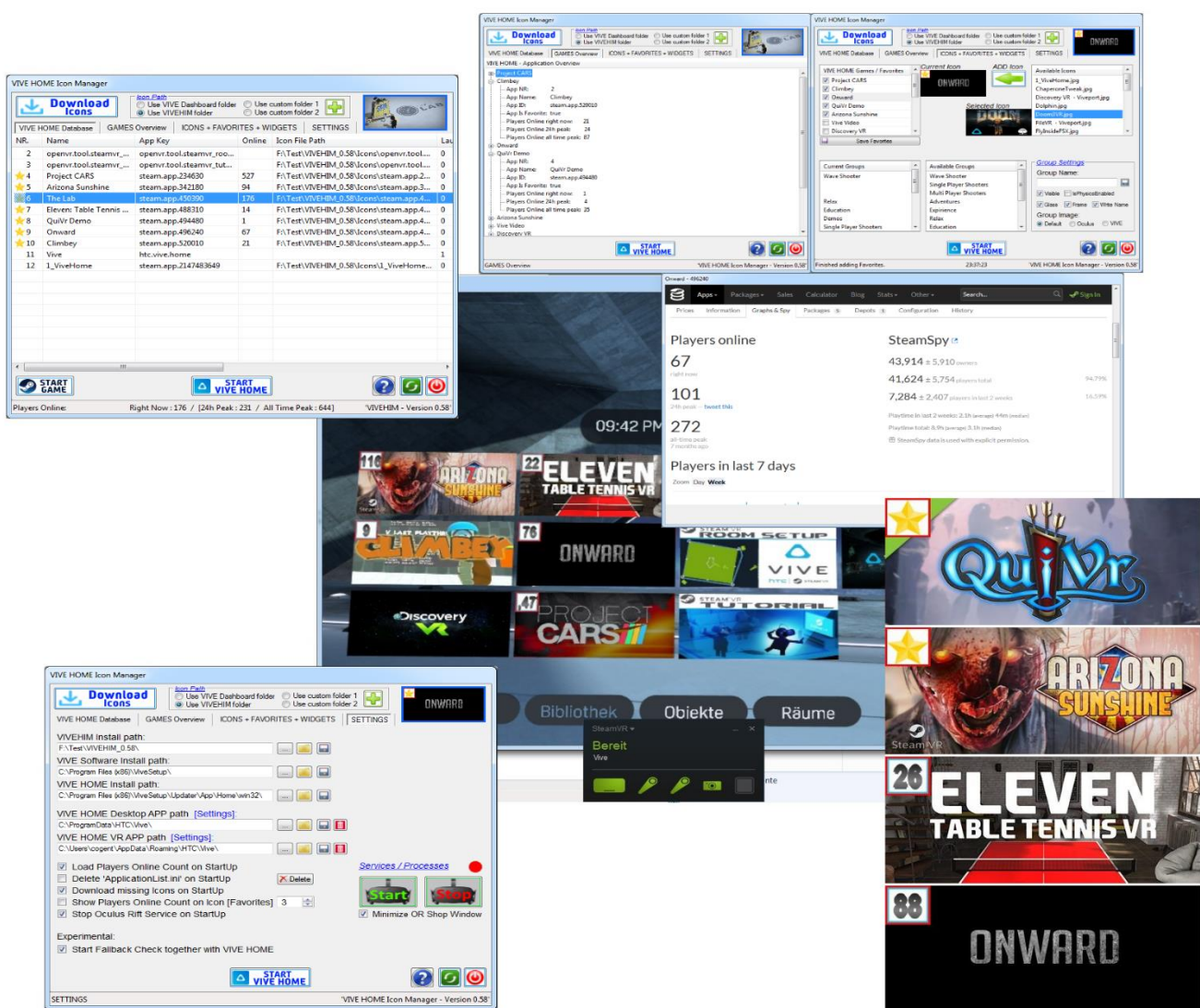


2017

VIVEHIM Guide



Cogent

VIVEHIM [0.7]

