



VR-Engage

First Experience

Version 1.4

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1. Introduction to VR-Engage

Thank you for deciding to try out VR-Engage. VR-Engage is a multi-role virtual simulator developed for use in training simulations or laboratory experimentation. VR-Engage lets users play the role of a first person human character, a ground vehicle driver, gunner or commander, or the pilot or sensor operator of a fixed wing aircraft or helicopter.

VR-Engage is built with the game quality 3D graphics of VR-Vantage, the simulation engine from VR-Forces, and the network interoperability of VR-Link. VR-Engage is a standalone application. It can interoperate with any simulation using DIS or HLA. However, when installed with a compatible version of VR-Forces, you can reap the benefits of their common system architecture, including scenario creation, terrain agility, common terrains, models, configurations, and common representation of the environment.

Before you begin, install and license the software. Please see Section A.1, “[Installing VR-Engage](#),” for instructions. If you want to control ground vehicles or aircraft, you must connect a game controller. VR-Engage is configured for the Logitech F310 and F710 game controllers and the G27 and G29 steering wheels. It also supports the Thrustmaster HOTAS Warthog™ flight controller and the T.Flight Hotas X. Please contact support@mak.com for help configuring other DirectInput devices.

This First Experience guide is designed to give you a successful first experience with VR-Engage. It guides you through a series of activities that demonstrate many of the features of the application without bogging you down in the minutiae of all of its capabilities.

VR-Engage includes the following example scenarios:

- ♦ VR-Engage Test Drive. VR-Engage Test Drive is a simple scenario that lets you practice controlling the four basic types of players in VR-Engage – humans, ground vehicles, helicopters, and airplanes. Humans and ground vehicles are pretty easy to control, but aircraft can be a bit tricky if you have not played with a flight simulator before.

Once you feel confident controlling the different player types, or if you already feel confident and want to skip the test drive, you can move on to VR-Engage First Experience, which introduces you to the most frequently used VR-Engage capabilities.

- ♦ VR-Engage First Experience. A scenario with many different entities that shows off the capabilities of VR-Engage, such as firing weapons, embarking on and disembarking from entities, parachuting, and air-to-air combat.
- ♦ VR-Engage Security Checkpoint. An example of how you can customize VR-Engage with new entity types to create a focused training environment.
- ♦ MAK Suite Demo. This is a complex scenario that MAK uses to demonstrate the features of VR-Engage and how MAK products work together to create compelling simulations for training.
- ♦ MR VR Flight Demo. This scenario has several T-38 C Talon aircraft flying in formation. It is used to demonstrate the mixed reality capability of VR-Engage.



The tutorials in this manual require you to run VR-Forces scenarios. You must have a VR-Forces simulation engine license to run the scenarios. The VR-Engage product does not include a VR-Forces license.

If you do not have a VR-Forces license, you can run VR-Engage, choose a terrain database to simulate on, create and place an entity, and control that entity. VR-Engage can only simulate and control a single entity at a time. When you change role and create a different entity to simulate, the entity you were previously simulating is deleted and replaced by the new one.

For details about license issues, please see Section 1.5.3, “[License Requirements for Hosting a VR-Forces Session](#),” in *VR-Engage Users Guide*.

For complete details about using VR-Engage, see *VR-Engage Users Guide*. The VR-Engage documentation set is provided to all customers in PDF format. PDF versions of the manuals are in the `./doc` directory and, in Windows, are accessible from the MAK Technologies shortcut on the Start menu.



2. Controlling Entities in VR-Engage

This first experience assumes that you have some familiarity with using a Logitech Gamepad or a joystick to control vehicles and people in a first-person simulation. If you have not used a game controller before, especially for controlling aircraft, do some extra exploring with the experiences in this chapter to get the feel for them.

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2.1. Start VR-Engage and Load a Scenario

When you start VR-Engage, it looks for an instance of VR-Engage that is already running or an instance of VR-Forces that is running. If it finds one, it immediately connects to that session, loads the terrain it is using, and then asks you what character you want to control. If it does not find a session, it stops and ask you what to do.

1. On the Start menu, choose **MAK Technologies** → **VR-Engage**. (If you only have a license for VR-Engage Ground or VR-Engage Air, choose that instead of VR-Engage.)

The VR-Engage window opens. The Searching for Session screen opens (Figure 2-1).

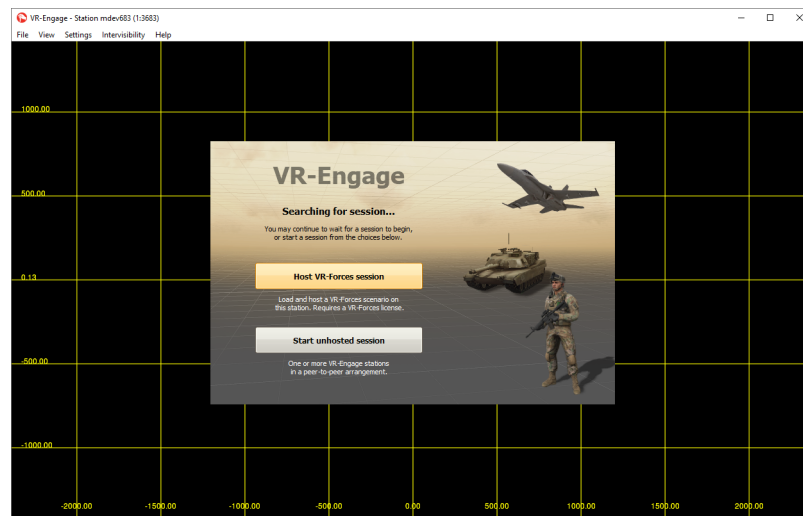


Figure 2-1. Searching for Session



If you run VR-Engage Ground or VR-Engage Air, the characters available to you are limited to ground or air.

2. Click Host VR-Forces Session. This option lets you load a scenario that was created using VR-Forces and is provided with VR-Engage. The Choose a Scenario for this Session dialog box opens (Figure 2-2).

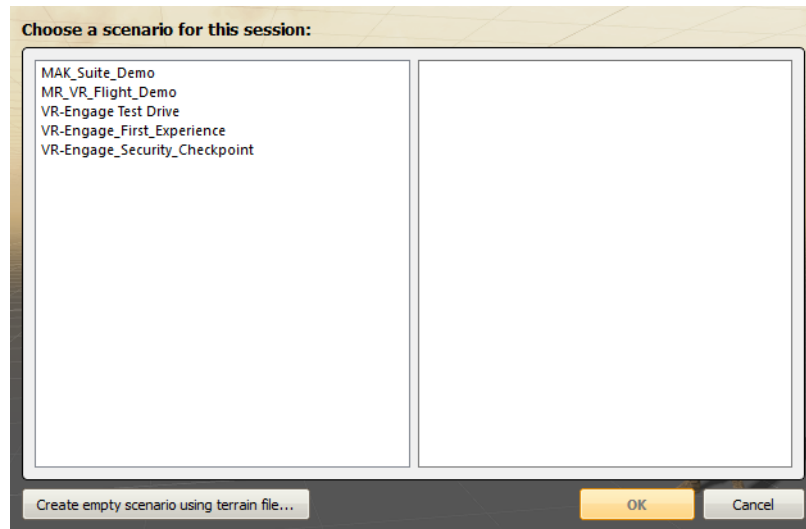


Figure 2-2. Choose a scenario for this session dialog box

3. Select MAK Suite Demo.
4. Click OK. The terrain and scenario load. The Choose Role Panel displays (Figure 2-3). It lists the characters that are in the scenario.

