GET IT RIGHT

Virtual Reality

Quickstart Guide

1. **Requirements:**
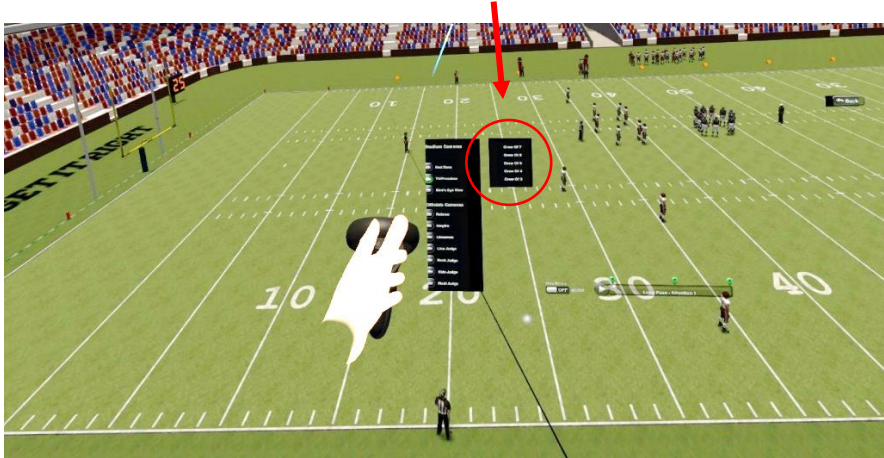   a. Oculus Rift S and download the app https://www.oculus.com/setup/
   b. Install the Steam app https://store.steampowered.com/
   c. Bind the Oculus Controllers to the Get It Right VR program
      https://www.windowscentral.com/how-create-custom-keybindings-steamvr
   d. Only bind the joystick on the right controller so you can move on the field.
2. **Description:** The Deluxe program presents various sample versions of mechanics. The VR program provides a single set of mechanics for the 8 scenarios. Use the VR program to address your unique mechanics and assess if an official is performing according to your standards. Any of the officials on the field can be selected for any of these scenarios. Only one person wearing the Oculus is available at this time. Any official position on the field can be selected
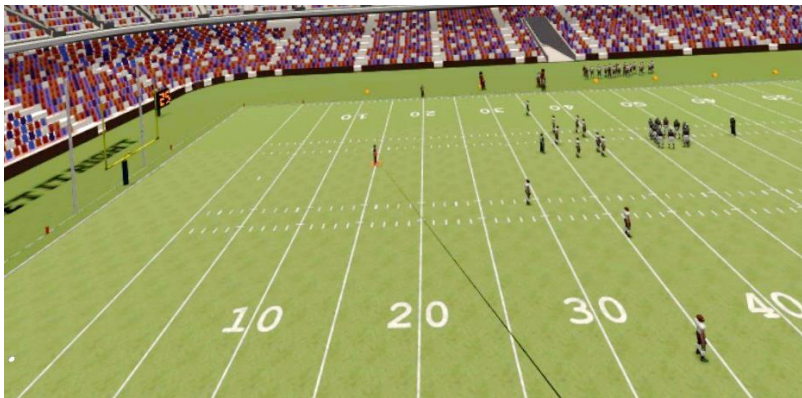3. **Select a scenario.** With your right controller, point the green laser at the scenario you want and pull the trigger on the right controller

4. **Select Crew size** from the dropdown menu. Raise your left controller to see the menu