17.04.2017

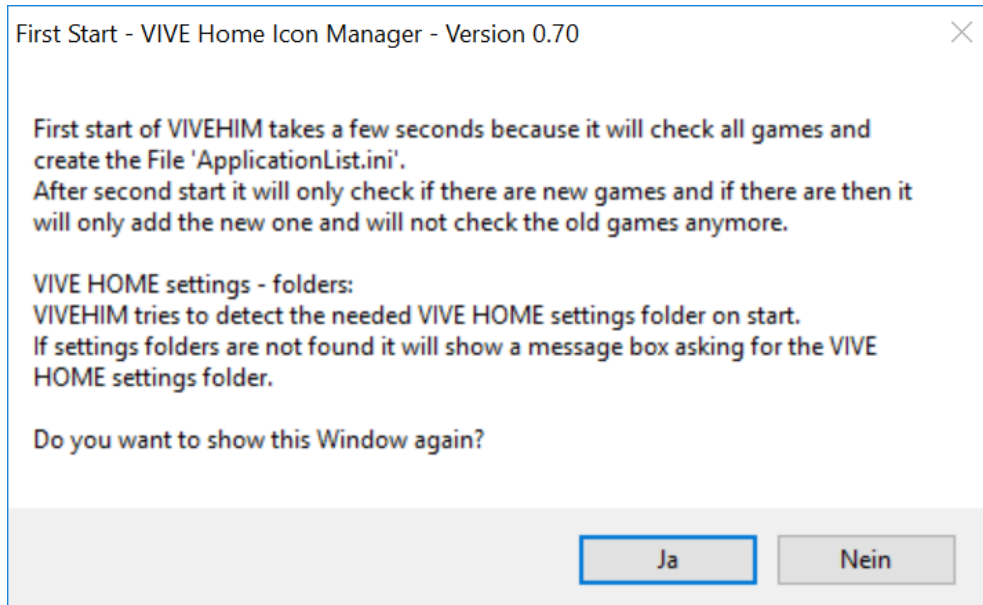
VIVEHIM Guide

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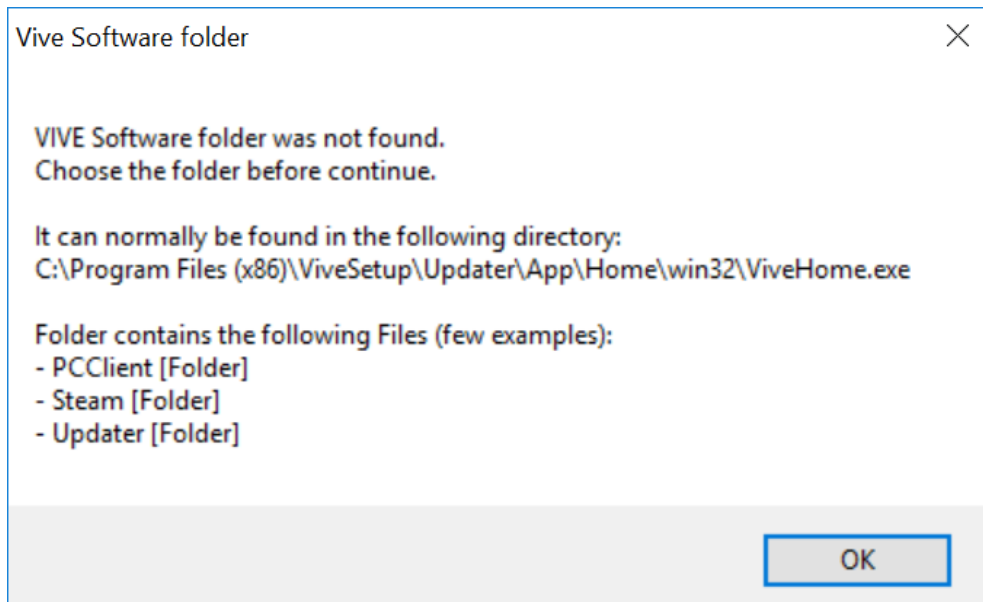
0 - FIRST START:

1. Unzip it to any directory you want. VIVEHIM will check all needed setting folders on first start and save it to config.ini File.
2. Start VIVEHIM by using 'StartVIVEHIM.exe' or 'StartVIVEHIM_AsAdmin.exe'.



This message is shown on first start and will only be shown again if yes is chosen.

3. VIVEHIM tries to detect the needed VIVE HOME settings folder on start. If the default folders where used on installation then it will find the folders. If settings folders are not found it will show a message box asking for the VIVE HOME settings folder.



Path can also be checked, changed and deleted in "SETTINGS" TAB.

On first start loading will take some time depending how many game are installed.