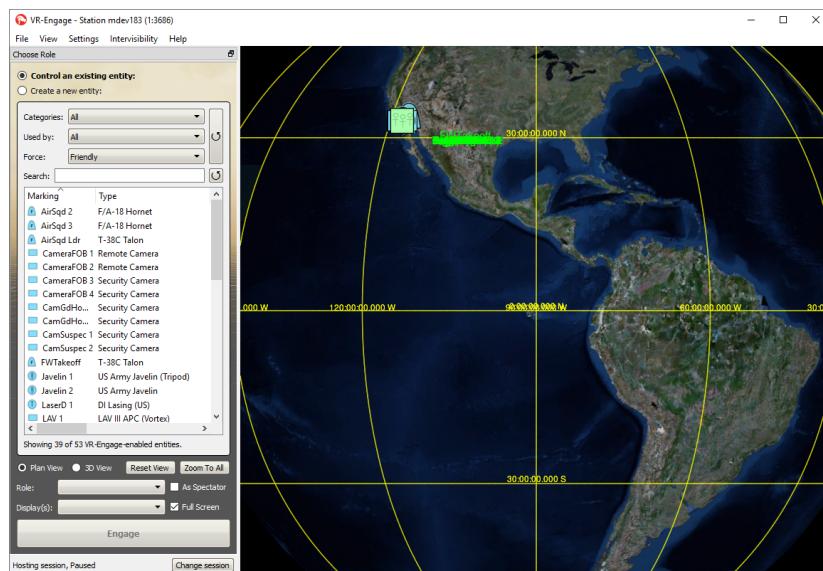


Figure 2-3. Choose Role panel



If you just have a license for VR-Engage Ground, you will get a couple of warning messages when the scenario loads telling you that you do not have the licenses for controlling fixed-wing and rotary-wing aircraft. Click OK. The scenario will run without these licenses, but you can only control ground entities.

2.2. Explore as a Human Character

To control a human:

1. In the Choose Role Panel, select the Control an Existing Entity option.
2. In the list of entities, select R 1 (USMC M4).
3. Click Engage. The display changes to full screen mode and the scenario starts to run.

Figure 2-4 shows R 1 when you first engage it.



Figure 2-4. R1 USMC 1st person view

Refer to [Figure 2-5](#) for the Gamepad movement controls for humans, or [Figure 2-6](#) for the keyboard movement controls.

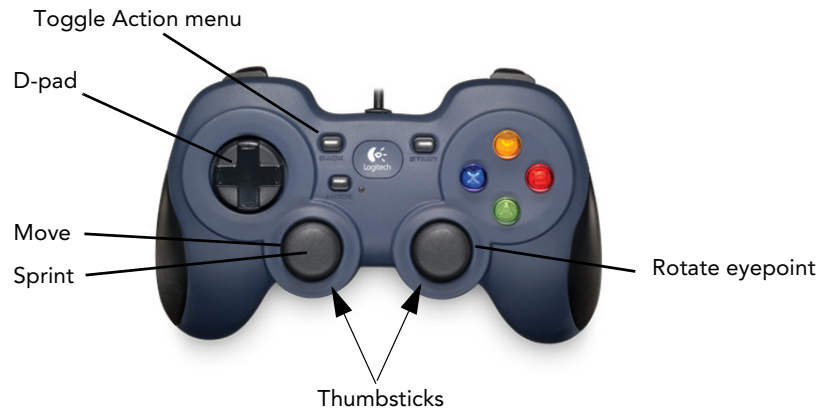


Figure 2-5. Human controls

2.2.1. Walking Around

Your character is standing in front of some buildings with other friendly forces and a few vehicles.

Walking around requires coordination of the thumbsticks on the Gamepad, or movement keys on the keyboard.

To walk, push the left thumbstick in the direction that you want to go, or press the **W** (forward), **A** (left), **S** (backward), and **D** (right) keys. When you walk to the left or right, the character continues to face forward.



Figure 2-6. Primary movement keys, observer coordinates (3D)

To change orientation (turn), push the right thumbstick to the left or right, or press the **Left Arrow** and **Right Arrow** keys. (In 1st-person mode, pushing the right thumbstick forward or back (or pressing the **Up Arrow** and **Down Arrow** keys) causes the character to look up or down. In 3rd-person mode, the view rotates around the character.)

1. Use the keyboard, mouse, and Gamepad (if available) to look around and then start walking around. (Please see [Table 4-1](#) for a complete list of mouse and keyboard mappings and [Figure 4-1](#) for an illustration of all Gamepad mappings.)
2. Turn around so that your back is to the other friendly forces and you are facing some buildings that are a short distance away ([Figure 2-7](#)).



Figure 2-7. Buildings

3. Walk towards those buildings.
4. Move in and out of the buildings. Climb the stairs and look around.
5. When you feel confident moving the entity, return to the starting location. You can either walk there or reset.

2.2.2. Resetting Entities to Saved Position

While you are moving entities around the scenario, you can choose to reset them to the saved position where you started. This restores their health and replenishes any resources, such as fuel and munitions.

To reset the entity to the saved position:

1. Press ~ to open the Action menu.
2. Choose **Reset**.

You return to your starting position ([Figure 2-4](#)).

2.2.3. The Action Menu

VR-Engage includes context-sensitive menus that open automatically. The next activity in this first experience asks you to open the Action menu. The Action menu lets you turn several features on and off (toggles) and lets you assign tasks to other players if you are hosting a VR-Forces scenario or connected to a VR-Forces session.

Action	
1: Weapon State:	Ready
2: Weapon:	M4>
3: Binoculars:	OFF
4: Night Vision:	OFF
5: Flashlight:	OFF
6: Task entity	>
7: Radio:	OFF
8: Channel:	-----
9: Trigger Event	>
...	

Figure 2-8. Action menu

To open the Action menu, do either of the following:

- ♦ Press ~.
- ♦ Press the menu button on your game controller (the Back button on the Gamepad).

Selecting Options on the Action Menu

You can select options on the Action menu using the keyboard (arrow keys or number keys), the D-pad on a Gamepad, or your mouse.

To select an option on the Action menu using the arrow keys or D-pad:

1. Press the **Up Arrow** and **Down Arrow** keys on your keyboard or the up and down buttons on a Gamepad's D-pad to highlight an option.
2. Press the **Right Arrow** key or the right button on the D-pad to toggle the option on or off or to display a submenu.

- To select an option on the Action menu using a mouse, click the menu option.

Each option on the Action menu has a number.

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Numbers are reassigned dynamically if you scroll the Action menu, or menu commands are removed due to some change in the state of the character. Therefore, you cannot assume that a particular number always controls the same command.

- To select an option on the Action menu using a number key, press the number associated with the menu option.
- To close the Action menu, press ~ or the menu button on your game controller.

2.2.4. Shooting At Targets

The default weapon is a rifle.

1. Open the Action menu.
2. On the Action menu, choose **Weapon State**.
3. Use an Action menu control method to toggle the Weapon State to Aiming.
4. Look around the area where the R 1 entity started. There are several targets.
5. Align the reticle (the white bullseye) of your gun on a target and press **Spacebar**, the left mouse button, or the Gamepad trigger to fire at it. Each target is knocked over when you shoot it.



Figure 2-9. Reticle aligned on target

6. Walk between the buildings in front of you, going into the alley between the meat stand and the fruit stand.
7. Look for some enemy combatants on your right (Figure 2-10).



Figure 2-10. Enemy combatants

8. When you see the combatants, you can fire at them. (If you walk within approximately 4 meters of the insurgents, they will attack you. If one of the combatants runs past you, he will attack and possibly take out the Friendly forces in the area where you started.)
9. To aim the rifle, hold down the **M** key, the right mouse button, or the Aim Down Sight button on your Gamepad. Move the sight with the arrow keys, the mouse, or the right thumbstick.



