

Mirages - cheat sheet

Make sure Mirage is fully charged before you take it to event.

If setting up Mirage screencasting	Connect (wireless network) your laptop/computer to the router (network is OzGrav-MG-5G, password GW170817), then open OzGrav Command Centre to preview/screencast from Mirage.
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Push and hold the power button on outside of the Mirage headset to switch each headset on. Put the headset on, then push and hold the remote bottom (circle) button to wake it up. The direction you choose when you first set it up will be the “front” and you can re-centre the experience by pushing and holding the bottom (circle) button.

The Mirage will go to sleep if not being worn (and unplugged from charging). To wake Mirage up, put it on, or put your finger over the sensor inside the headset.



Remote – big top button can be clicked in the middle, as well as left and right, and top and bottom (forward and back). Centre button (line) is for exiting programs. Push and hold bottom (circle) button is to reset remote.



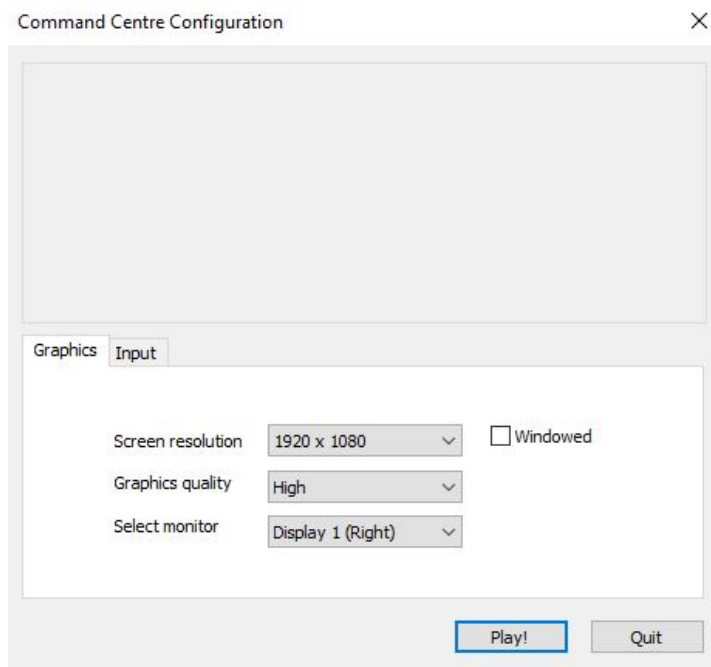
If the laser pointer in the Mirage is not pointing straight ahead	Push and hold the bottom (circle) button on the remote
If the Mirage moves too far away from starting point, the person in the Mirage will see text saying “Move back into the experience”	Either move the headset back to the starting point, or re-center by pushing and holding the bottom (circle) button on the remote

Battery – will last around 4 hours on a charge. Orange light means power is low, orange flashing light means less than 10% charge.

Charging – plug in on outside of headset. The power button on the side of the headset will be orange while charging, white light when full.

Preview/Screencasting for 1 or more Mirages, with laptop/computer as Command Centre

Open OzGrav Command Centre. Choose screen size and resolution (higher resolution uses more battery, lower resolution refreshes less often so may be slight delay seeing results when giving global commands).



The order headsets are switched on or woken from sleep will determine where they show up on the screen, starting from the top left corner. Headsets are numbered 1 to 6 and will show up in the Command Centre as Astro01, Astro02 etc. Headset number is written on the side of the headset, and on the back of the remote.

For a guided tour, Mirages can be stepped through individually by remote, or collectively via the Command Centre using arrow keys.

Power levels show for headsets (%), as well as remotes (Full, AlmostFull, Medium, Low).



Use global controls (three stacked lines in top left corner) to bring all Mirages to home screen, show results, exit app.



Each headset also has individual master controls (see each bottom left corner).

Alt-F4 to quit Command Centre.

Troubleshooting Mirage sessions.

Pressing the bottom button on remote will pause the program and return the User to the system home screen, the screen will be blurred with a menu overlay. If this happens then press the bottom button again to resume.

If the User finds themselves in a forest, then the program has exited, so restart the program.

If the headset is not discovered by the Command Centre, make sure the headset is connected to the wifi network provided by the router, OzGrav-MG-5G. To do this, press the bottom (circle) button then select the Wifi Connection button which is at the top right next to the settings (cog icon) button. You could also check the Wifi settings by selecting the settings button followed by All Settings, Network, Wifi.

