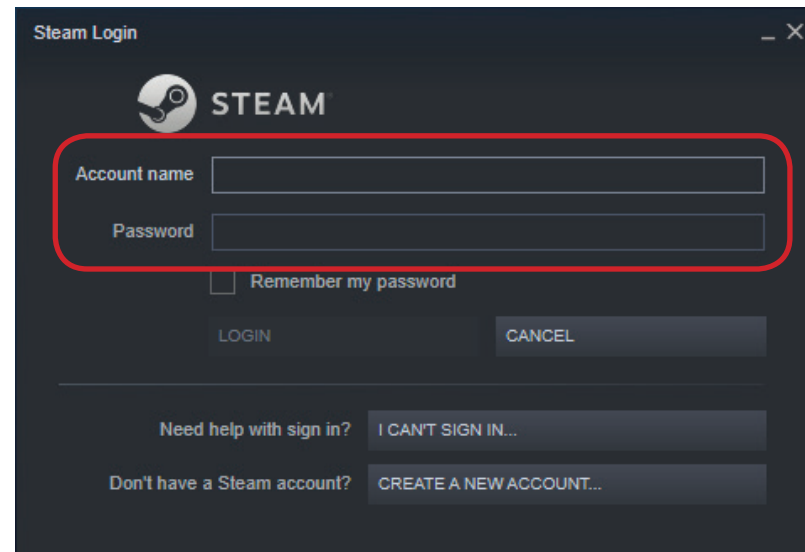
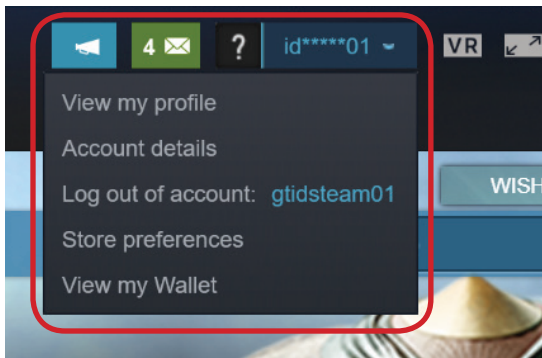


VR Cart Systems

- Step 4** Start Steam. The Vive system uses the Steam VR to work so Steam must be started first. If Steam has already been started and an account is setup, then many of the VR programs will start Steam VR automatically. Also, Steam updates often.



- Step 5** Log into Steam if needed. Because you have logged into a common account, Steam should automatically log into an IT account (GTIDsteam01, pw: 4VR@gatech). If not, use the account information to login. You can use your own Steam account but make sure to logoff when finished using the VR Cart.



VR Cart Systems

Step 6 Plug in the headset. The connection box is located under the access panel on the left side of the cart's shelf (A). Make sure all three connectors are securely plug in and that the connectors on the opposite are securely plug in as well. Unplug the controllers and turn them on (B).



VR Cart Systems

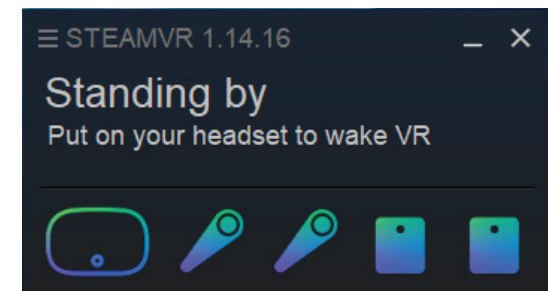
Step 7 Start Steam VR. The icon for it is located in the upper, right hand corner of the Steam window (A). This is a separate program that connects to the Vive system.

The VR cart located by the windows should be turn on first so the base stations turn on. If ever thing comes up properly, then the Steam VR window should show all the icons in blue (B). You may need to place the headset on a chair closer to the play area so both base stations can have a clear line of site to it. Controllers have a tendency to go to sleep after a few minutes of in-activity (C). Power them on again if needed.

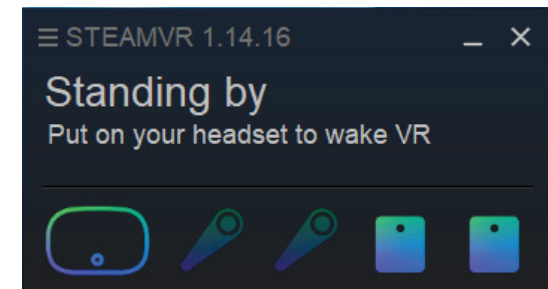
Since the base stations are mounted and don't move, a Room Setup should not be required.



