# VRC OWO WorldIntegration EXE.
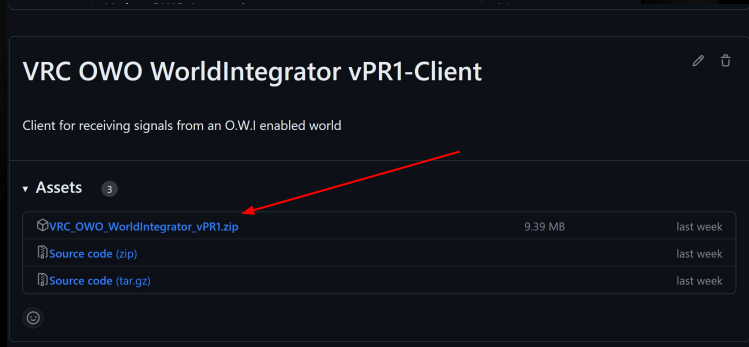
In this documentation we will teach you the basic setup and use of the OWI Client (**VRC_OWO_WorldIntegration.exe**)
This includes:

- First Time Config Setup
- VRC Ingame Setting to Enable
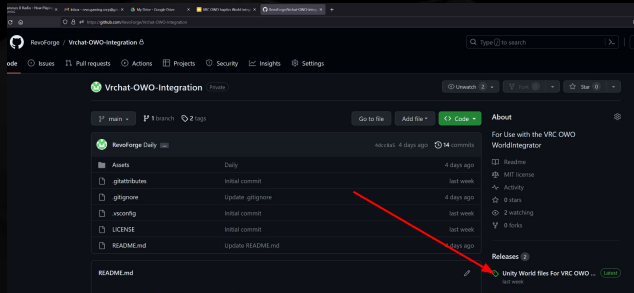- What you Should See If Everything is working Properly

Requirements:
PC That Can Play VRChat

# VRC OWO WorldIntegration EXE.



# First Time Config Setup:

To make the process more streamlined we have made a .zip file containing all the things you will need to complete this process. ( this does not include any development tools for added OWI to your own vrc world)

The first thing you'll want to do is head over to our GitHub page and download the VRC_OWO_WorldIntegrator_pr(x).zip ( x being the most recent version). (make sure you are downloading the client)

Once this is done you can extract the files to anywhere on your pc.(if you are going to use it a lot we suggest that you put it on your desktop.) .

Once this is done please locate the "config.json" file inside of the extracted folder, here we can enter the local ip of the device running the OWO app. ( the application made by OWO not the app made by OWI)
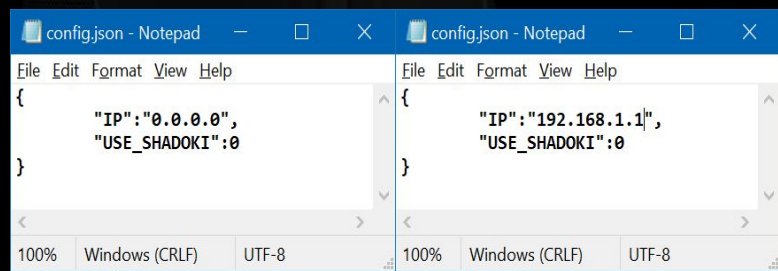
We can get the local ip of the device running the OWO app by going into the admin login page of your router and finding the device (e.g your phone) that is running the OWO app.

We need to enter this local ip address in the section that says IP.
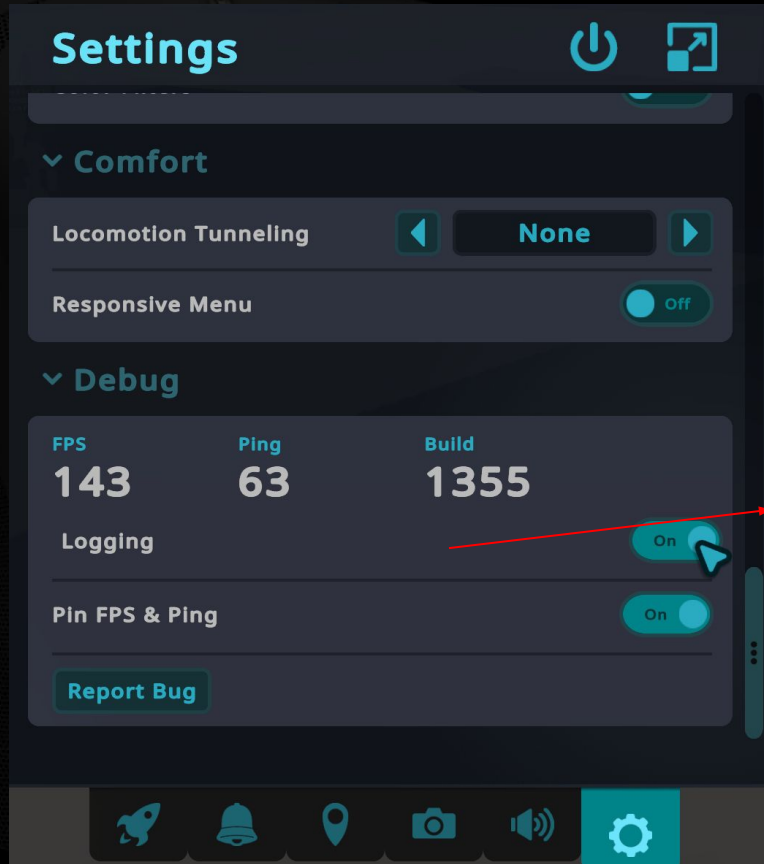(You need repeat this step anytime you change the device you are using, or if your devices IP changes)

(If you plan on also using the Shadoki OSC addon then change the 0 to a 1 you can see all the details on setting up your avatar for that on their GitHub https://github.com/uzair-ashraf/vrc-owo-suit , that is an addon only we do not maintain or address issues with Shadoki OSC)

Now save the file.

