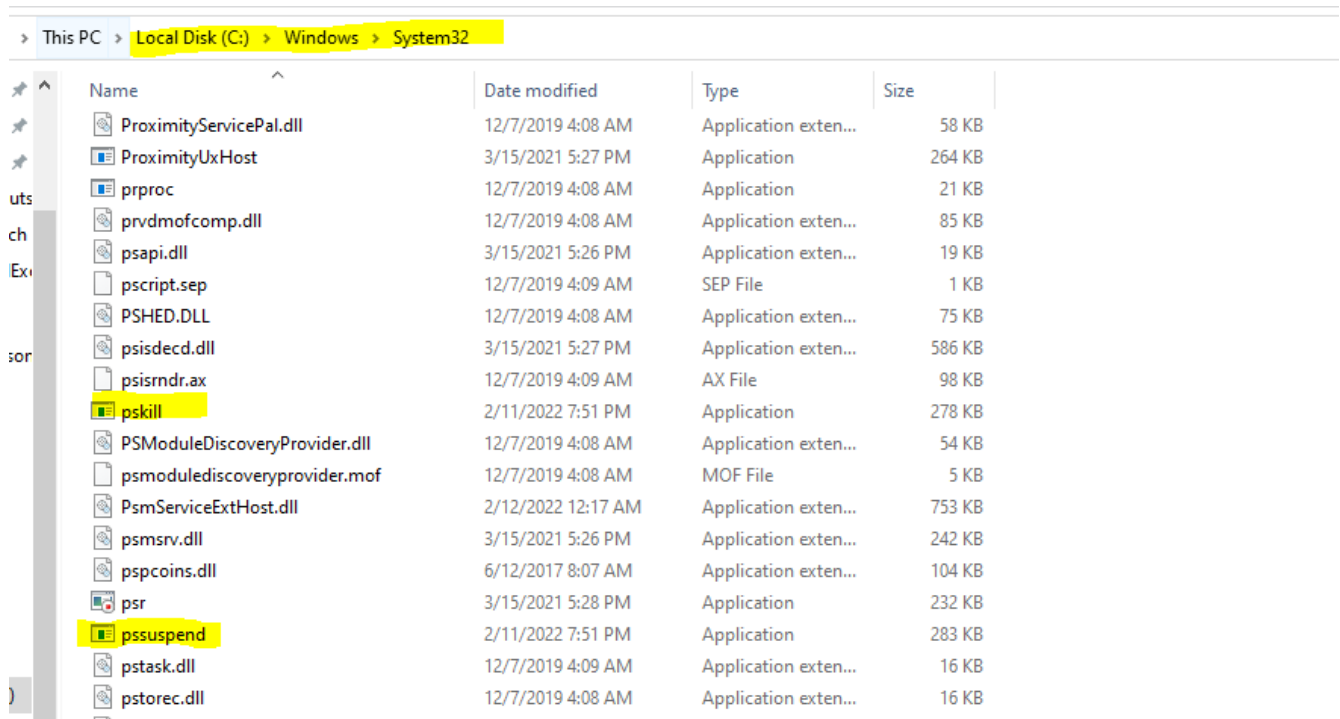


Proof of Concept Test Instructions

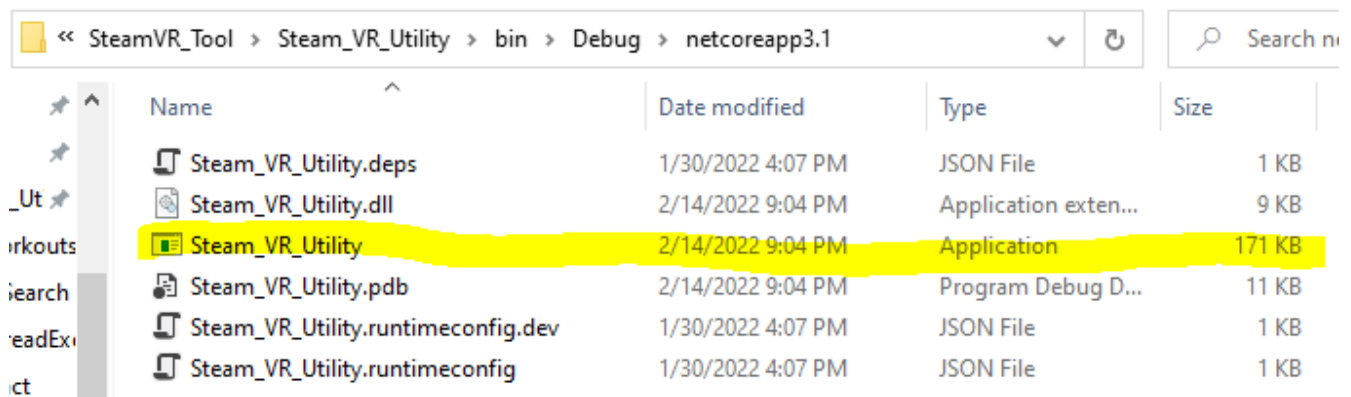
Setup

1. There are two files that you will need to install in your C:\Windows\System32 folder to make this program work. PsSuspend and PsKill. The former suspends/resumes processes and will function as your “pause” button. The latter kills processes, and will quit the program entirely. They will need to be placed in your System32 folder so that Command Prompt can run them without needing to be fed an executable path. I've included the files in the github repository, but you can also find the entire toolkit on Microsoft's website at <https://docs.microsoft.com/en-us/sysinternals/downloads/pstools>. Once you have placed those files in the System32 folder, doubleclick them each to agree to the terms of conditions (you will only need to do this once).



