



VR Shooter Guns

Installation And Operation Manual For Arcade Version

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1 Installation

1.1 Prerequisites

Hardware requirements: current i5 Intel CPU, 16GB RAM, 4GB disk space, Nvidia GTX970 or better GPU.

VR requirements: HTC Vive, optional: Cyberith Virtualizer

Software requirements: Windows 10 64bit

1.2 Installation with Steam

- Use the key you purchased and activate it on Steam
- Open your Steam library, in the lower left corner you will see „Add a game“
- Click it and choose „Activate product on Steam“
- Enter your Steam Key at the end, the game will download and install

1.3 Installation with Cyberith Arcade

- Start the Cyberith Arcade client program
- On the left side, click „VR Shooter Guns“
- Right of it, click the blue „INSTALL“ button
- The game will now download and install

2 Contests or Tournaments

VR Shooter Guns is a single player game. However, groups of people love fighting for the best rank in the highscore against each other.

To create a **clean and empty Highscore** is important, because otherwise the group will be scattered all over the global highscore and will not be able to compare each other. Of course, all scores will appear in the global highscore, too. Think of a tournament highscore as a filter on the global highscore.

This chapter explains how to set up and run a contest for a group of people on one or multiple computers.

Hint: in our experience it is best to activate „Skip intro“ in the settings menu during contests. This will skip the intro level and throw players directly into the first action level.

2.1 Tournament on one computer

Create unique Highscore: open VR Shooter Guns, go to „Settings“ in the menu. There, shoot once „Settings“, then on the lower right side „Start new contest“. The highscore on the right side will empty. To stop the contest, shoot „Stop contest“.

Note: each time you shoot „Start new contest“, a totally new and unique contest highscore is created!

View highscore: Shoot „Open in web browser“. A browser window will open and load the URL with your unique highscore (if not, try Alt+Tab to switch between open programs). Copy the URL from the browser and open it on another computer or your smartphone. You could create a QR Code from that URL, print it and display it for your guests to scan with their smartphones!

2.2 Tournament on multiple computers

This can also be used to have a permanent, unique highscore just for your Arcade location!

First, make sure you're not running a contest already: run VR Shooter Guns, shoot „Settings“ and check if on the lower right side the text says „Start new contest“. If it does, you are good. If it doesn't and it says „Stop contest“ instead, shoot at it to stop the currently ongoing contest.

Second, open the configuration file (read chapter „Configuration“). In this file, find the line that says:

```
"highscoretag": "",
```

Change it to something like this:

```
"highscoretag": "MyArcadeVRSGTournament",
```

Then save the file. Do this on all computers that you want players to use during the VR Shooter Guns tournament.

That's all. When you now start VR Shooter Guns, an empty highscore will be displayed.

View highscore: Shoot „Settings“, then shoot „Open in web browser“. A browser window will open and load the URL with your unique highscore (if not, try Alt+Tab to switch between open programs). Copy the URL from the browser and open it on another computer or your smartphone. You could create a QR Code from that URL, print it and display it for your guests to scan with their smartphones!

2.3 Locking the interface

To prevent players to change any settings or exit the game during a tournament, you can lock down the menu. The result will be that players can ONLY enter their name and start the game.

Open the configuration file (read chapter „Configuration“).

Find the line that says:

```
"skipmainmenu": "0",
```

Change it to:

```
"skipmainmenu": "1",
```

Save the file. You'll need to do this on every computer the players will play.

Important: there is no way to exit the game from inside. You need to press „Alt+F4“ to quit the game.

3 Configuration

A configuration file can be found here: "<Installation Folder>\VRShooterGuns\Binaries\Win64\globalconfig.vrsg.json".

- On Steam the installation folder typically is „C:\Program Files (x86)\Steam\steamapps\common\VRShooterGuns\“
- In Cyberith Arcade select VR Shooter Guns, choose „Edit configuration“ from the dropdown

This file allows you to alter some of the gameplay values of the game. You can copy this file to other computers and use the same settings there.

WARNING: if the configuration file does not follow JSON standard or contains invalid values, VR Shooter Guns will quit on startup! Make a backup of this file before you change anything! Also make a backup copy of your changed settings!

Config section „cyberith“

| Option | Values | Explanation |
|------------------------|-----------------|--|
| legacyringheight | „true“, „false“ | if false, ring offset of the ring will be 0 in game. Set to true <u>ONLY</u> if using prototype Virtualizers |
| legacyringheightoffset | <float> | if legacy ring height is true, calibrate the Virtualizer with ring in lowest position, measure height to ring and enter it here. Suggested value for legacy devices is 47.25 |
| speedmultiplier | <float> | set a multiplier for walking speed. A Multiplier of 1.0 means standard Cyberith (human) walking speed" |

Config section „gamerules“:

| Option | Values | Explanation |
|-----------|---------|--|
| maxhealth | <float> | How much health points the player has. 5000 has proved to be a optimum for beginners. Lower this value for a more difficult game, e.g. 2000. |

