



Showtime VR 2 User Manual

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Installing and registering application

1. Controller app

a. **Standard, Pro, Ultra**

After installing the Controller app .apk file on Android or installing the app from App Store on iOS please enter the licence key. Make sure that the device has internet access at this point.



screenshot: welcome screen with licence key form

b. **Lite**

After installing the app please enter your e-mail address. You will then receive an e-mail with additional information and Oculus store keys for GearVR or Oculus Go Player app. Make sure that the device has internet access at this point.

c. **Windows**

Unzip the Showtime VR 2 Controller files received. Right click on the Add-AppDevPackage.ps1 file and choose 'Run in PowerShell'. If prompt about install permissions please set option to 'Sideload apps' or 'Developer mode'. If not, go to 'Windows Settings / For developers' and set it manually. Go back to the installer and proceed with the installation process.

2. Player app

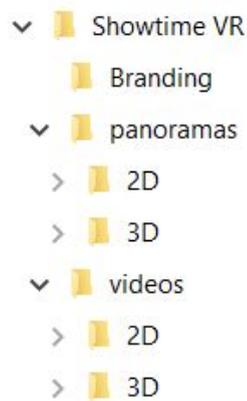
a. **GearVR & Oculus Go**

Open the Oculus app on your smartphone and go to 'More' tab (GearVR) or 'Settings' tab (Oculus Go). Choose 'Redeem code' and enter one of the Oculus store keys received from us. The Showtime VR 2 Player app will start installing. If you use the same Oculus account on other devices and you already entered a key on one of them - go to 'Library' tab and choose 'Uninstalled'. The app should be available there to be installed. If you use Oculus app for iPhone you won't be able to redeem code in it. In that case please go to Oculus website and use the redeem function there.

- b. **Android** (cardboard, Daydream)
Install the player app from Google Play Store:
https://play.google.com/store/apps/details?id=eu.showtimevr.tableauplayer_daydreamcardboard
- c. **Windows**
Download the Windows player app from the URL provided. Launch the Showtime VR 2 executable.

Preparing content

In order to put content into player device storage you need to create content directories in the **root directory** of your device or SD card. You can either launch the Player app which will create necessary directories on its first start (On the Oculus Go please restart the device after first launch in order to be able to see the directories created by the app). You can also do it manually. Look below for correct directories structure.



Detailed information about the supported formats is located at the bottom of this document.

Naming and branding VR headsets

The config.txt file located in the Showtime VR directory of the player device will let you customize the appearance of the device in the controller interface.

There are two variables to set:

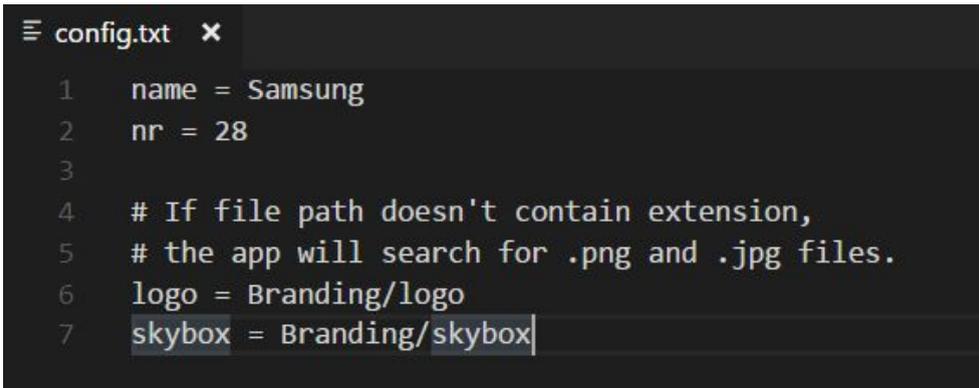
“**nr** = [int]” - number of the device

“**name** = [string]” - short description of the device, preferably not more than 20 characters

