# Getting Started With VTP

## VR GENERAL CONTROLS
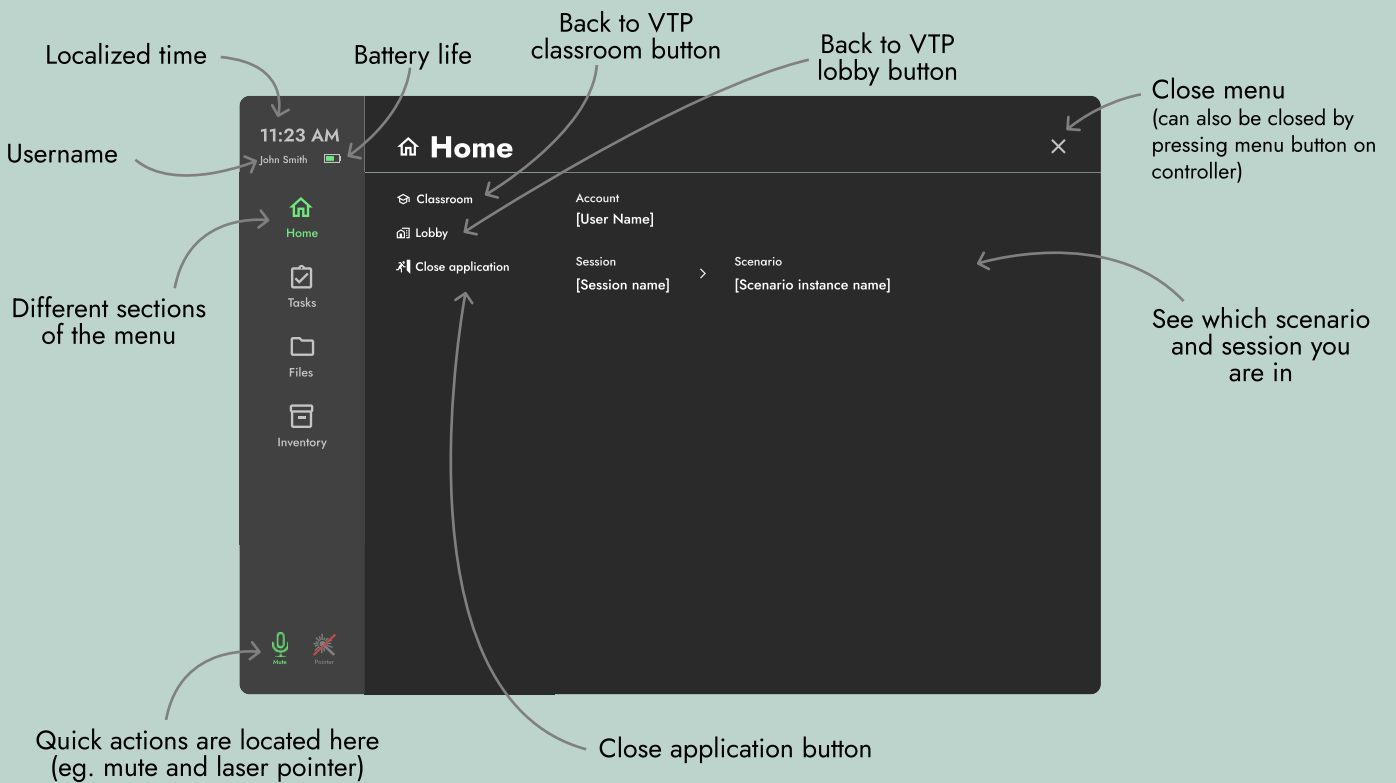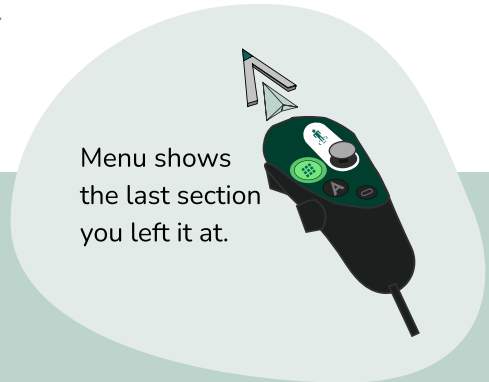
KANDA
VIRTUAL TRAINING PLATFORM