It's recommended to select 'Use VIVEHIM Folder' for Icons to avoid problems with Favorites.

1 - VIVEHIM – TABS & FUNCTIONS:

1.1 - VIVEHIM - MAIN:



1. Download Icons

Downloads Icons for all Steam games to VIVEHIM Icons folder. This needs to be done if using “VIVEHIM” Icon folder.

2. Icon Path

Choose Icon Path to use. If using VIVEHIM folder or Custom Folder this can be used to download missing icons for Steam VR games into that folder.

Edit: To use Player Count on Favorites Icons you need to use VIVE HOME Icon folder for Icons.

3. ADD Icon Path

Adds selected Icon path to VIVE HOME database so that the Icons are used in VIVE HOME. If you are not sure then Check TAB 1 to see the current path and check it again after using this function to see the difference.



4. Info

5. Shows current Player Online count Data.

It shows the player count for the game that is selected in TAB 1.

6. Start VIVE HOME and Player Online count script

Starting VIVE HOME for the first VR Session through VIVEHIM will also start the automatic update of the player count for marked favorites. Automatic update of the player count Icons will be closed after SteamVR was closed, it keeps running in the Background as long SteamVR is running.

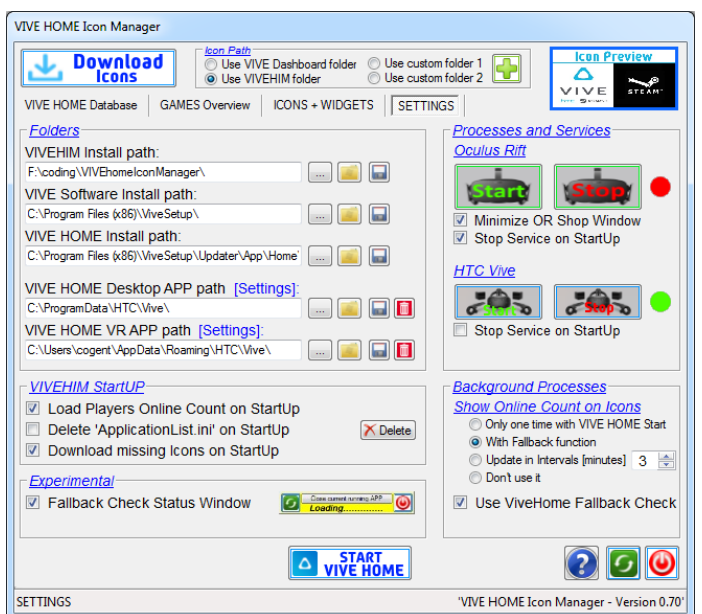
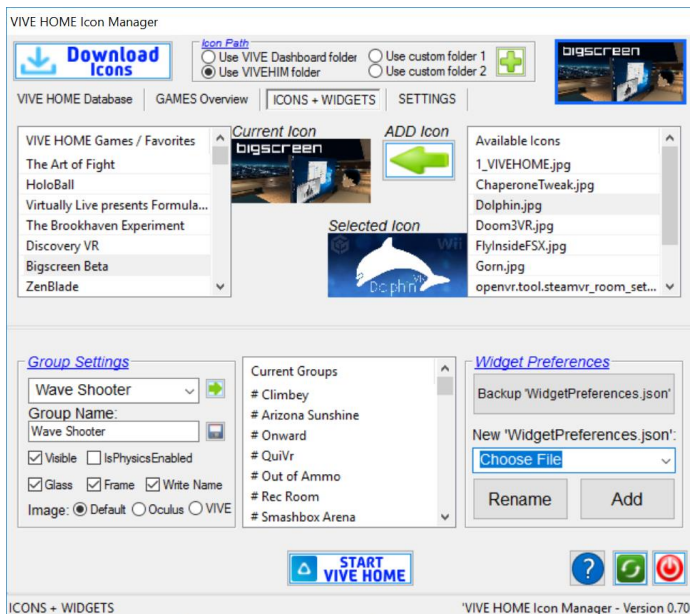
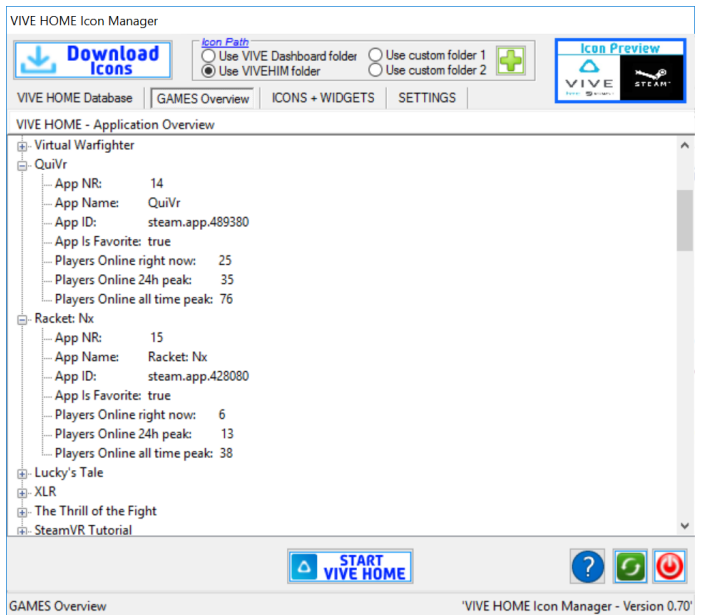
7. Version Info