If your licence includes the branding option you can set two additional parameters:

“**logo** = [string]” - relative path to the 2D rectangle logo file which will be displayed in the player app lobby. Supported file formats: jpg, png (with alpha channel). Dimensions: preferably 2048x1024px. Set by default as “Branding/logo”

“**skybox** = [string]” - relative path to the 360 background file which will be displayed in the player app lobby. Supported file formats: jpg, png. Dimensions: preferably 4096x2048px or higher, 2:1 aspect ratio. Set by default as “Branding/skybox”

A screenshot of a text editor window titled 'config.txt'. The window shows a list of configuration parameters for a VR headset. The parameters are: 'name = Samsung', 'nr = 28', a comment line '# If file path doesn't contain extension, # the app will search for .png and .jpg files.', 'logo = Branding/logo', and 'skybox = Branding/skybox'. The 'skybox' parameter is highlighted with a blue selection box.

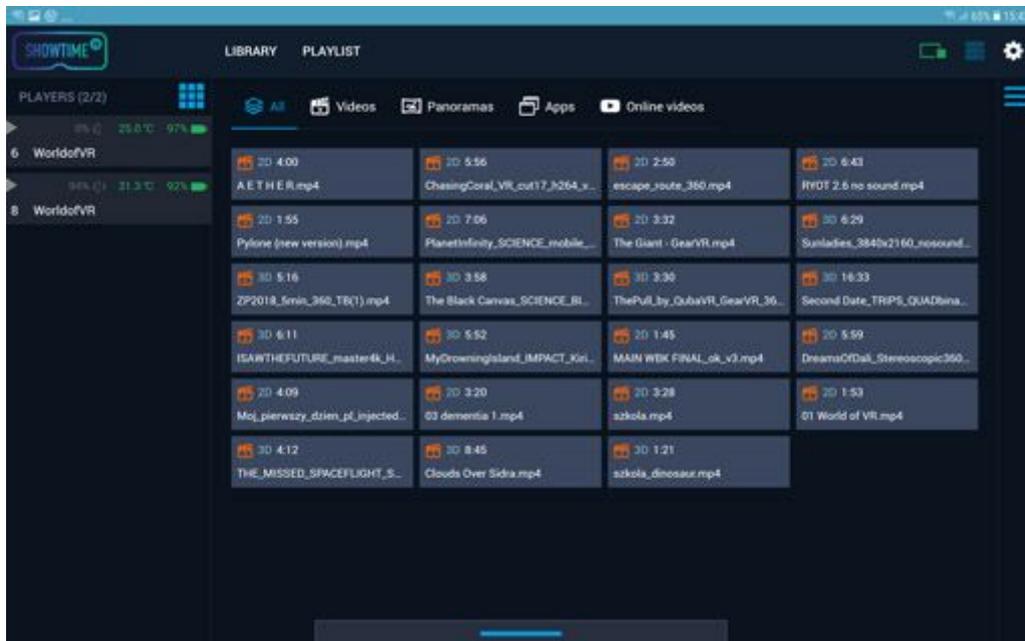
```
1 name = Samsung
2 nr = 28
3
4 # If file path doesn't contain extension,
5 # the app will search for .png and .jpg files.
6 logo = Branding/logo
7 skybox = Branding/skybox
```

screenshot: config.txt file

Make sure that you save the config.txt file in UTF-8 character set.

Connecting player devices to Controller app

Make sure that the controller device and player devices are in the same WiFi network. You can use for that an external WiFi Access Point or a mobile Hotspot configured on your controller device. After connecting to WiFi launch the Showtime VR 2 Controller app. Launch Showtime VR 2 player apps on your player devices (Gear VR, Oculus Go, Daydream, Cardboard). After the player app launches it will show connection status on the headset screen. Once the connection status show 'Connected' the player devices will be visible in the left side of controller app interface.

