

FIXVISION.



HOTSPOT MANAGER

Manual



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Hotspot Manager Manual.

Welcome to the Hotspot Manager by Fixvision and Pro Systems!

This unique tool is specially designed to independently and creatively work in the Immersive Room and create experiences and training sessions.

This manual describes how to create an experience in the Hotspot Manager. Building an experience can be done directly in the Immersive Room, allowing you to see live how the experience looks.

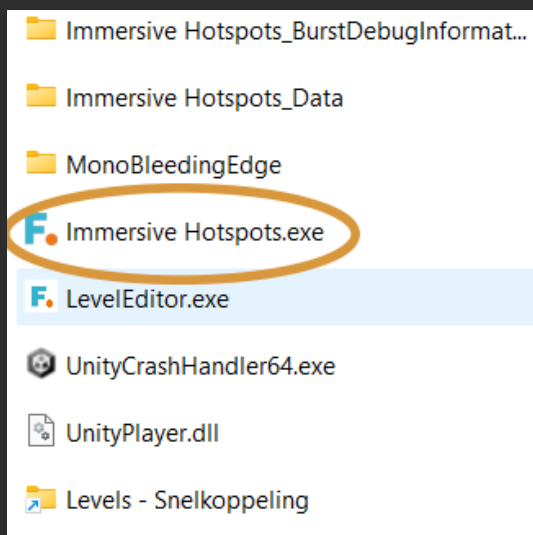


- **Starting & Virtual Room**

The virtual room mode is developed to use the hotspot manager on a non-immersive computer. This way, you can create levels at home or on the go

Note: The Hotspot Manager is only available for Windows OS.

1. Start the experience by clicking on 'ImmersiveHotspots.exe' in the Hotspot Manager folder.
2. Press Ctrl + R on your keyboard to enter Virtual Room mode. Use the same key combination to exit Virtual Room mode.
3. In this mode, you can move forward and backward with the 'W' and 'S' keys, and left and right with the 'A' and 'D' keys.
4. You can look around by holding the right mouse button and moving the mouse.



ESC (Escape):

Closes the current experience. The result is automatically saved.

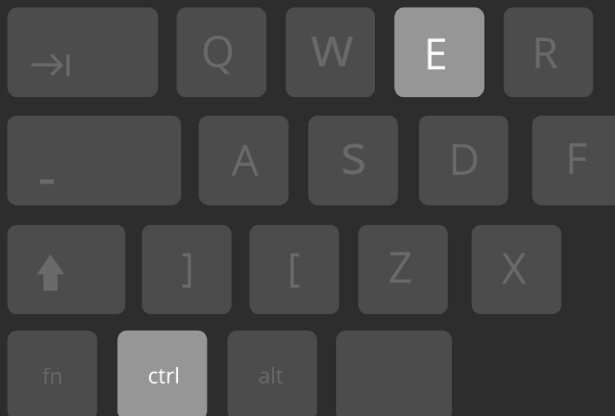
- **Edit mode**

The Hotspot Manager has two modes: play mode and edit mode. The edit mode is meant for modifying or adding content. The play mode is used for the end user to play the games.

To enter Edit mode in a Prosystems room, use the button on the tablet. If this doesn't work or you have a room from another supplier, use the key combination:

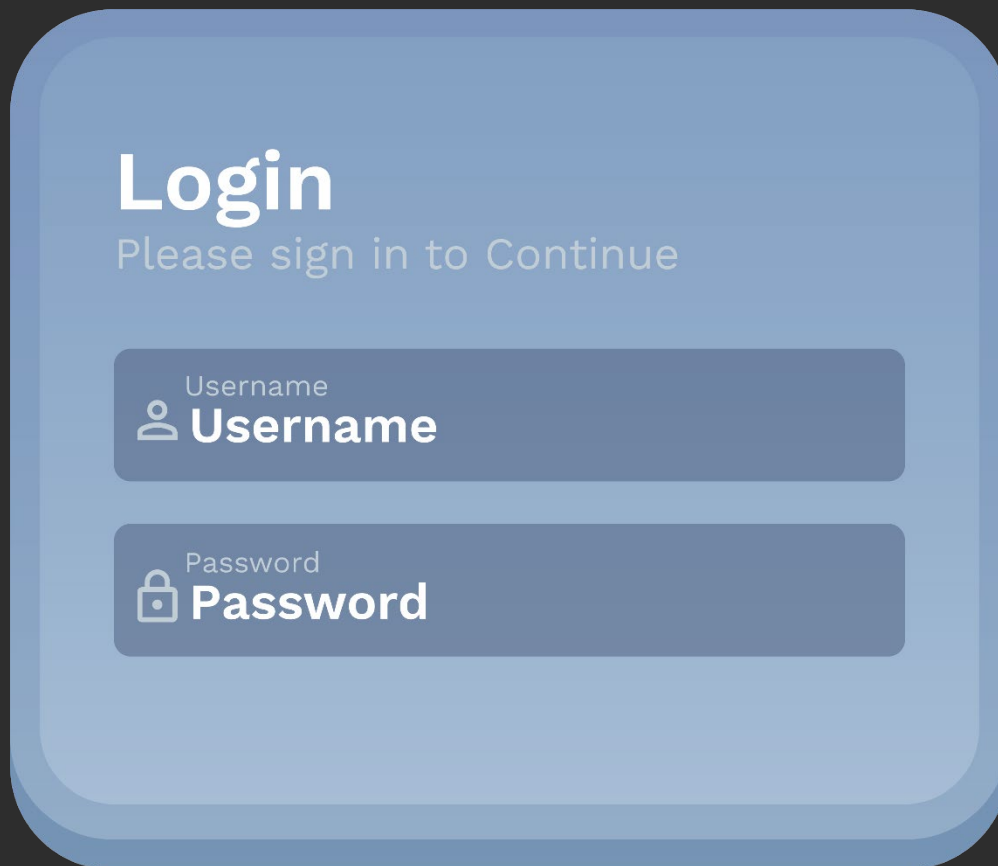
Ctrl+E:

Puts the game in Edit mode. In this mode, you can design and set up the experience. Press Ctrl + E again to return to play mode.



- **Login screen**

When starting the game, you will be asked to enter your login details. Use the keyboard to fill in these details in the indicated fields. Information about your account, licenses, and password details can be found at: <https://www.login.fixvision.nl>

The image shows a login screen with a light blue background and rounded corners. At the top, the word "Login" is written in a large, bold, white font. Below it, the text "Please sign in to Continue" is written in a smaller, lighter blue font. There are two input fields: the first is labeled "Username" with a person icon and the text "Username" in bold; the second is labeled "Password" with a lock icon and the text "Password" in bold. Both fields are dark blue with rounded corners.