# Open/Close Menu

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

**Menu**

Press to access VTP menu

**Menu**

Press to access VTP menu

Left Controller          Right Controller

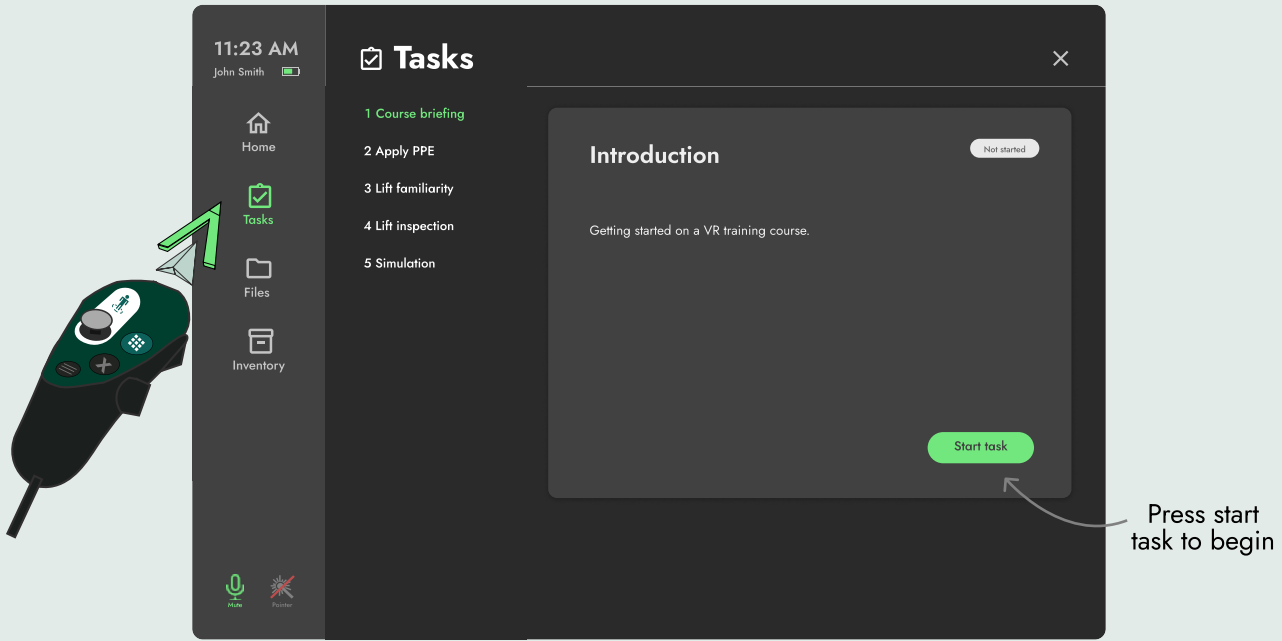Menu shows the last section you left it at.

# Home

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

Localized time

Battery life

Back to VTP classroom button

Back to VTP lobby button

Close menu
(can also be closed by pressing menu button on controller)

Username

Different sections of the menu

**11:23 AM**
John Smith

⌂ **Home**                                                              ✕

⌂ Home

☑ Tasks

▢ Files

▤ Inventory

☺ Classroom
🏠 Lobby
🚶 Close application

Account
[User Name]

Session
[Session name]  ＞

Scenario
[Scenario instance name]

See which scenario and session you are in

🎤 Mute    Pointer

Quick actions are located here (eg. mute and laser pointer)

Close application button

# Tasks

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

**11:23 AM**
John Smith

Home
Tasks
Files
Inventory

## ☑ Tasks                                    ✕

1 Course briefing
2 Apply PPE
3 Lift familiarity
4 Lift inspection
5 Simulation

**Introduction**                              Not started

Getting started on a VR training course.