8. Program Info

9. Restart VIVEHIM

10. Close VIVEHIM

1.2 - VIVEHIM - TABS:



TAB 1 – VIVE HOME DATABASE:

NR.	Name	App Key	Online	Icon File Path
<input checked="" type="checkbox"/> ★ 65	Rec Room	steam.app.471710	97	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 66	The Nest	steam.app.473910	0	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 67	Lightblade VR	steam.app.477270	3	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 69	Battle Dome	steam.app.484870	5	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 70	Eleven: Table Tennis VR	steam.app.488310	16	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 71	QuiVr	steam.app.489380	25	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 74	The Thrill of the Fight	steam.app.494150	8	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 76	Onward	steam.app.496240	80	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 77	Paddle Up	steam.app.496250	4	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 78	Simple VR Video Player	steam.app.500500	24	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 79	SVRVIVE Demo	steam.app.510160	0	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 80	Armor Clash VR	steam.app.510700	1	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 81	Elena	steam.app.513860	0	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 82	Virtual Warfighter	steam.app.517020	0	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 83	Overkill VR	steam.app.518720	9	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input checked="" type="checkbox"/> ★ 84	Climbey	steam.app.520010	10	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 85	CyberThreat Demo	steam.app.520740	0	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 86	Sword Master VR	steam.app.523710	2	D:/VIVE/ViveSetup/Updater/App/Dashbo...
<input type="checkbox"/> 87	Cmoar VR Cinema	steam.app.527160	1	D:/VIVE/ViveSetup/Updater/App/Dashbo...

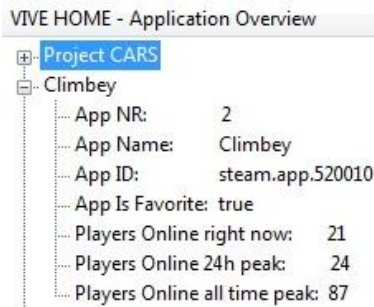
- ListView in TAB 1 'VIVE HOME Database' shows all entries from 'vive.sqlite' Database File. This is the Databased used by VIVE HOME and where the path to show the Icons are loaded from.
- Favorite can be added and removed with Checkboxes.
- Listview shows also some more information's (Scroll to the right).
- For Steam Games it will also show Player Online Count for each game if selected in 'SETTINGS' TAB.
- Normal/One Click on Steam Game: Will show current Icon and additional data.
- Double Click on Steam Game: Will start selected Steam game.



