

# CLOUDS

## OCULUS RIFT INSTALLATION SET UP INSTRUCTIONS

The Oculus Rift version of CLOUDS requires an attendant to assist viewers in and out of the headset and to ensure the film begins from the beginning for each person.

CLOUDS is still beta! There are times when the application may crash or need to be restarted. For this we use a robust auto restarter for the application and ensure to set the background to a neutral color so that viewers will not be jarred.

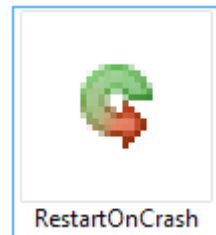
This instruction walks through three main steps to prepare a computer for the Oculus Rift version of CLOUDS.

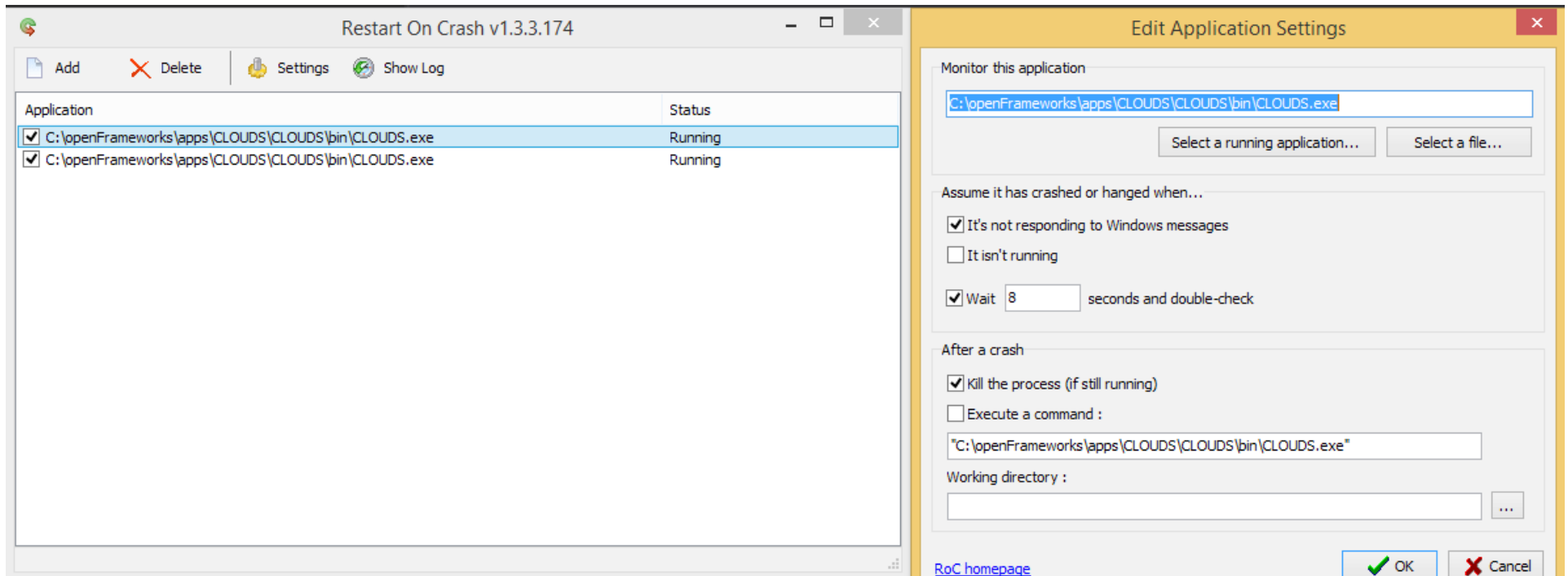
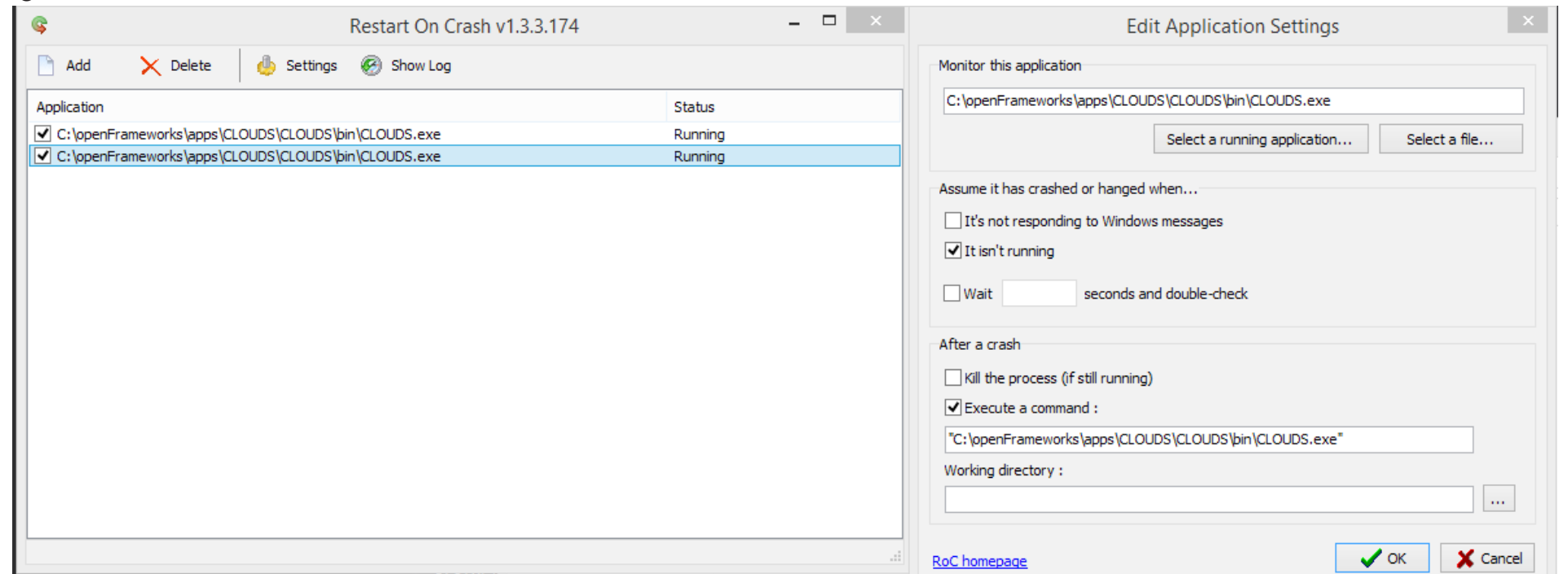
## AUTO RESTART

