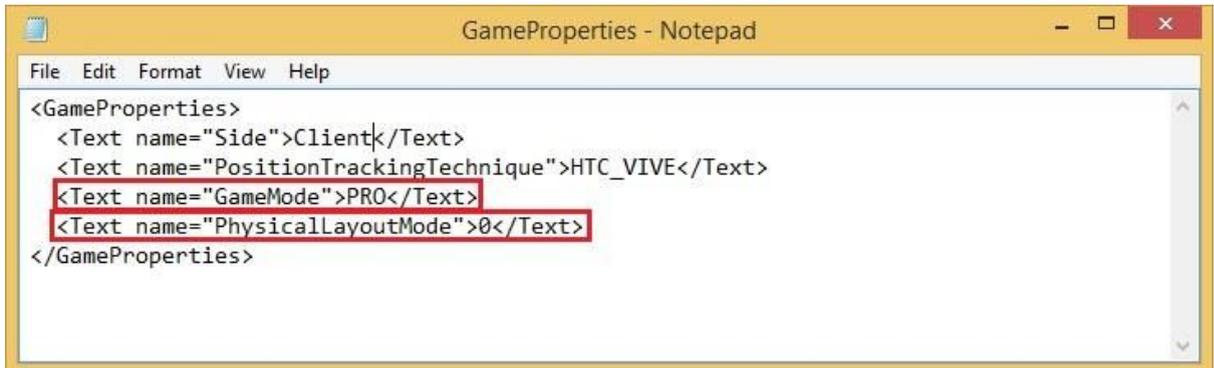


Verxus Angkas 2 Deployment

1. Configures GameMode and PhysicalLayoutMode if necessary.

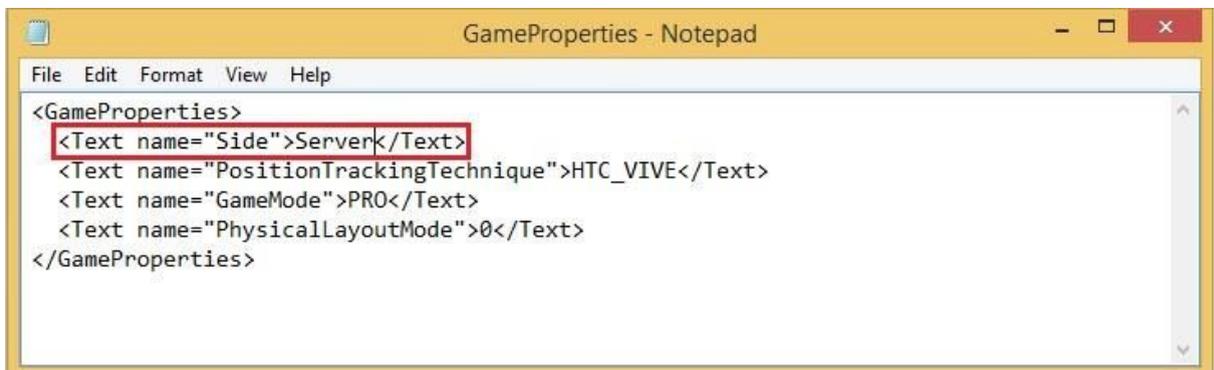


```
GameProperties - Notepad
File Edit Format View Help
<GameProperties>
  <Text name="Side">Client</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">0</Text>
</GameProperties>
```

GameMode	
PRO	Version with full content.
LITE	Version that is simpler.

Physical Layout Mode	
0	One 10x5 physical spaces, with 2 set of light houses 2.0.
1	Two 4x4 physical spaces, with 2 set of light houses 1.0.
2	One 4x4 physical space, with 1 set of light house 1.0.
4	Two 5x5 physical space, with 2 set of light houses 1.0.

2. On server computer, copy the game into C:\Games\EXA_Verxus. Make sure Side on GameProperties is set to "Server".



```
GameProperties - Notepad
File Edit Format View Help
<GameProperties>
  <Text name="Side">Server</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">0</Text>
</GameProperties>
```

- On client computers, copy the game into C:\Games\EXA_Verxus. Make sure Side on GameProperties is set to "Client".



```
GameProperties - Notepad
File Edit Format View Help
<GameProperties>
  <Text name="Side">Client</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">0</Text>
</GameProperties>
```

- On client side, on PlayerProperties.xml, for PC 1 and PC 2, set the TeamID to 0, for PC 3 and PC 4, set the TeamID to 1. This is only applied when you are using with TWO Physical Space configurations.



```
PlayerProperties - Notepad
File Edit Format View Help
<PlayerProperties>
  <Text properties="PlayerName">Player</Text>
  <Text properties="EquipmentSetIndex">0</Text>
  <Text properties="MainHand">RIGHT</Text>
  <Text properties="TeamID">0</Text>
</PlayerProperties>
```

- If you want to change the offset position of the VIVE controller to match the center point of your gun handle, you can change the relevant X, Y, Z axis values in GameProperties.xml. Follow the axial direction of the arrow will be positive value, otherwise in opposite direction will be negative value.