In this scenario, some Friendly forces are invulnerable, including R1 USMC M4. The Opposing forces cannot kill those entities.

2.3. Drive a Ground Vehicle

To drive the LAV, you must embark in the Driver role. If you are continuing from the previous section, on the Action menu, select Driver. There are several ways to activate menu commands. In this case, just press **1**. (You can also choose this role in the Choose Role Panel.)

[Figure 2-11](#) shows the driver view.



Figure 2-11. LAV driver view

The overlay has some important information that you will need to be aware of as you drive. In the lower left corner, it displays the speed and gear.

Refer to [Figure 2-12](#) for ground vehicle driver controls on the Gamepad.



Figure 2-12. Driver controls for LAV and M1A2

To drive a ground vehicle, you must:

1. Start the engine.
2. Put the vehicle in gear.
3. Use the Gamepad thumbsticks to control the throttle (forward, backward, and braking) and steering. (You can also control the LAV, but not other ground vehicles, from the keyboard.)

2.3.1. Starting the Engine

To start the engine, do one of the following:

- ♦ On the Gamepad, press the Start button.
- ♦ On the Racing Wheel Controller, press the Engine On button.
- ♦ Press **X**.

2.3.2. Putting the Vehicle into Gear

The LAV has eight forward gears and one reverse gear.

- To put the vehicle into gear, press the Gear Up or Gear Down buttons on your gaming controller or press **Q** (up) or **E** (down).

2.3.3. Controlling the Throttle

- To move the vehicle, press the throttle control (left thumbstick on the Gamepad) forward or press **W**.

If you are driving using a Racing Wheel Controller, use the gas and brake pedals.

- To brake the vehicle, pull the throttle control backwards.

2.3.4. Steering a Vehicle

- To steer the vehicle, use the right thumbstick on a Gamepad or the steering wheel of the racing wheel controller. (You can also press **A** (left) or **D** (right).)

2.3.5. Driving the LAV

When you put the LAV in gear, it starts to move.

By default, you are in first-person mode as the driver. To get a better sense of where the LAV is in relationship to the terrain, you can repeatedly press the Y button on the Gamepad to get different views of the LAV.

To drive the LAV:

1. Turn your character and walk towards the LAV. When you get close to the LAV, the Embark LAV menu opens ([Figure 2-13](#)).



Figure 2-13. Embark LAV menu

2. Select Driver. You are now controlling the driver of the LAV. Use your game controller to drive the LAV.
3. Press the Y button on your Gamepad to switch through different views: a driver's view, a couple of oblique 3rd-person views, and a gunner's view. Note that you can aim and fire the gun as well as drive.
4. Press the Gamepad Start button to start the motor.
5. Press the Gear Up button to put the LAV into gear.
6. Use the throttle and steering controls to turn left. The turn is a bit tight; you probably need to use reverse to maneuver around the meat stand. Use the gear buttons to do that. (You might find it easier to navigate through the area using one of the 3rd-person views.)
7. Take the first right after the meat stand. Drive down the road.
8. Turn right at the fruit stand and go up a slight hill.
9. Turn right before the fountain. (If you drive onto the rocks or the fountain, you may need to reverse to get off those obstacles.)
10. Turn left onto the main street.

11. Ahead you will see a truck, a car, and some insurgents. As you approach, the insurgents run away. You can also shoot at the insurgents and they will react.



While the driver can shoot as well as drive, it is also possible to have one VR-Engage player assume the role of gunner while another is in the role of driver.

2.3.6. Physics Model

There are two vehicles on the road: a truck and a car.

1. If you have not done so already, change the view of your LAV to a third-person view. (Press the Y button on your Gamepad.)
2. Drive into the vehicles and observe how the physics-based vehicle model realistically models the collision.
3. Drive onto the nearby rugged terrain and observe the individual articulation of the wheels.

2.3.7. Disengaging and Returning to the Choose Role Panel

At any point, you can stop playing as the selected entity. This allows you to choose another role or exit VR-Engage.

- To exit to the Choose Role Panel, press `Esc`.

2.4. Parachute Out of a Helicopter

Paratroopers can jump from aircraft and deploy parachutes. They can steer left and right and can slow their descent. Parachutes are affected by wind.

When a paratrooper jumps, the view changes to a third-person view and the weapon is hidden. When the paratrooper lands, it returns to the view mode used prior to jumping and the weapon is available.

1. In the Choose Role list, select Para 1 (Paratrooper).
2. Click Engage. You are now seated in a helicopter. You can see other paratroopers seated across the aisle ([Figure 2-14](#)).



Figure 2-14. Seated in the helicopter

3. On the Action menu, select Stand Up.
4. Turn towards the rear of the helicopter ([Figure 2-15](#)).



Figure 2-15. Cargo door closed

5. On the Action menu, select Open Cargo Door. The cargo door opens ([Figure 2-16](#)).

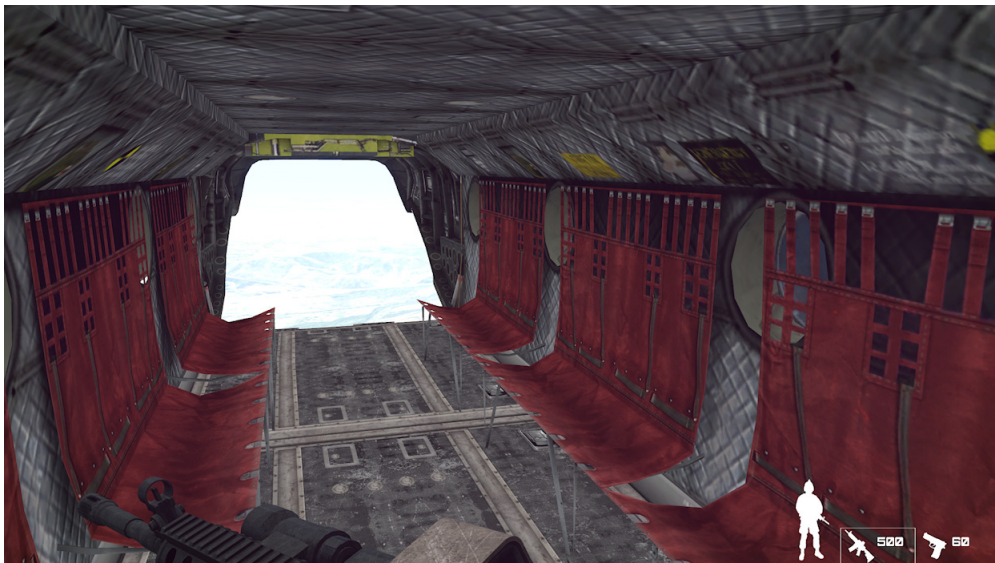


Figure 2-16. Cargo door opened

6. (Hint: Read steps 8 through 10 before you complete step 7 so that you know how to deploy your parachute and control it before you jump out of the helicopter.) Walk to the cargo door as far as you can. When you step off, the view changes to third person and you are falling towards the earth. The overlay shows the wind speed and direction and your altitude ([Figure 2-17](#)).



Figure 2-17. Free fall

7. After your character falls for a few hundred feet, press **Spacebar** or the left thumbstick on your Gamepad to deploy the parachute (Figure 2-18). (If you do not deploy the parachute, or wait too long to do so, the paratrooper dies on impact.)



Figure 2-18. Parachute deployed

8. As you descend towards the ground, press the **A** and **D** keys or buttons 5 and 6 on your Gamepad to move left or right. (For a diagram of Gamepad buttons, please see “[Generic Gamepad Button Numbering](#),” on page 4-21.)
9. Press **A** and **D** or buttons 5 and 6 together to slow the rate of descent.
10. Move the right thumbstick on the Gamepad, the Up and Down arrows on your keyboard, or move the mouse forward and back to look up and down.

