

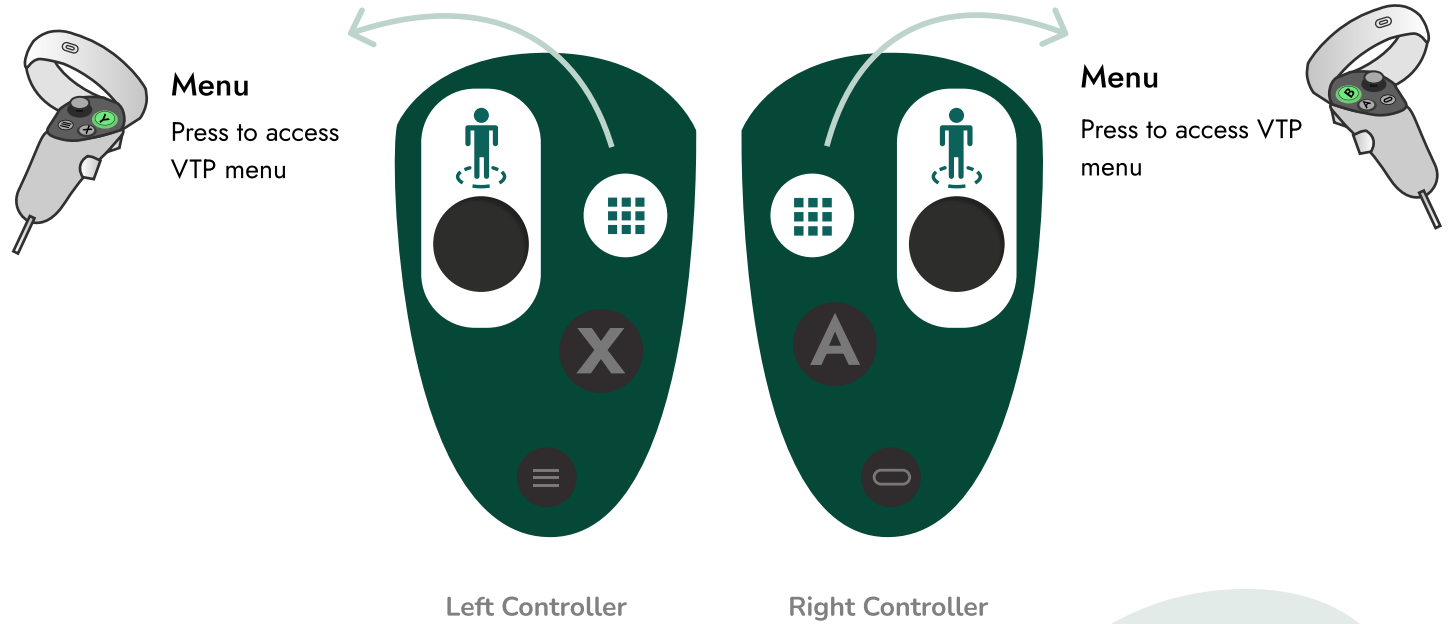
Getting Started With VTP

VR GENERAL CONTROLS



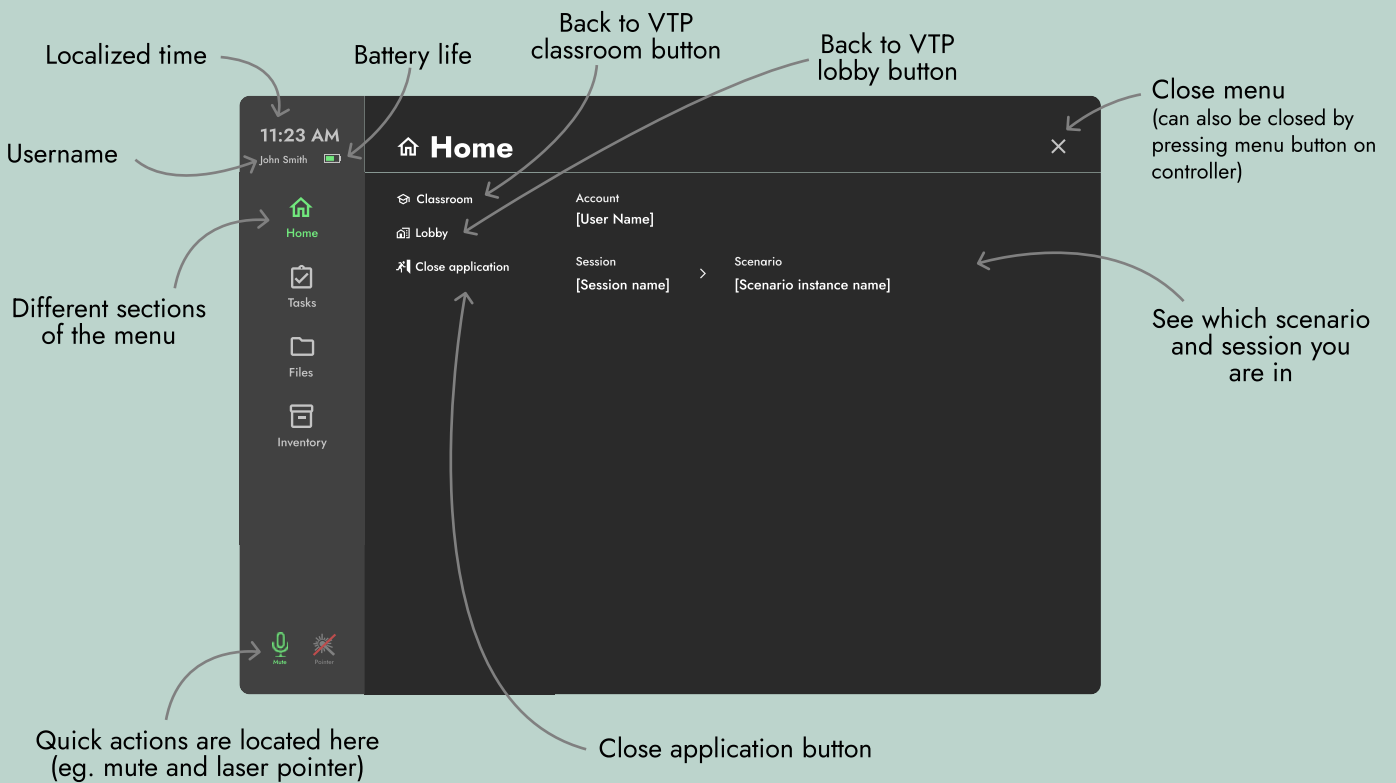
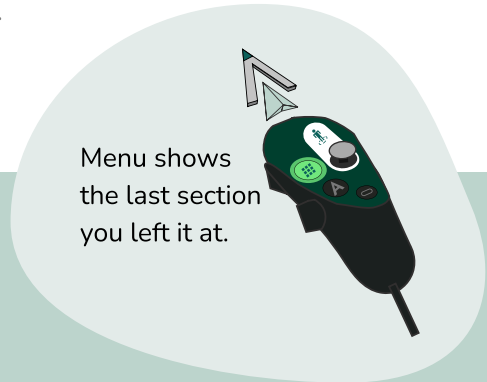
Open/Close Menu

Menu can be opened and closed by the menu button on either controller.