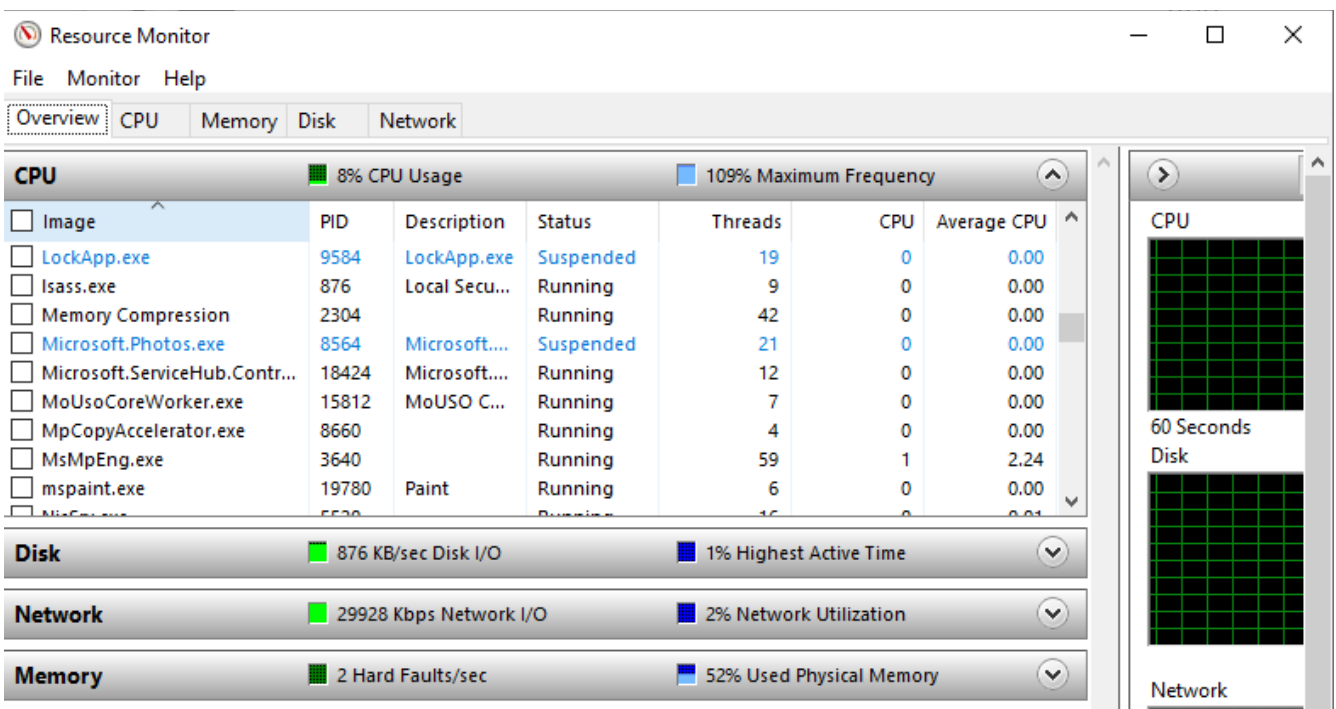
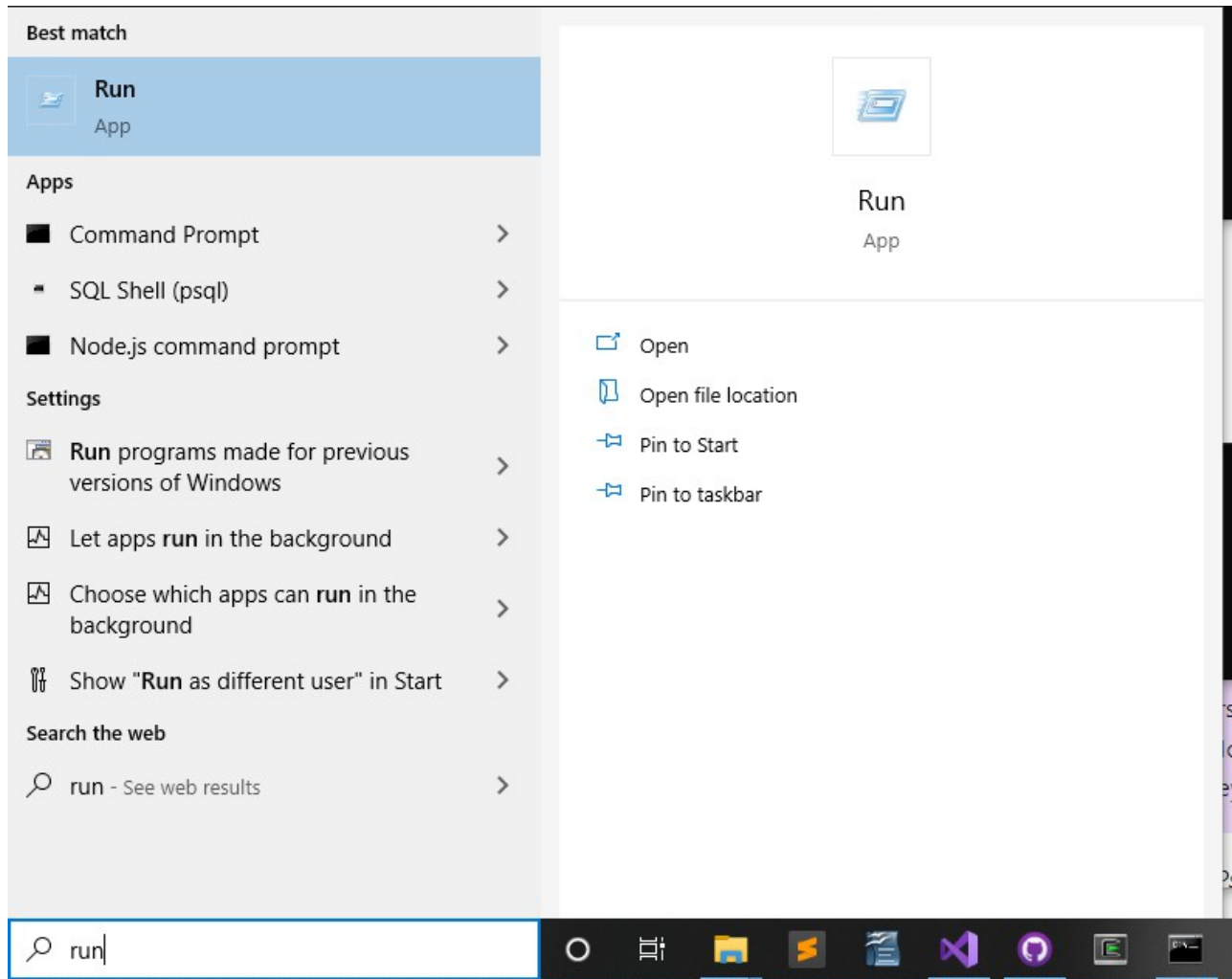
This PC > Local Disk (C:) > Windows > System32				
Name	Date modified	Type	Size	
ProximityServicePal.dll	12/7/2019 4:08 AM	Application exten...	58 KB	
ProximityUxHost	3/15/2021 5:27 PM	Application	264 KB	
prproc	12/7/2019 4:08 AM	Application	21 KB	
prvdmofcomp.dll	12/7/2019 4:08 AM	Application exten...	85 KB	
psapi.dll	3/15/2021 5:26 PM	Application exten...	19 KB	
pscript.sep	12/7/2019 4:09 AM	SEP File	1 KB	
PSHED.DLL	12/7/2019 4:08 AM	Application exten...	75 KB	
psisdec.d.dll	3/15/2021 5:27 PM	Application exten...	586 KB	
psisrmdr.ax	12/7/2019 4:09 AM	AX File	98 KB	
pskill	2/11/2022 7:51 PM	Application	278 KB	
PSModuleDiscoveryProvider.dll	12/7/2019 4:08 AM	Application exten...	54 KB	
psmodulediscoveryprovider.mof	12/7/2019 4:08 AM	MOF File	5 KB	
PsmServiceExtHost.dll	2/12/2022 12:17 AM	Application exten...	753 KB	
psmsrv.dll	3/15/2021 5:26 PM	Application exten...	242 KB	
pspcoins.dll	6/12/2017 8:07 AM	Application exten...	104 KB	
psr	3/15/2021 5:28 PM	Application	232 KB	
pssuspend	2/11/2022 7:51 PM	Application	283 KB	
pstask.dll	12/7/2019 4:09 AM	Application exten...	16 KB	
pstorec.dll	12/7/2019 4:08 AM	Application exten...	16 KB	

