

WVR Alpha Guide

V.0.0.2 05/07/2017



Welcome

Thank you for participating in the WVR Alpha. WVR is a platform that helps you communicate & share your 3D Designs (SketchUp Files) on Android and IOS devices.

We greatly value all your feedback and suggestions which will help us improve our platform to better serve you. You may send your comments, feedback and suggestions to support@woobavr.com.

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1. Quick Guide

1. Install [WVR Sketchup Plugin](#) and App on your [IOS](#) or [Android](#) device.
2. Prepare your SketchUp file with the WVR plugin WVR > Add @CAMERA Object & WVR >Create@CEILING Object.
3. Save your file as SketchUp 2015 (or before) version.
4. Log on to platform.woobavr.com. Create a Project>Design and upload your SketchUp File.
5. Login on the [WVR Mobile Application](#) and view your scene once it is marked as 'ready'.

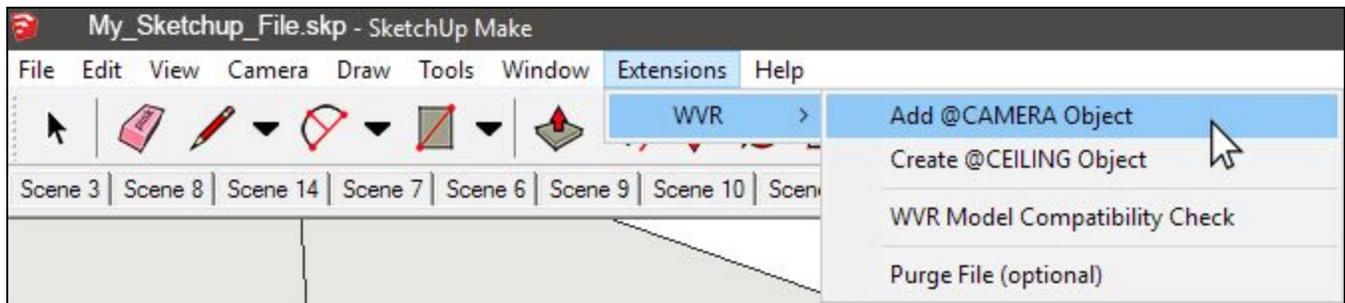
Note: After uploading your file, it will take some time to be processed and rendered by our servers. While it is processing you may close your browser and check back later.

Read on for more details instructions on preparing your file and uploading to WVR.

2. Getting Started

1. Visit platform.woobavr.com and login with the provided credentials. Upon login you will be asked to reset the password to one of your choice.
2. Download & Install the WVR SketchUp Plugin ([link here](#)) or from the [WVR Platform page](#). For help on installing SketchUp Plugins visit <https://help.sketchup.com/en/article/38583>.
3. Download and install the WVR app on your mobile device or tablet. For Android you may download the installer ([link here](#)) or from the [WVR Platform page](#). For IOS, you should have been provided with an installation link in your provided email address.

3. Preparing Your Sketchup File



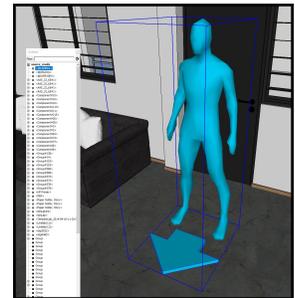
WVR Extension Menu

To prepare your SketchUp file for WVR, ensure you have installed the WVR Sketchup Plugin and follow these simple steps:

Step 1. Add @CAMERA Object

(WVR > Add @CAMERA Object)

Place the @CAMERA object where you would like cameras to be set up in your scene. You may place multiple @CAMERA objects in your scene. The WVR @CAMERA object is displayed as a human figure to simulate an average person in the space.



Step 2. Create @CEILING Object

(WVR > Create @CEILING OBJECT)

Select all the Groups, Components or Entities that make up your Ceiling and click select this option. A new Component called @CEILING is created containing all the selected objects.

If a @CEILING object already exists, explode the Component before using this option again.

