# Installation / build instructions

## Installing the built version

Installing the application is straightforward: copy the folder (with build_name.exe + buildname_Data folder) to the desired directory and run the executable. The contents of the /resources folder are already included.

## Creating a new build

However, if any additional development and a new build is made, then the /Resources folder contents have to match the contents seen in the following figure.
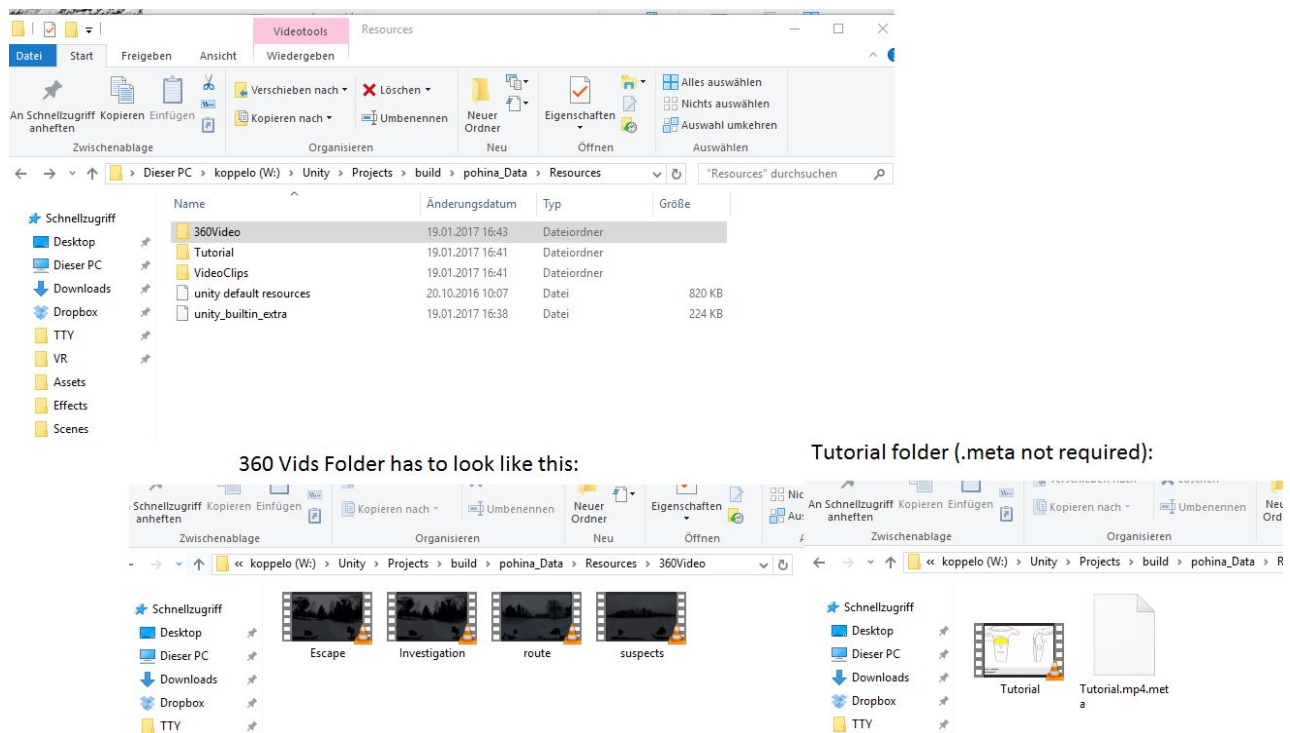


Figure 1. Contents of the resources folder

The 360 video paths are hardcoded, so the filenames have to be exactly the same should you want to replace any of the files with your own (or change the paths in editor, create a new scene…). The contents inside VideoClips folder are automatically loaded at runtime and can be viewed on the TV in the investigation room. The tutorial video plays in the beginning, and can be replaced with a video of your own.