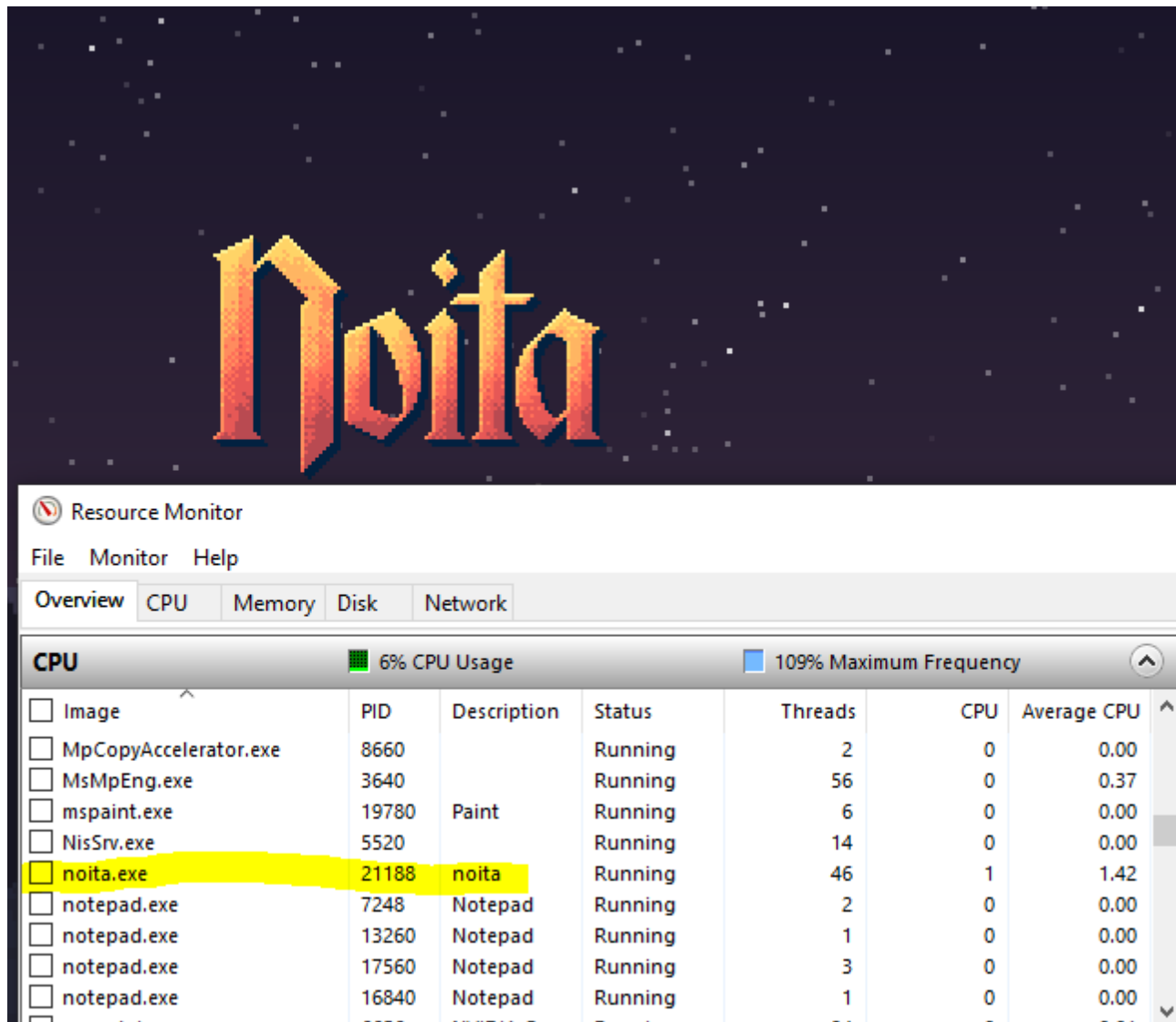
2. To start up the program, go to the bin folder of the program folder (SteamVR_Tool\Steam_VR_UTILITY\bin\Debug\netcoreapp3.1) , and doubleclick Steam_Vr_Utility (the application file)



