

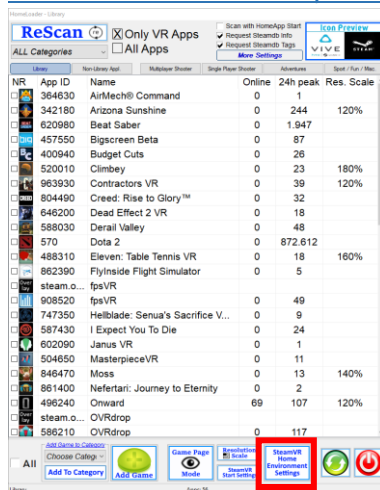
Homeloader 0.78 - Create new Map

Make sure your VR Headset is connected and powered. Follow the steps below to create a new map that can be selected in HomeLoader.

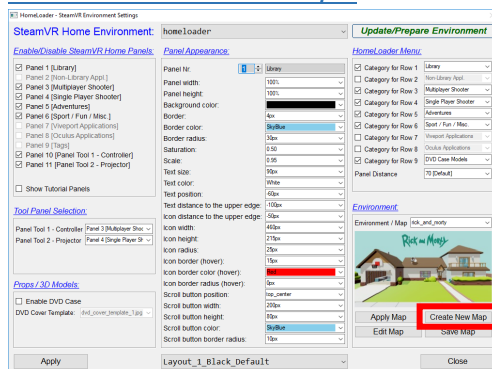
Inhalt

1. Start HomeLoader and open the „SteamVR Home Environment Settings“ Window. 1
2. Click on “Create New Map”. 1
3. Enter the name of the new map. 2
4. SteamVR Workshop tools window will open. Select "homeloader" per double click or select "Launch Tools" to continue. 2
5. Select Hammer Editor in the Asset Browser Window and wait until the Hammer Editor is opened. 2
6. Select “File → Open→” in the Hammer Editor and choose the “*.vmap” File. It should already be named as in step two. 3
7. Modifying the Map 4
8. Test and Save the new map 5
9. Add models and assets to the map (optional). 5
10. Save the map in HomeLoader. 5

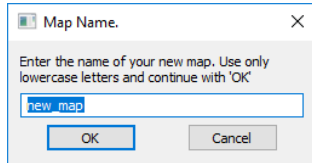
1. Start HomeLoader and open the „SteamVR Home Environment Settings“ Window.



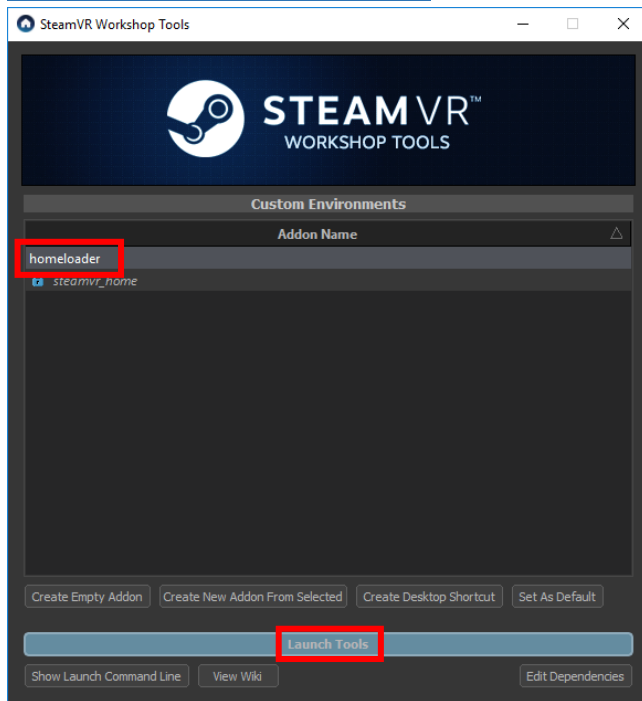
2. Click on “Create New Map”.



