

# Manual

# SR|CloudXR

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Date	25/11/2021
Version	V1

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## Description

CloudXR provides a way to stream graphic intensive XR content by running it on a remote, high-powered graphics server. This way, more devices can run applications more smoothly and in higher graphic quality. This manual explains how to use the SR CloudXR, and how to create new connections.

## Revision History

Revision	Date	Description
V1	25/11/2021	First Document

## Connecting to a new server

To add a new server, follow the next steps:

1. Open the *SR/CloudXR* application
2. Click *Add New Connection* in the *Servers* tab.
3. This will open a pop-up window (see *image 1*)
4. Give the new connection a name so you can identify it
5. Enter a Connection Address
6. Click on *Add*
7. Your new server is added

## Using the server

To use the server, we have to make a connection

1. Connect to a server by clicking on the name, and by clicking the *Connect* button (see *image 2*)
2. This will open a new window containing the remote server
3. The server can be closed by pressing the *Esc* key on the keyboard

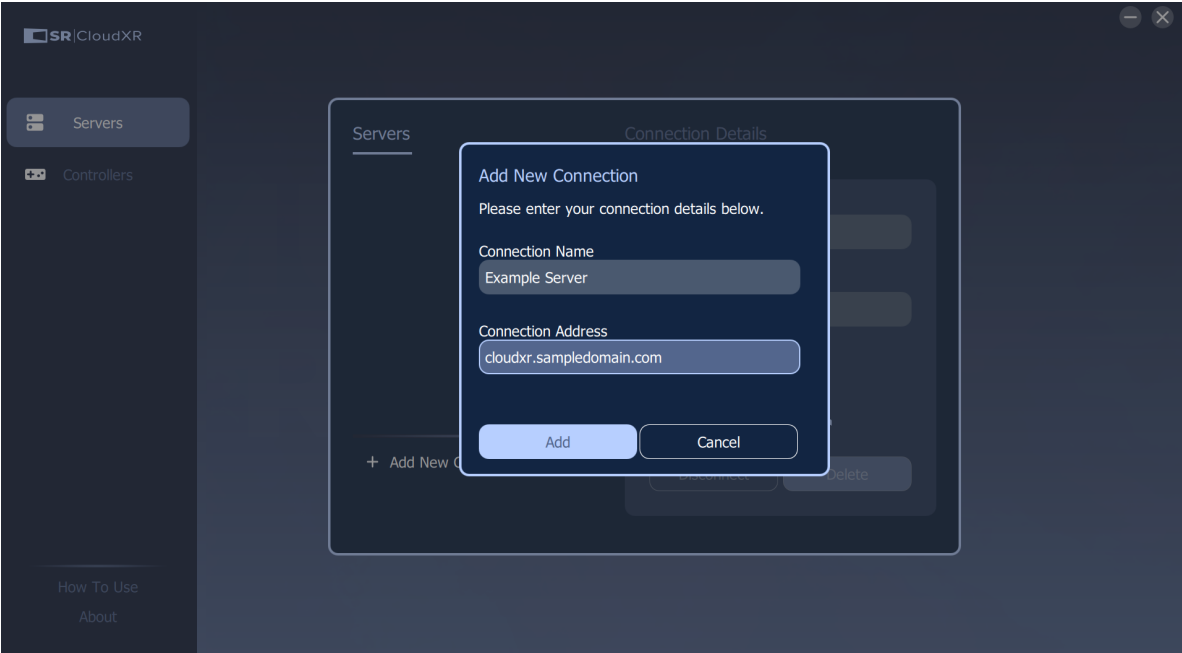


Image 1: Pop-up window new connection to server