( this is not your public ip, this is your local ip, a local ip cannot be used outside of your home network, we cannot use it to track you, we cannot use it to attack you in any way shape or form.  If you still feel that you do not believe this information please feel free to look up the difference between a local and public ip address online.)

# VRC OWO WorldIntegration EXE.

## First Time Config Setup:



Now that we have setup the config for the OWI Client.

We need to go in to VRC and open the LaunchPad, click on the settings tab at the bottom of the screen, scroll to the bottom of the settings and make sure that we have set logging to be on.
(if it isn't on please turn it on)

Congratulations we have finished the first time setup.

Now Onto Using It.
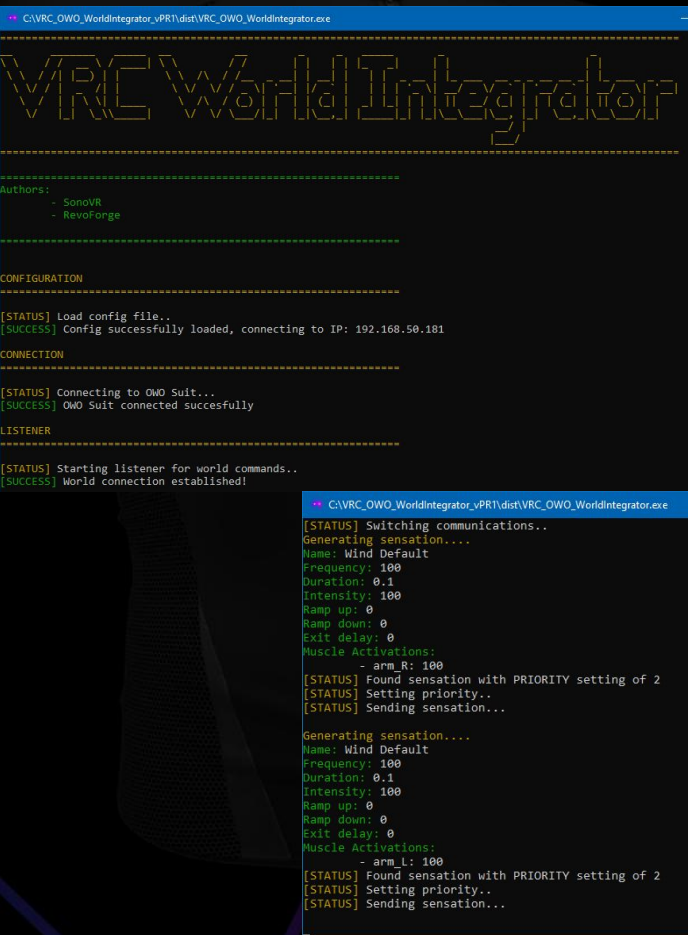
# VRC OWO WorldIntegration EXE.

## Normal Use:

C:\VRC_OWO_WorldIntegrator_vPR1\dist\VRC_OWO_WorldIntegrator.exe

VRC WorldIntegrator

Authors:
        - SonoVR
        - RevoForge

CONFIGURATION

[STATUS] Load config file..
[SUCCESS] Config successfully loaded, connecting to IP: 192.168.50.181

CONNECTION

[STATUS] Connecting to OWO Suit...
[SUCCESS] OWO Suit connected succesfully

LISTENER

[STATUS] Starting listener for world commands..
[SUCCESS] World connection established!

C:\VRC_OWO_WorldIntegrator_vPR1\dist\VRC_OWO_WorldIntegrator.exe

[STATUS] Switching communications..
Generating sensation....
Name: Wind Default
Frequency: 100
Duration: 0.1
Intensity: 100
Ramp up: 0
Ramp down: 0
Exit delay: 0
Muscle Activations:
        - arm_R: 100
[STATUS] Found sensation with PRIORITY setting of 2
[STATUS] Setting priority..
[STATUS] Sending sensation...

Generating sensation....
Name: Wind Default
Frequency: 100
Duration: 0.1
Intensity: 100
Ramp up: 0
Ramp down: 0
Exit delay: 0
Muscle Activations:
        - arm_L: 100
[STATUS] Found sensation with PRIORITY setting of 2
[STATUS] Setting priority..
[STATUS] Sending sensation...

To run the OWI Client all you need to do is run the VRC_OWO_WorldIntegrator.exe file, this is inside the folder we extracted from the .zip earlier.

To do the next step we need to open the OWO app, this should be running on the device we got the local ip of in the last few steps.

In your OWO app, connect to the OWI Client by clicking "Scan games" and selecting the integrator.
When everything is connected, the OWI Client will look like the picture to the left

Seeing a successful Sensation being sent from the world.

Once a world has successfully sent a sensation to the OWI Client, you will see the settings of the sensation that was sent. The OWI Client should look something similar to the image on the left
(you should feel them too!)

Congratulations you have now managed to set up, run and connect the OWI Client to the OWO app and VRChat, now all that is left to do is play. Have fun.

# VRC OWO WorldIntegration EXE Credits

### *Creators:*
RevoForge
SonoVR

### *Document writer / VRC Contributor:*
BassBoostedDuck

### *Pre Public Testers:*

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*Feel free to contact us on the OWO discord server if you have any issues or bugs.*