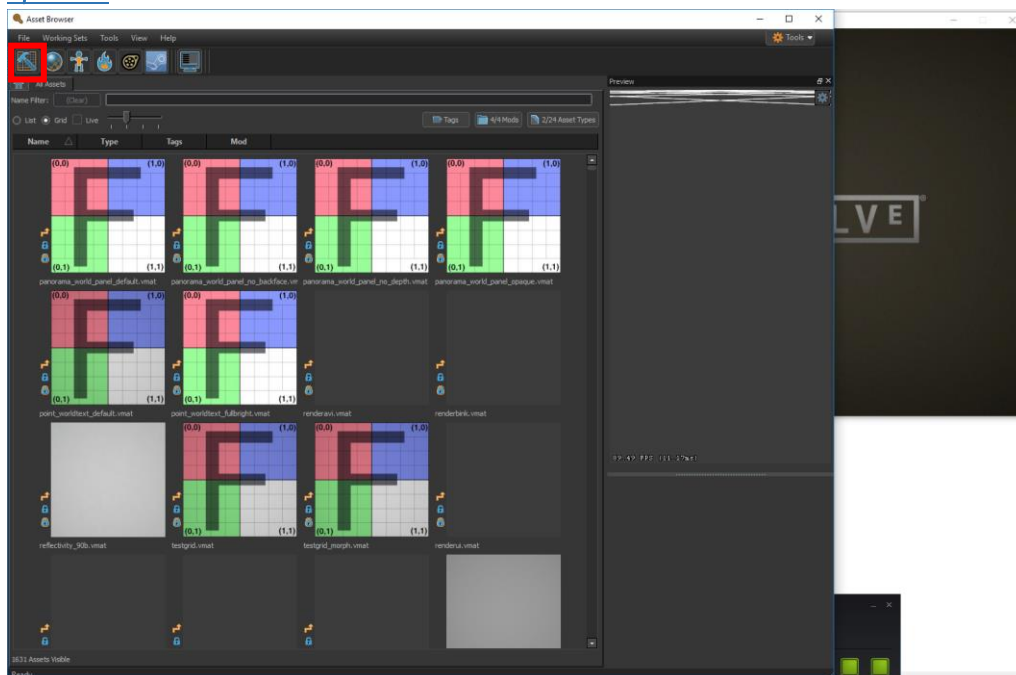
3. Enter the name of the new map.



