Getting Started With Student VR Projects
for Meneely 201 lab
Revision 1.0
2019-02-12
Noah Cowie

To start using a VR student project, you first need its URL. For example, http://groomble.com/temp2018/cartography/gallery.html is a draft version of the gallery developed as part of the cartography project.

Then, you will need to do the following steps *in order* to ensure that the controllers are recognized. This may become unnecessary at a later date (and FireFox release).

1. Retrieve both controllers from the corner of the room. They should display green lights until unplugged.

2. Hold the bottom button (looks like two stacked squares) on each controller until it beeps.

3. Start Steam, and sign in with the imagine grant credentials on the desk.

4. In the main Steam window, click the 'VR' button in the top right.

5. Wait for SteamVR to open. There should be five green icons for the headset, controllers, and base stations.

6. Now, open FireFox nightly (which should be on the desktop).

7. Open your URL in FF nightly.

8. Click the headset button in the bottom right corner of the browser window.