### CHECKLIST

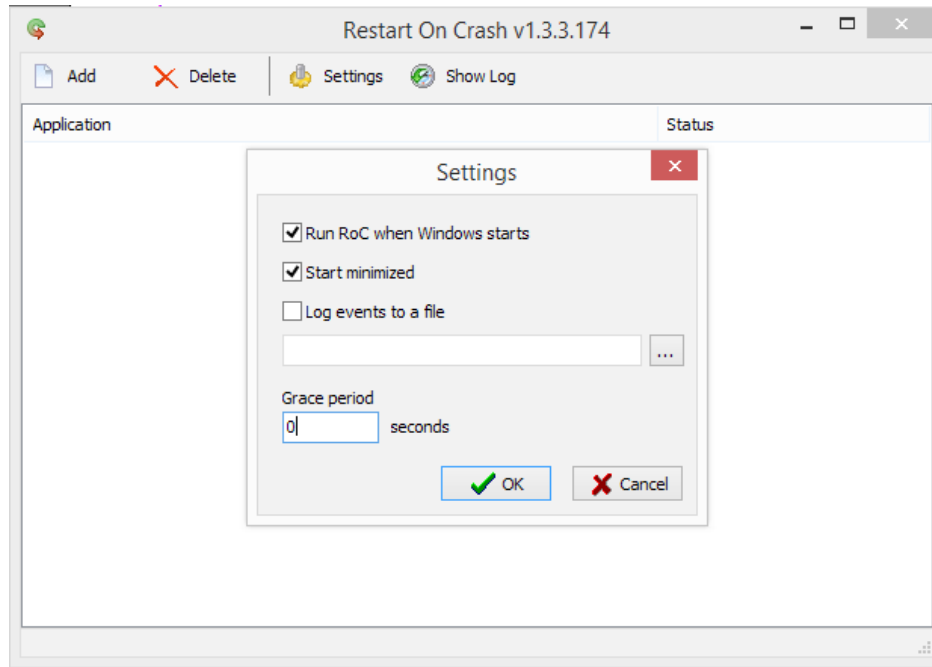
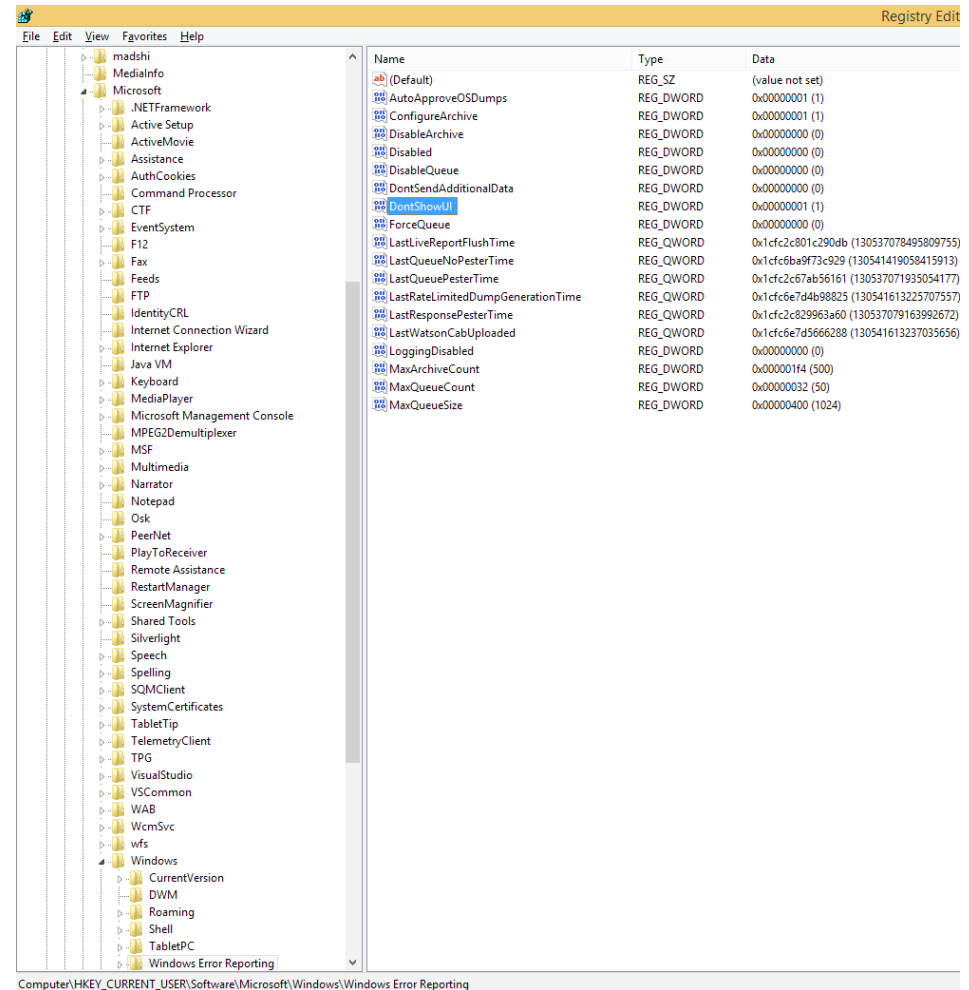
- [ ] A Install **RestartOnCrash** application.
- [ ] B Set up a rule to kill the process if it has hung for a short time.
- [ ] C Set up a rule to restart the process if it is not running.
- [ ] D Configure RestartOnCrash to start when the computer starts.
- [ ] E Edit the Windows registry to disable the crash dialog.

