

Primal VR

Tethered and Untethered Workflow Guide

20th September 2024



Standard – Tethered Workflow:

1. Primal VR access enabled on ATV Admin
2. Customer opens ATV and clicks on the Primal VR module icon. They will be prompted to install Primal VR – they should follow the instructions on screen.
3. It is recommended to run Primal VR before using it on the headset:
 - a. The customer can run this following the installation by following the onscreen prompts.
 - b. The customer can opt not to run it following the installation and can instead run it by double clicking on the Primal VR executable file (located where they chose to install it)
4. Primal VR has now been installed and set up and can be run in two ways:
 - a. Primal VR should now be accessible within the headset environment
 - b. Primal VR can also be run at any time from the computer itself by double clicking on the Primal VR executable file (located where they chose to install it). The customer can then simply put the headset on and see Primal VR.
5. Primal VR does need to authenticate before it can be used and this can be done in two ways:
 - a. IP – once run, Primal VR will auto login if accessed from the correct IP (N.B. – currently you need to click 'login' on the blank username and password screen when prompted)
 - b. Username and Password – enter the username and password when prompted and click 'login'.

Oculus Quest – Untethered Workflow:

There are two options for installing the Primal VR app on an Oculus Quest headset. Both options will require the user to have a username and password for access, and they will need to input these details in the Primal VR app once downloaded.

Option 1

1. Go to <https://www.oculus.com/experiences/quest/4736706459694752/>
2. Make sure the user is signed into their own Oculus account before proceeding to click 'Get'
3. The app should then download to their headset next time they use it

Option 2

1. With the headset on, click 'Oculus Store'
2. Hit search and then type in Primal VR
3. Scroll right to the bottom of the results page to 'App Lab' and then click view app
4. Download the app to the headset