11. When you land, you return to first-person view. You do not need to gather the parachute.

2.5. Fly a Fighter Jet

So far we have looked at controlling humans and ground vehicles. Now let's try to fly a jet. The MAK Suite Demo includes planes that are already airborne that you can fly. It also includes a jet on a runway so that you can take off. You can use either of them to practice landing. VR-Engage includes mappings for the Thrustmaster Warthog flight controller, the T.Flight Hotas X flight controller, and the Gamepad F310.

Figure 2-19 illustrates the flight controls for the T.Flight Hotas X joystick. This controller also has a throttle control. Figure 2-20 illustrates the flight controls for a Logitech Gamepad.

Please see “[Flight Controllers](#),” on page 4-10 for more detailed controller information.

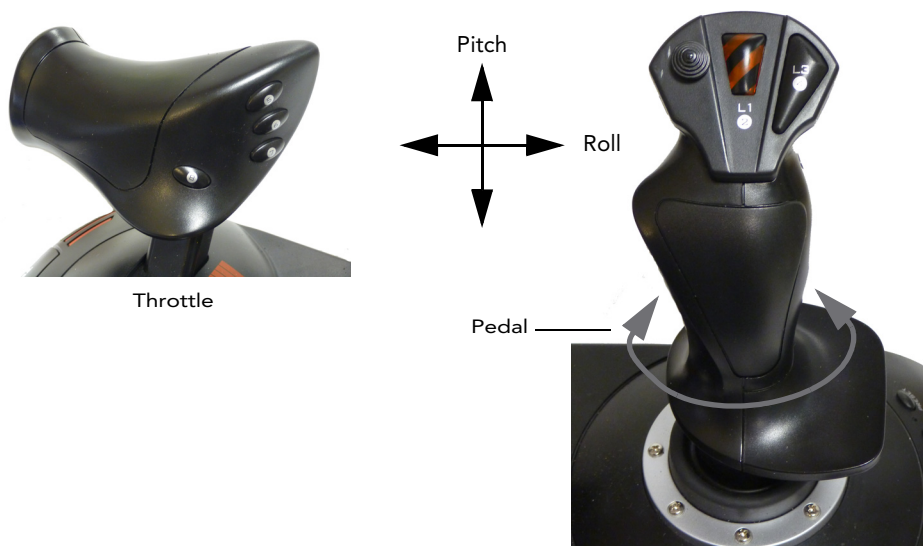


Figure 2-19. Fixed-wing T.Flight Hotas X joystick - fixed wing



Figure 2-20. Fixed-wing flight controls

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The Gamepad provides limited flight support. It is recommended that you use a game controller with a joystick and throttle, such as the supported Thrustmaster controllers.

The Action menu has options for raising and lowering landing gear and flaps.

2.5.1. The Head-Up Display

The head-up display (HUD) provides an out-the-window view with an overlay showing speed, altitude (R = above ground level; A = above mean sea level), and heading.

Figure 2-21 shows the head-up display and instrument panel for a fixed-wing aircraft in the 1 Screen Horizontal display.



Figure 2-21. HUD and instrument panel (1 Screen Horizontal display)

For a 2 screen display, [Figure 2-22](#) shows the head-up display and [Figure 2-23](#) shows the instrument panel.

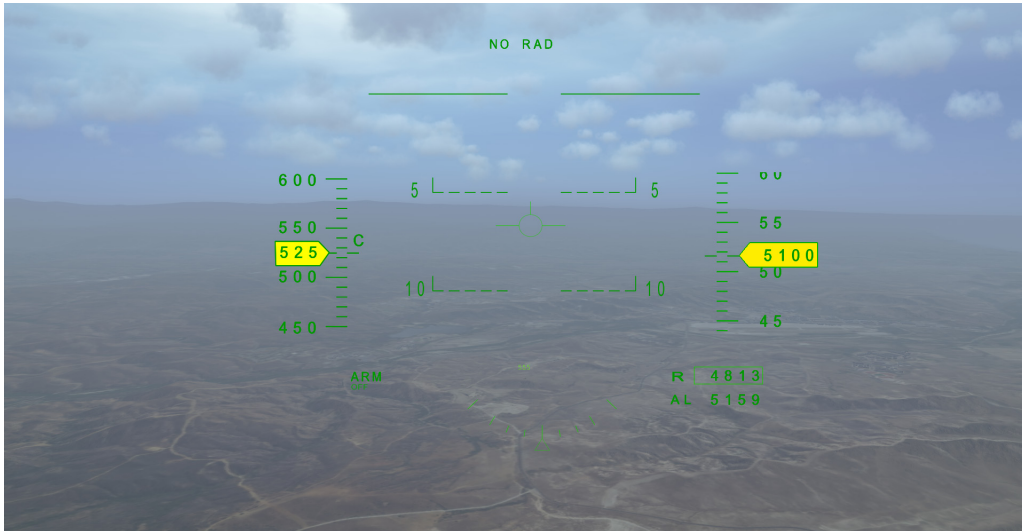


Figure 2-22. HUD (2 Screen display)

2.5.2. The Instrument Panel

The instrument panel ([Figure 2-23](#)) has six gauges and four multi-function displays (MFD).

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In the 2 Screen display, the instrument panel is an independent window. You can minimize and maximize it. Sometimes it is hidden behind the HUD. If that happens, press **Alt+Tab** to bring it to the front.

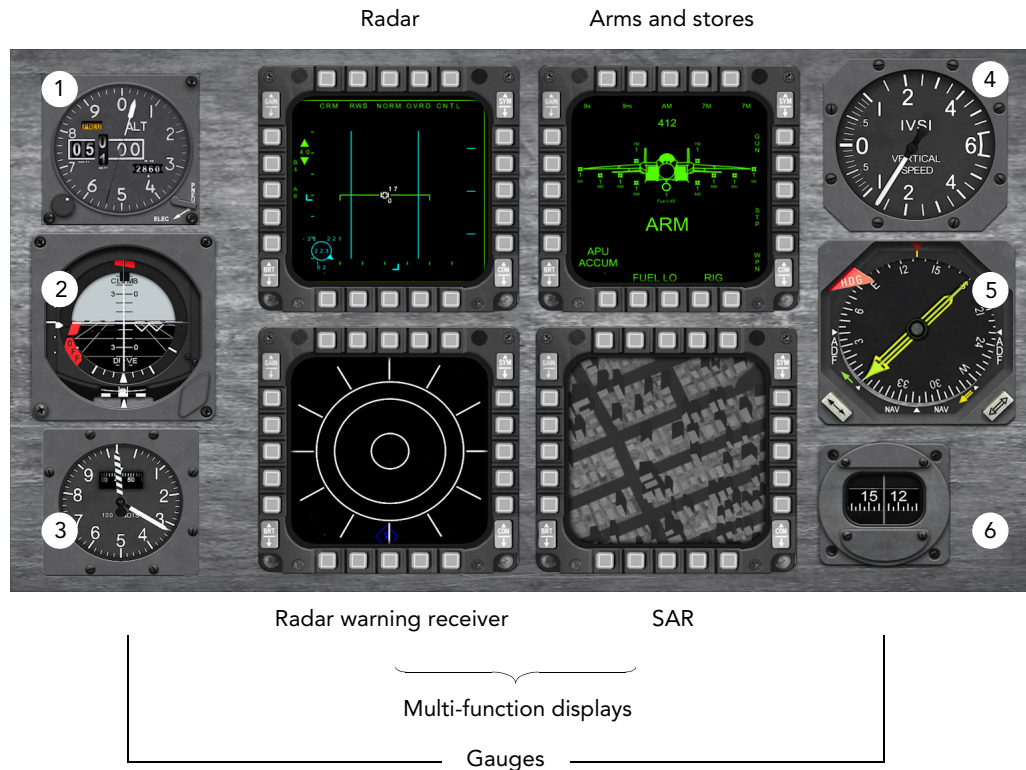


Figure 2-23. Instrument panel (2 Screen display)

The gauges are:

- ♦ 1 – Altimeter.
- ♦ 2 – Attitude Indicator (Artificial Horizon).
- ♦ 3 – Airspeed Indicator.
- ♦ 4 – Vertical Speed Indicator.
- ♦ 5 – Heading Indicator.
- ♦ 6 – Compass.