Step 3. Optional

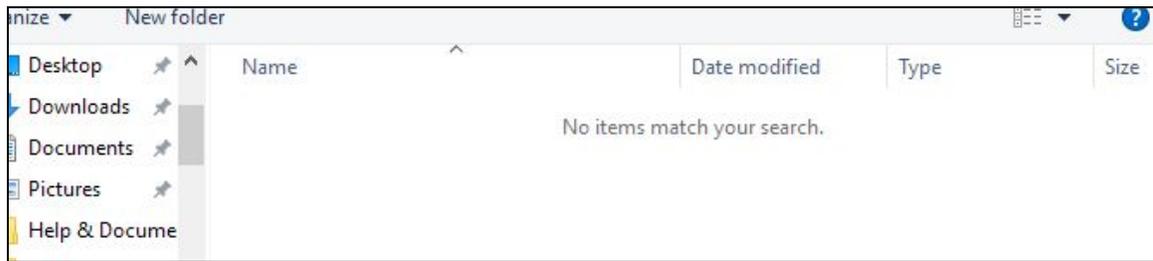
(WVR > WVR Model Compatibility Check)

This option checks your SketchUp file for the required items, namely an @CEILING and an @CAMERA object. It is advised to check your file before saving it for upload to WVR.

(WVR > Purge File (Optional))

This option is a shortcut to purge your file. Purging your file removes unused materials and empty groups and components to create a smaller working file. It is always advised to purge your file before saving it for upload to WVR.

Step 4. Saving Your File for Upload to WVR



WVR SketchUp Extension Menu

WVR supports **SketchUp files version 2015** and earlier. If you are using SketchUp 2016 and above you may use File > Save As > SketchUp Version 2015 (*.skp)

Note: Always remember to save your file as SketchUp Version 2015 or earlier. Not doing so may result in an error and you may have to re-upload your file.

4. Uploading Your SketchUp File

File	Status	Date Uploaded
SketchUp	OK	30 June 2017, 18:22:59

[Upload File](#)

Asset Packages 

Platform	Status	Date Updated
Android	Ready 	30 June 2017, 18:31:17
iOS	Ready 	30 June 2017, 18:33:18

WVR Platform Upload Page

Step 1. Login to the [WVR Platform](#).

Step 2. Create a New Project by clicking [New Project](#). Name the Project and add a Project Description and confirm by clicking [Create Project](#).

Step 3. Create a new Design in your created project by clicking [New Design](#). Give the design a name and description and confirm by clicking [Create Design](#).

Step 4. Upload your File by clicking on [Upload File](#).

Step 5. When your file has been uploaded it's **status** will be updated on the upload page:

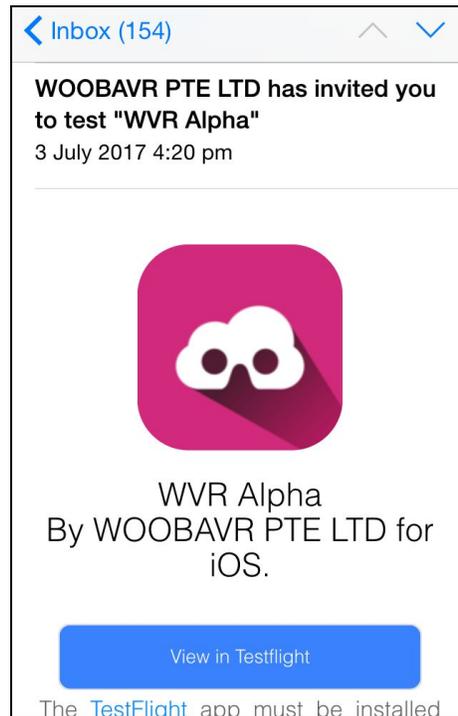
-  **In Queue:** Your file is waiting to be processed.
-  **Rendering:** Your file is currently being processed and rendered by our servers. This process typically takes less than 30 minutes.
-  **Ready:** Your file is ready to be viewed on the mobile app.
- **Error:** Something went wrong, use the plugin's compatibility check (WVR > WVR Model Compatibility Check). Don't forget to save as SketchUp Version 2015 or earlier.

Note: Once your file has been successfully uploaded, you don't have to keep the page open. You may check back on it's status later.

5. Installing IOS Application with TestFlight

TestFlight is an Apple programme that allows users to test IOS apps before they are released to the App Store. You may read more about Testflight official page at developer.apple.com/testflight.

As an Alpha Tester you would have recieved an e-mail with the subject "WOOBAVR PTE LTD has invited you to test "WVR Alpha" which looks something like this:

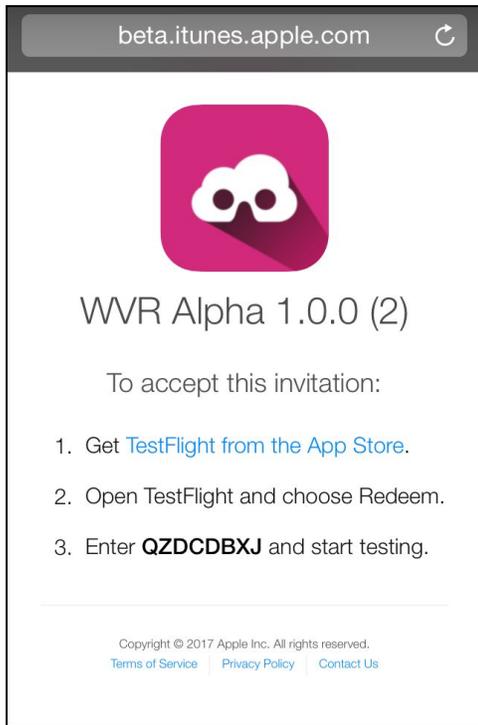


Invitation email

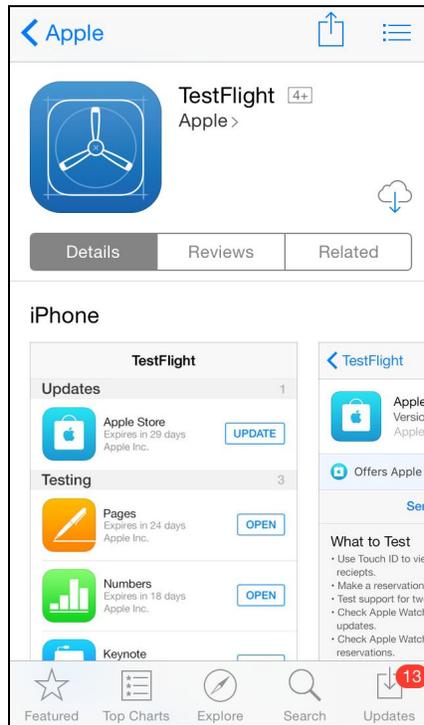
Step 1: View the e-mail on the IOS device you wish to install the app on. Tap on "View in TestFlight". If you have TestFlight installed, go to Step 3. If you don't have Testflight installed, proceed to Step 2.

Step 2: If you have not installed Testflight, you will be brought to an invitation page with a redemption code. Tap on 'Get TestFlight from the App Store' to install Testflight. Once you've launched TestFlight, click to redeem and enter your provided redemption code.

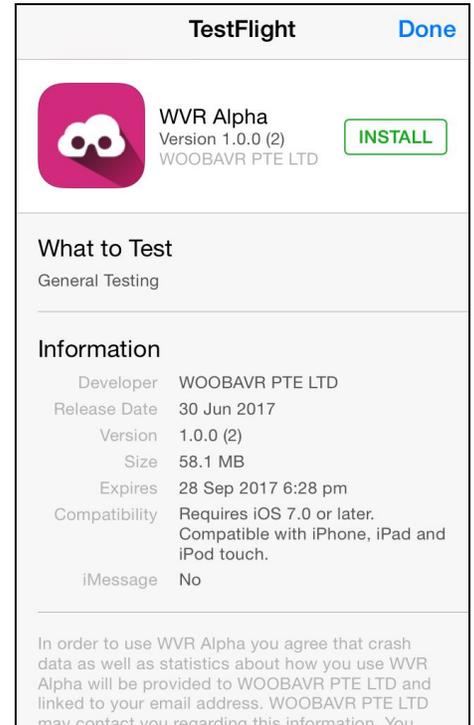
Step 3: You should now be able to 'Install' the WVR Alpha application. You will be able to launch theWVR Alpha from TestFlight or the App Icon on your Home Screen.



Step 1



Step 2



Step 3

Note: If you have already redeemed the app, or need a new redemption code, please e-mail us at support@woobavr.com and we will send you a new invitation.

6. Installing Android App

You may install the Android app by downloading the installer (*.apk) file from the [WVR Platform Page](#).



WVR Android Application link

Installing via PC:

Download the *.apk installer from the WVR Platform Page. Transfer the *.apk file to your mobile device by connecting it to your PC (You may have to set your device USB settings to MTP or Transfer Files over USB).

Open the file on your mobile device through your 'File' or 'My Files' application and it should bring up and install app screen. After installing the app, the icon should appear in your 'Apps' page.

Note: You may be asked to allow 'installing from unknown sources', you can temporarily allow this option in order to successfully install the app. This is a security feature on Android as the app is not being installed from Google Play.

Installing Directly on Android Device:

Visit the [WVR Platform Page](#) on your device's browser and click on the Download App Link. Once the file is completely downloaded you launch the installer. Once you've installed the app, the icon should appear in your 'Apps' page.

Note: You may be asked to allow 'installing from unknown sources', you can temporarily allow this option in order to successfully install the app. This is a security feature on Android as the app is not being installed from the Google Play.