Login

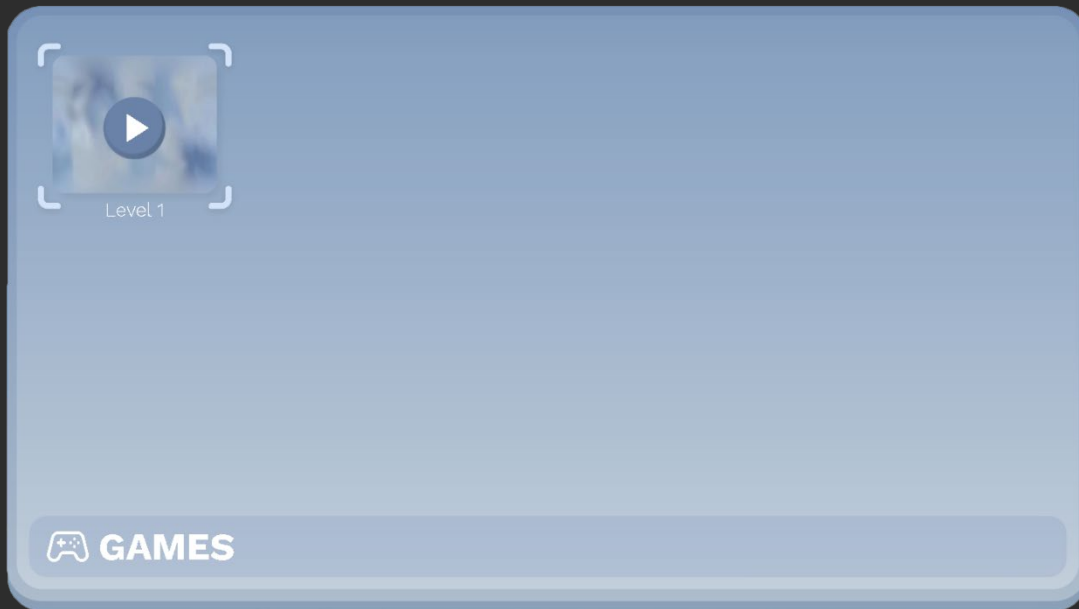
Please sign in to Continue

Username
Username

Password
Password

- **Main menu**

In the main menu, you see an overview of all available games. You can start a game by selecting it in the menu and then pressing play.



Edit mode

If you want to add, remove, or change the name of a game, you need to set the Hotspot Manager to edit mode. (see chapter: Edit mode)

When you create a new game, you can change the name by selecting the title under the game. In edit mode, you see the following buttons:

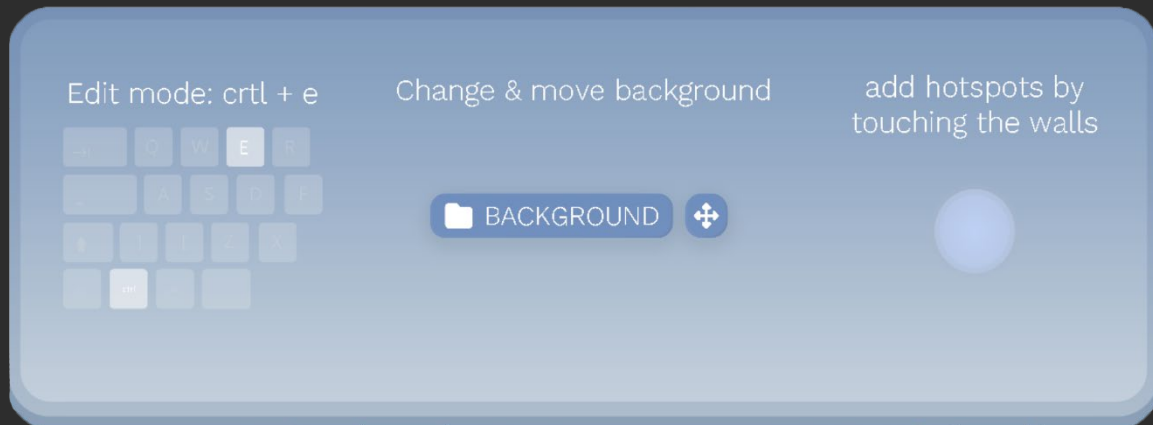
- Menu (settings), here you can log out and adjust the screen height.
- Add, Create a new game.
- Import, Open a game from the computer.
- Export, Save a game to the computer.
- Delete, Permanently delete a game.

Note: The Export button and Delete button only appear when you select the game to be edited.



Creating a game

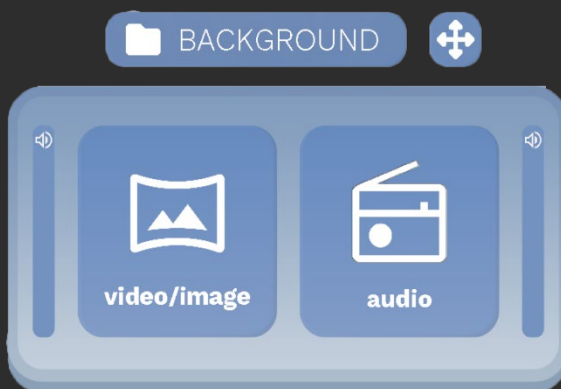
Once you are in the new game, you will first see the tutorial screen to remind you of the key features.



• Background

In Edit mode, you see the 'Background' button at the top of the screen; this button opens the background menu. Here you can load your own 360-degree content via the video/image button. Using the slider next to the button, you can adjust the volume of the video.