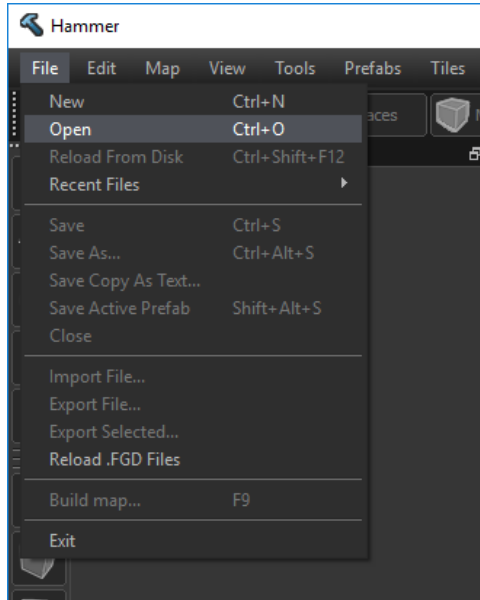
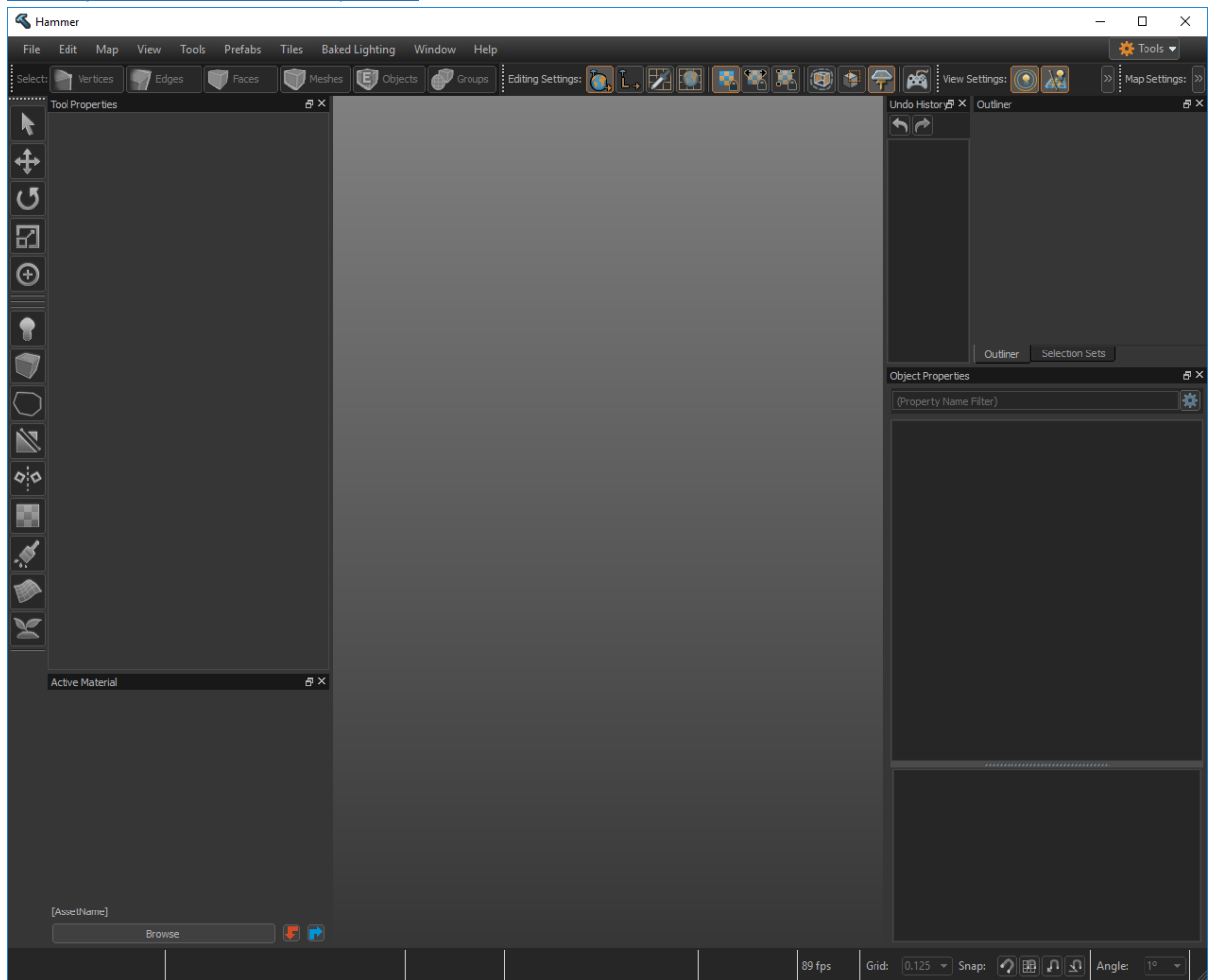
4. SteamVR Workshop tools window will open. Select "homeloader" per double click or select "Launch Tools" to continue.