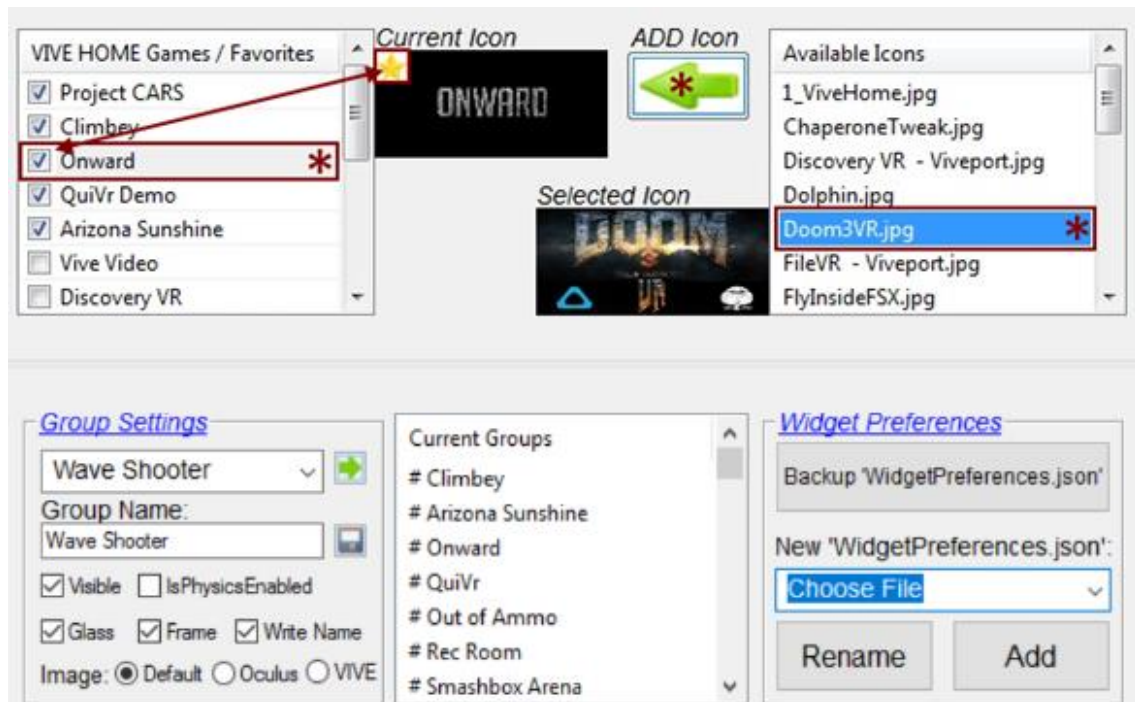
Start selected Steam Game or add selected Games as Favorites using the Buttons.

TAB 2 – GAMES OVERVIEW

Shows all available games in a TreeView. Open Tree for any game to get more Information's and Click on Sub Item to show more detailed Information's to the game.



TAB 3 – ICONS + FAVORITES + WIDGETS:



- **VIVE HOME Games / Favorites ListView**

Select the Game where you want to change the Icon before dragging the new Icon it into the “Drop here” field. Mark it as Favorite using the Checkboxes. Use “Save Favorites” Buttons to add, delete or save selected Favorites.

- **Available Icons ListView**

Select / Drag and Drop the Icon for the Game you have previously selected in VIVE HOME Games / Favorites List View in to the “Drop here” field. Game needs to be previously selected in VIVE HOME Games / Favorites List View. Icon path folders to use an Icons to show in the List View can be changed on the fly using the Icon path selection on the top.

- **Current Groups ListView**

Shows all groups you have already added to VIVE HOME. They need to be deleted using VIVE HOME.

- **Group Settings**

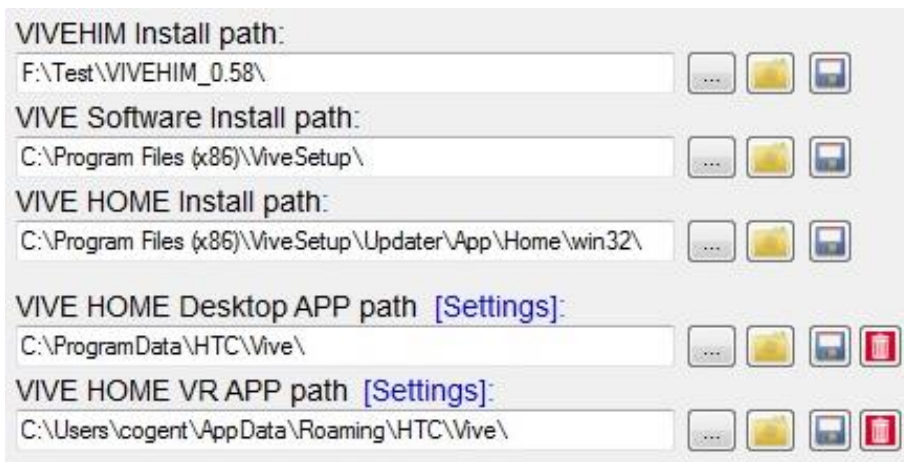
Choose between different options for your Group. If it's the first use then create with default settings first before changing these settings. Names for all groups can be changed and added, up to 10.

