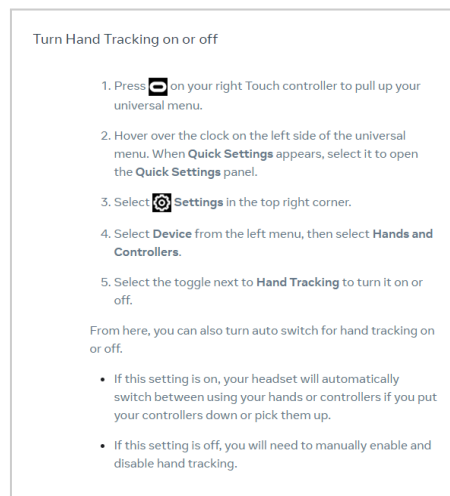


# VR Physical Exam Instructions

## Initial Setup

### ☐ Set up hand tracking on the Oculus side.

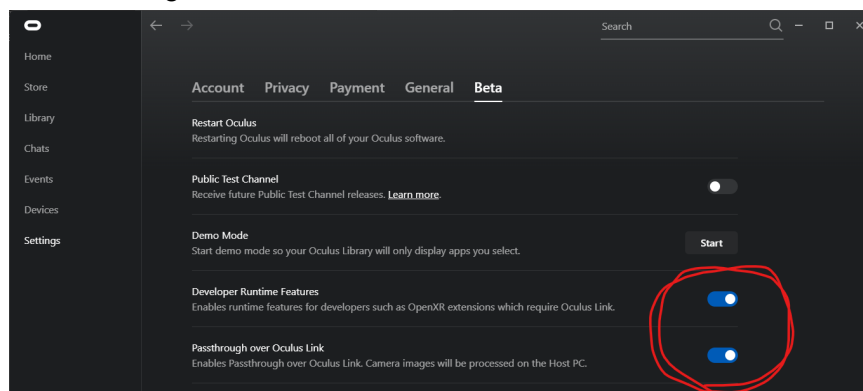
Hand tracking (gesture control) also requires settings on the Oculus side. Please check the following settings. (Excerpted from <https://store.facebook.com/help/quest/articles/headsets-and-accessories/controllers-and-hand-tracking/#hand-tracking>)



### ☐ 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.

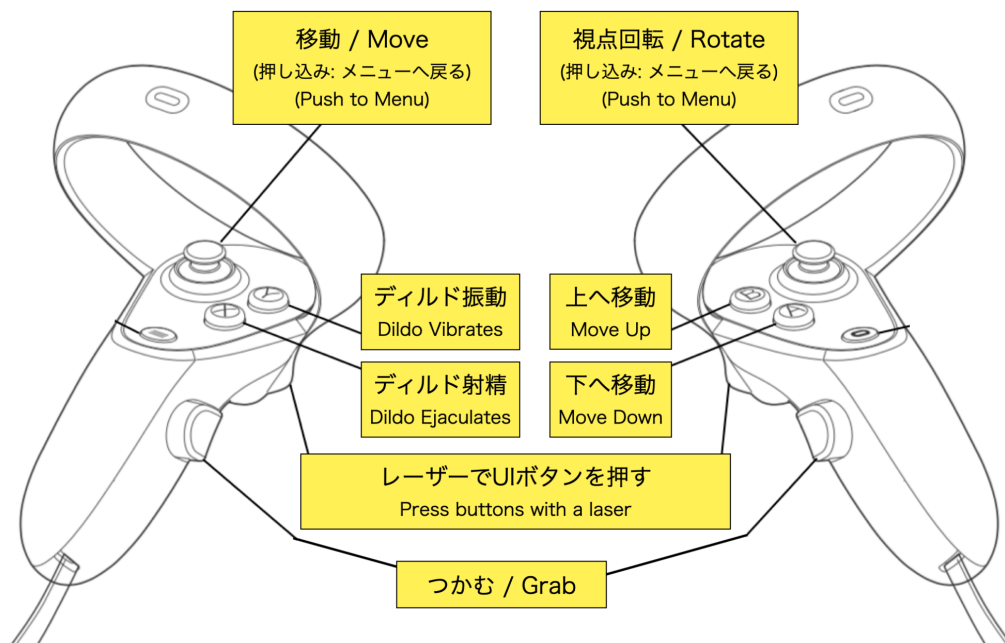
- Developer Runtime Features
- Passthrough over Oculus Link