5. Select Hammer Editor in the Asset Browser Window and wait until the Hammer Editor is opened.



6. Select “File → Open →” in the Hammer Editor and choose the “*.vmap” File. It should already be named as in step two.

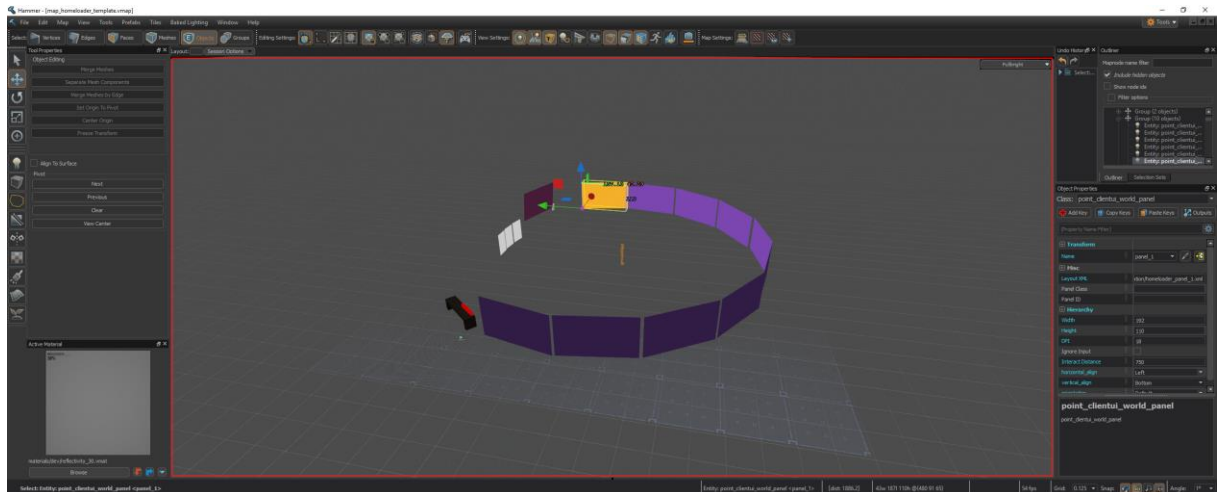


If it does not open the folder showing the map file then select the following folder that contains the map file first.

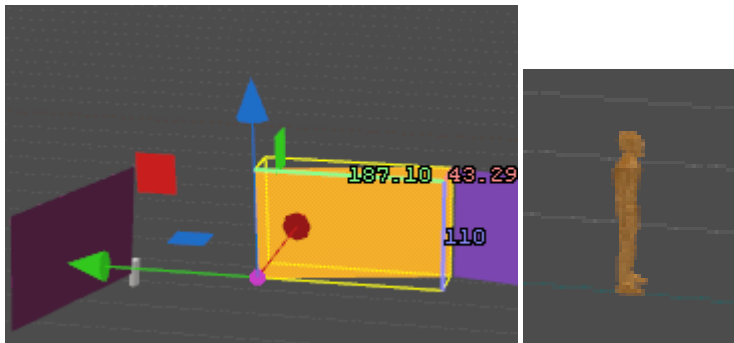
`"C:\Program Files`

`(x86)\Steam\steamapps\common\SteamVR\tools\steamvr_environments\content\steamtours_addons\homeloader\maps\"`