The MFDs are:

- ♦ Tactical Situation Display (Radar Indicator).
- ♦ Weapons/Stores Control Panel.
- ♦ Synthetic Aperture Radar (SAR) view.
- ♦ Radar Warning Receiver. Shows entities that are detecting you on their radar. The rings show the effective threat range.
- ♦ Visual Sensor Display. Displays the view from the gimbaled sensor or a plan view display of the scenario.

Changing the Multi-Function Display

Each MFD window can display any of the possible display types.

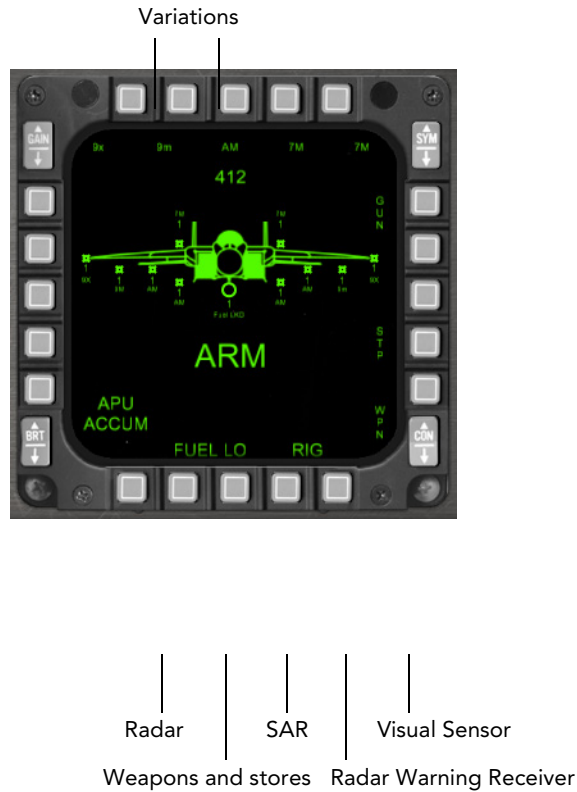


Figure 2-24. Multi-function display

- To change the display, click one of the buttons along the bottom of the display. For Arms and Stores and Sensor view/Plan view, clicking one of the two leftmost buttons on the top of the MRD changes the display.

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If the MFD display does not change when you click the buttons, the instrument panel might not have focus. Maximize it to ensure that it has focus.

2.5.3. Taking Control of a Jet

To take control of a jet in flight:

1. In the Choose Role Panel, select the Control an Existing Entity option.
2. In the list of entities, select AirSqd Ldr (T-38C Talon).
3. If you are using two monitors, in the Display(s) list, select 2 Screens. If you are using one monitor, select 1 Screen Horizontal or 1 Screen Vertical, depending on the orientation of your monitor.
4. Click Engage. The screen changes to show a HUD and an instrument panel. (If you just have one monitor and choose 2 Screen, the HUD will probably obscure the instrument panel. Press **Alt+Tab** to display the instrument panel.)



When you engage an entity that is flying, keep an eye on your speed and altitude to ensure that you do not crash.

5. Fly around the region, changing air speed, altitude, and heading, as follows:
 - a. Move the throttle or the left thumbstick forward to increase your air speed. Pull them back to reduce air speed.
 - b. Move the joystick or the right thumbstick forward and back to control the elevator on the aircraft. This changes the pitch up or down. If the aircraft is level, this results in an increase or decrease in altitude.
 - c. Move the left thumbstick right or left, or twist the joystick to control the ailerons. This causes the aircraft to bank left or right.
 - d. Refer to the head-up display or the instrument panel to determine your speed, pitch, and roll.

2.5.4. Taking Off and Landing in a Jet

The jet on the runway has its flaps up. If you want to shorten the distance required to take off, you can use the Action menu to lower the flaps. However, this is not required, since the runway is more than long enough for a fighter jet to take off.

To take off:

1. In the Choose Role Panel, select the Control an Existing Entity option.
2. In the list of entities, select FWTakeoff (T-38C Talon).
3. Click Engage. The display changes to full screen mode and the scenario starts to run. The jet is on the runway located to the northeast of the base.
4. Use the throttle to accelerate down the runway. Takeoff speed is about 150 mph, less if you lower the flaps.
5. When you reach takeoff speed, pull back on the joystick or use the Gamepad pitch control to raise the nose. The plane takes off.
6. Use the Action menu or the Landing Gear button on the throttle to raise the landing gear.
7. Fly the plane as desired.

To land the jet:

1. Fly around the region until you can line up the aircraft with the runway.
2. Use the Action menu or the Landing Gear button to lower the landing gear.
3. Use the Action menu, the Flaps button on the throttle, or Gamepad Y button to lower the flaps. This reduces speed and also lowers the speed at which the aircraft will stall, thereby giving you more leeway for landing.
4. Reduce speed and lower altitude as you approach the runway. To reduce speed, pull back on the throttle, use the air brake (A button on the Gamepad), or both. The goal is to get below takeoff speed and go as slowly as possible without stalling.
5. Touch down on the runway, keeping the nose higher than the rear of the plane so that the rear wheels touch down first.
6. Use the wheel brake to stop the plane.



This is all much easier to say than to do. You will have to practice until you get a feel for how the plane handles.



3. The Security Checkpoint Scenario

The Security Checkpoint scenario is an example of how you can use VR-Engage to set up a focused training environment.

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3.1. Introduction to the Security Checkpoint Scenario

The Security Checkpoint scenario has a security checkpoint (Figure 3-1) consisting of:

- ♦ A security booth.
- ♦ Two gates with articulated arms.
- ♦ Gimbaled cameras mounted on poles.
- ♦ Traffic lights.



Figure 3-1. Security checkpoint

The checkpoint is manned by guards. If you engage the scenario as a guard, when you enter the gatehouse, you can open a security panel. Use the panel to move the cameras and raise and lower the gates. The traffic lights are dynamic. When a gate is raised, the light is green. When it is lowered, the light is red.

The scenario uses the VR-Forces pattern of life feature to generate traffic. When a gate is down, cars that approach the gate come to a stop. If the gate is up, they drive through the checkpoint.

3.1.1. Load the Security Checkpoint Scenario

To load the Security Checkpoint Scenario

1. If VR-Engage is not running, start it. If it is running, in the Choose Role Panel, click Change Session.
2. Click Host VR-Forces Session. The Choose a Scenario for this Session dialog box opens.
3. Select VR-Engage_Security_Checkpoint.
4. Click OK. The terrain and scenario load. The Choose Role Panel is displayed.
5. Select Guard 1.

6. Click Engage. You are inside the guard house and the Security Station menu is open.

3.1.2. Opening the Security Panel

If you are playing the role of a security guard, you can open the security panel and manipulate its controls.