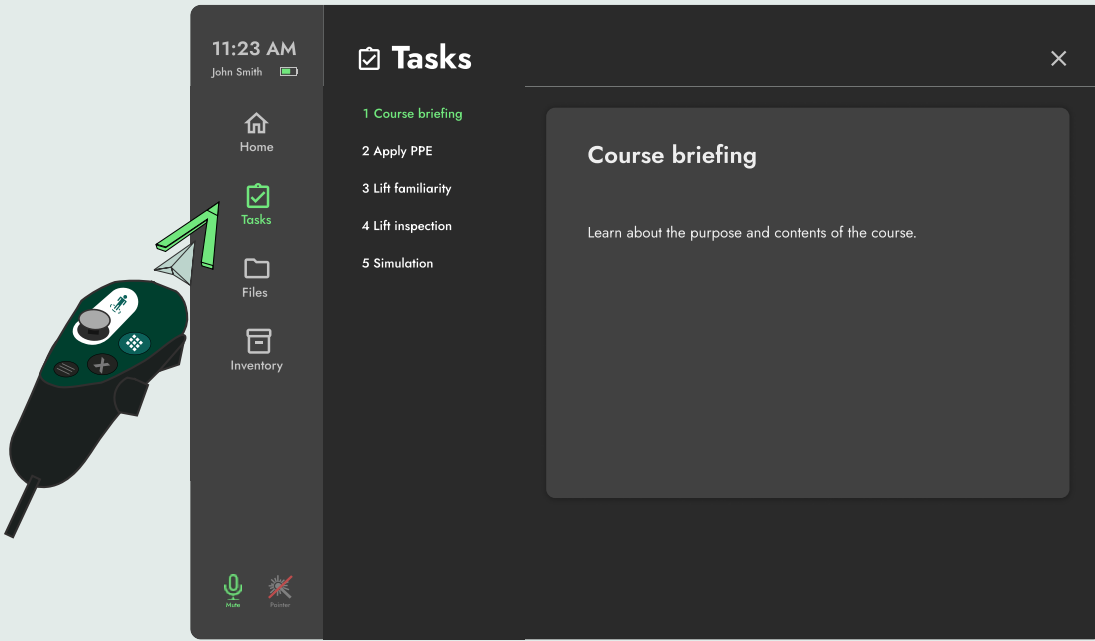
Home

In this section, you can see basic information, such as user, organization, session, and scenario name. This menu will also support basic navigation.



Tasks

In this section, the user can see, start and verify tasks in the current scenario.

