



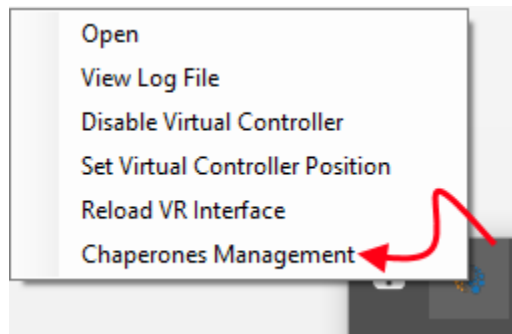
SynthesisVR – Chaperones Management

The multiple “Experience Types” support is in Synthesis since our first days. Few months ago, we extended the billing capabilities and allowed smart involvement of the same set of stations in functionary different activities. With other words – you can run “Room Scale” and “Free Roam” on a same group of PCs and have your billing to act exactly the way you expect it to work.

Today, we are automating the Chaperones, as being the last piece of involved manual work.

How it works

In the Windows tray, right mouse click on the SynthesisVR icon and select the “Chaperones Management” option.



Chaperones Management					
	Experience Type				Broadcast
▶	Demo	Save	Load	Erase	<input type="checkbox"/>
	TEST	Save	Load	Erase	<input checked="" type="checkbox"/>
	Old School Arcade	Save	Load	Erase	<input type="checkbox"/>
	Party	Save	Load	Erase	<input type="checkbox"/>
	Immersive	Save	Load	Erase	<input type="checkbox"/>
	Super Immersive	Save	Load	Erase	<input type="checkbox"/>



Click on the “Save” button for each of the experience types. The current chaperones would be saved locally and automatically restored when a new session is started for the specific experience type.

This have to be done once for each of your VR stations.

If the given experience type is a Free Roam (meaning, multiple stations shares the same physical space), you have to pick up one of the stations as a master and enable the “Broadcast” option for it. In that case, at the start of the session, not only the chaperones would be restored on the PC, but they will be broadcasted through the network and automatically applied on all the other PCs involved in the session.