If the names of the headset in the Command Centre is a long numerical name then the namemap file may need updating. This will be required when a new headset is connected for the first time. The namemap is a text file in the same folder as the executable of the Command Centre and is called nameMap.json. It can be edited with any text editor. A sample is presented below, the first set contains the device ids and the second set (in order) provides the human friendly name. The file will be generated and populated with the ids of any new headsets. Alter the set, ie the names. Sample content of nameMap.json:

```
{  
  "ids": [  

```

```
"5090b865c18fd3e564dc4fee8d5f64f9",
"4d2ee97cc6e2221ca0eed5348479bc4d",
"7bd88adb015917802cb15a9918a5bceb",
"ece0884bc1a465d7711a8fae97b8efb3",
"509cdb9e126d583c46dcdf5f1d52e737",
"0b039613f83f184c7e6dc7cecedebd52",
"2d7aca91ba9d3aa262efb62042f41ad3"
],
"names": [
  "dev",
  "Astro 01",
  "Astro 02",
  "Astro 03",
  "Astro 06",
  "Astro 05",
  "Astro 04"
]
}
```

This file is current for Dec 2018. Please check the OzGrav intranet for updated versions.

SciVR – cheat sheet

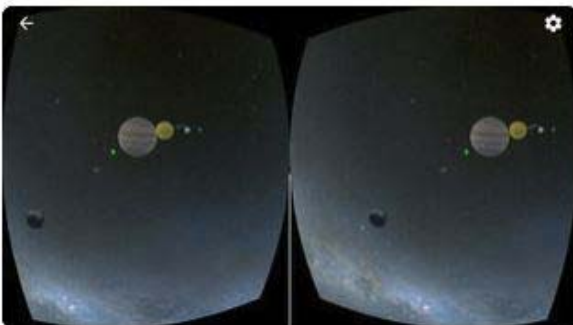
You need: a mobile phone with an inbuilt gyroscope; and a VR headset (either a Google Cardboard viewer, or a foldable “flip” viewer).

Go to the App store on your phone and download the app “SciVR” (it’s free). You can also use the link from the OzGrav webpage www.ozgrav.org/apps

Open the app and check if it is working. Move the phone around to see the view of the sky change. If the screen is frozen, the app will not work on this phone (no gyroscope).

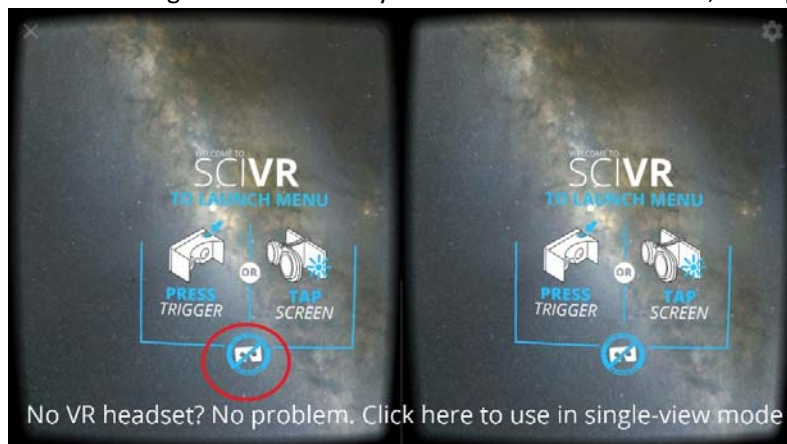
Turn the phone on its side (landscape orientation). The cog and arrow should be at the top of the screen. Put the screen into the VR headset.

To calibrate – click on the cog wheel (top right corner of phone screen) then hit “Switch viewer”. Use the scanner to scan the QR code on the headset (this may require an internet connection).



Google Cardboard VR headset	Foldable “Flip” VR headset
Fold out cardboard and connect velcro to secure in place. Place phone into headset with arrow and cog icons at top edge. Secure velcro. Elastic may also be used to stop phone slipping out.	Fold out lenses. Clip headset over edge of phone. Align the centre of the headset with the centre of the screen
Use your finger to push the button on the top right corner of the box to select menu items. Move the headset around so the pointer is over the menu item.	Tap your finger directly on the phone screen to select menu items. Move the headset around so the circle is over the menu item.

Switch to “single-view” mode if you don’t have a VR headset, or to project onto a big screen.



If the app is disrupted while people are using it, check it’s in stereo-mode or single-view mode as appropriate (sometimes people accidentally click it into the wrong mode and don’t know how to get it back).