

# pCon.planner PRO Plugin VR-Viewer

What's new?

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## 1 Things to Know

The newest version of the VR-Viewer includes a more precise display for loading time. The handling has also been improved. But the most important advantage compared to the older version is the increase of the performance: depending on the hardware, the planning will show up in virtual reality up to 40 % faster than before.

## 2 Selection in VR

Sometimes it takes a lot of time to load complex plannings. Earlier a user had to be very patient while he was trying to change one single object or a group of articles. Thanks to the export of a selection, the loading time has been shortened by now. Simply choose an object or a group of articles and insert it immediately into the planning by clicking *Show in VR*.

## 3 The Use of Cameras

Instead of using the world coordinate system *{WKS}* you are now able to choose an individual starting point inside of the planning. Set a start camera and select it at the dialog *Settings*. This position is valid for the glasses as well as for the Powerwall.

If more than one camera is included in your planning, simply change your position by selecting another camera in the *Settings* dialog of the pCon.planner. The user of VR switches the camera by choosing a different camera in the menu *{Navigation}* with the controller.

## 4 To Lock Layers

Lock layers and contained objects by using the dialog *Lock Layers for VR*. Thus users will not be able to select and move objects accidentally.

**Please note:** The elements of EasternGraphics are locked by default.

## 5 Teleport Range

Did you often move too far out of the planning by mistake? This will not happen again, if you set a teleport range right at the start. Determine how far the user can move inside or outside of a planning by using the teleport function.

## 6 Display for OFML Information in VR

Your customers will definitely like this new feature: While looking at an object closely, the user will get detailed information about the article, the manufacturer and many more by open the info panel.

## 7 Environment Settings for VR



Figure 1: Default background



Figure 2: Customized background with Skybox

## 8 Oculus Rift S – More Selection

We extended our range of virtual reality equipment and provide information for users of HTC VIVE, Windows Mixed Reality and Oculus Rift S.

### Legal remarks

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