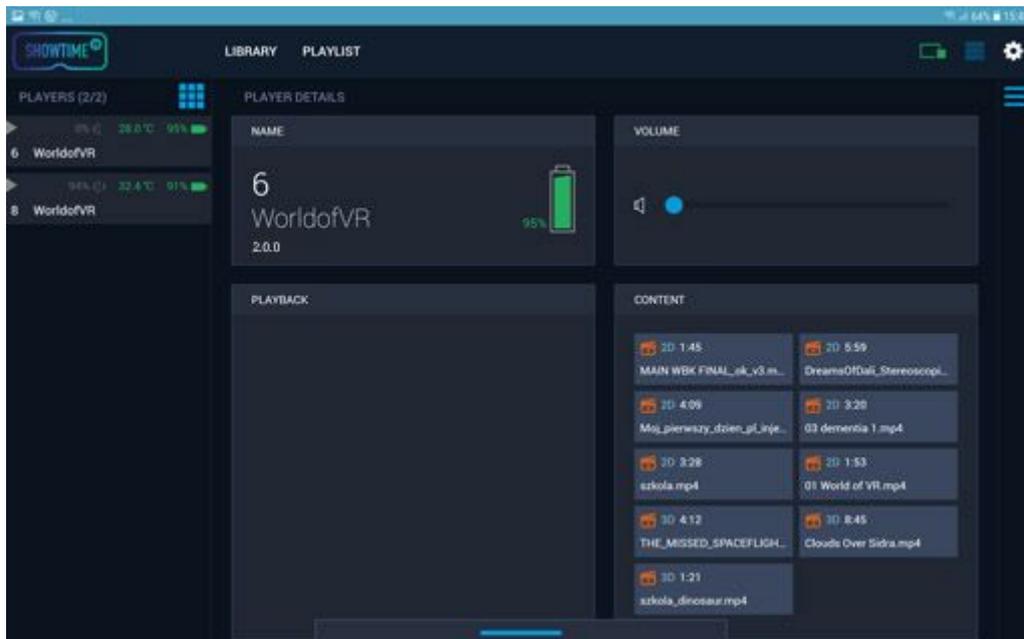


screenshot: controller app player devices and library view

Controller interface

1. Player devices

Choosing a player device will open a player device details screen. It contains the player device name and number (set in the config.txt file), player app version installed on the player device, current volume level adjustment bar (depending on licence version), media library contents of that device and the current playback information (if applicable).