5. **Select an official** by pointing the laser and pulling the trigger. The official will light up with a red outline.
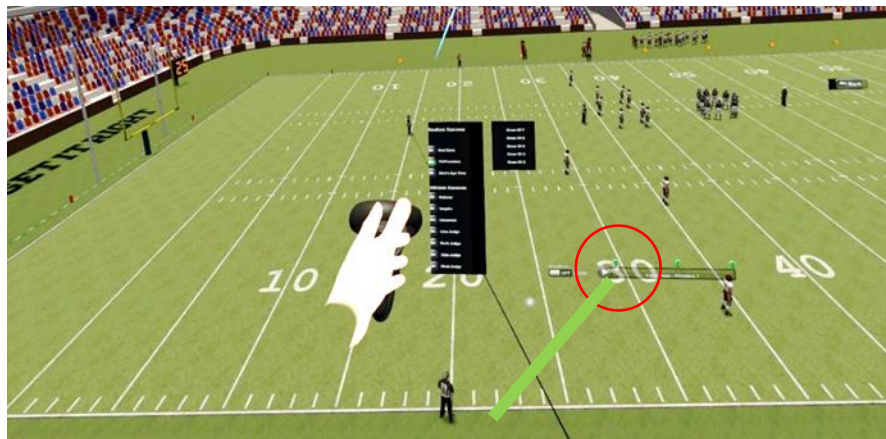

6. Selecting the official puts establishes the 1st person view. This view is what the official wearing the Oculus will see. This same view appears on the computer screen.
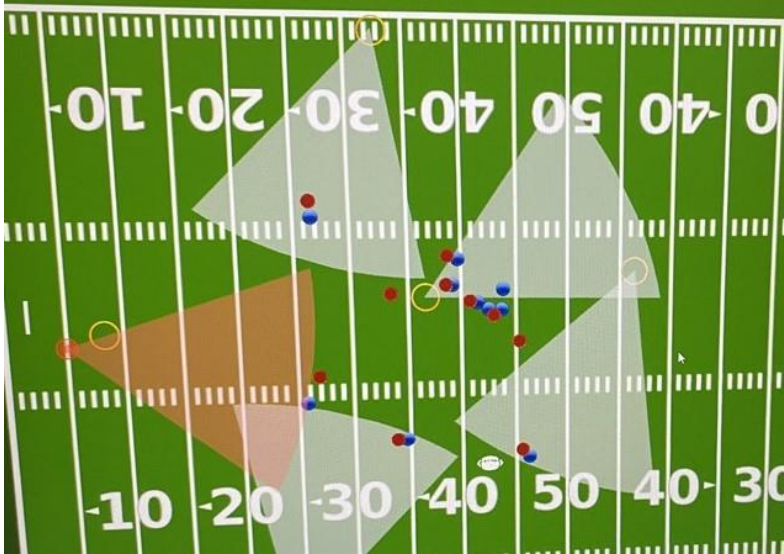
7. **Moving on the field.** The official simply moves his head left/right or up and down while wearing the goggles to change the view. Use the joystick on the right controller to move anywhere on the field.
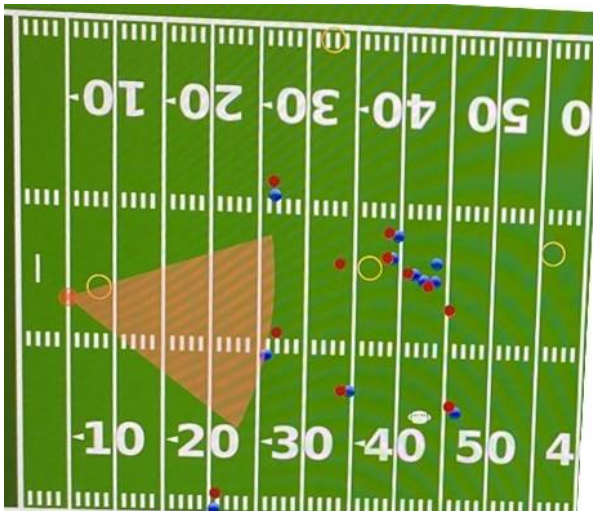

8. Aim the green laser to the play button and pull the trigger to start (and pause) the animation.

9. While the official has the first person view, an instructor presses M on the keyboard to present the birds eye view of where the official is positioned and where he is looking (red dot and red cone). The white cones are the preprogrammed cones based on crew size.

10. The instructor presses V on the keyboard to isolate the vision cone of the official wearing the Oculus.

11. Pressing V a second time returns the white cones. Pressing M a second time returns the screen to the first person view.

12. Aim the green laser to BACK, and pull the trigger. A second window will appear, aim the laser and pull the trigger on YES and you return to the main menu.