Start task

Mute    Pointer

Press start task to begin

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ℹ **Task Panels**

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

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# Task Manager

Task list

Task status

**11:23 AM**
John Smith

Home
Tasks
Files
Inventory

## ☑ Tasks                                    ✕

1 Course briefing
2 Apply PPE
3 Lift familiarity
4 Lift inspection
5 Simulation

**[Task Name]**                               In Progress

[Task Description]

Restart task    Verify task    0    Show step    0

Mute    Pointer
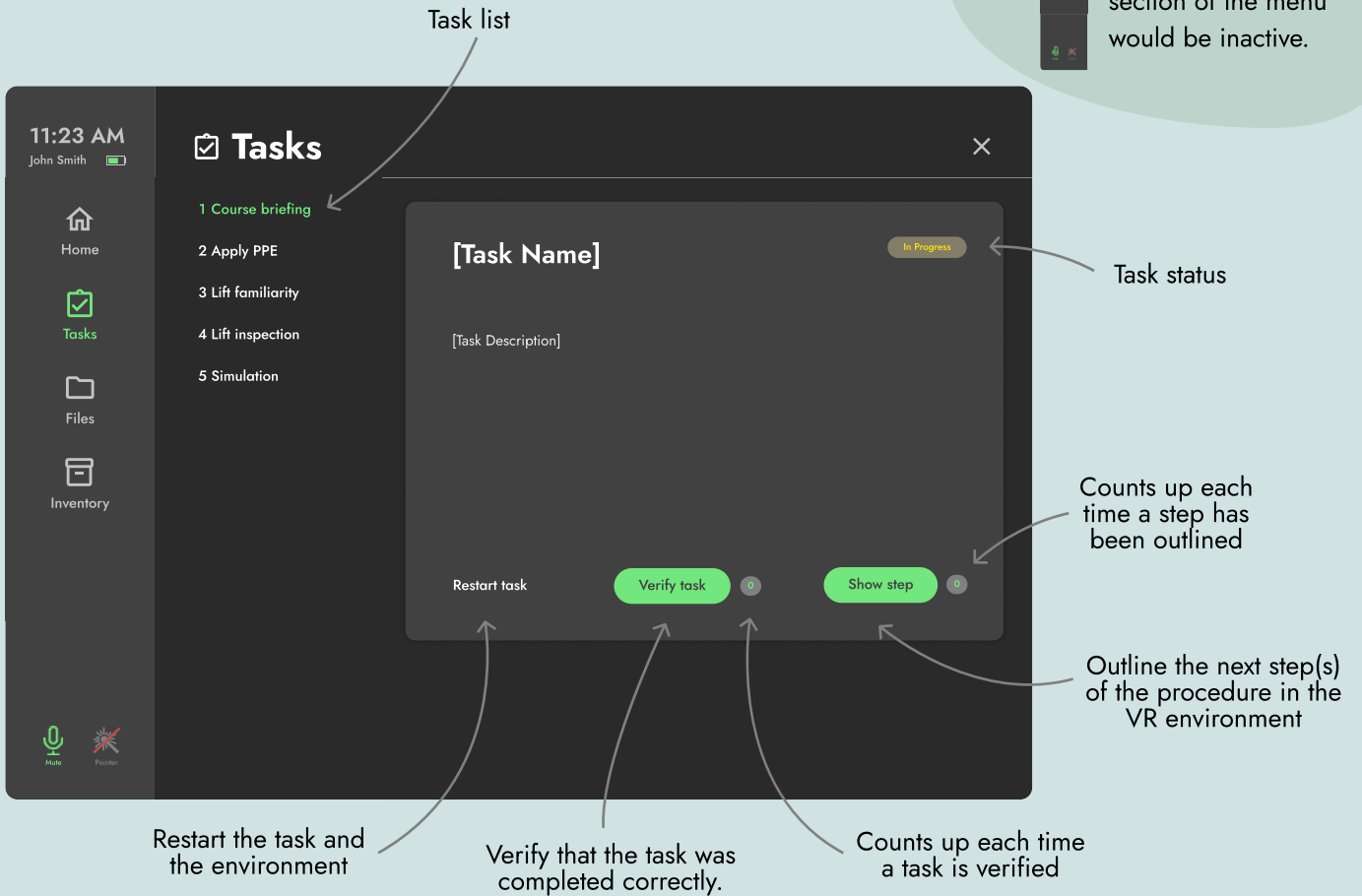
Counts up each time a step has been outlined

Outline the next step(s) of the procedure in the VR environment

Restart the task and the environment

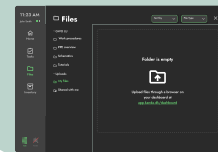Verify that the task was completed correctly.