<< SteamVR_Tool > Steam_VR_UTILITY > bin > Debug > netcoreapp3.1				
Name	Date modified	Type	Size	
Steam_VR_Utility.deps	1/30/2022 4:07 PM	JSON File	1 KB	
Steam_VR_Utility.dll	2/14/2022 9:04 PM	Application exten...	9 KB	
Steam_VR_Utility	2/14/2022 9:04 PM	Application	171 KB	
Steam_VR_Utility.pdb	2/14/2022 9:04 PM	Program Debug D...	11 KB	
Steam_VR_Utility.runtimeconfig.dev	1/30/2022 4:07 PM	JSON File	1 KB	
Steam_VR_Utility.runtimeconfig	1/30/2022 4:07 PM	JSON File	1 KB	

3. Start up one of your SteamVR games, then direct yourself to resource monitor to find the “imagename”. To do this, open up the Run app, then type in “resmon.exe” to bring up your resource monitor

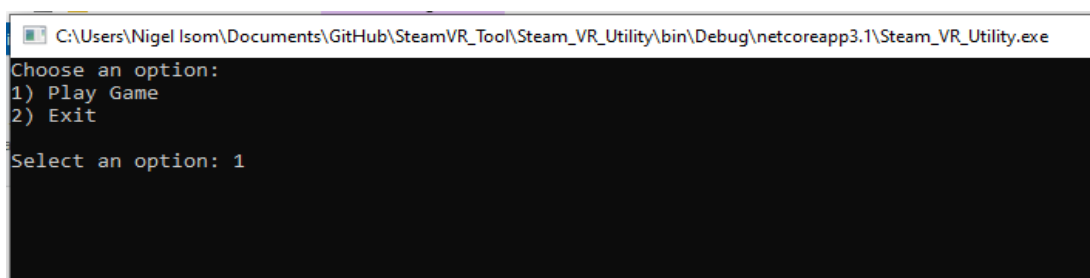




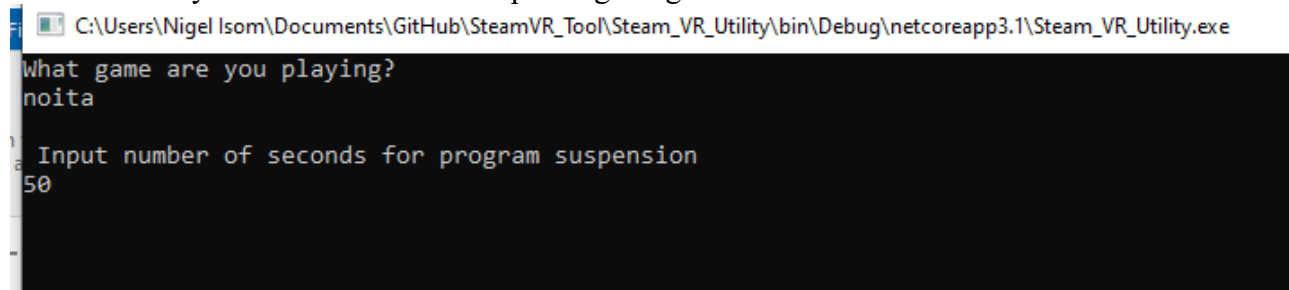
4. In resource monitor (resmon.exe), find the "image" of the steamVR app you just launched. This is what you will type into the application to test its ability to pause your program. For example, while testing – I used the game "Noita" (not VR, just needed something I could easily start and stop)

Using the program

1. This is the skeleton of the logic I'll be using for this approach. First, use your keyboard and press 1 to go to "Play Game". This is where we'll control the game sessions