B



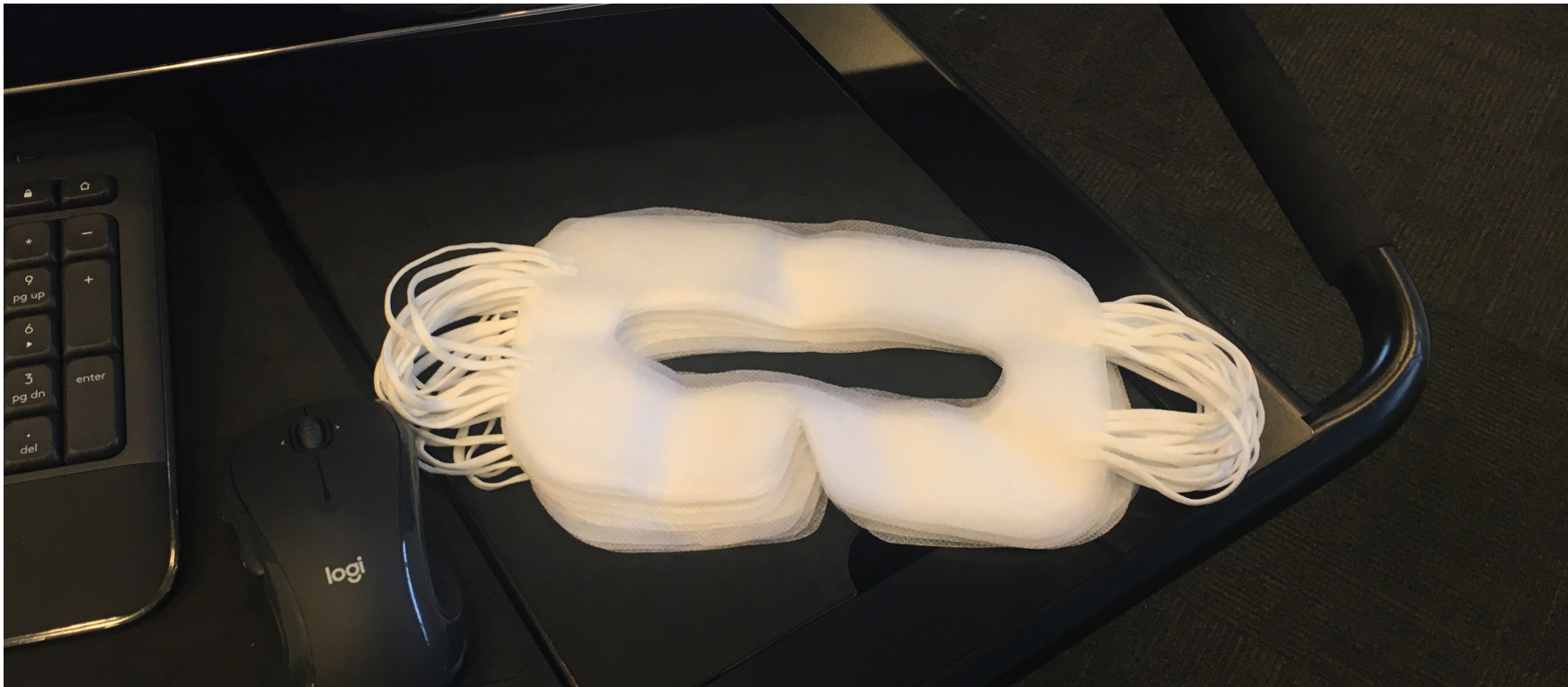
C



VR Cart Systems

Step 8 Any of the VR programs can now be used. Note that some programs actually start in VR while other programs have to be switched into VR. KeyVR & Gravity Sketch should start in VR. For VRED Pro, go to View > Display > OpenVR.

As extra precaution, use a VR mask and a regular face mask when using the VR headset.



VR Cart Systems

After using the VR system or between switching users, make sure to clean the headset, controllers and tracker. Cleaning supplies should be available with the cart. Spray several towels with the cleaning solution and then wipe down the headset, including the exterior and face gasket. Repeat to clean the controllers and tracker(s), if used.



VR Cart Systems

When finish, store the headset, controllers, tracker and cleaning supplies back into the cart's cabinet and close the door. If you used your personal account for Steam and eduroam, log off. Otherwise, you do not have to log off these accounts. Push the cart back against the wall. They can be left on.



VR Cart Systems

Vive Controller Functions

1 - Menu Button, 2 - Trackpad, 3 - System/Power, 4 - Status Light, 5 - Micro USB Port, 6 - Tracking Sensor, 7 - Trigger Button, 8 - Grip Buttons