To open the security panel:

1. On the Action menu, select Open Security Panel. The security panel opens (Figure 3-2).

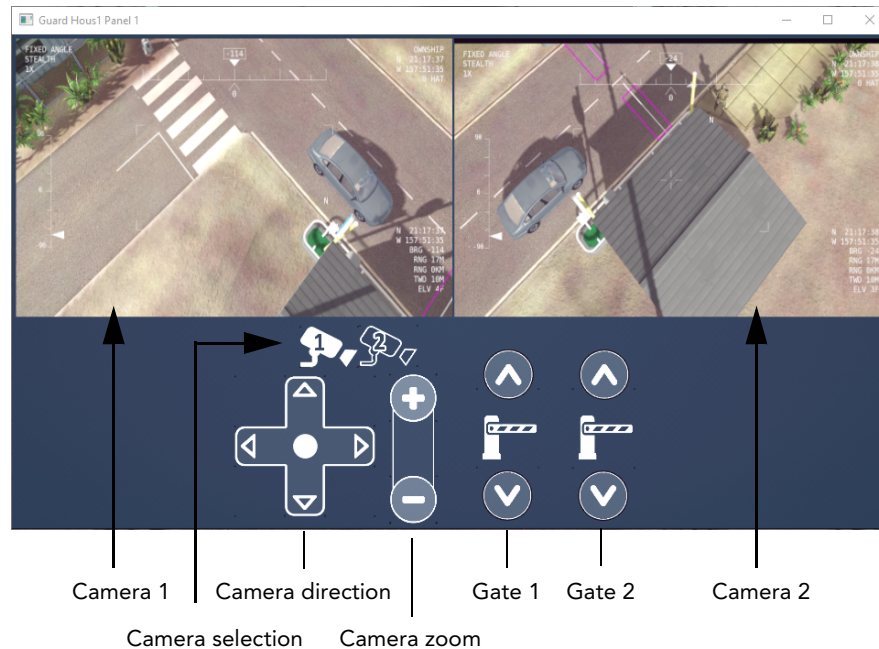


Figure 3-2. Security panel



The security panel may open behind the main VR-Engage window. To see it, press **Alt+Tab** to select it or press **Ctrl+Enter** to change to windowed mode and select the window. You can also simply drag the security panel to a different monitor or location in the window.

3.1.3. Using the Security Panel

You control the security panel with your mouse. You can do the following things (Figure 3-2):

- ♦ Move the security cameras.
- ♦ Zoom the camera view.
- ♦ Raise and lower the gates.
- To move a camera, select the icon for the camera you want to control. Then click the directional arrows.
- To zoom a camera in or out, click the zoom controls.
- To raise or lower a gate, click the Up or Down arrow.
- To close the security panel, click the Close button (X) on the title bar.

3.2. Adding Security Checkpoints to a VR-Forces Scenario

The security booth and gates are created in VR-Forces as a simulation object group. The VR-Engage Add-ons for VR-Forces installs the following four versions of the security checkpoint that you can use to build your own scenarios:

- ♦ Security booth and one gate for driving on the right side of the road.
- ♦ Security booth and one gate for driving on the left side of the road.
- ♦ Security booth and two gates for driving on the right side of the road.
- ♦ Security booth and two gates for driving on the left side of the road.



4. Mouse, Keypad, and Controller Mappings

This chapter describes mouse and keyboard mappings and controller mappings for VR-Engage. You can use other controllers. To do so, you must create a configuration for each controller. For details, please see Section 11.11, “[Configuring Joysticks and Keyboard Control](#),” in *VR-Engage Users Guide*.

Mouse and Keyboard Mappings	4-2
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4.1. Mouse and Keyboard Mappings

Table 4-1 lists mouse and keyboard mappings for human players.

Table 4-1: Human player mouse and keyboard controls

Mouse Mappings	
Turn and move weapon	Mouse move
Fire	Left mouse button
Zoom in	Mouse wheel forward
Zoom out	Mouse wheel backward
Aim	Right mouse button
Keyboard Mappings	
Application Management	
Reset in current position (the scenario continues to run)	Ctrl + F5
Reset to starting position (the scenario continues to run)	F5
Toggle Action menu	~ (tilde)
Toggle full screen	Ctrl + Enter
Enable/disable mouse control	Ctrl
Stop playing	Esc
Movement	
Run forward	Shift + W
Walk forward	W
Walk slowly	Alt + W
Walk backward	S
Turn left	Left arrow
Turn right	Right arrow
Posture up	Q
Posture down	E
Toggle First-person/3rd person mode	V
Parachuting	
Deploy parachute	Spacebar
Turn left or right	A, D
Slow rate of descent	A + D

Table 4-1: Human player mouse and keyboard controls

Engagement	
Aim	M
Fire	Spacebar
Strafe left	A
Strafe right	D
Pitch weapon up	Up arrow
Pitch weapon down	Down arrow
Toggle Weapon State (Stowed, Ready, Aiming)	G
View and Accessories	
Toggle night vision goggles	N
Binoculars	B
Talk on the radio	T
Zoom in	=
Zoom out	- (dash)
Toggle flashlight	F

Table 4-2 lists keyboard controls for the LAV in driver mode.

Table 4-2: Keyboard mappings for LAV driver

Function	Key
Steer left	A
Steer right	D
Throttle	W
Brake	S
Gear up	Q
Gear down	E
Start/stop engine	X
Differential lock	C
Turret left	J
Turret right	L
Turret up	I
Turret down	K
Fire	F
Headlights	H

Table 4-2: Keyboard mappings for LAV driver

Function	Key
Parking brake	P
Next weapon	R
Previous weapon	V

Table 4-3 lists the keyboard mappings for aircraft.

Table 4-3: Keyboard mappings for fixed-wing aircraft

Function	Key
Target pod track	1
Synchronize laser code	2
Synchronize laser code continuous	3
Toggle radar warning receiver	M
Launch chaff	C
Launch flares	F
Observer mode	V
Landing gear	G

Table 4-4 lists keyboard controls for the Action menu.

Table 4-4: Action menu mouse and keyboard mappings

Mouse Mappings	
Select menu item	Mouse click
Keyboard Mappings	
Next menu item	Up arrow
Previous menu item	Down arrow
Select menu item	Right arrow or Enter
Return to previous menu	Left arrow

4.2. Gamepad Mappings for Human Control

Figure 4-1 illustrates Gamepad mappings for controlling humans.

i

The Mode button switches the functions of the D-pad and the left thumbstick. Since it is easy to inadvertently press it, if the D-pad and thumbstick are not working as expected, check the Mode button. It should be off (no green light).

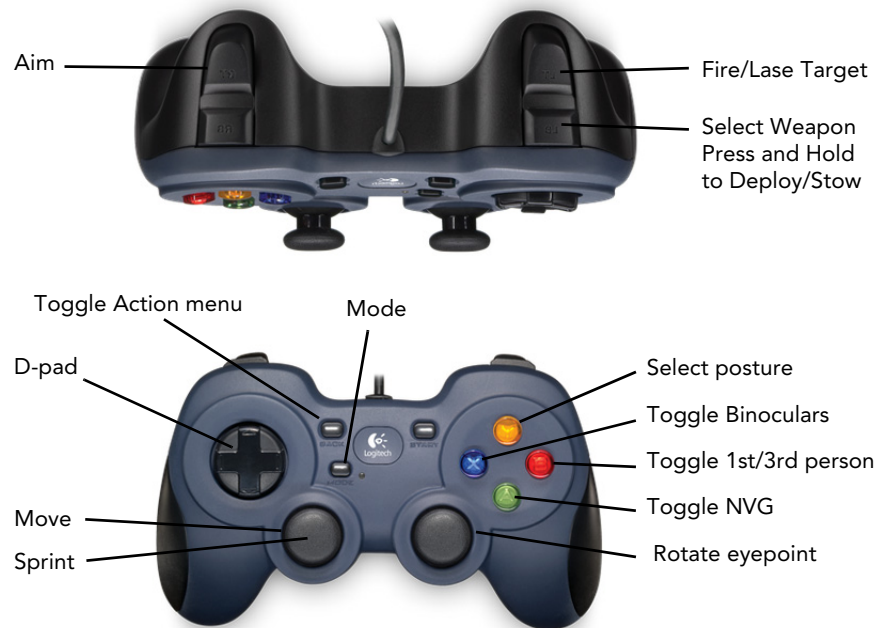


Figure 4-1. Human controls

4.3. Gamepad Mappings for Using the Action Menu

Figure 4-2 illustrates Gamepad mappings for the Action menu.



