

# **VRLSS - Virtual Reality Laser Show Simulator (formerly Vrilda)**

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Source code repository: <https://github.com/Grix/vrilda>

## **Quick start guide for watching a show using the Oculus Rift DK2:**

First, acquire a show to play. Right now, no shows are not included with the program for copyright reasons. You can download various free shows here:

[http://www.photonlexicon.com/symlinkftp/Laser Shows/ILDA Frame Shows/](http://www.photonlexicon.com/symlinkftp/Laser%20Shows/ILDA%20Frame%20Shows/)  
(username/password = plftp/readonly)

Plug in the rift before starting the program, and set the rift to direct HMD access mode if it isn't already. Use the relevant buttons in the main menu to load all ilda show files and audio files. If you want you can drag the red objects on the screen with your mouse to move and rotate projectors. You can click the «change perspective» button to view the projectors from the side and top to get a better overview while arranging them. When ready, press Tab or click the button «Enter 3D mode» to start the simulation. Put the Oculus Rift on. Then press space to start playback. Lean back and enjoy the show.

If the program is slow, try pressing F to change to a less demanding laser shader.

## **Controls are as follows:**

Tab:	Toggle between simulation and menu
Space:	Play/Pause show
Backspace:	Stop show, return to start
N:	Jump to specific frame
Left/Right Arrow:	Jump one frame backwards/forwards

### ***When in simulation mode only:***

Mouse move:	Look
W/A/S/D:	Move Forwards/Backwards/Sideways
C/V:	Move Up/Down
F:	Toggle realistic vs fast laser rendering
B:	Toggle skybox
Enter:	Reset camera position
M:	Save screenshot

### ***When using an Oculus Rift only:***

R:	Reset HMD orientation
F2:	Toggle info text
F3:	Toggle screen mirroring to desktop window
F4:	Toggle technical/performance info text

## **Extra credits:**

### ***GM Oculus Rift integration:***

«Grelm» @ gmc.yoyogames.com  
and Oculus VR LLC. for the Oculus SDK itself

### ***Saudio Plus:***

«andrewmc» @ gmc.yoyogames.com

### ***GLSL simplex noise functions:***

Ian McEwan, Ashima Arts.

### ***Millisecond to Min:Sec script:***

Brandon 'Shaltif' Rohrer

### ***Skybox graphics***

Hazel Whorley

## **Recommended minimum system requirements:**

Windows Vista or newer  
4 GB RAM  
nVidia GeForce GTX 750 (or AMD equivalent)  
Intel i3 (or AMD equivalent)  
Oculus Rift DK2 head-mounted display

## **License:**

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