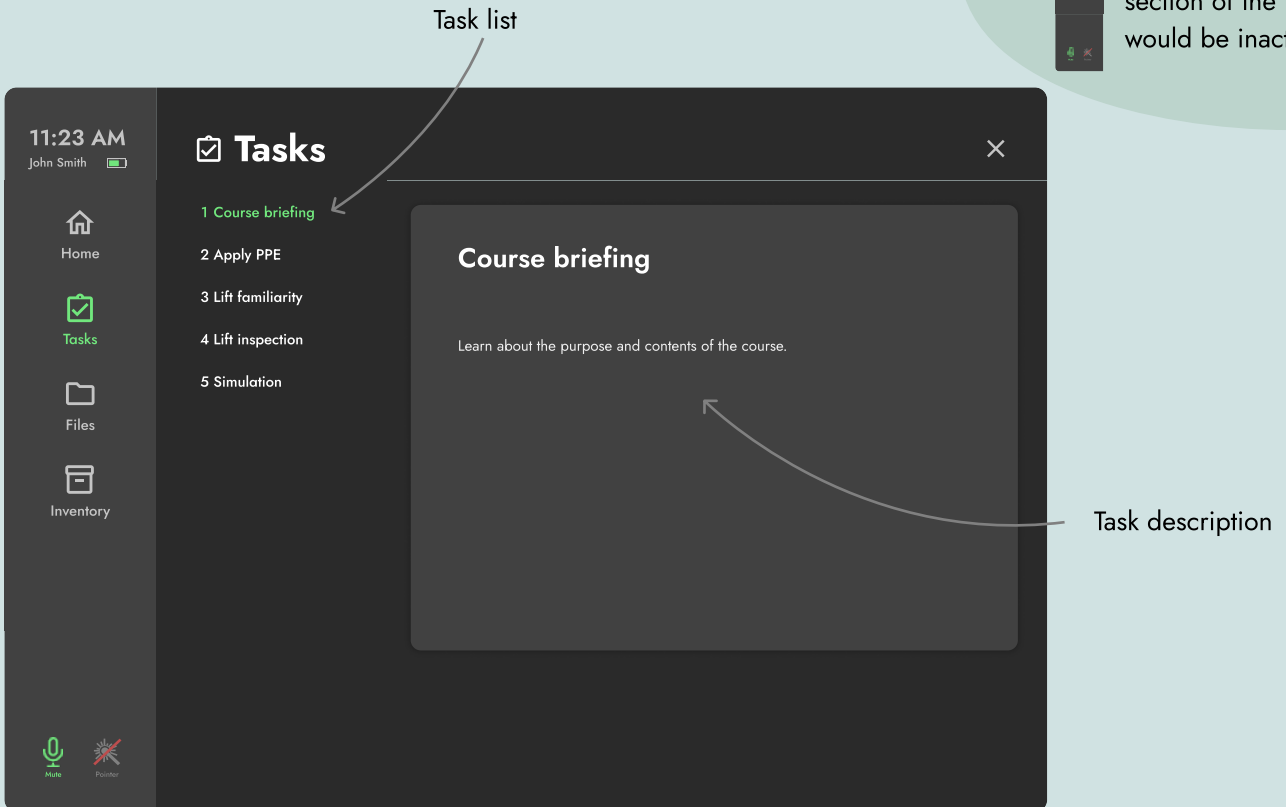


Task Manager

Task Panels

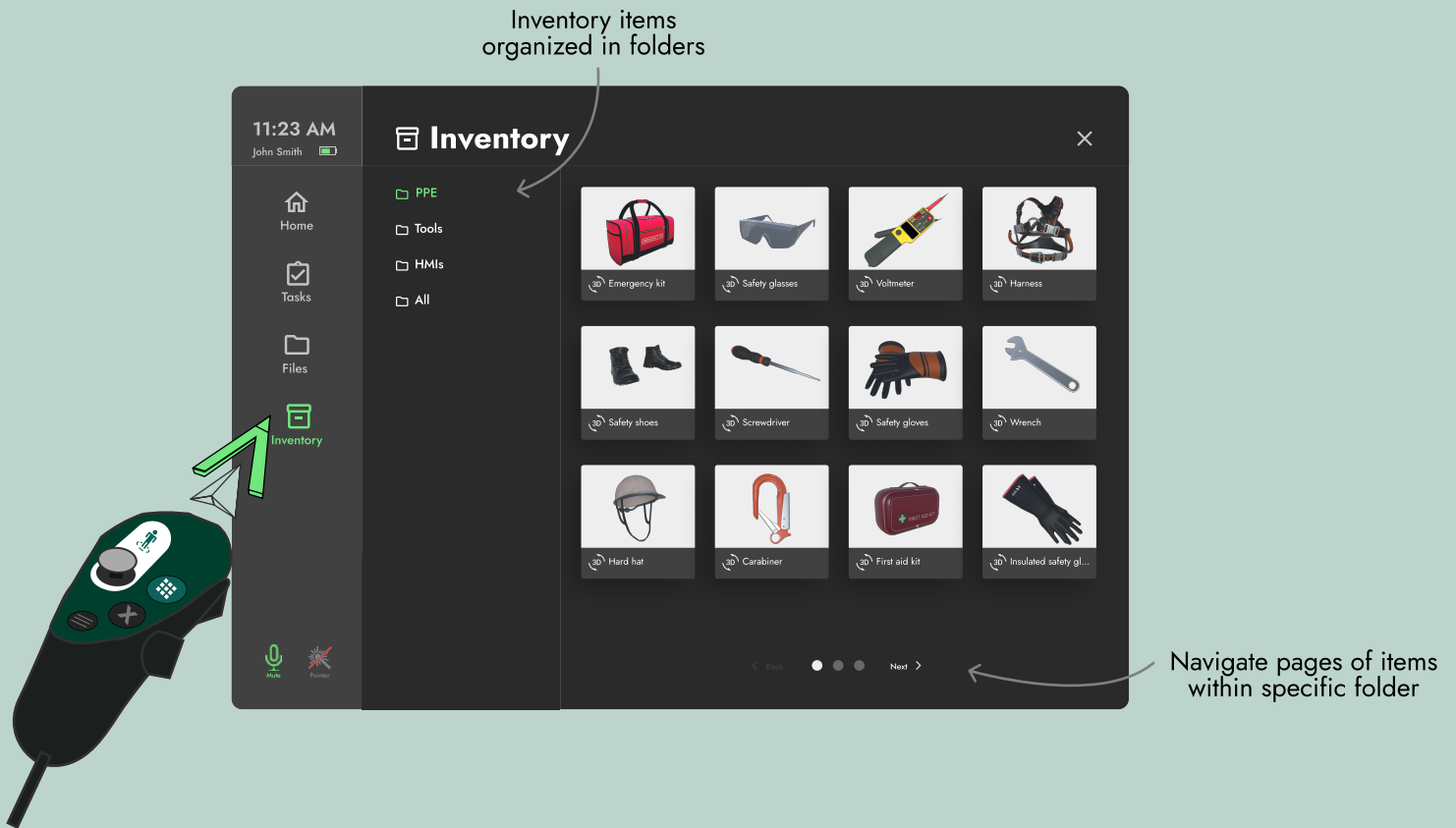


Some courses do not utilize the task panel. In this case, the tasks section of the menu would be inactive.



Inventory

In this section, you can access items and interact with them in the environment.



Taking Inventory Items



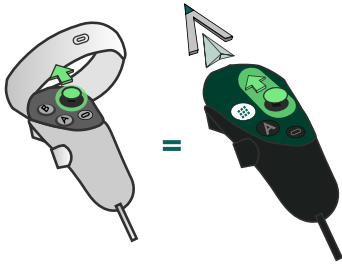
Pulling Items Into Environment

- Press the **menu button** and navigate to the inventory section of the menu.
- Point your **controller** at an item, and **hold the trigger** to grab the object.
- To pull out the item, **move the pointer** outside the menu screen while **holding the trigger button** to drag and place in the VR environment.

