

**User's Guide for the  
«XR-Clinic» v. 0.7.7**

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## 1. XR-Clinic Components\*



VR Headset Meta Quest 2



External battery power supply



Case for VR Headset



Computer with administration app installed



Wi-Fi router

### **Also included:**

Set of cables and power supplies for connection and charging of associated components.

*\*Appearance of equipment may differ from the representations on this page*

## 2. Setup and Use of the Simulator

### 2.1. Setup of Components

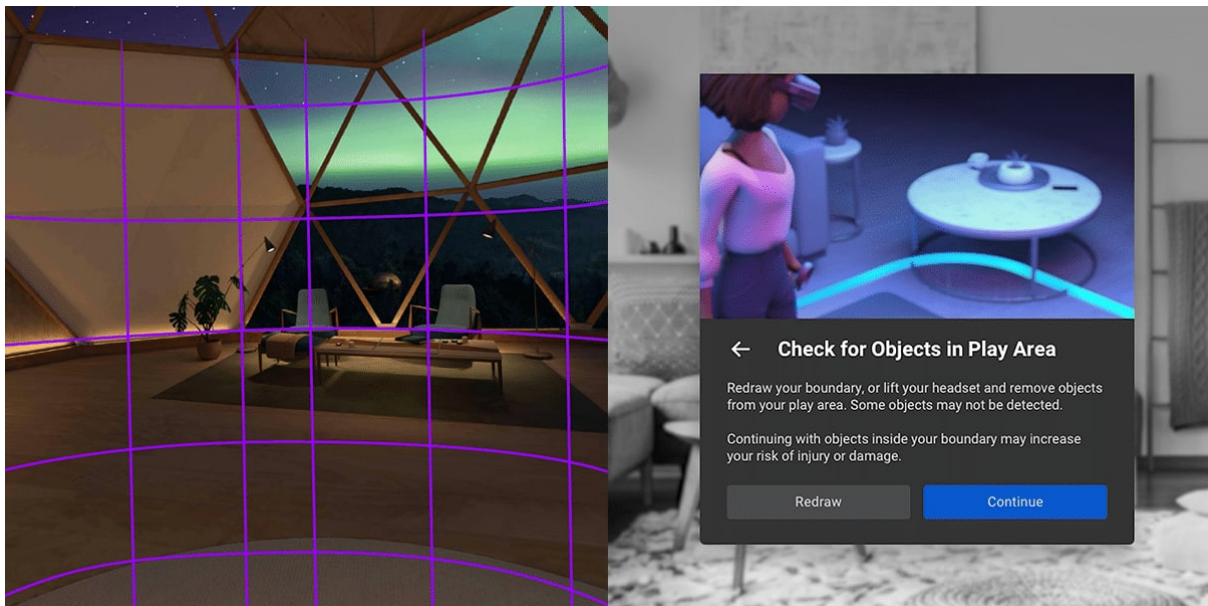
To turn on the virtual reality goggles, press the button on the side.



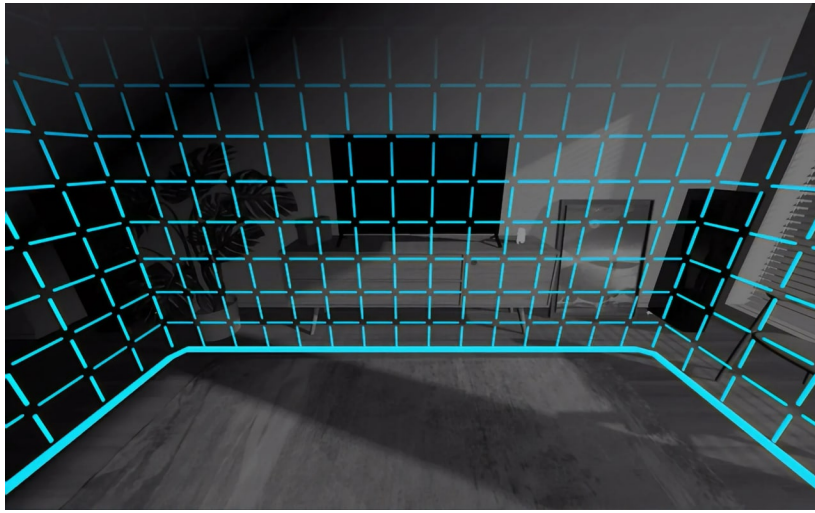
**Attention!** *the external battery and the VR Headset must be completely charged. If the charge level is low, the equipment may disconnect or the simulator may shut down during the simulation process.*

### 2.2. Running the Simulator Program

- a) Connect the VR Headset to the Wi-Fi link “XR-Clinic 5G”.
- b) Draw the safe zone for working in virtual reality.