\*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



※ 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



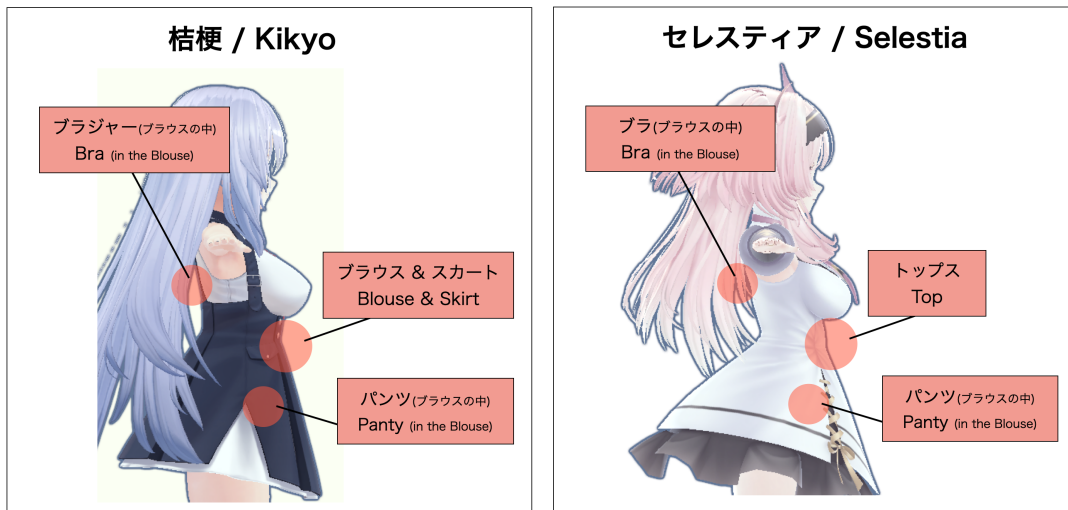
赤いマーカースを掴んで引っ張る。  
Grab the red marker and pull.

### 着せる / Put on



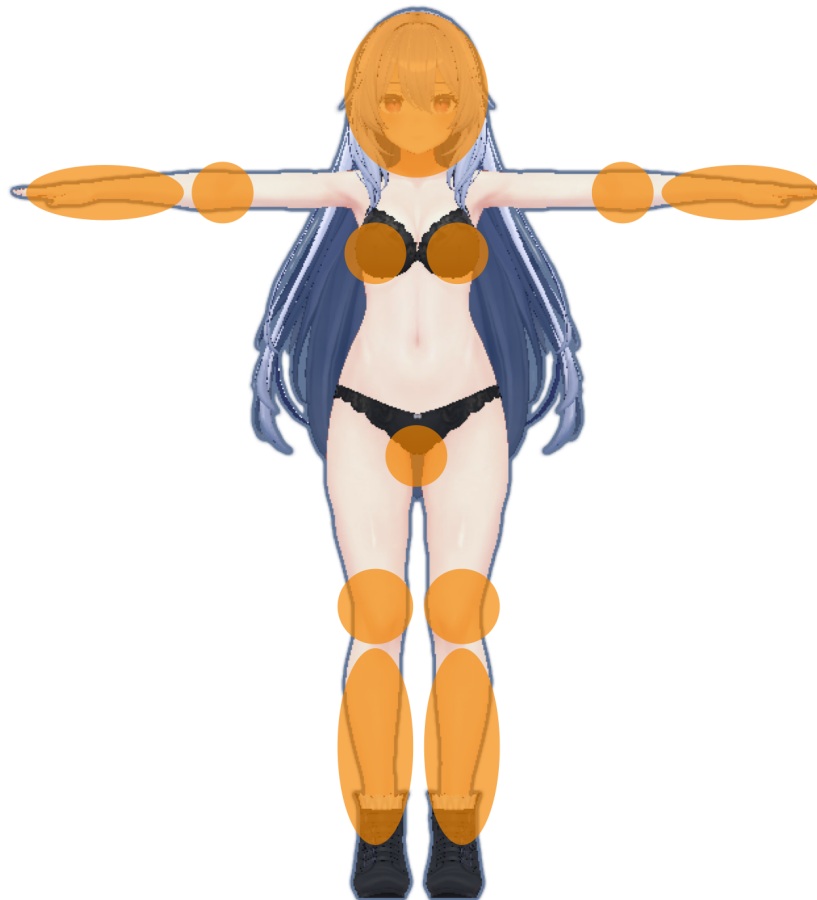
脱がせた服を元の位置に戻す。  
Return the clothing to its original position.

