

# 2017

## Home Loader Guide

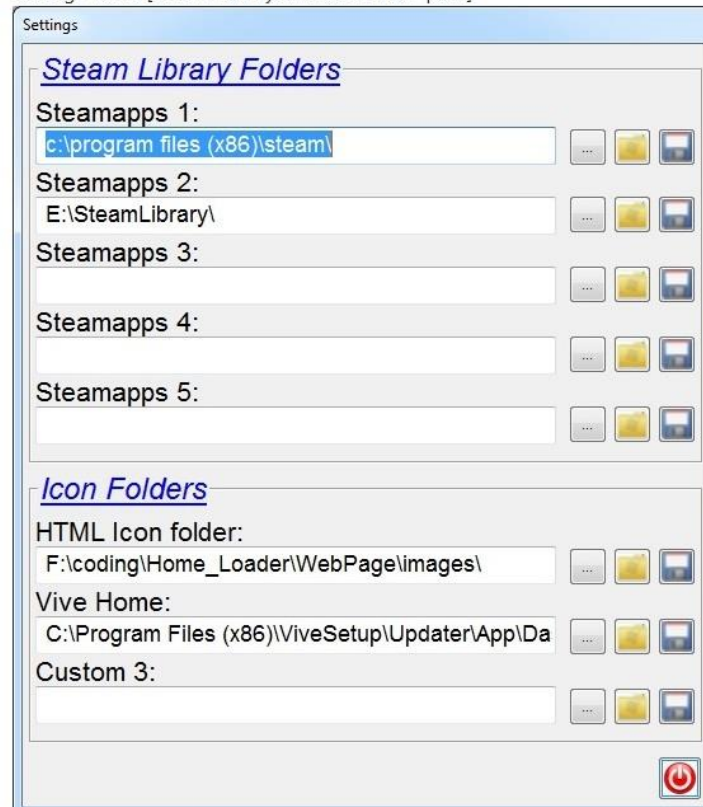
Settings menu [Normal Mode]



Settings menu [Advanced Mode]



Settings menu [Steam Library and Icon Folder path]



Adds Players Online and Supersampling settings for each Game to the Game Icon. [In Advanced Mode]



Cogent

Home Loader [0.59]

01.09.2017

# Home Loader Guide

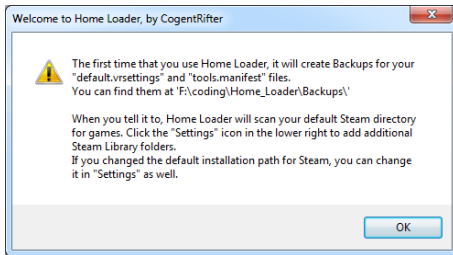
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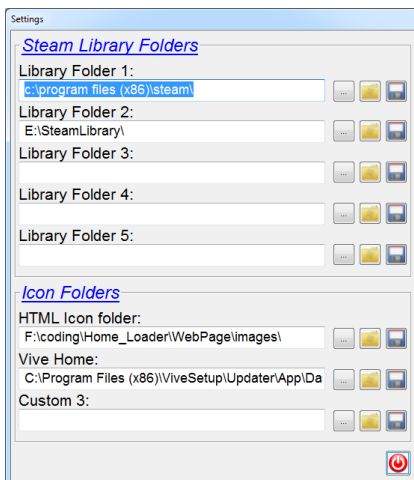
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## 0 - FIRST START – HOME LOADER STARTUP GUIDE:

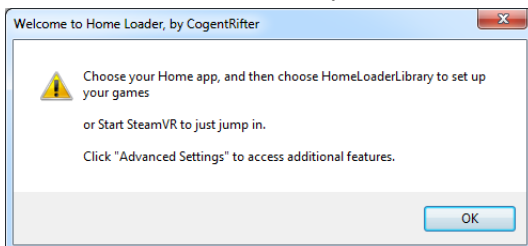
1. On first start of Home Loader it will create Backups for your "default.vrsettings" and "tools.manifest" files and search for your steam installation folder.