WARNING: Enabling Restart On Crash will continually relaunch CLOUDS full screen when it's quit. By tapping the 'f' key you can remove it from full screen mode and minimize the application while you finish configuring.



**B****C**

Note: For the Oculus Rift the executable is CLOUDS\_OCULUS.exe.

**D****E**

Configure RestartOnCrash to run on start up, minimized, and set the Grace Period to 0 seconds.

Open **regedit.exe**

Select Computer\HKEY\_CURRENT\_USER\Software\Microsoft\Windows\Windows Error Reporting

Edit the value of **DontShowUI** from 0 to 1.

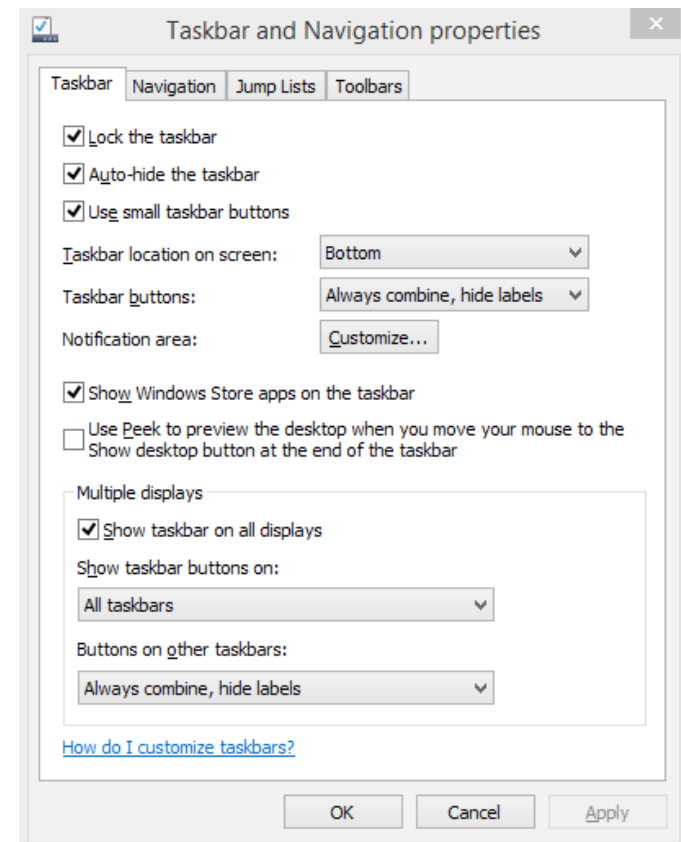
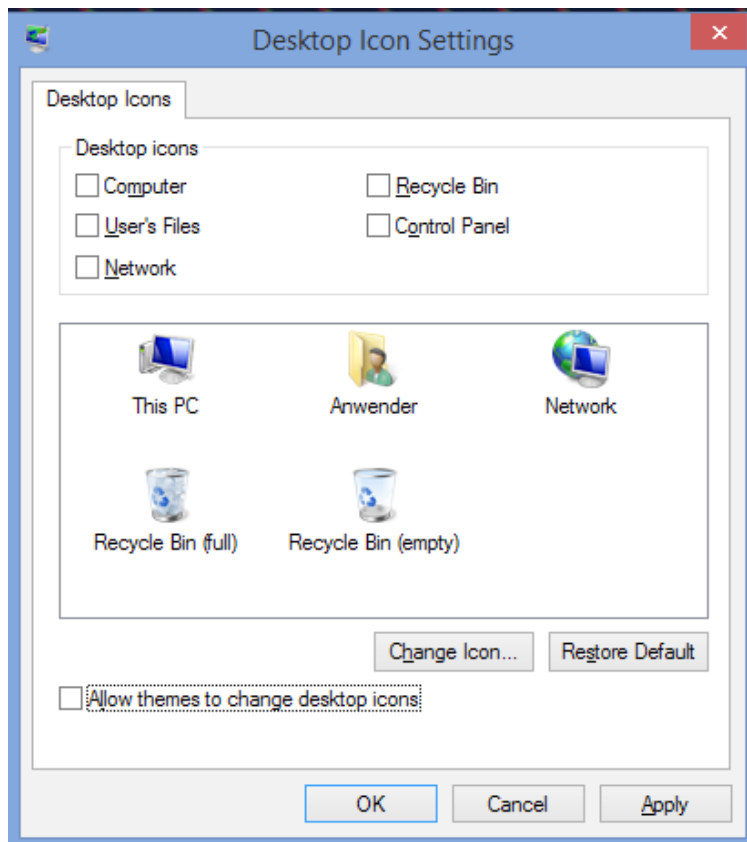
This will prevent the Windows crash dialog from appearing and allow the app to restart immediately if crashes.