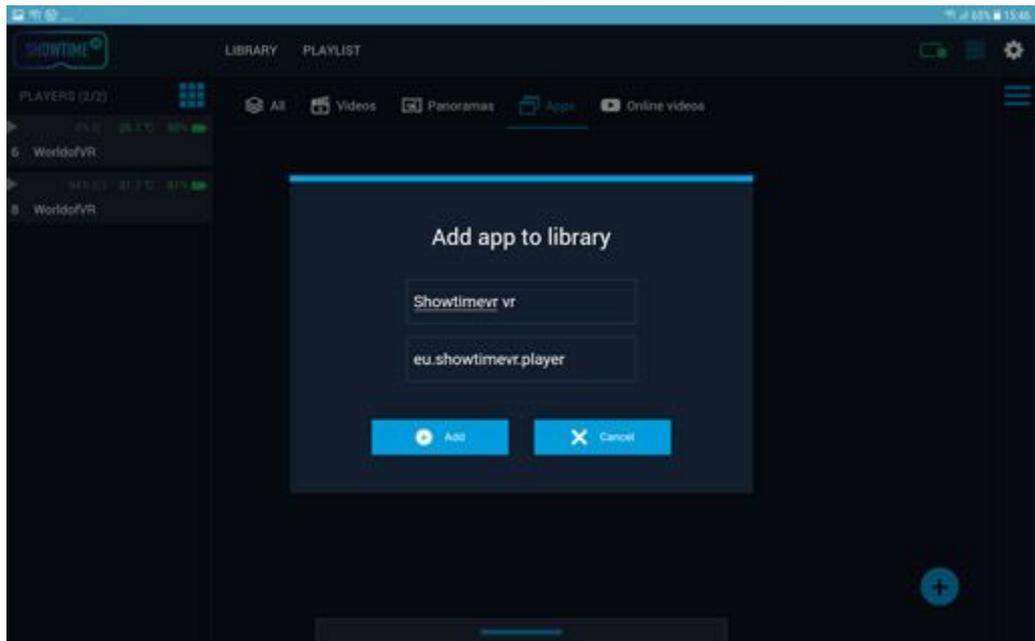


screenshot: player device details

2. Media library

Under the Library tab (depending on the license version) you will see the list of media available for playback stored in the connected player devices - videos, 360 panoramas and manually added apps and online videos.

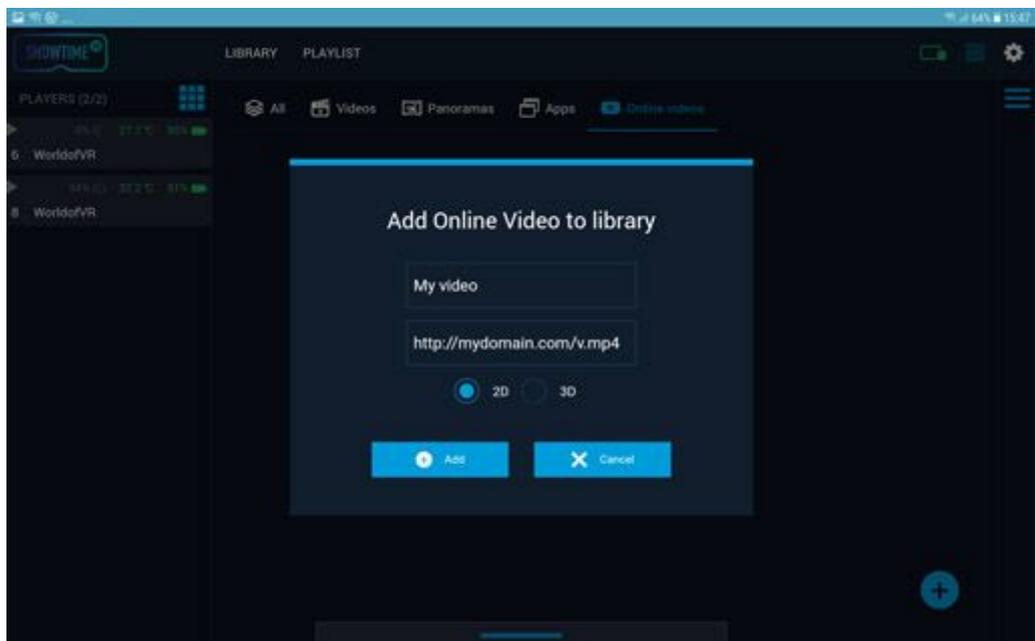
- a. Videos
This tab will filter 3D and 2D videos only. This is a live preview of the contents.
- b. Panoramas
This tab will filter 3D and 2D panoramas only. This is a live preview of the contents.
- c. External apps (Ultra)
This tab will show and let you add apps installed on the player devices. In order to add an app click the 'plus button' and type in the app label and its **android app id**. App id is **case sensitive!** You can check installed packages names by using adb (adb shell 'pm list packages -f ') or use some external app to list installed apps id (e.g. <https://play.google.com/store/apps/details?id=com.finalwire.aida64>) This is **not** the live preview of the apps installed, make sure that the app you are adding is really installed on the player device, otherwise launching the app will not be possible. By launching an external application via Showtime VR 2 controller you quit permanently Showtime VR 2 player application.



screenshot: add external app

d. Online video sources (Ultra)

This tab will show and let you add video files from online sources. In order to add a video source simply enter its name, URL and specify if it's a 2D or 3D Top/Bottom video. This is **not** the live preview of videos available, make sure that video URL is correct. The user needs to secure adequate internet bandwidth for streaming online videos to the VR headsets.

