VRLSS - Virtual Reality Laser Show Simulator (formerly Vrilda)

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Source code repository: https://github.com/Grix/vrilda

This is an alpha build, nothing works perfectly and features are lacking.

Quick start guide for watching a show using the Oculus Rift DK2:

First, acquire a show to play. Right now, no shows are not included with the program for copyright reasons. You can download various free shows here: http://www.photonlexicon.com/symlinkftp/Laser Shows/ILDA Frame Shows/ (username/password = plftp/readonly)

Plug in the rift before starting the program, and set the rift to external desktop mode. Use the relevant buttons in the main menu to load all ilda show files and audio files. If necessary, press the button «Change perspective» and drag the various icons with your mouse to move and rotate projectors. When ready, press Tab or click the button «Enter 3D mode» to start the simulation. Hold Ctrl and press the left and right arrow keys to move the program window to the head mounted display, and put it on. Then press space to start playback. Lean back and enjoy the show.

If you are not using a HMD, press P to view a normal 3D projection.

Controls are as follows (will likely change in following releases):

Tab:	Toggle between simulation and menu
Space:	Play/Pause show
Backspace:	Stop show, return to start
N:	Jump to specific frame
Left/Right Arrow:	Jump one frame backwards/forwards

When in 3D mode:

Mouse move:	Look
W/A/S/D:	Move Forwards/Backwards/Sideways
C/V:	Move Up/Down
O:	Oculus Rift mode
Ctrl+Arrow keys:	Move program from monitor to monitor (to get it to the Rift)
P:	Regular 3D mode
B:	Toggle realistic vs fast laser rendering
R:	Toggle skybox
L/K:	Increase/decrease Interpupillary Distance (IPD)
M:	Save screenshot
Shift:	Display technical information

Extra credits:

GMOculus:
Rob Quist / RobQuistNL
Christopher David Legasse / IGameart
http://www.gmoculus.com/

Fog simulation shader:
Xor

Millisecond to Min:Sec script:
Brandon 'Shaltif' Rohrer

Skybox graphics
Hazel Whorley

Recommended minimum system requirements:

Windows Vista or newer
4 GB RAM
nVidia GeForce GTX 750 (or AMD equivalent)
Intel i3 (or AMD equivalent)
Oculus Rift DK2 head-mounted display