- **Widget Preferences Settings**

Backup your current 'WidgetPreferences.json' File or rename it for sharing or later use. Add a new 'WidgetPreferences.json' File from "...\\VIVEHIM\\WidgetPreferences\\" folder to Vive Home.

TAB 4 – SETTINGS:

These settings are only for information. Normally they don't need to be changed if Installation directory is not changed. VIVEHIM tries to detect these folders on startup and will change them if Files are not found.



- **VIVEHIM will automatically search and use the default patch for all Programs if they can be found. If path are not found it will ask to enter it manually. They can also be set in settings TAB.**
- **Load Players Online DATA on StartUP will search and add the data on StartUp so that they are available for the GUI. This function will slow down the Time of VIVEHIM start.**

Settings / Checkboxes:




Stop Oculus Rift or HTC Vive Processes and Services by using the Buttons or settings the options for next boot using the Checkbox.

‘Minimize OR Shop Window’: To avoid Oculus Rift Shop popping up and blocking the screen this function minimizes it if it is detected.

These Buttons can be used to Start and Stop Oculus Rift Service. For example to avoid that it will be started and blocking the screen while playing.

VIVEHIM StartUP

- ☒ Load Players Online Count on StartUp
- ☐ Delete 'ApplicationList.ini' on StartUp
- ☒ Download missing Icons on StartUp

 Delete

- **‘Load Players Online Count on StartUp’:**
 - This will load Players Online Count data on VIVEHIM StartUP so that it is available to show it in the GUI. This function will slow down VIVEHIM start a little bit.
- **‘Delete ‘ApplicationList.ini’ on StartUp’:**
 - Deletes and create the File ‘ApplicationList.ini’ every time on VIVEHIM StartUP. This function will slow down VIVEHIM start a lot. New games are also added without this function. Use it if a new game is not shown correctly or if you want to scan all games again.
- **‘Download missing Icons on StartUp’:**
 - Automatically Download Icons for Steam games if they cannot be found on VIVEHIM StartUP. This function will slow down VIVEHIM start a little bit.

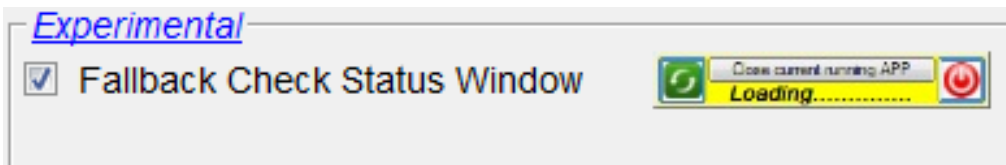
Background Processes

Show Online Count on Icons

- ☐ Only one time with VIVE HOME Start
- ☒ With Fallback function
- ☐ Update in Intervals [minutes]
- ☐ Don't use it
- ☒ Use ViveHome Fallback Check



- **‘Show Players Online Count on Icon [for Favorites]’:**
 - Only one time together with Vive Home start
 - With Fallback function every time Vive Home is startet
 - Update in Intervals [minutes]. [It runs in the background]
 - Don't use it. This feature will not be used.
- **‘Use VIVE HOME Fallback Check’:**
 - If activated and VIVE HOME started using VIVEHIM then it will automatically return/load VIVE HOME after closing any game loaded with VIVE HOME.



- **‘Fallback Check Status Window’:**
 - If activated then it will show a GUI Window as long as Fallback Check is running in the Background. Window shows current running app and has also three Buttons to close current running app, restart FB Check or close it. Fallback Check will be closed automatically after SteamVR was closed.

2 - MISCELLANEOUS:

VIVEHIM Downloads Icons from the following page:

URL: *<http://cdn.akamai.steamstatic.com/steam/apps/GameID/header.jpg>*

EXAMPLE: *<http://cdn.akamai.steamstatic.com/steam/apps/496240/header.jpg>*

VIVEHIM shows game details like Player online count from the following page:

URL: *<https://steamdb.info/app/GameID/graphs/>*

EXAMPLE: *<https://steamdb.info/app/496240/graphs/>*

GitHub / Source:

<https://github.com/CogentHub/VIVEHIM>