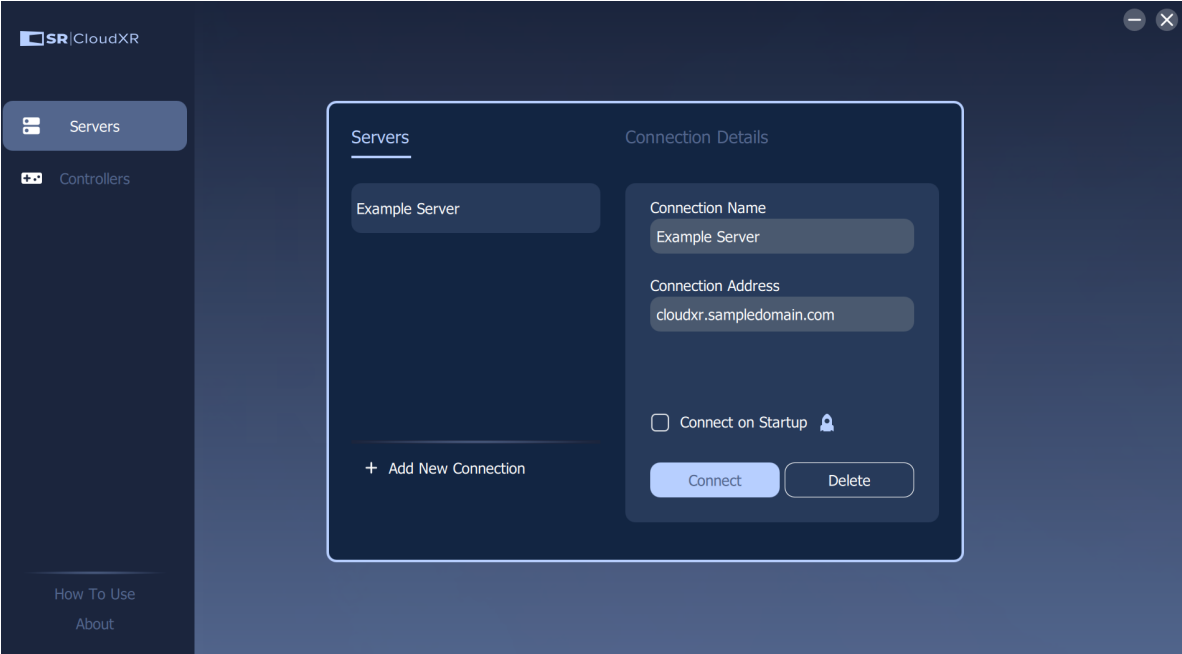


Image 2: Using the server

## Adding new controller

Controllers can be connected as form of input. To do this, follow the next steps:

1. Navigate to the *Controllers* tab
2. Connect a controller to the computer (currently supported PS4 Dualshock, Nintendo Joycons and Pro controllers, and any Xinput gamepad)
3. Controllers should be automatically detected and its' name will be shown (see *image 3*)
4. If it is not automatically detected, click the *Detect* button
5. If the name is visible, the controller is connected

## Mapping the controller

The controller will be automatically mapped to a Virtual Reality controller. The mapping can be seen and edited by following the next steps:

1. Click on *Map Your Device to VR Controllers*
2. The VR controller buttons are numbered on the right side (see *image 4*)
3. Each VR button can be mapped to a button on your connected controller by clicking the drop-down menu
4. Select the button you want to use for the chosen function.
5. If you are using two game pads (Nintendo Joycons) they can be attached to a hand by selecting the body joint.
6. To save the personalized mapping as default, click the *Set as Defaults* button
7. Your controller is now mapped