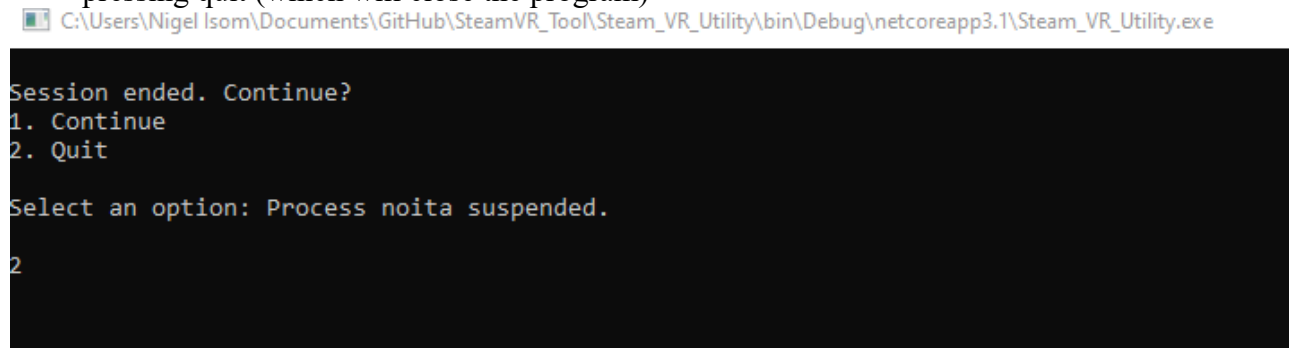


2. Type the image name here (without the .exe suffix). On the next screen, type the number of seconds you'd like to wait before pausing the game



```
C:\Users\Nigel Isom\Documents\GitHub\SteamVR_Tool\Steam_VR_Utility\bin\Debug\netcoreapp3.1\Steam_VR_Utility.exe
What game are you playing?
noita
Input number of seconds for program suspension
50
```

3. The game will suspend the game process after that period of time – freezing the game. You can press continue to unpause it and rerun it for the above period of time, or you can end it by pressing quit (which will close the program)



```
C:\Users\Nigel Isom\Documents\GitHub\SteamVR_Tool\Steam_VR_Utility\bin\Debug\netcoreapp3.1\Steam_VR_Utility.exe
Session ended. Continue?
1. Continue
2. Quit
Select an option: Process noita suspended.
2
```

Exiting will take you back to the previous screen where you can test another game.

What I would like you to tell me is the image names of the games you test, and which of the games (if any) crash after being suspended. If they don't crash, we're in business and I can finish up this approach. IF they do, back to the drawing board.

Thank you for your patience and for testing this!