

Setup:

- Works best with 32-bit Firefox Nightly and/or Chromium dev builds since these two browsers support google earth plug-ins
- Fire up 199.html
- Use WASD to move forward backwards and strafe left and right
- Use arrow keys to change camera angle
- If using without Oculus, you can either use just the Desktop screen or an Oculus emulator. Download Oculus Overlay (emulator) from here: <http://holophone3d.com/oculus/>

TO DO:

- If using an Oculus, the WebVR scripts might need to be updated since the WebVR API is experimental and changes on a weekly basis
- Currently, the build supports DK2 but head tracking is very difficult due to the super-slow plugin latency. The best option is to use the built navigational controls and view the output on Oculus

Code Sources:

From Google Earth API playground (Apache 2.0 license):

Keyboard hack and math3d: <http://earth-api-samples.googlecode.com/svn/trunk/demos/stereo/stereo.html>

Stereoscopic Vision: <http://earth-api-samples.googlecode.com/svn/trunk/demos/firstpersoncam/index.html>

WebVR Open Source API:

WebVR: <http://mozvr.com/>