**Attention!** *Make sure that the safe zone is free of objects, so as not to bump into anything while using the VR Headset.*



c) In the applications list on the VR Headset's menu, start the XR-Clinic application.



d) Wait while the application loads.

**Attention!** During the starting process, the computer (Spectator) must be connected to the same Wi-Fi node as the VR Headset.

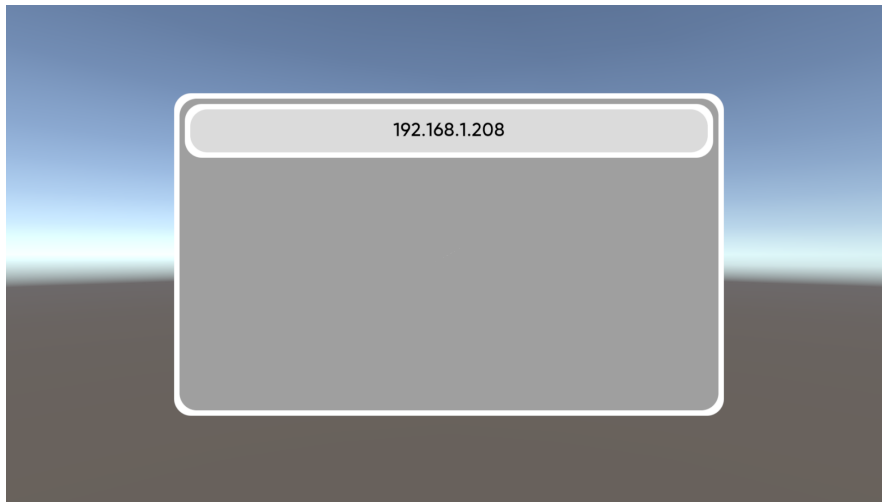
1. Start “XR-Clinic\_Spectator.exe” on the observer’s computer (shortcut on the computer’s Desktop).

*Instructions for initial setup and update of Spectator:*

[https://docs.google.com/document/d/1wwcfx96UxhYF4mDevgw-Op\\_Au9SDldmZYZMUSlgt97U/edit?usp=sharing](https://docs.google.com/document/d/1wwcfx96UxhYF4mDevgw-Op_Au9SDldmZYZMUSlgt97U/edit?usp=sharing)

2. After the application connects to the server, a window appears with a list of active VR Headsets. This list shows the VR Headsets' names and the IP addresses on which the XR-

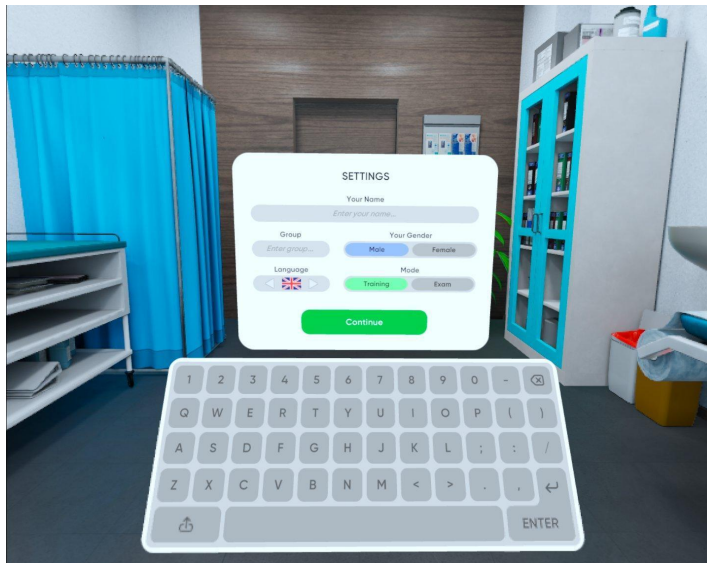
Clinic application is operating. Clicking on one of the buttons in the list opens the connection to the selected VR Headsets.



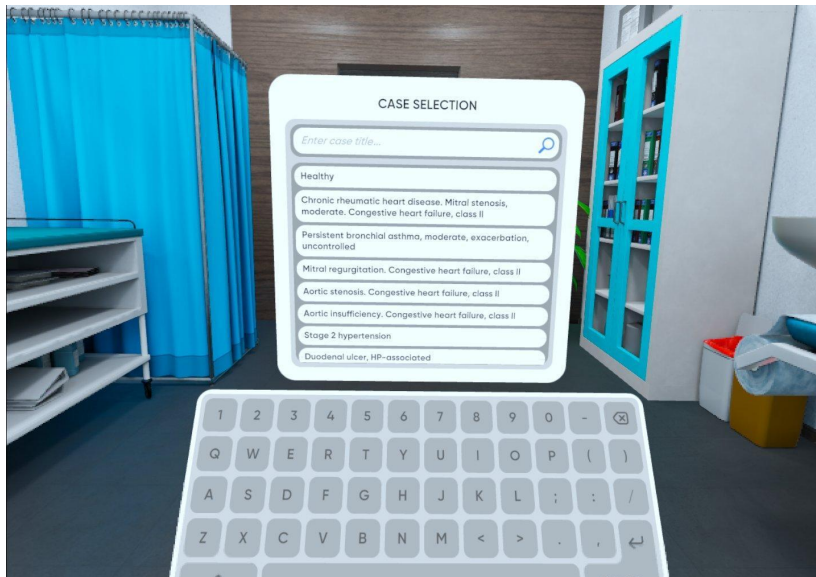
### 3. Running Sessions

Show the user how to use the character teleportation. **Section 5. Locomotion Turns and Teleportation.**