## RESOLUTION, BACKGROUND & POWER SETTINGS

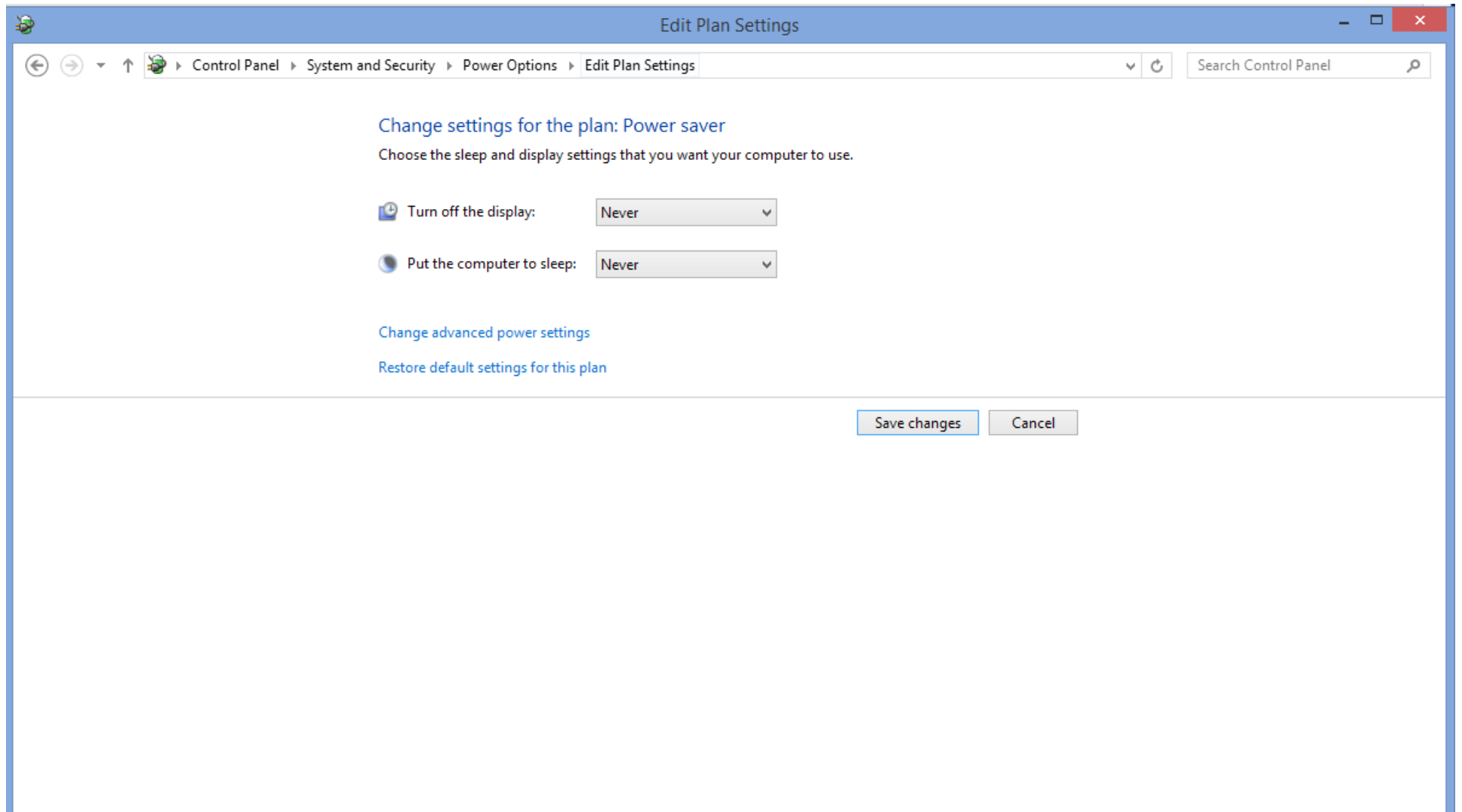
### CHECKLIST

- [ ] A Remove Desktop Icons & hide the system tray.
- [ ] B Configure power settings so the computer won't go to sleep.