Note: For videos, it is recommended to use the h265 encoding. If you use the outdated h264 encoding, videos should not be larger than 4096 × 2048 pixels.



Arrow button:

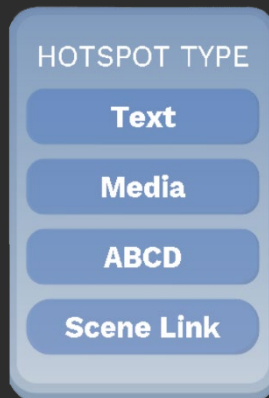
Use this button to position the background correctly. Tap the button and then drag your hand across the wall until the background is in the desired orientation. Confirm by tapping the checkmark.

Audio:

Using the audio button, you can add your own background music or sound. Also for this option, you can adjust the volume using the slider next to the button.

- ## Creating hotspots

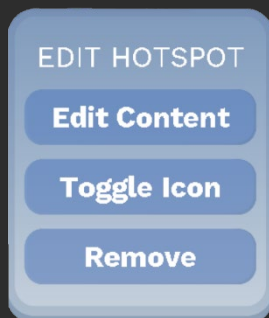
Once you have placed the background, you can start placing hotspots. Simply touch the wall at the desired location.



Type menu:

When you create a hotspot, the choice menu automatically opens. Here you can choose between the different types of hotspots. More information about the types can be found further in the manual.

Note: The 'Scene link' option is only available if you have the correct license.



Edit menu:

After making a choice, the edit menu opens.

Here you can edit the content, adjust the type icon, or delete the hotspot. When you click outside the edit menu and the hotspot, this menu will automatically close.

- ## Editing Hotspots



Standard:

The standard hotspot is a small circle that remains visible over your 360-degree background. When the edit menu is closed, you can drag the hotspot across the wall to move it. The hotspot contains an icon that shows the type of hotspot.

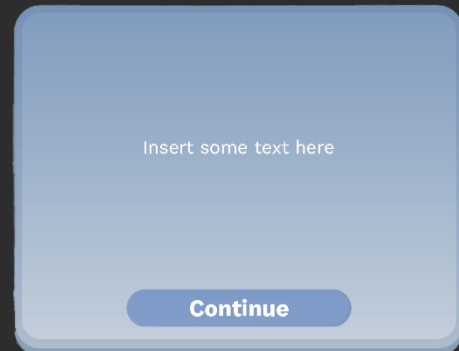
Zone:

When you select 'Toggle icon' in the edit menu, the hotspot changes to a 'zone.' You can grab the corners of this zone to make it larger or smaller. When you exit edit mode, the zone becomes invisible. This can be used to make a specific object in your background interactive.

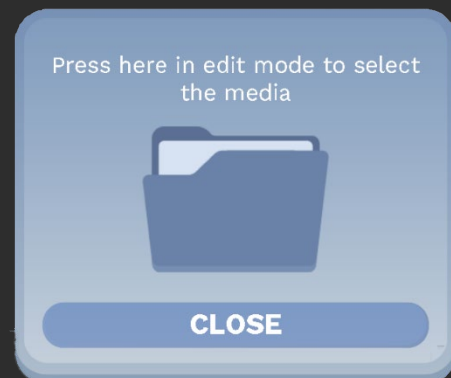
- **Content Types**

Text Pop-up:

This is a simple text pop-up. Click on the text and use the keyboard to enter your own text. When you are finished, click 'Continue' to close the window.

**Media:**

In this pop-up, you can play videos, images, and audio files. Tap in the middle of the pop-up window to open the file browser and select your media. When you are done, click 'Close' to close the window.

**ABCD Quiz:**

Adjust the answers to this quiz as you would with the text pop-up. Tap on the text and use the keyboard to enter the desired question or answer.

To indicate which answers are correct, use the buttons next to the answers. There can be multiple correct answers.

When you tap the 'i' button next to the answer, an additional text pop-up opens. This is optional and can be used to provide extra information after giving an answer. Edit this as the text pop-up and click 'Continue' to close the pop-up.

When you are finished, press the close button in the top left corner of the pop-up.