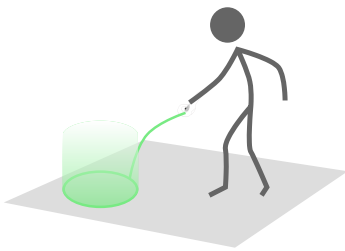
Removing Items From Environment

- Press the **menu button** and navigate to the inventory section of the menu.
- Point your **controller** at an item, and **hold the trigger** to grab the object.
- To deposit the item, **move the pointer** into the menu screen and **release the trigger**.

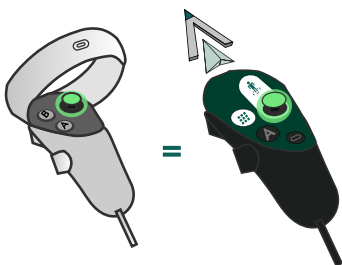
Teleport



1. **Push and hold the joystick** forward on one of your controllers

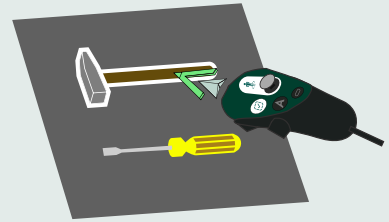


2. **Point the beam** at the floor where you want to go

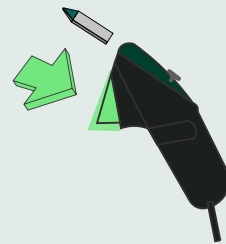


3. **Release the joystick** to move to marked location

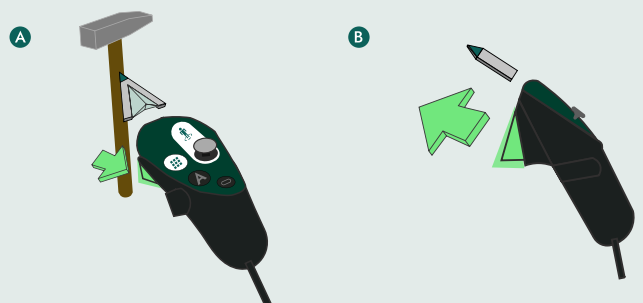
Grab



1. Move your controller cursor inside an object.
A **white outline** will show if you can grab it.



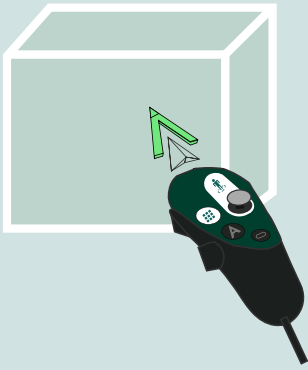
2. **Press and hold the trigger** down when the cursor is inside the object while it is outlined.



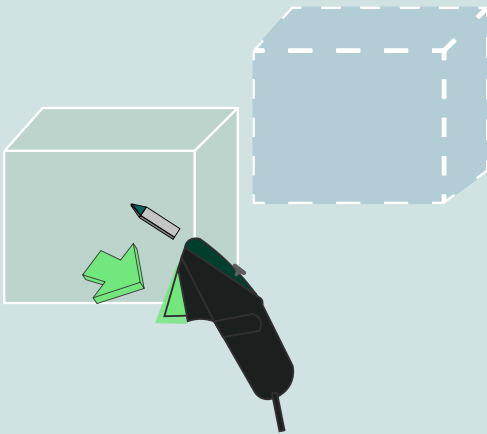
3. **A) Move your controller around with the trigger pressed** to move the object.

B) Release the trigger to let the object go.