- [ ] C Configure Screen Resolution.
- [ ] D Set Desktop Background to a neutral image.

A

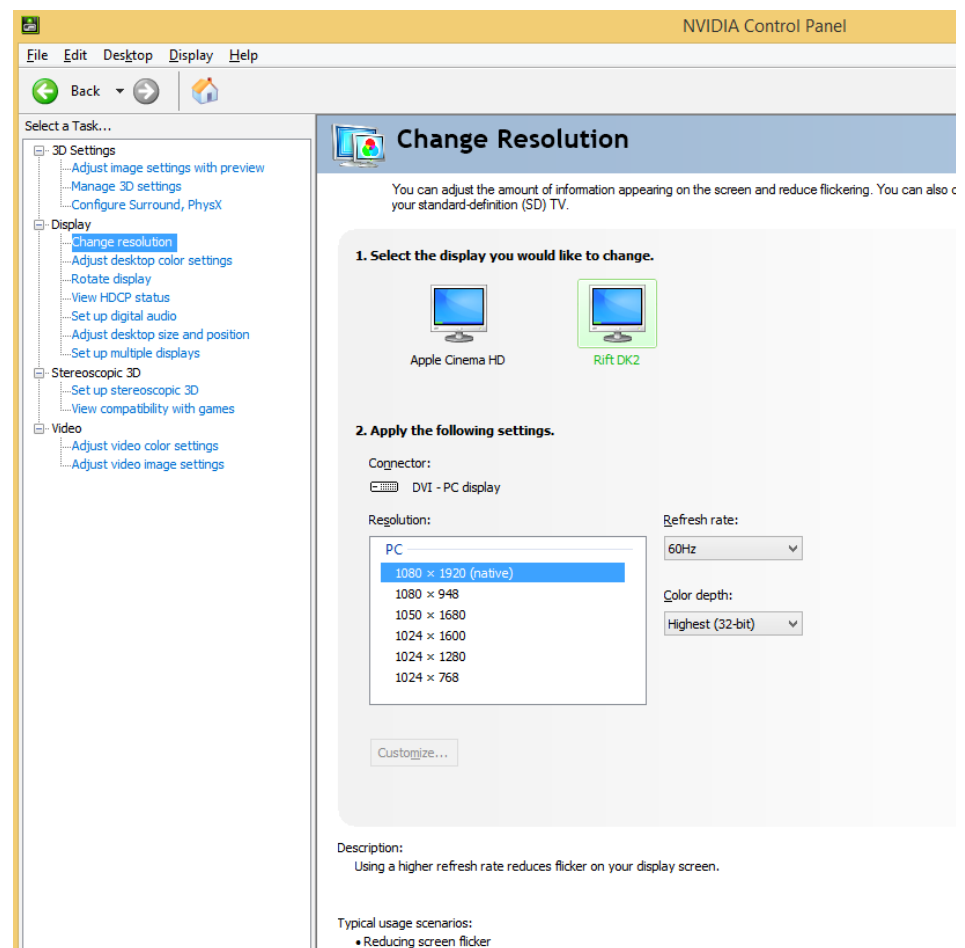
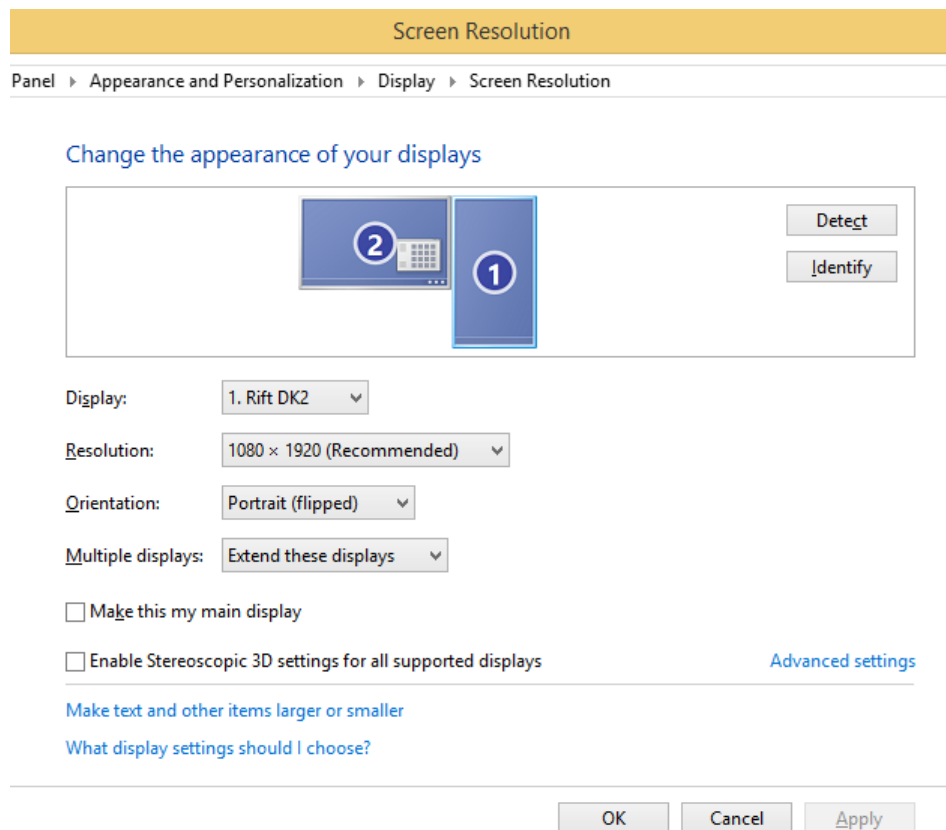