*Please take note the value will be in meters.



```
GameProperties.xml - Notepad
File Edit Format View Help
<?xml version="1.0" encoding="Windows-1252"?>
<GameProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text name="Side">Client</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">2</Text>
  <Text name="GunPositionOffsetX">0</Text>
  <Text name="GunPositionOffsetY">0</Text>
  <Text name="GunPositionOffsetZ">0</Text>
  <Text name="GunRotationOffsetX">0</Text>
  <Text name="GunRotationOffsetY">0</Text>
  <Text name="GunRotationOffsetZ">0</Text>
</GameProperties>
```



6. If you want to change the offset rotation of the VIVE controller to match the alignment of your gun handle, you can change the relevant X, Y, Z axis values in GameProperties.xml. Follow the axial direction in clockwise direction will be positive value, otherwise in anticlockwise direction will be negative value.

By default VERXUS will set Player hold the VIVE controller nearly vertical alignment, if you want VIVE controller change from vertical to horizontal alignment, you can set GunRotationOffsetX as -45.

*Please take note the value will be in angles.

```
GameProperties.xml - Notepad
File Edit Format View Help
<?xml version="1.0" encoding="Windows-1252"?>
<GameProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text name="Side">Client</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">2</Text>
  <Text name="GunPositionOffsetX">0</Text>
  <Text name="GunPositionOffsetY">0</Text>
  <Text name="GunPositionOffsetZ">0</Text>
  <Text name="GunRotationOffsetX">0</Text>
  <Text name="GunRotationOffsetY">0</Text>
  <Text name="GunRotationOffsetZ">0</Text>
</GameProperties>
```



- If you want to change default usage button for VIVE controller, you can change ShootButton and UtilityButton from GameProperties.xml.

```

GameProperties.xml - Notepad
File Edit Format View Help
<?xml version="1.0" encoding="Windows-1252"?>
<GameProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text name="Side">Client</Text>
  <Text name="PositionTrackingTechnique">HTC_VIVE</Text>
  <Text name="GameMode">PRO</Text>
  <Text name="PhysicalLayoutMode">2</Text>
  <Text name="GunPositionOffsetX">0</Text>
  <Text name="GunPositionOffsetY">0</Text>
  <Text name="GunPositionOffsetZ">0</Text>
  <Text name="GunRotationOffsetX">0</Text>
  <Text name="GunRotationOffsetY">0</Text>
  <Text name="GunRotationOffsetZ">0</Text>
  <Text name="ShootButton">TRIGGER</Text>
  <Text name="UtilityButton">PAD</Text>
</GameProperties>

```

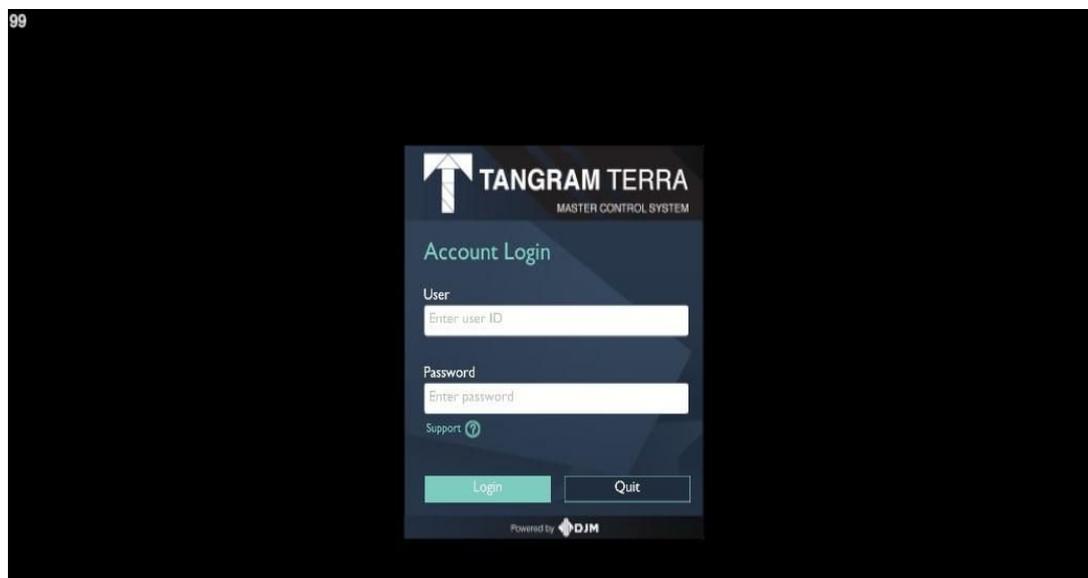
ShootButton is usage for shooting the bullet.

ShootButton	
TRIGGER	Trigger button of VIVE Controller
PAD	Pad button of VIVE Controller
GRIP	Grip button of VIVE Controller
MENU	Menu button of VIVE Controller

UtilityButton is usage for trigger WatchTower teleportation.

UtilityButton	
TRIGGER	Trigger button of VIVE Controller
PAD	Pad button of VIVE Controller
GRIP	Grip button of VIVE Controller
MENU	Menu button of VIVE Controller

- If HTC Vive calibration is required, be sure that all headsets are facing the same direction.
- Start the game on server laptop, enter UserID and Password to login.



10. Press the "Support" button for the assistance contact information.
11. Click "Host" button to start hosting the game.
12. Once the game is loaded on server computer, start game on client computer one-by-one.