Figure 4-2. Gamepad menu controls

4.4. Gamepad Mappings for the LAV and M1A2

Gamepad mappings for controlling the LAV and M1A2 depend on the role you are playing. They are illustrated as follows:

- ♦ [Figure 4-3](#) illustrates driver controls. These controls also apply to driving the M1A2 Abrams tank, except as noted.
- ♦ [Figure 4-4](#) illustrates commander controls.
- ♦ [Figure 4-5](#) illustrates gunner controls. These controls also apply to driving the M1A2 Abrams tank.



Figure 4-3. Driver controls for LAV and M1A2



Figure 4-4. LAV commander controls



Figure 4-5. Gunner controls for LAV and M1A2

4.5. Racing Wheel Controllers

VR-Engage supports the Logitech G27 and G29 racing wheel controllers.

[Figure 4-6](#) illustrates the mappings of the G27 racing wheel.



If your racing wheel is not working as expected, make sure you are using the latest drivers.



Figure 4-6. G27 racing wheel controls

[Figure 4-7](#) illustrates the mappings of the G29 racing wheel.

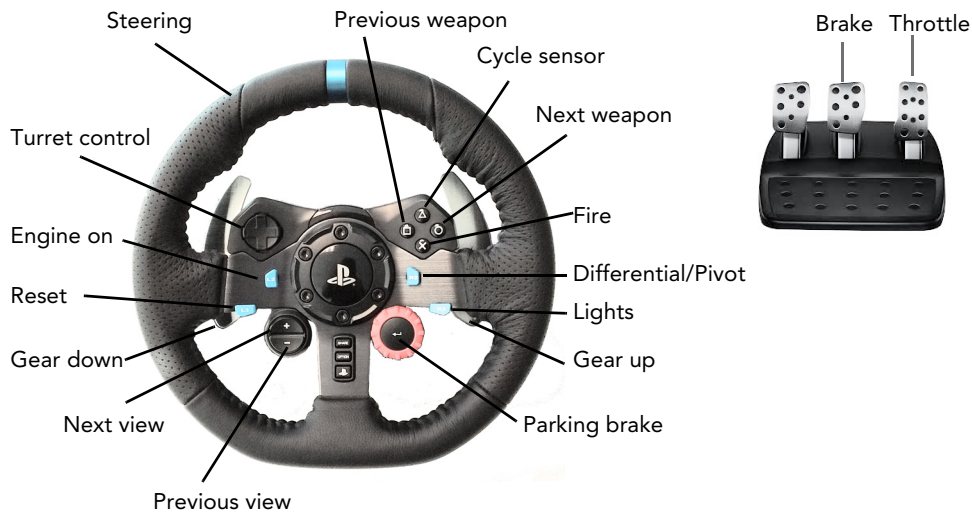


Figure 4-7. G29 racing wheel controls

4.6. Flight Controllers

VR-Engage includes mappings for the Thrustmaster HOTAS Warthog flight (Joystick- HOTAS Warthog) controller, the T.Flight Hotas X (T.Flight Hotas X) flight controller, and the Gamepad F310 and F710 (Logitech Dual Action).

4.6.1. HOTAS Warthog Mappings for Fixed-Wing Entities

[Figure 4-8](#) and [Figure 4-9](#) show the mappings for the Thrustmaster Warthog flight controller for fixed-wing entities.



Figure 4-8. Thrustmaster HOTAS Warthog joystick mappings - fixed-wing

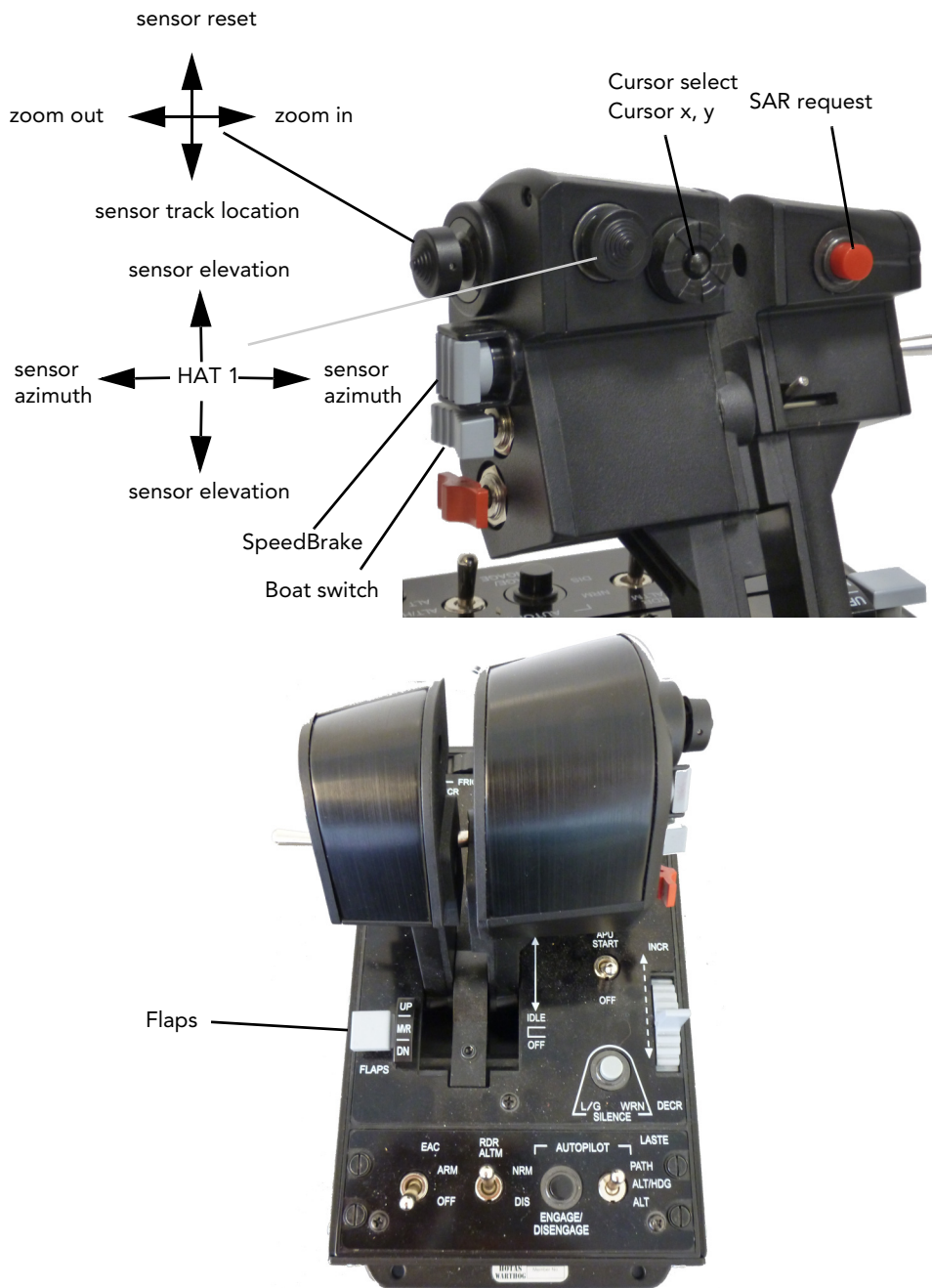


Figure 4-9. Thrustmaster HOTAS Warthog throttle mappings - fixed-wing

Table 4-5 lists the flight controls for the Thrustmaster HOTAS Warthog controller for fixed-wing entities.