Config section „settings“:

| Option | Values | Explanation |
|---------------------------|--------------------|---|
| timelimit | <integer> | Time limit in seconds. Set to -99 for no timelimit. Common limits: 10 Minutes = 600; 15 Minutes = 900; 20 Minutes = 1200; 30 Minutes = 1800; |
| screenpercentage | <integer> | Graphics quality. Range 0-300. Recommended: GTX970=150, GTX980=160, GTX1080=200. USE THIS VALUE TO ENHANCE GRAPHICS OR PERFORMANCE! If game does not run smoothly, lower this value. Game runs smooth on Nvidia GTX970 with screenpercentage 150, if it doesn't, please check your system configuration. |
| roomscaleteleportmode | <integer> | For testing purposes only. Do not change! |
| vrmovementmethod | <integer> | For testing purposes only. Do not change! |
| playername | <string> | Default name of player. Can be changed during menu level in the Web Console. |
| enable_webconsole | <integer> | Enable access to Web Console. 0 = disable, 1 = enable |
| webconsole_port | <integer> | Set the port of the Web Console, default is 8890. |
| webconsole_label | <string> | A name that is displayed on the Web Console. Can be used to identify the computer it is running on, e.g. 'VR Station #1' or 'VR Station #2'. |
| disable_startmenu | <integer> | Disables the floating start/quit choices in the menu level. 0 = show choices to the player, 1 = hide choices. If choices are hidden, game can only be started in the Web Console or with option enable_skipmenu! |
| enable_screenshots | <string>true/false | Allow to make high-res screenshots with Vive shoulder button or space key. WARNING: this will cause the game to crash after a few screenshots! |
| enable_skipmenu | <string>true/false | true: Do not wait in menu level for manual action by operator or player to start game. Instead start the game after n seconds as define by skipmenu_timeout; false: Wait for manual action by player or operator |
| skipmenu_timeout | <integer> | Time in seconds to wait until game starts if skipmenu is set to true. 0=disabled. |
| highscoretag | <string> | Set a simple string to identify scores submitted by you to the global highscore. Use e.g. for tournaments. See chapter „Tournaments“. |
| timelimitstartwithprogram | <integer> | 0=the time limit starts after the player has started the game (after entering name); 1=the time limit starts immediately after starting the program |
| globalsoundvolume | <float> | float value [0.0-1.0], percentage of global sound volume. set to 0.5 for half the sound volume is too loud |
| skipmainmenu | <integer> | 1: from language selection directly to input player name; 0: show main menu (allowed to access settings); 1 is meant for event usage, e.g. a challenge with multiple players, you can only exit game through Steam dashboard or Alt+F4. |
| displayemptyplayername | <integer> | 1: do not show current player name when entering name; 0: show current player name (player has to delete current name). |

4 Web Console

The Web Console is active if: a) enable_webconsole is 1 in the config file; b) the player is in the menu level. If the player is not in the menu level, only statistics will be displayed.

You can reach the Web Console in your browser by opening: „<http://127.0.0.1:8890>“ (replace 127.0.0.1 with the IP address of the computer the game is running on, and 8890 with the port configured in the config file).

The Web Console will look like this:

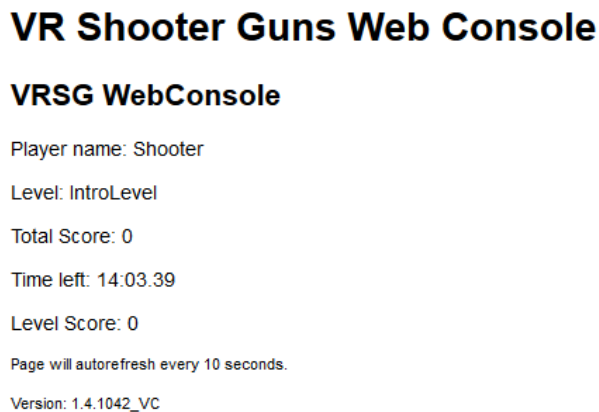


The screenshot shows a browser window with the address bar containing "http://127.0.0.1:8890/". The page content includes the title "VR Shooter Guns Web Console" and a sub-header "VRSG WebConsole". Below this, it displays "Player name: Shooter". There is a "Set Player Name:" label followed by a text input field containing "Shooter" and a "Set Player Name" button. Further down, there is a "Start Game:" label and a "Start Game!" button.

Enter the name of the player in the text field and click „Set Player Name“. The name set here will be saved to the highscore.

To start the game, click „Start Game!“.

During playtime, the Web Console will refresh every 10 seconds and show you statistics, like this:



The screenshot shows the same browser window as before, but the page content has updated to show game statistics. The title "VR Shooter Guns Web Console" and sub-header "VRSG WebConsole" remain. The statistics displayed are: "Player name: Shooter", "Level: IntroLevel", "Total Score: 0", "Time left: 14:03.39", and "Level Score: 0". At the bottom, it says "Page will autorefresh every 10 seconds." and "Version: 1.4.1042_VC".

5 Troubleshooting

- **Game quits shortly after start**
 - Replace config file with backup or original file
- **Highscore fails to load, or reset highscores**
 - Delete directory „C:\Users\<<USERNAME>\AppData\Local\VRShooterGuns“
- **Game is lagging or stuttering**
 - Make sure no other programs are running in the background and/or tune config setting „screenpercentage“
- **No Sound**
 - Click into the game window with the mouse. Did that bring back sound?
 - If not, please check your Windows sound settings and your SteamVR sound settings. Make sure your primary output device is HTC Vive.

6 Contact and Support

If you have any questions or feedback, if you need help setting up or configuring the game, please feel free to contact us, we're glad to help!

Contact form: <http://vrsg.cykyria.com>

E-Mail: arcades@cykyria.com