



VR DIMENSION

VR Dimension User Manual

Introduction

VR Dimension is a software application designed for Virtual Desktop users to capture single-eye VR display output without requiring headset casting. This facilitates a streamlined VR streaming experience while minimizing the processing load on the VR headset.

System Requirements

To utilize VR Dimension, the following system requirements must be met:

- Windows-based PC
- Meta Quest 3 or a compatible VR headset
- Microsoft Flight Simulator or a similar VR supported game
- Virtual Desktop software (if applicable)
- Stable internet connection

Installation & Setup

Follow these steps to install and set up VR Dimension:

1. Download and install the VR Dimension application on your Windows-based PC.
2. Ensure your VR headset is connected to your PC and is set to VR mode.
3. Launch your chosen VR supported game.
4. Adjust the game window, removing any left-edge borders, to optimize the capture.

How to Use VR Dimension

1. Launch the Application

- Open the VR Dimension application.
- The main interface will display options for selecting the game window and initiating capture.

2. Select the Game Window

- Click the "Refresh Window List" button to display a list of available windows.
- From the drop down menu, select the window of your VR game.

3. Start the Capture

- Click the "Start Capture" button to begin recording the right-eye VR display.
- Adjust the game window size as needed to achieve an optimal VR view.

4. End the Capture

- To stop capturing, close the VR Dimension application or press the "Q" key within the capture window.

Additional Features

- **Minimize Console:** The application can minimize the command window to provide a cleaner user experience.
- **Automatic Window Selection:** If Microsoft Flight Simulator is detected, the application will automatically select its window.

Support & Credits

VR Dimension was created by X Technologies .

Special thanks are extended to the beta testers and the flight simulation community for their contributions.

Troubleshooting

- **Game Window Not Detected:** Verify that the game is running in windowed mode. If it is, refresh the window list.
- **Capture Not Displaying Correctly:** Adjust the size of the game window to ensure it properly fits the VR view.
- **Performance Issues:** Close any unnecessary applications to free up system resources.

Support the Project

If you find VR Dimension to be a useful tool, you can support its continued development through the following channels:

- **Donations:** [Buy Sixx Coffee](#)
- **Community:** [Follow Sixx on Twitch](#)
- **Discord:** [Join Sixx on Discord](#)

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"Let the blue sky be your canvas, paint your dreams." ~ Sixx