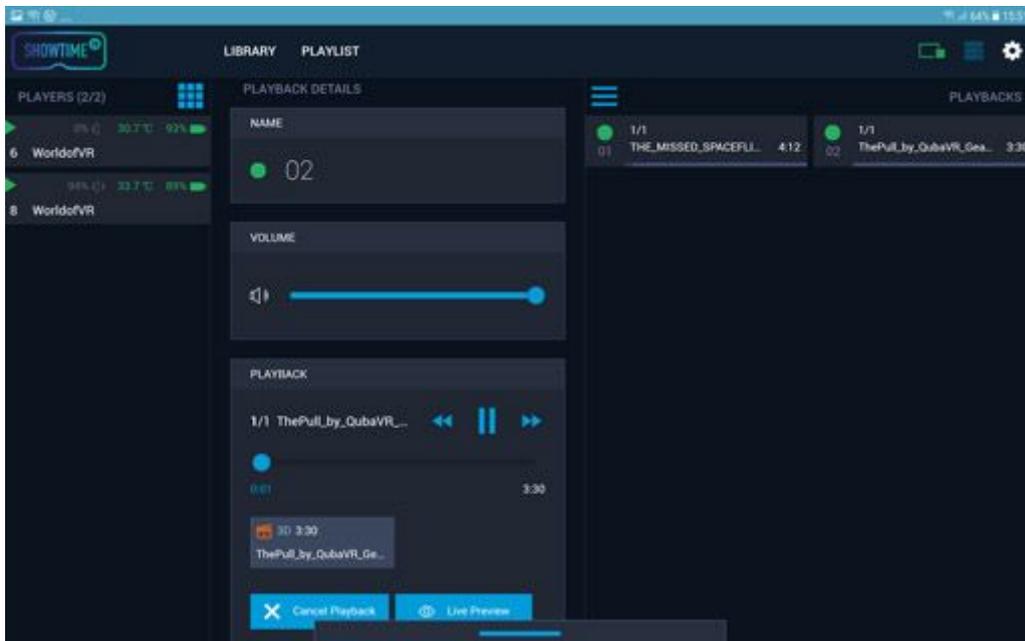


screenshot: add online video source

3. Playbacks

After starting a playback you will be moved to the playback details screen. You can also enter this screen by clicking on any current playback icon located in the right side of the interface under the playbacks tab, or by clicking “Go to playback” button from the player device details screen.

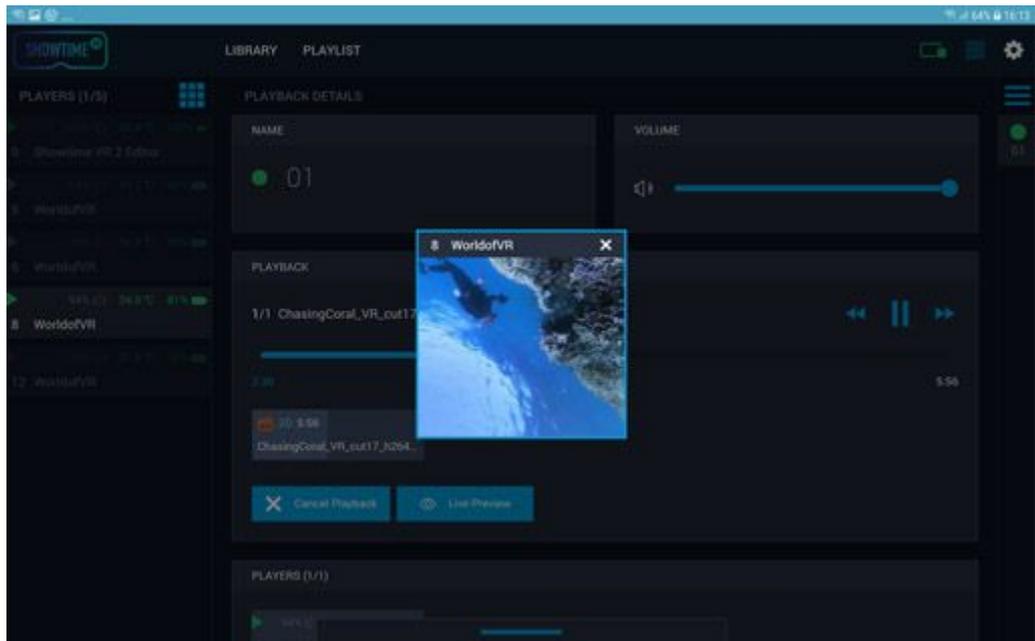
This screen shows currently selected playback name, volume bar for whole playback (after playback start it shows maximum level which is not representing the actual volume of each device taking part in the playback. You can use this volume bar to set the volume level on all devices at the same time.), currently played media with progress bar and playback controls and buttons for canceling playback, and launching live preview.