Counts up each time a task is verified

# Files

In this section, you can access files and import them into the environment.

Course files organized in folders

Sort order of files



Filter by type of file

Navigate pages of files within specific folder

User uploaded files
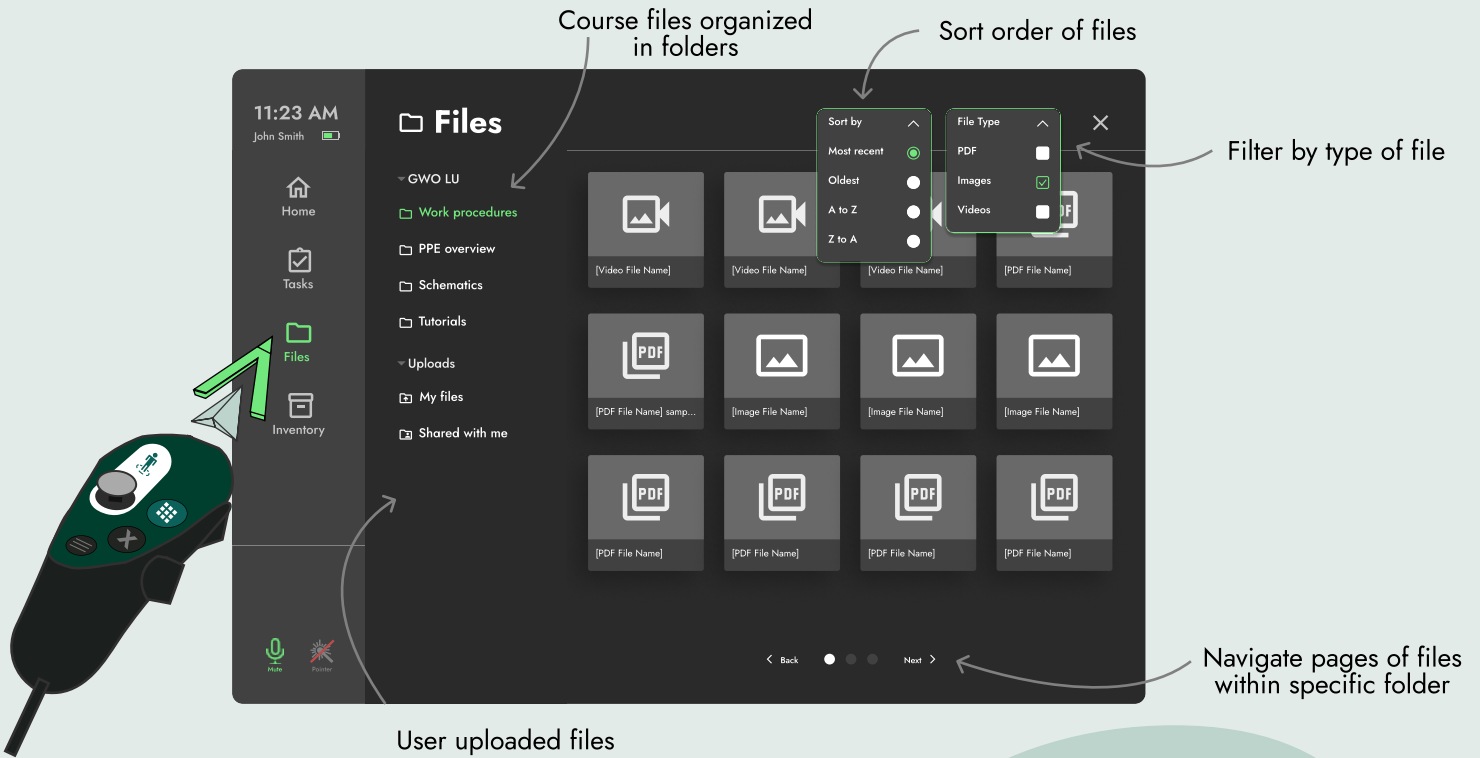
ℹ️ **Upload Your Own Files**