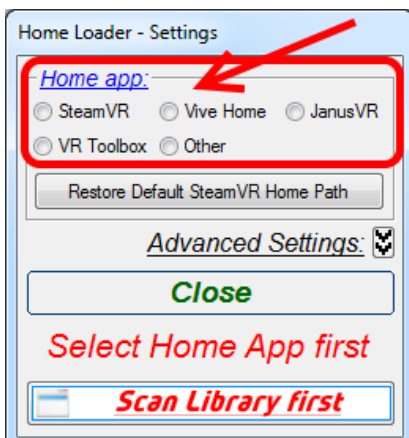
2. It's possible to add up to 5 Steam Library folders and three Icon folders. Home Loader can create Icons in these folders if selected. This can also be done later using the settings menu.



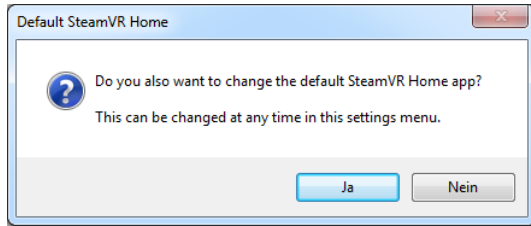
3. Next Home Loader will ask you to select the Home app that will be used.



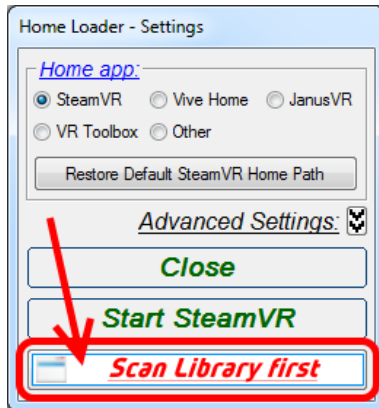
4. Choose SteamVR if you don't want to use one of the others. Activate 'Advanced Settings' to have access to additional features.



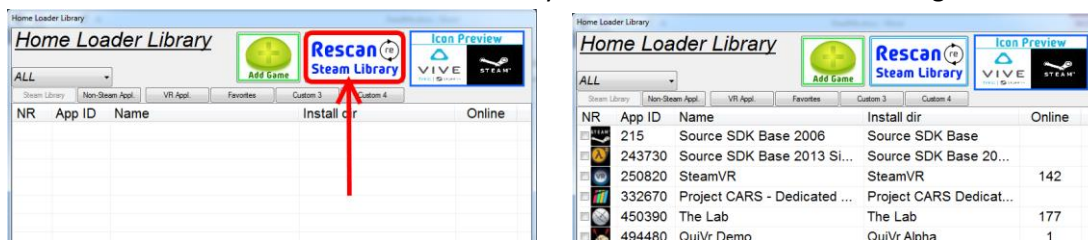
5. [SteamVR beta only] If you also want to change the default SteamVR Home app then select 'yes'. Home Loader creates a Backup File so that the original settings can be restored at any time.



6. On first start the Home Loader Library is empty. Start it and scan all Steam Library's for games.



7. Select 'ALL' and use the 'Rescan Steam Library' Button. New scan is needed if games were added to steam.



Home Loader can be used after the Scan.

## Troubleshooting

- **“White” SteamVR Environment**
  - This means SteamVR cannot find the patch of the File it should load. This can happen if you changed the location of the Home Loader Folder or if you uninstalled/deleted it bevor switching the Home app back to “Steam VR Home”. This can be fixed by using the Backup File Mome Loader created in “...\SteamApps\common\SteamVR\tools\” Folder or write the default path of SteamVR Home to the File ‘...\SteamApps\common\SteamVR\tools\tools.vrmanifest’ (line Nr. 60).  
`"binary_path_windows": "steamvr_environments/game/bin/win64/steamtours.exe"`

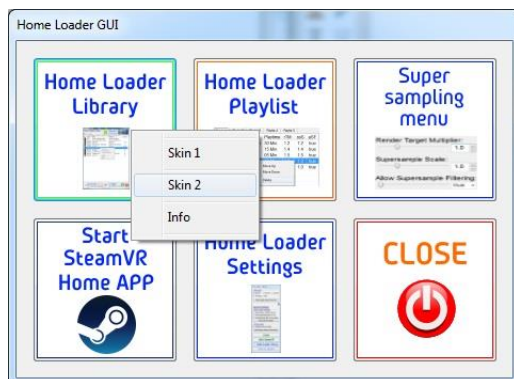
[cogenthub@web.de](mailto:cogenthub@web.de)

