Visual Components Experience 1.6 Release Notes – 16/11/2021

NEW FEATURES

Here is an overview of new features in Visual Components Experience 1.6.

Updates to SteamVR libraries

VC Experience 1.6 uses the latest version of SteamVR libraries to support recent VR systems which offer new controllers and experiences. For example, the user to see the correct controllers in VR, handling the input from those controllers and estimating the way that the user's hands looks like when using the controllers.

Changes to VR Input System

Default actions

In this release we changed the default actions assigned to the VR controllers to be inline with actions used by other VR games. For example, the teleport has been moved from the trigger to the D-pad/Thumb stick up. This will lower the learning curve for new users.

Two controllers

Previously actions were done with one control which limited the number of things a user could do. From this version on, VC Experience actions will be divided on the two controllers by default

Custom Bindings

If you are not enjoying the default bindings, now you have the possibility to modify the controller bindings using SteamVR. Fast and easy!

Tools

In this version we introduce the use of tools for Visual Components Experience. When a user changes the tool, the button assignments are switched. This facilitates the usage of the tool. The tools can be switched by the user selecting the tool from a palette on the left controller. Currently the available tools are Teleporting (default) and Measuring.

Web Browser (requires Visual Components Premium 4.4)

Offers the possibility to bring HTML content to VC Experience (Windows). Components created on Visual Components can be used as Web Browsers in VC Experience to show webpages, dashboards, user interfaces, etc. to users during streaming. This works either on Desktop or VR mode.

VC Experience Improvements

- VC Experience is now a 64-bits application.

- Texts using VC_TEXT feature and point clouds can be exported to VC Experience. Point cloud limitations on mobile depend on different phones models.
- Refresh rate is limited to 60fps on Windows. In mobiles depends on phone capabilities.
- Windows - *Documents\Visual Components\Experience* folder populates the *Select animation* drop down menu.
- Mobile - Application considers if the phone has a notch, so it does not render that area.
- Mobile - Portrait orientation top and bottom bars show always. In landscape orientation the bars fade when an animation is running.
- Mobile - System bar (battery, Wi-Fi, clock) shown in Portrait orientation.

BUG FIXES

If you submitted a bug to Visual Components support and received an ID to track it, you can verify the bug is fixed from the following list. Be aware the list does not contain all bug fixes done for Visual Experience 1.6

ID	DESCRIPTION
782	VC Experience on iPhone can't open animations from Files directory
6805	Eliminate requirement for ZipEx plugin
9095	Vcax animation loading takes very long in certain scenarios when using warmup time
10052	Far plane is set too close. Geometry gets cut when seen from far.
10053	Progress slider behavior with heavy animations
100790	Scrolling when drop down menu is open also zooms in/out the layout
100791	Scrolling speed is slow on "Select animation" menu.
11115	Previously maximized desktop experience opens unmaximized and slightly outside screen borders
11628	Some geometry backfaces are not showing on VC Experience

Known issues

- When teleporting the elevation of the camera is reset to the default level.
- WebBrowser – Scrolling might act erratically in long pages.