Upload your own files on **your dashboard** from a **web browser**.
[app.kanda.dk/dashboard]

# Grabbing Files



## Pulling Files Into Environment

**A)** Press the **menu button** and navigate to the file section of the menu.

**B)** Point your **controller** at a file, and **hold the trigger** to grab the object.

**C)** To pull out the file, **move the pointer** outside the menu screen while **holding the trigger button** to drag and place in the VR environment.
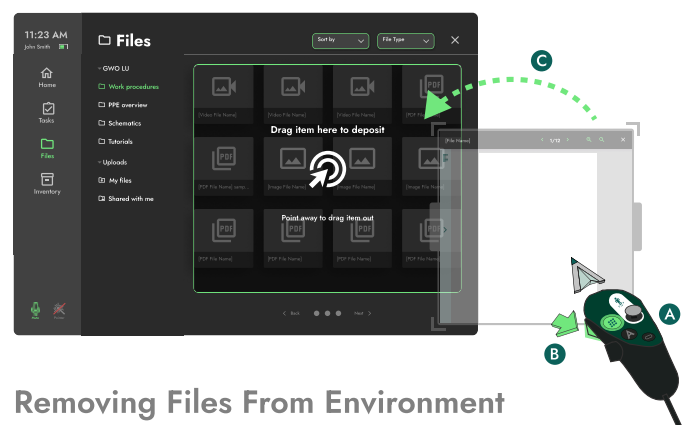
## Removing Files From Environment