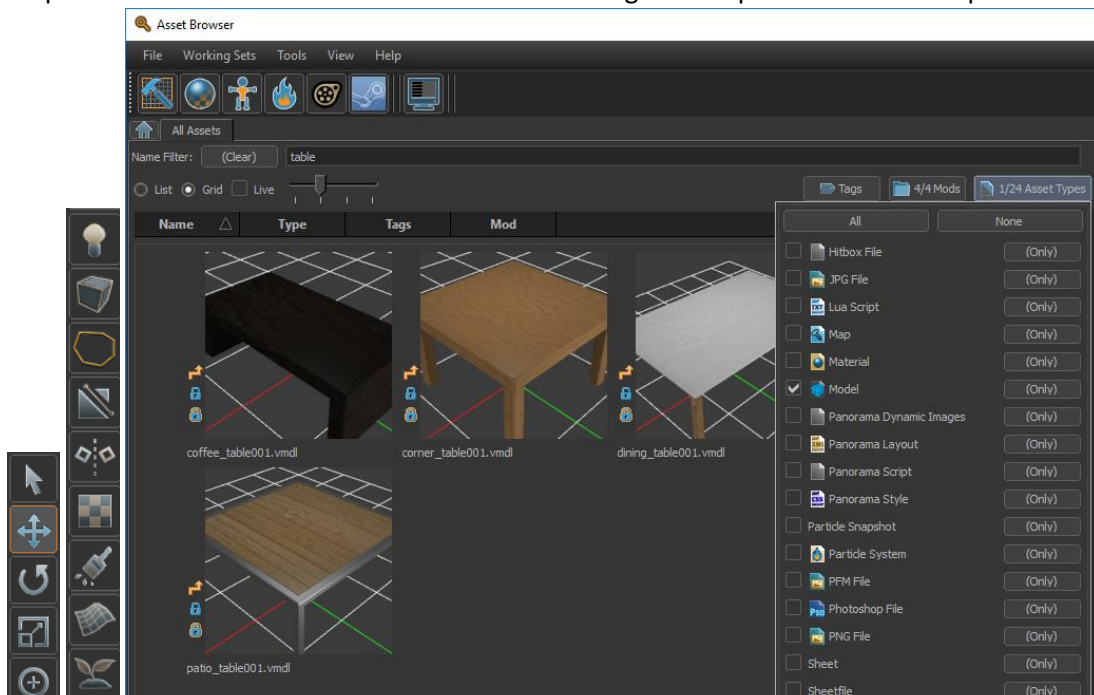
7. *Modifying the Map*



After the map has been loaded the position and rotation of all objects such as the panels can be changed. Use the colored navigation arrows and the menu to the right to change the commands.



It's also possible to change the start position of the Avatar. Click on the Avatar and change position and rotation with the colored navigation arrows the same way like with the other objects. Use the menu to the right to change the commands or to add new objects to the map. Search for assets in the Asset Browser and drag and drop them into the map.



8. Test and Save the new map

- Press “F9” to Test the new map, it’s not needed to build it if you only want to test it.
- Select “File→Save” to save map.
- “Build” the map when you’re done (needed).

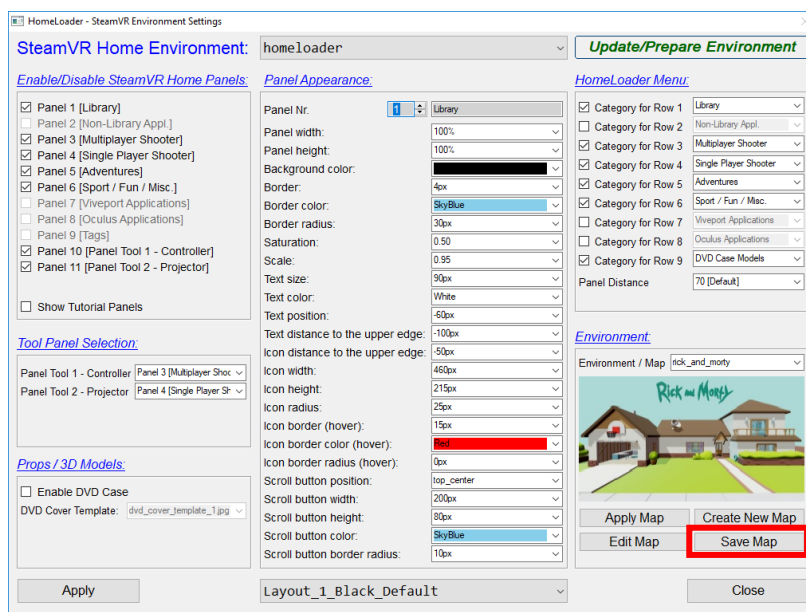
9. Add models and assets to the map (optional).

It’s possible to add new models and assets to the homeloader example. Search some free to use models on <https://sketchfab.com> and add it to the map. Some are really easy to add like the “rick and morty” model and others need some adjustments. See this YouTube tutorial for further explanations on how to add models from <https://sketchfab.com>.

Video Tutorial: [Importing Sketchfab assets into SteamVR using Blender](#)

10. Save the map in HomeLoader.

To be able to use the map in HomeLoader the map needs to be saved in HomeLoader as well. Select “Save Map” and the map will be saved for use with HomeLoader.



After it is done restart HomeLoader and the map will be available in the drop down menu. You can now use the “Apply Map” Button and select the map at any time or select “Edit Map” to modify / save it again.

The map is located in “...\HomeLoader\Apps\SteamVR_Home\Maps\” folder. There is also “map.ini” File where additional information’s can be added. The Icon can be changed using the “preview_image.jpg” File.