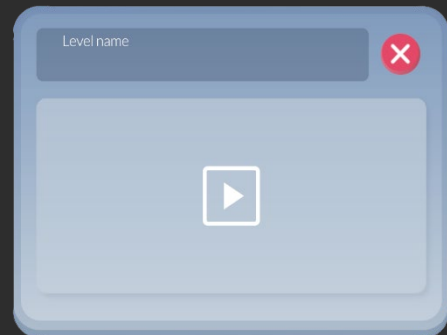


Scene link:

The Scene link hotspot is a separately available add-on for the Hotspot Manager. This hotspot allows you to go from your current scene to another scene. This can be useful for creating virtual tours. You create the scene link like any other hotspots; via the type menu. If the option is not there, you do not have access to the add-on on your account.

Link menu

When you open the hotspot, you see the menu shown here. Currently, no scene is linked. You can tap the play button or the level name to select a sub-scene.

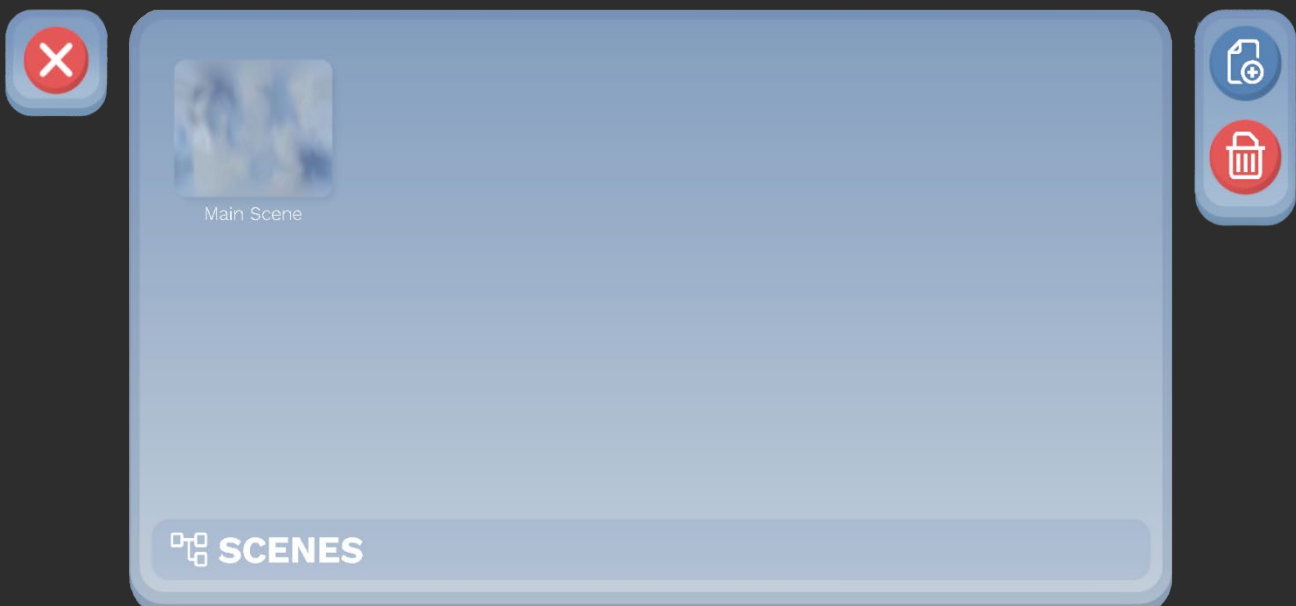


Scene menu

Then you can select, create, or delete a scene in the Scene menu. This works as you are used to from the main menu. When you have selected a scene, you can confirm by tapping the checkmark that you want to link this scene to the hotspot. The menu will then close.

If you want to switch scenes in edit mode, open the link menu. If a scene is linked to the hotspot, you will see the background of the scene and the name of the scene. Then press the play button to go to this scene. If you want to link another scene to the hotspot, tap the name.

Note: It is not possible to import or export sub-scenes. This can only be done by exporting a complete game.





General info.

For more information about Immersive training and experiences for Immersive Rooms and VR glasses, visit: www.fixvision.nl

- **Updates**

Fixvision updates manuals from time to time. For the most recent version of the manual, visit the website.

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