## 1 – HOME LOADER– WINDOWS & FUNCTIONS:

### 1.1 - MAIN:

Home Loaders main Program has two different skins which can be changed using the mouse right-click menu (or equivalent Rift/VIVE VR Controller Input)

**Skin 1:**

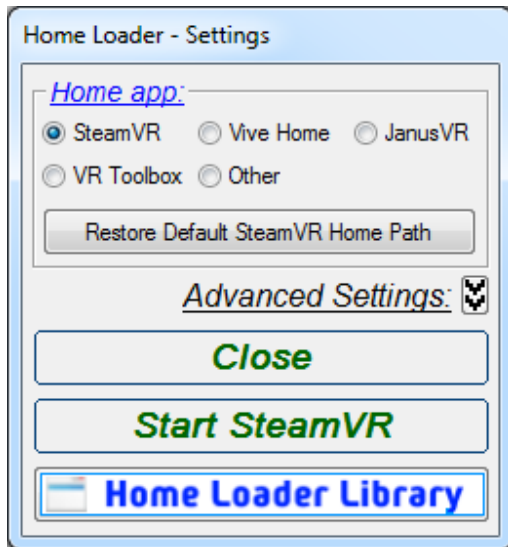


**Skin 2:**



## 1.2 - SETTINGS:

### Normal Settings:

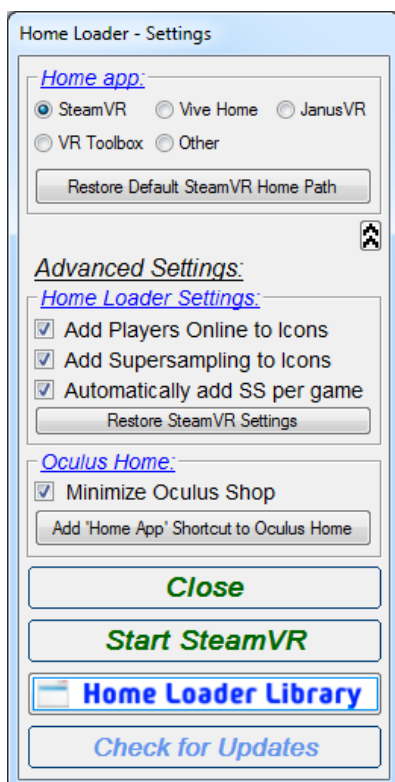


Choose one of the available home applications or select 'Other' to use any installed SteamVR application as the new SteamVR Home App.

If 'SteamVR' is selected as Home App then Home Loader will not be used. SteamVR will use the normal SteamVR Home start File.

*Note that this works only with the SteamVR beta Version.*

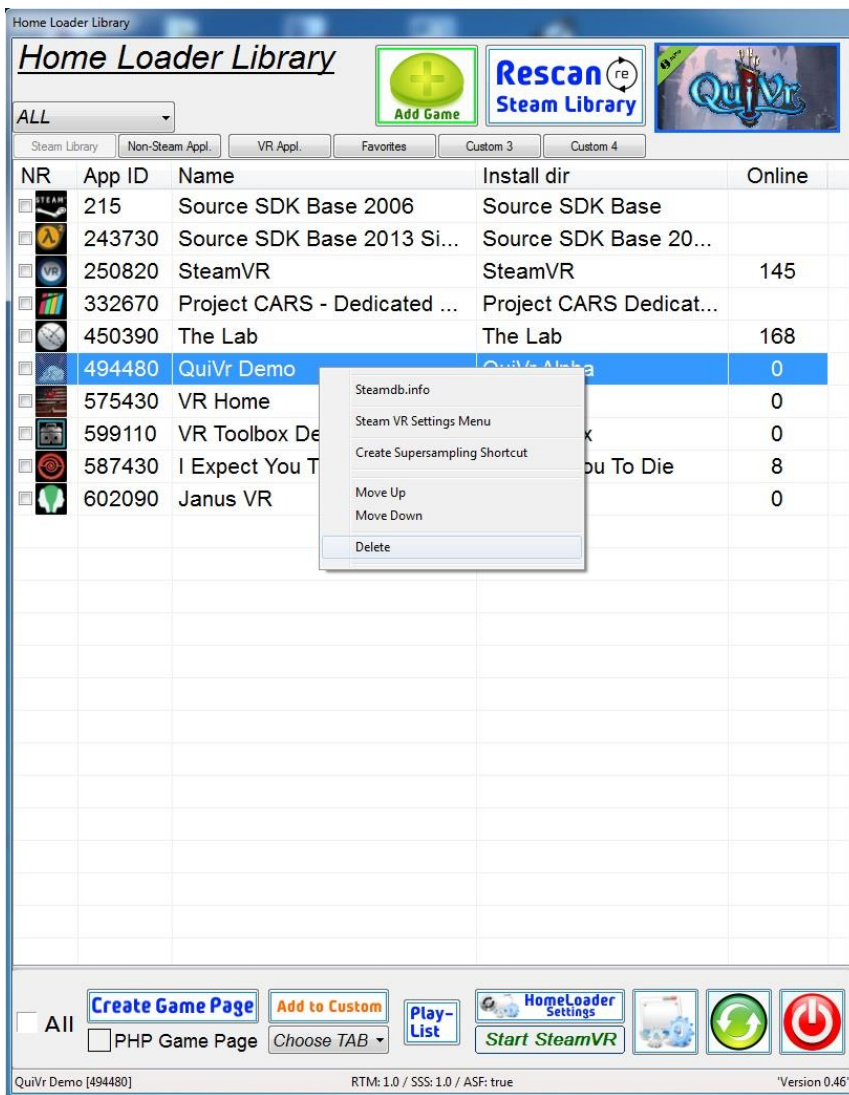
### Advanced Settings:



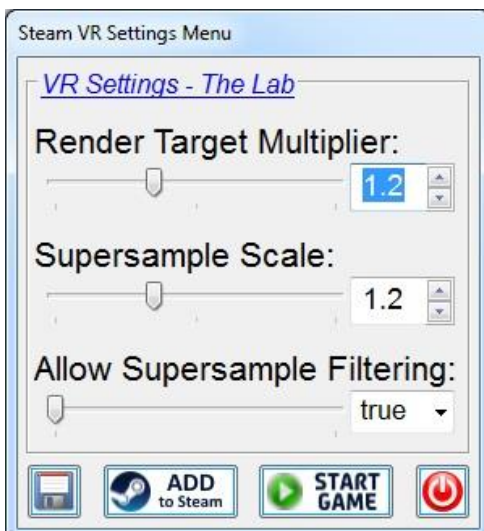
Use additional features by activating 'Advanced Settings'.

- Add Players Online to Icons  
This function will add automatically the number of the current Players to the game Icons. These Icons can be used by the Home Loader HTML Game Page or by the selected Home app (for example VVIVE Home). It's done on the first start of SteamVR with Home Loader and every time before the selected Home App is loaded.
- Add Supersampling to Icons  
Activating this Checkbox will also add the saved Supersampling values for this game to the Icons.
- Automatically add SS per Game  
It will automatically add and apply the saved Supersampling values for the currently launched game.

