VR Physical Exam Instructions

Initial Setup

□ Set up hand tracking on the Oculus side.

Hand tracking (gesture control) also requires settings on the Oculus side. Please check the following settings. (Excerpted from <u>https://store.facebook.com/help/quest/articles/headsets-and-accessories/controllers-and-hand-tracking/#hand-tracking</u>)



$\hfill\square$ Set up hand tracking on PC side

This game uses the hand tracking and pass-through features of Oculus. We would like you to make the following settings in the Oculus Link application on the PC side. On the "Settings > Beta" tab, turn on the following two items.

- Developer Runtime Features
- Passthrough over Oculus Link

0	\leftarrow \rightarrow Search Q
	Account Privacy Payment General Beta
Library	Restart Oculus
Chats	Restarting Oculus will report all of your Oculus software.
	Public Test Channel Receive future Public Test Channel releases. Learn more.
Devices	
Settings	Demo Mode So your Oculus Library will only display apps you select.
	Developer Runtime Features Enables runtime features for developers such as OpenXR extensions which require Oculus Link.
	Passthrough over Oculus Link Enables Passthrough over Oculus Link. Camera images will be processed on the Host PC.

*If the above settings do not work, changing the OpenXR settings may improve the situation. For more information, see Troubleshooting.

Operating Instructions

1. Controller Operation



X During hand tracking, only "grab" operation by holding the hand is possible.

2. Clothing Manipulation

Clothes can be undressed by pulling the red marker on the character. Clothes can also be put on by moving the removed clothes closer to the original marker position.



脱がせる / Undress

赤いマーカーをつかんで引っ張る。 Grab the red marker and pull.





脱がせた服を元の位置に戻す。 Return the clothing to its original position.



The location of the red marker for each character is shown below.

3. Character Manipulation

In the examination scene, all characters can be grabbed by the following orange locations. (In the bed scene, limbs and head cannot be grabbed.)



Troubleshooting

□ The controller is not displayed

If you do not see the controller, changing the default OpenXR runtime may help. Please follow the instructions below.

• On the PC side, in the Oculus Link application "Settings > OpenXR Runtime", click on the "Set Oculus as active" button.

0	\leftarrow \rightarrow Search Q - \Box x
	Oculus is not set as the default OpenXR runtime. This might prevent some applications from launching correctly. Set as default X
Library	Account Privacy Payment General Beta
	Unknown Sources
	Allow apps that have not been reviewed by Oculus to run. Learn more.
Devices	OpenXR Runtime Current OpenXR Runtime: SteamVR. Make Oculus the active OpenXR Runtime to un OpenXR Set Oculus as active
Settings	applications with the Oculus Runtime.
	Library Locations Edit This is where we'll put apps you install from the Oculus Store. Learn more.
	Automatic App Updates Update apps automatically.
Friends	Bandwidth Limit • No Limit •
Notifications •	App Downloads While Using VR Allow once to be installed and undated unbits unotes union a VP ann
Help Center	Aliva apps to be instance and updated while you're using a vit app.

If the button is inactive, the Oculus Open runtime has already been set up.

We also recommend changing the default OpenXR runtime back to the SteamVR one when this game is finished.

- Open the configuration screen in SteamVR
- Under the Developer tab, click on "Set STEAMVR as OPENXR Runtime"

	_	SteamVR Settings			- 🗆	×
Tutorial						
Media Player		General	Enable debugging options in the input			
Reset Seated Position		Play Area	binding user interface			
Display VR View		Dashboard	Allow saving of timing info	Off		
Display Performance Graph		Controllers	Show GPU Performance Graph in	Off		
Devices	×	Video	Headset			
	•	A	Auto-save timing info on exit	Off		
Create System Report		Audio	Enable global input from overlays	Off		
Settings		Startup / Shutdown	(Experimental)			
	Þ	Developer	Current OpenXR Runtime:	Oculus		
	•					
			SET STEAMVR AS OPENXR RUNTIME			
≡ STEAMVR 1.21.12	_ ×					
Standing by			RESET PAGE TO	AGE TO DEFAULT		
Put on your headset to wake VR						
		Advanced Settings				
		Hide Show				

□ Hand tracking hands are not displayed

This is fixed by moving the mouse over the main gameplay screen on the PC or clicking the play screen several times.

It is recommended that the head-mounted display not be removed as much as possible during play, as this often occurs at times when the head-mounted display is removed and put back on again.

□ The object display is blurred

The following procedure will improve the situation.

- Press the power button on the Meta Quest2 device briefly to put it into sleep mode, and then restart the game.
- Restart the game itself.

This also often occurs when the head-mounted display is removed and put back on again, so it is recommended that the head-mounted display not be removed as much as possible during play.

Others

- Hand tracking has some limitations compared to controller operation, such as not being able to perform some operations such as moving or ejaculating, and unstable operation if the hand does not appear in the camera or is too close to the camera.

Please send bug reports, questions, etc. to the following address twitter: <u>https://twitter.com/soramel23_eng</u> ci-en: <u>https://ci-en.dlsite.com/creator/11863</u>