**A)** Press the **menu button** and navigate to the file section of the menu.

**B)** Point your **controller** at a file, and **hold the trigger** to grab the object.

**C)** To deposit the file, **move the pointer** into the menu screen and **release the trigger**.

# Inventory

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

Inventory items
organized in folders



Navigate pages of items
within specific folder
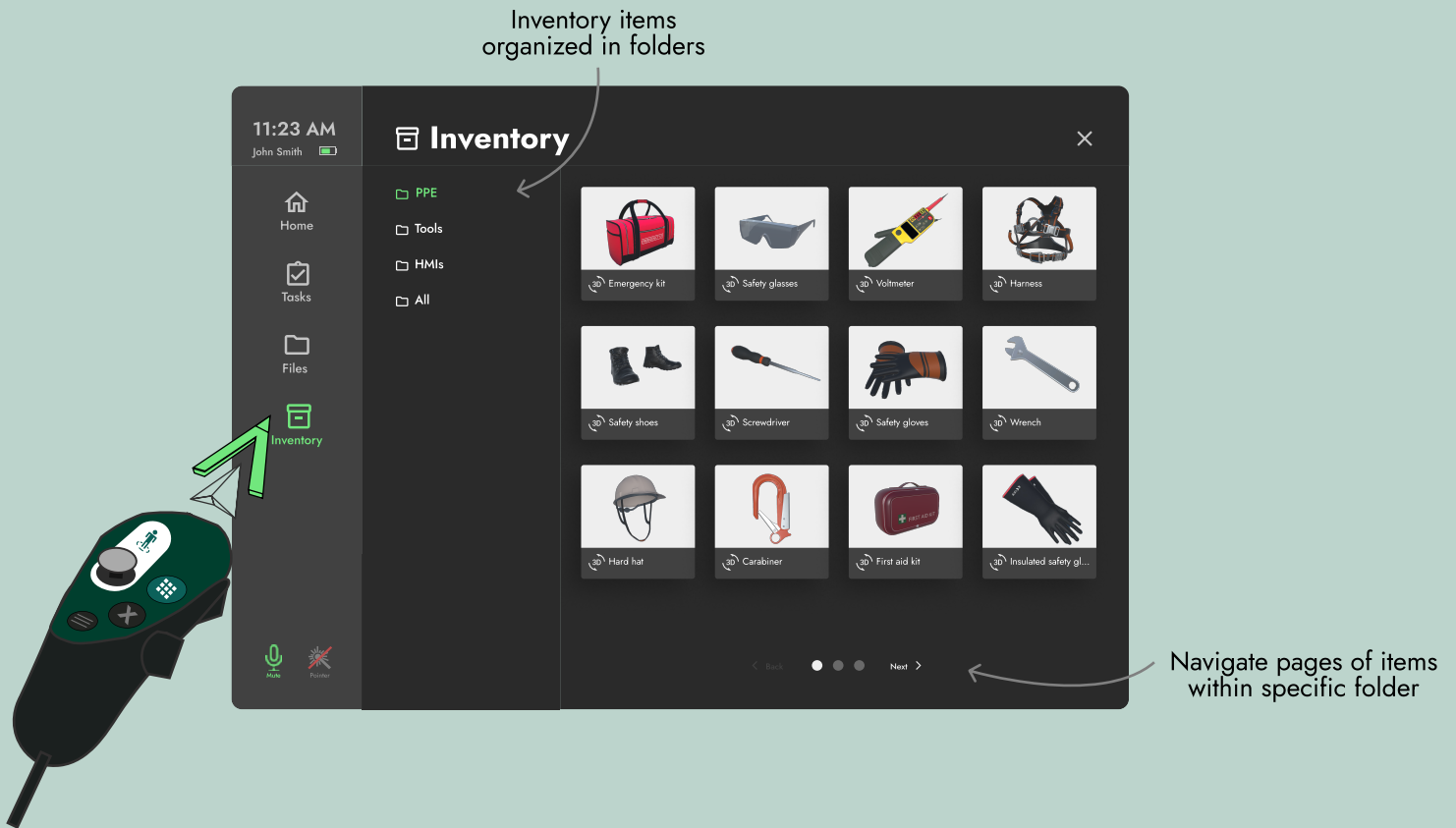
# Taking Inventory Items
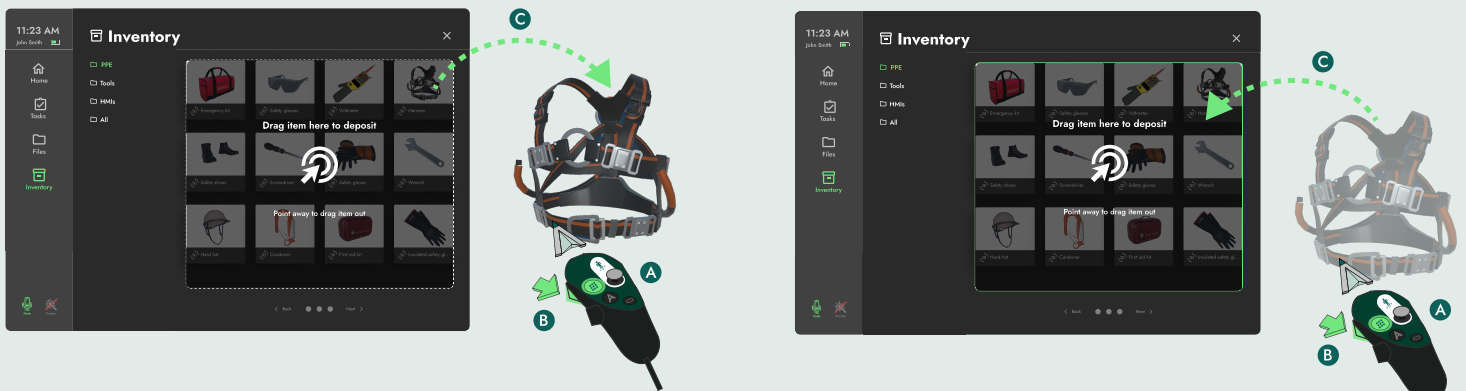