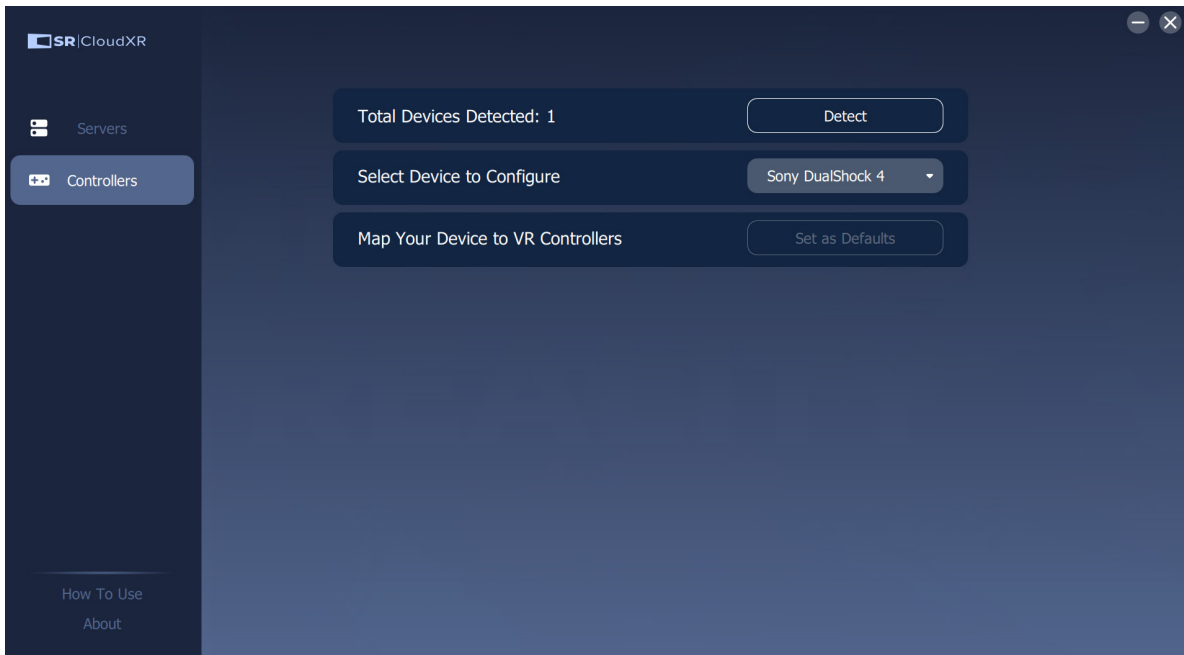


Image 3: Detecting the controller

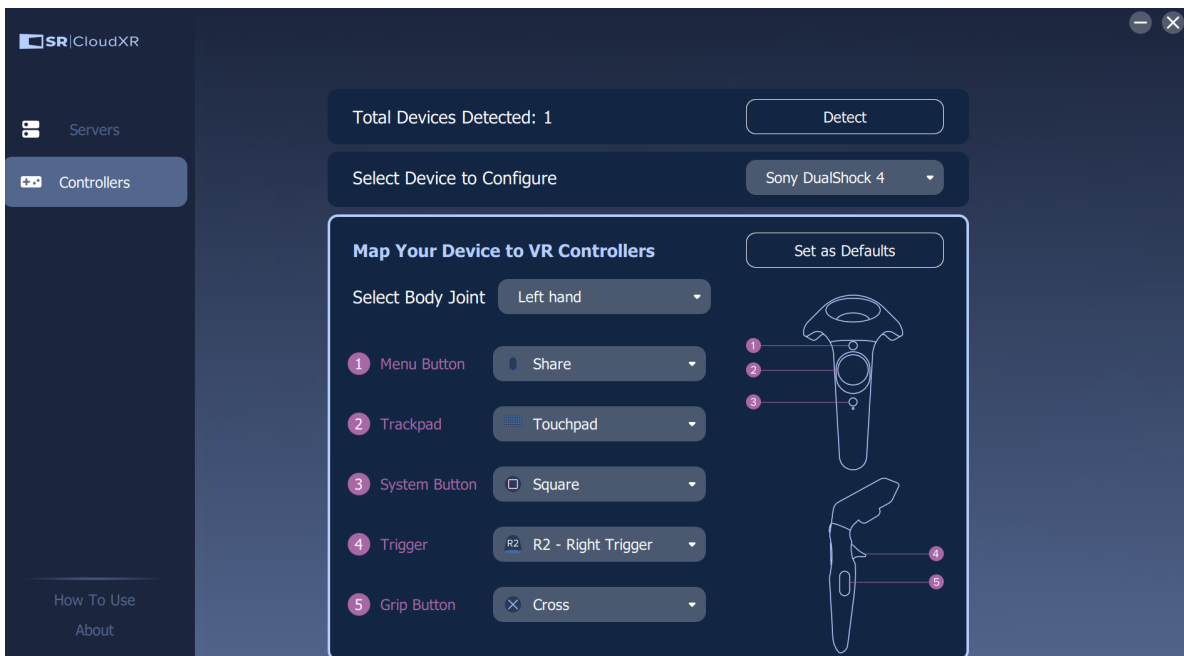


Image 4: Mapping controller