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.)

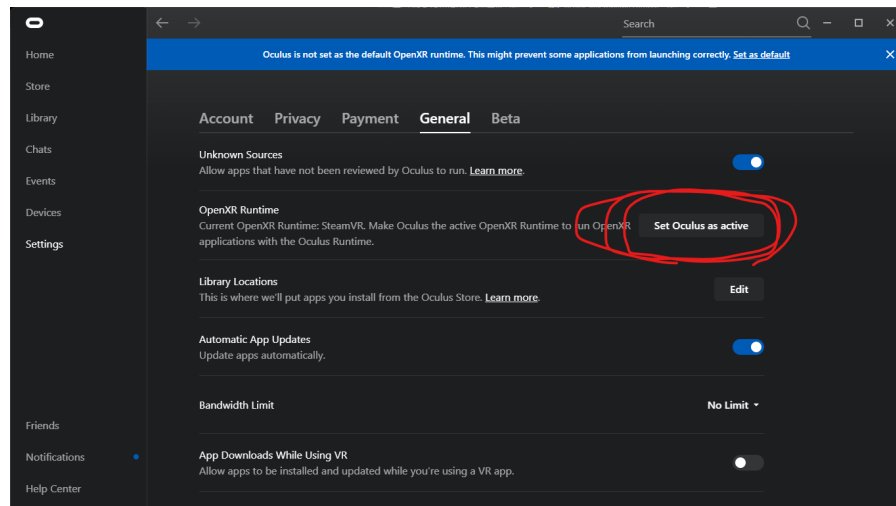


# Troubleshooting

## ❑ The controller is not displayed

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

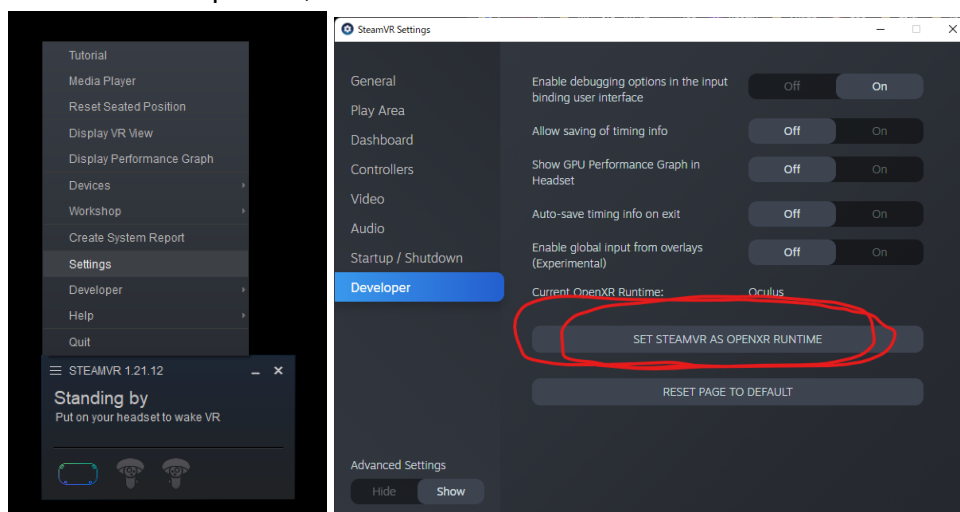
- On the PC side, in the Oculus Link application "Settings > OpenXR Runtime", click on the "Set Oculus as active" button.



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"



## ☐ 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: [https://twitter.com/soramel23\\_eng](https://twitter.com/soramel23_eng)

ci-en: <https://ci-en.dlsite.com/creator/11863>