## Pulling Items Into Environment

**A)** Press the **menu button** and navigate to the inventory section of the menu.

**B)** Point your **controller** at an item, and **hold the trigger** to grab the object.

**C)** 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

**A)** Press the **menu button** and navigate to the inventory section of the menu.

**B)** Point your **controller** at an item, and **hold the trigger** to grab the object.

**C)** To deposit the item, **move the pointer** into the menu screen and **release the trigger**.
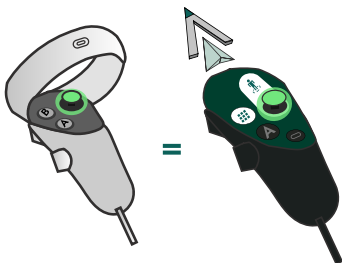
# Teleport
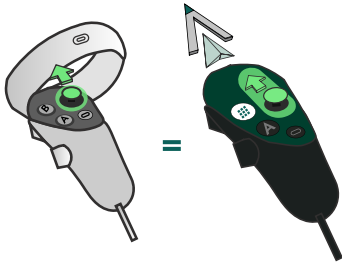


1. **Push** and **hold** the **joystick** forward on one of your controllers
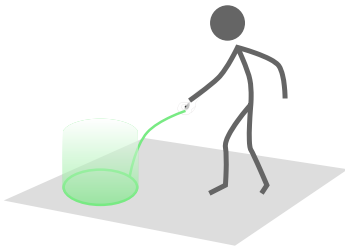


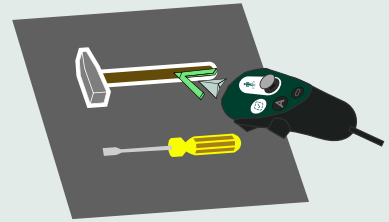2. **Point** the beam at the floor where you want to go



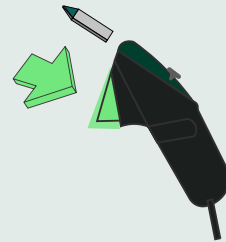3. **Release** the joystick to move to marked location

# Grab
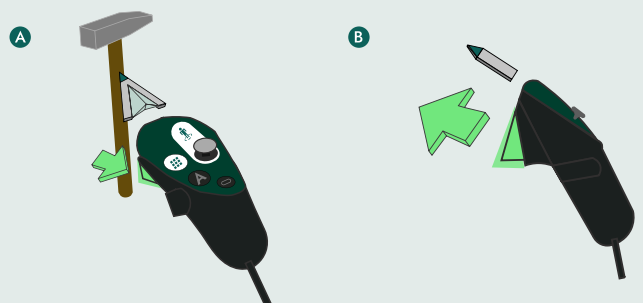


1. Move your controller cursor inside an object.

   A **white outline** will show if you can grab it.
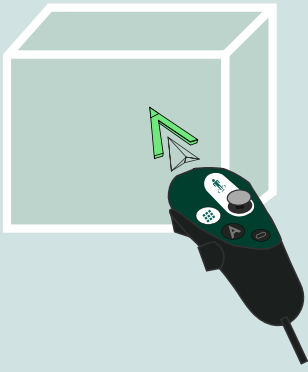


2. **Press and hold the trigger** down when the cursor is inside the object while it is outlined.
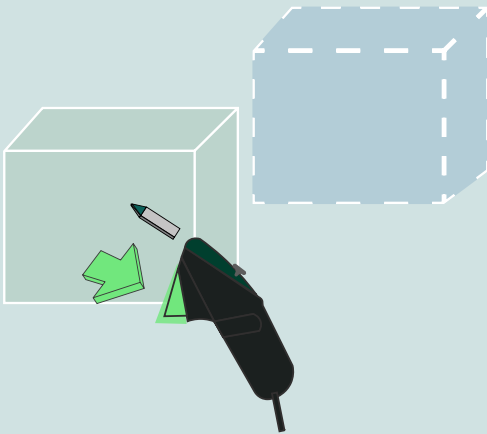