VTP Socket System

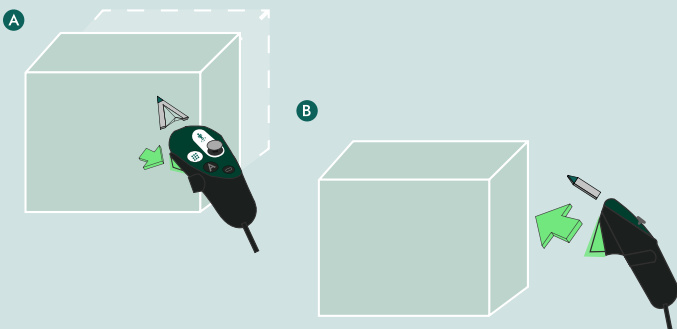


1. Move your controller cursor inside an object.
A **white outline** will show if you can grab it.



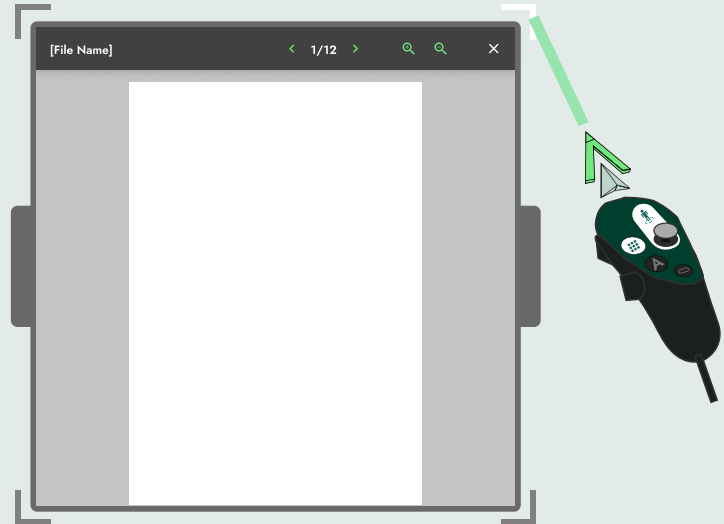
2. **Press and hold the trigger** down when the cursor is inside the object while it is outlined.

To place it in the correct spot, a **blue highlight overlay of the object** would appear.



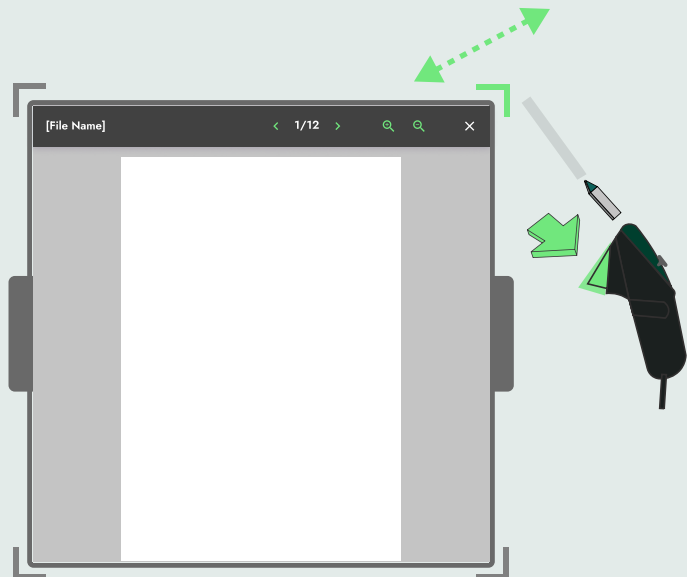
3. **A) Move** your controller around **with the trigger pressed** to move the object to where the blue highlight is.
B) Release the trigger at the spot where the blue highlight indicated. This represents that you have placed the object in the allocated position.

Resizing Files



1. Move your controller cursor to the corner of the file viewer.

The corner will turn white.



2. **Press and hold the trigger** and move the highlighted corner with controller to the desired size.

Mute Microphone



1. **Open menu** with the menu button, and **move** the **controller** over the mute microphone button located at the **bottom left corner**.



2. **Press the trigger** down on the button to mute the microphone.



3. The player will now be unable to make any sounds from their microphone.

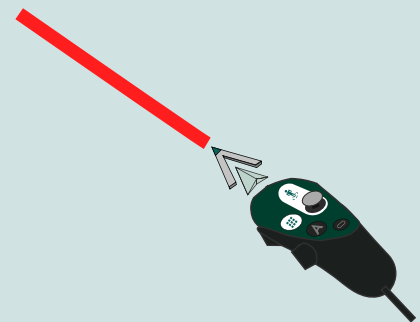
Laser Pointer



1. **Open menu** with the menu button, and **move** the **controller** over the laser pointer button located at the **bottom left corner**.



2. **Press the trigger** down on the button to activate the laser pointer.



3. The player will now be able to point with a laser pointer on the **right controller**.

Other users are able to see your laser pointer as well.



For more information, take a look at our FAQ at <https://www.kanda.dk/knowledge/faq>.

Feel free to reach out and contact our customer success specialists.



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