### 1.3 – HOME LOADER LIBRARY:

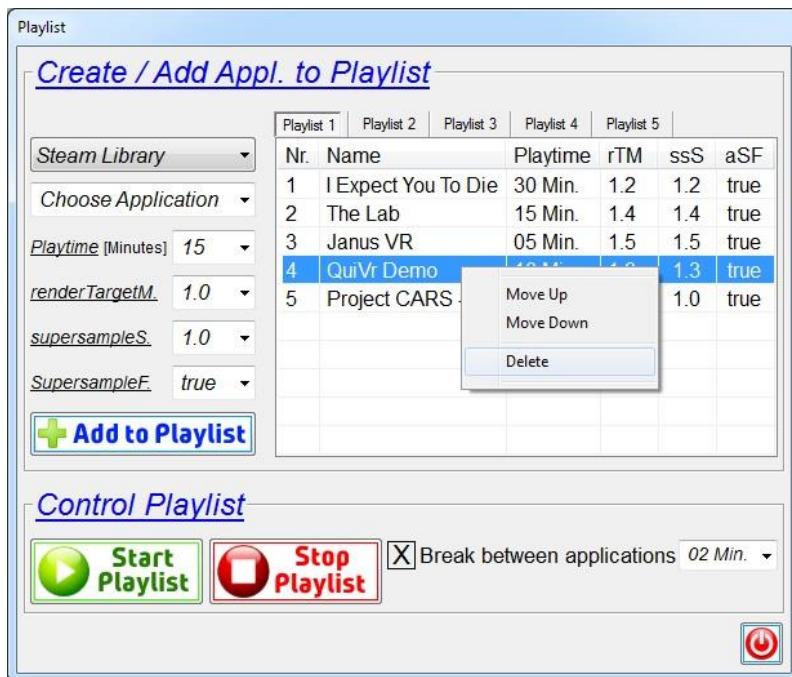


### 1.4 – SUPERSAMPLING MENU:





## 1.5 – PLAYLIST:



## 1.6 – HOME LOADER FILES/ FOLDERS:

- Home Loader GUI.exe *[This is the main File to start Home Loader.]*
- System\HomeLoader.exe
  - This File is used if 'Advanced Settings' are activated. It runs in the Background and detects if you are running the Home app, started a game or closes a game. This way it provides the selected functions depending what is running, for example the Supersampling settings or the Icons. If you want to see what it does then you can change the value 'USE\_GUI=false' from false to true in config.ini File.
- System\HomeLoaderLibrary.exe
- System\Settings.exe
- System\StartSteamVRHome.exe
  - This is the Main File to launch SteamVR together with Home Loader [HomeLoader.exe is only loaded if 'Advanced Settings' are activated].
- ApplicationList\
- Backups\
- Icons\
- System\
- System\Gfx\
- WebPage\

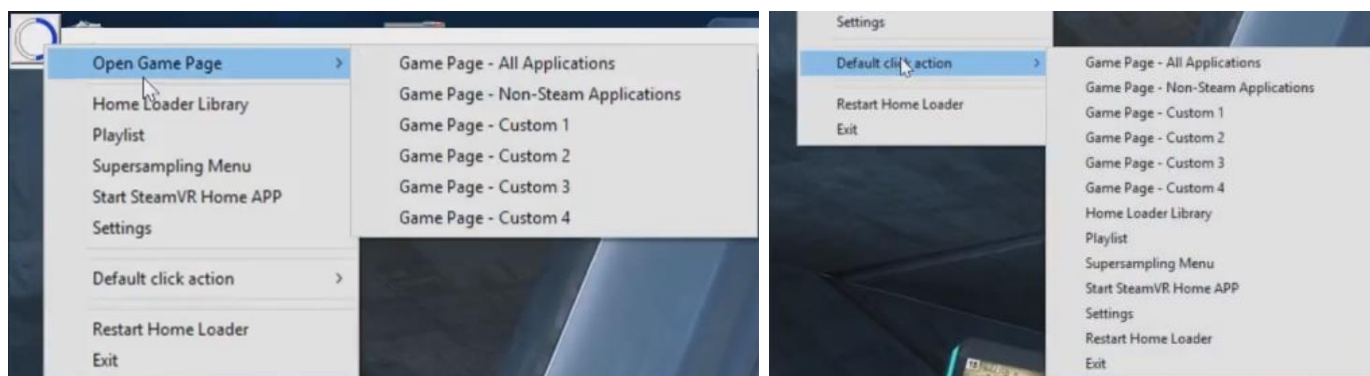



## 2 – HOME LOADER ADVANCED SETTINGS MODE:

In Advanced Settings Mode Home Loader has different states while SteamVR is running and it visualized the current state at the upper left corner with a small GUI Window.



While SteamVR is running Home Loader loops these states and provides a Menu that can be used while using VR. To activate the menu switch to the Desktop View of the SteamVR Overlay and use the Rift/VIVE VR Controller Input for the right mouse click function. It will show a menu that can be used with the VR Controller, for example the HTML Game Page to start Games from it.



 During this state Home Loader performs the functions selected under Settings. This may take a while, depending on the amount of installed games.

## 3 - UNINSTALL:

### Important:

Before uninstalling or deleting Home Loader you should switch back to the default SteamVR Home app. See also the 'Troubleshooting' Section for more information.

## 3 - MISCELLANEOUS:

### 3.1 - GITHUB PAGE:

You can find the Downloads, Updates, and more information on the [Home Loader GitHub page](https://github.com/ev0x/home-loader-steamvr).

[Home Loader GitHub page](https://github.com/ev0x/home-loader-steamvr)

### 3.2 - EVO-X.DE FORUM THREAD:

Visit <http://evo-x.de> Forum for discussions or further questions.

<http://evo-x.de/wbb3/board453-community-magazin/board595-virtual-reality-vr/220229-home-loader-steamvr-home-app-launcher/>