screenshot: playback details

a. Live preview (Ultra)

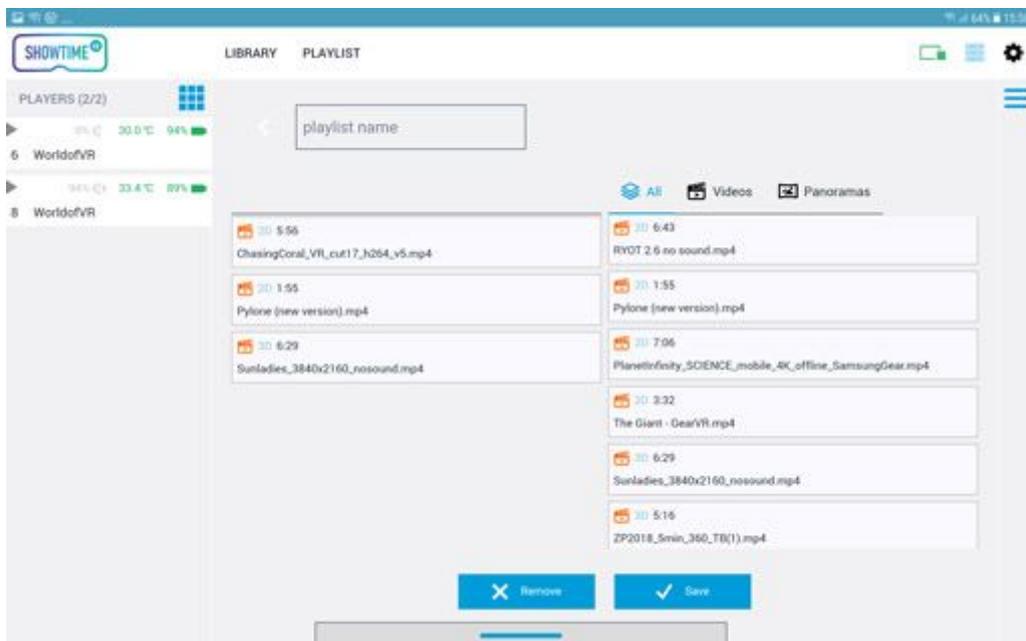
This option gives you direct live feed (with exact PoV) from chosen player device. By clicking live preview on the playback screen you will get the view from the random player device. in order to see a specific one go to player device screen of your choice and use a live preview button.



screenshot: live preview

4. Playlists

This tab will let you create a playback playlists of chosen media. You can use both videos and panoramas. Create a playlist by clicking the “plus” button. Enter its name and click on the media on the right side list in order to add them to playlist. You can use the list filters to switch between videos and panoramas. Once you are ready click “save” to save your playlist.



screenshot: playlist creation screen

When your playlist is ready you can click “play” from playlist list screen to choose the player devices you want it to play on.