B



Configuring the Screen Resolution when a second monitor is mirroring the DK2 can be challenging. Windows sees the Oculus as a portrait display, and is unable to mirror it with a landscape 1080p display for mirroring. This build of CLOUDS expects both displays to be rotated portrait and then renders the Oculus Viewport twice, once for the Rift and once for the mirrored displays.

Ensure both displays are set to the same refresh rate, 75Hz if the external monitor supports it, otherwise 60Hz. This is done in the NVidia display panel



Set the Desktop to this neutral image so that if the viewer ever sees the background by accident it is not jarring.  
This image can be found in CLOUDS/bin/data/



Finally, print and lamenate the following instructions for the attendant at the station



# CLOUDS

## Oculus Rift Instructions

When a new viewer arrives...

- 1) Ensure the CLOUDS title text is visible. If not press ENTER or ESC.
- 2) Hold the headset straight forward and press 0 to center the view.
- 3) Hand the headset to the viewer and assist them to adjust it.
- 4) Invite the viewer to move their head left and right to first pop the circles.

They will then hold their gaze on a portal to select a question in the tunnel.

- 5) Place the headphones on their ears and let them go.

**HARD RESET TO INTRO**

**SET LOOK DIRECTION FORWARD**



**SOFT RESET TO INTRO**

THANKS

Please Contact me if any problems come up

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