a) After launching the XR-Clinic app, an interface appears for selecting the session mode and entering student information.



b) Select the clinical case and run the simulation.



c) In the simulation, stand near the virtual table with computer and click "Invite patient", after which the virtual patient enters the office

d) Using the controller in the right or left hand, select the desired item in the interface for interacting with the virtual patient



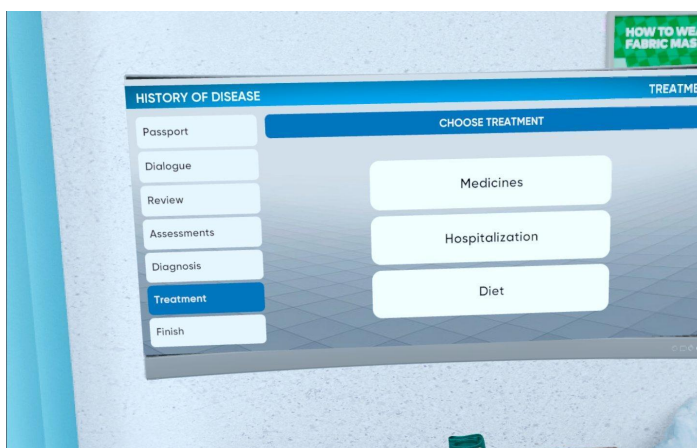
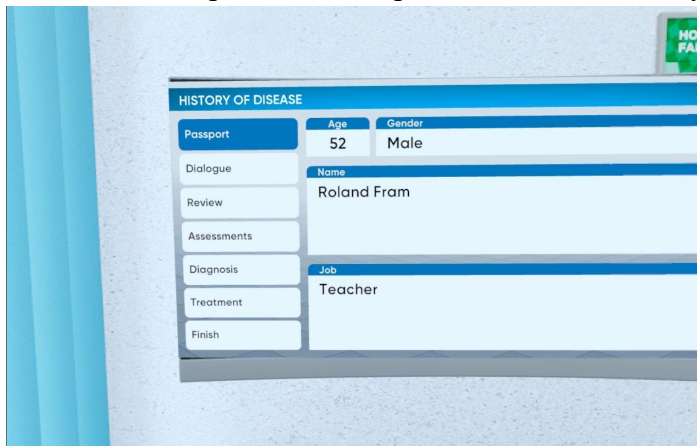
Dialog- allows the user to ask the patient different questions about the illness, and also to skip a question if necessary. All answers are displayed on the computer screen in the corresponding tab

Clothing- allows the user to choose the degree to which the patient should undress. After choosing, the patient exits behind a screen, undresses, and then returns.

Position- allows the user to choose the necessary position the patient should be in, while the examination is conducted.

Examination- the user indicates necessary additional examinations for the patient. Results of these examinations may be seen on the computer in the corresponding tab.

e) After all examinations, the user stands near the computer and studies the information that has been obtained about the patient. It is then necessary to diagnose the patient, prescribe treatment, and/or send the patient for hospitalization, if necessary.



f) After determining the diagnosis and prescribing treatment, press the button “Finish” and confirm action.





g) A menu appears, displaying details of the results and the total score.

After completing the session, it is possible to start a new session or close the XR-Clinic Application.

## 4. Completing Simulation Sessions

### 4.1. Closing the XR-Clinic application in the VR Headset:

Press the Oculus button on the right-hand controller:



Press the Quit button in the screen which appears:



4.2. To exit the broadcast program on the Spectator, press the "ESC" button.

## 5. Locomotion Turns and Teleportation

For ease of use and space saving, the XR-Clinic simulator can occupy an area of only 1 m<sup>2</sup>. To work in such small spaces, the simulator has the ability to "teleport" the user's virtual character into a virtual office space.

To use this function:

- a) Press the moveable joystick forward on the controller.
- b) Indicate the place in virtual reality where you need to move.



- c) To turn one's character around, press the joystick in the necessary left/right direction

## 6. Contact information

In the event that a problem or other technical issue occurs, which hasn't been covered in these instructions, contact us by email at [help@mvredtech.com](mailto:help@mvredtech.com).