5. SVR server status

The two icons located in right upper corner of the interface indicate the Showtime VR communication server status. If the first icon (tablet like) is green that indicates that your device running the Controller app is also acting as the communication server. If you are using the Ultra licence and connect the Raspberry Pi communication server to your network the second icon should lighten up. If your setup requires more than 20 player device running we strongly recommend using the Raspberry Pi server and making sure it connected to your Controller app.

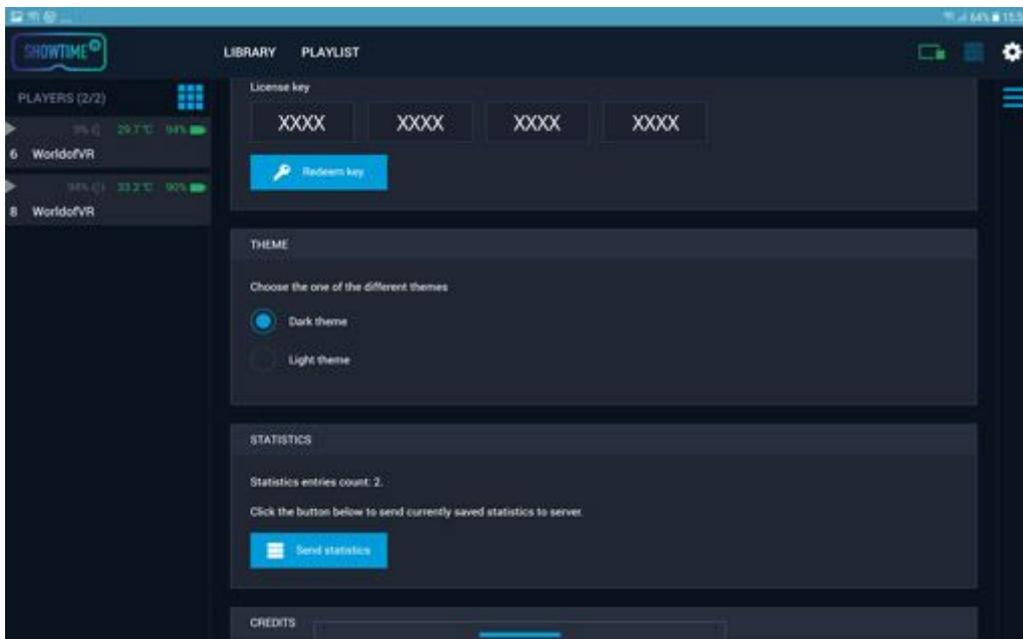


screenshot: server status icons

If both icons are in grey something went terribly wrong - please contact us! :)

6. Settings

Click the settings icon located in the top right corner of the interface. On this screen you can see your license key, you can remove the controller registration by clicking redeem key and enter a new one or use your key on other device. You can also change here the theme of the interface to light. The last option, if you have the Ultra licence is to send gathered playback statistics to our server for further analysis in our web platform.



Content Technical Specification

Video:

Codecs H263, H264, H265, VP8, VP9
Containers mp4, mkv, webm
Bitrate max 60Mbps
Frame rate max 60fps
Frame size max 4096x4096px
3D Top-Bottom

The performance may vary depending on your hardware.

Audio:

Stereo 44,1Khz at 48Khz encapsulated
FB360 3D Spatial TBE sound support (<https://facebook360.fb.com/spatial-workstation/>)
.tbe file should have the same file name as corresponding video file

Panoramas:

Format JPG, PNG
Size up to 8192x4096 px
3D One file Top-Bottom

Subtitles:

SRT files UTF-8 encoding (<https://matroska.org/technical/specs/subtitles/srt.html>)
.srt file should have the same file name as corresponding video file