3. A) **Move** your controller around **with the trigger pressed** to move the object.

   B) **Release the trigger** to let the object go.
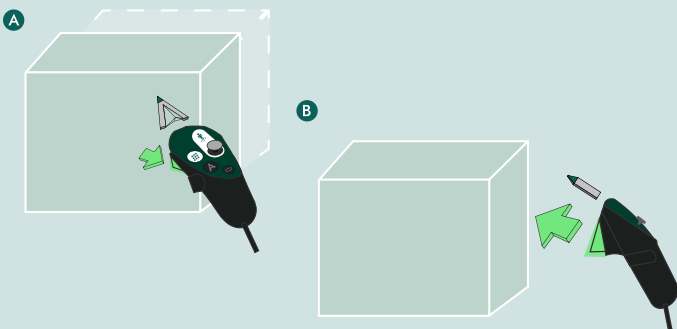
# VTP Socket System



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.
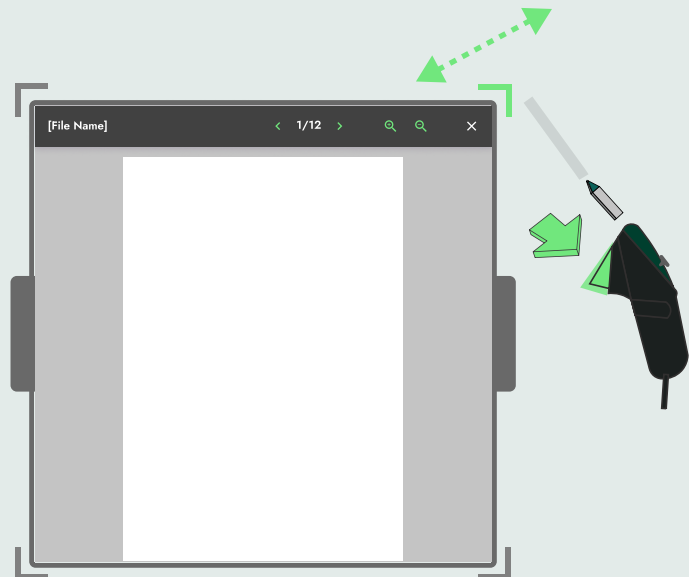


3. **A) Move** your controller around **with the trigger pressed** to move the object to where the blue highlight is.

   **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
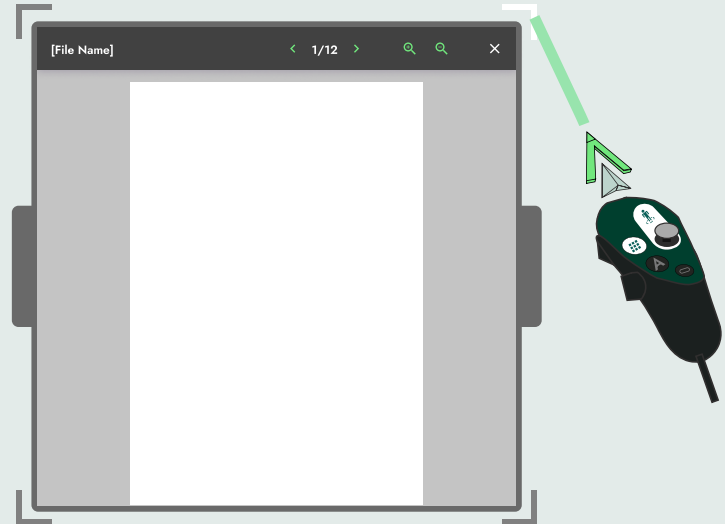


1. Move your controller cursor to the corner of the file viewer.

   **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.



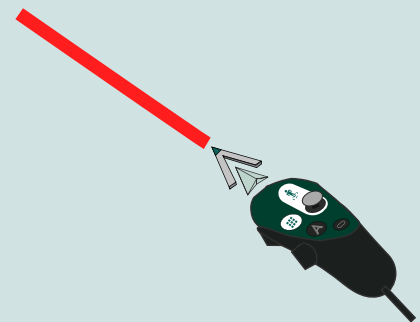3. The player will now be unable to make any sounds from their microphone.

# 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 active 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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