

# How To Use the HTC VIVE with STEAM



## IMPORTANT NOTES:

### 1. USE FOR THE FIRST TIME WHILE SITTING DOWN!

This helps with any disorientation using the headset may bring, and get you used to the controls slowly, while being aware of your space.

### 2. MOVE AT A MODERATE PACE

Don't move quickly. The last thing you want to do is hit something at high speed, especially someone else who may be too close without realizing.

### 3. TRY AND BE AWARE OF THE SPACE YOU HAVE BEFORE YOU PUT THE HEADSET ON.

This helps you to not hit walls and other people in the space. The headset should be calibrated to your play area so a grid comes up when you get too close to the boundaries if needed, however this may not show in all games.

## First thing to do is:

- Check the power is ON both sensors, just switch on the main plug (no need to touch sensors)
- Check VR headset light is on, will be red until you have logged into a steam VR game
- Unplug (if charging) the 2 controllers & to turn on, press the button above the vive logo
- Make sure connector box, where the headset is plugged into, is on.

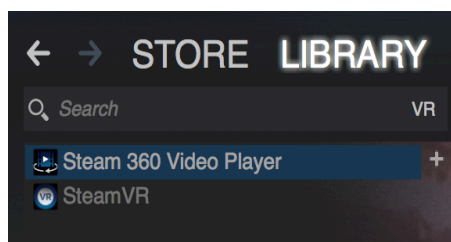
## Setting up the Computer:

**Step 1:** Login on to the PC with your UAL ID

**Step 2:** Open Up the Steam Client shortcut on the desktop.

**Step 3:** Login/create your own Steam account, or use the generic college STEAM account - Username and password will be on the wall).

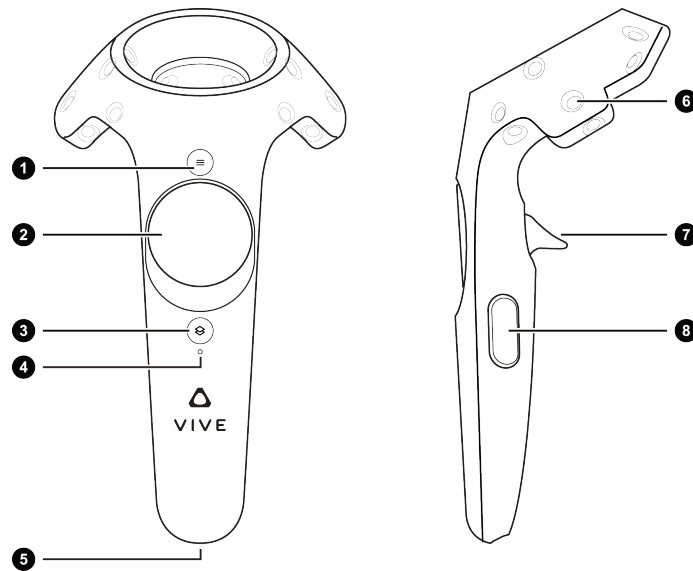
**Step 4:** Go to the "Library" tab and choose your game to play!



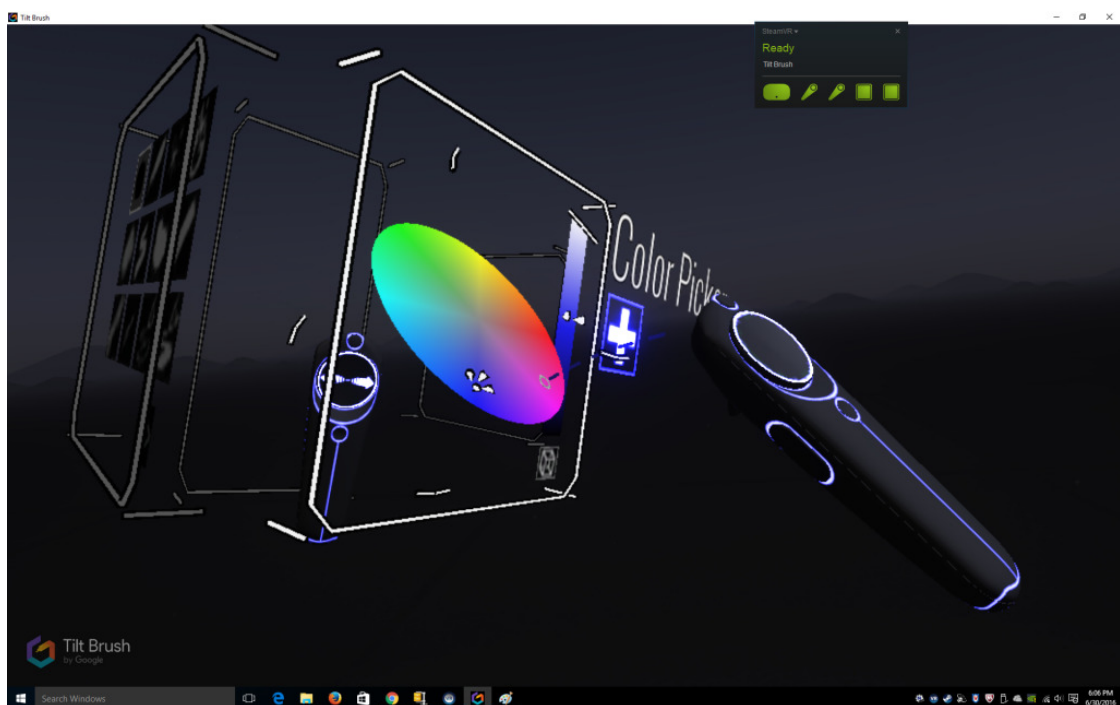
## Setting up the Headset:

**Step 1:** Retrieve the Headset and Controllers, plug in your own earphones with inline microphone if the game needs them. There is a small audio output wire on the back of the headset.

**Step 2:** Turn on the controllers by pressing the button (3) under the large directional pad, a green light should come on (4).



Step 3: Make sure that the dominant hand has the "pointer" controller, the one where if you press the trigger (7) it should perform the active action. For example, the palette in Tilt Brush, a VR drawing program, is held in the left hand and the pointer is held in the right for a right-handed person.



## MAINTENANCE:

- Please plug in the controllers when they are not being used so they are charged for the next person.
- Wipe down the headset before and after you play, it unfortunately gets a bit sweaty in there, let's keep it clean! (Do not use chemical liquids or wipes on lenses)
- If you are the last person to use it at the end of the day, please turn off the power to the sensors and unplug the controllers so they don't burn out!

THANK YOU!!

## TROUBLESHOOTING:

- Check that all the headset connections are secure to the computer, the headset is connected with a HDMI, a USB and an audio lead, all of these should be connected.
- The little cube sensors on the wall should say "A" and "B". If they don't, you can change the sensor mode using the button on the back of sensor.
- If you download new games you may need PC admin authentication by a technician, only download paid for games on your own Steam account.

### **ANY QUESTIONS? SUGGESTIONS? WANT TO GET MORE INVOLVED?**

This space is part of the WCA Makerspace, a student led collaborative free for all UAL students!

Contact the WCA Makerspace at: **WCAMakerspace@arts.ac.uk**