Table 4-5: Thrustmaster HOTAS Warthog mappings - fixed-wing

Function	Key/Button
Extended Flight Controls	
AutopilotMode1	Throttle Button 27 Down
AutopilotMode2	Throttle Button 28 Down
AutopilotToggle	Throttle Button 26 Down
Flap 1	Throttle Button 22 Down. Toggle states match joystick up, maneuver, down.
Flap 2	Throttle Button 23 Down. Toggle states match joystick up, maneuver, down.
NoseWheelSteering	Button 3 Down Toggle
ToggleLandingGear	G Toggle
Fire Missile	
fire	Button 1
FixedWingLib CGF Flight Controls	
air-brake	Boat Switch (Button 10) Down. This causes excess drag and the plane's speed drops quickly.
pitch	Joystick forward and back (Axis 2)
roll	Joystick left and right (Axis 1)
throttle	Throttle lever (Axis 3)
wheel-brake	SpeedBrake (Button 7) Down, button 8 Down. If you pull back and release, it recenters. If you push forward, it locks in place. Both directions activate full brakes.
Gimbaled Sensor	
sensor-azimuth	Throttle HAT 1 Right (Up), HAT 1 Left (Down)
sensor-elevation	Throttle HAT 1 Up (Up), HAT 1 Down (Down)
sensor-reset	Throttle Button 3 Down
sensor-track-location	Throttle Button 5 Down
sensor-zoom	Throttle Button 4 (Down), Button 6 (Up)
Observer Control	
ObserverAttachMode	V

Table 4-5: Thrustmaster HOTAS Warthog mappings - fixed-wing

Function	Key/Button
Radar Scope	
cursor-select	Button 1
cursor-x	Axis 1
cursor-y	Axis 2
Release Bomb	
release	Button 2
SAR	
request	Throttle Button 15

4.6.2. T.Flight Hotas X Mappings for Fixed-Wing Entities

Figure 4-10 shows the joystick controls for the T.Flight Hotas X flight controller for fixed-wing entities.

VR-Engage also supports the T.Flight Hotas 4 controller. The button layout is similar to the T.Flight Hotas X.

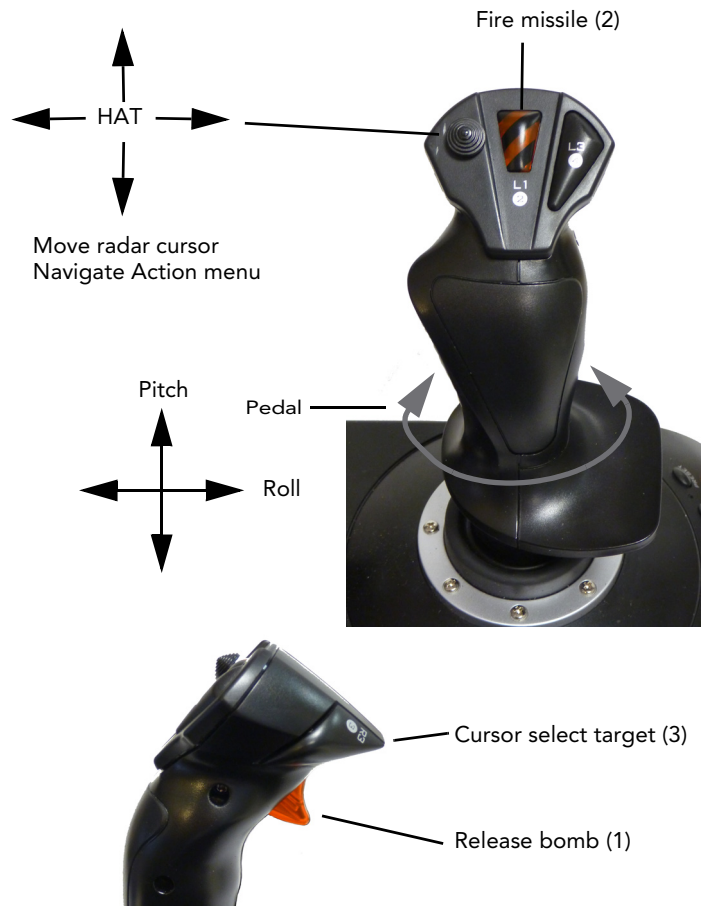


Figure 4-10. Fixed-wing T.Flight Hotas X joystick - fixed wing

Figure 4-11 shows the throttle controls for the T.Flight Hotas X flight controller for fixed-wing entities.

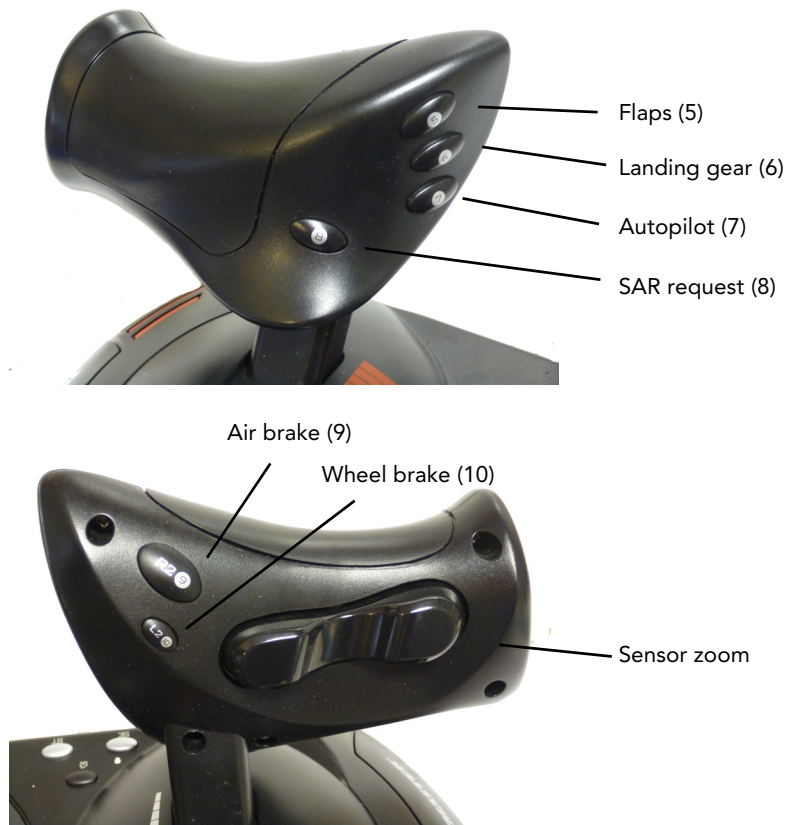


Figure 4-11. Fixed-wing T.Flight Hotas X throttle - fixed-wing

[Table 4-6](#) lists the flight controls for the T.Flight Hotas X controller for fixed-wing entities.

Table 4-6: T.Flight Hotas X mappings - fixed-wing

Function	Key/Button
Fire Missile	
fire	Button 2 Down
cursor select target	Button 3
FixedWingLib CGF Flight Controls	
pedal	Joystick twist left and right (Axis 4)
pitch	Joystick forward and back (Axis 2)
roll	Joystick left and right (Axis 1)
throttle	Throttle forward and back (Axis 3)
autopilot	Button 7
air brake	Button 9 Down

Table 4-6: T.Flight Hotas X mappings - fixed-wing

Function	Key/Button
landing gear	Button 6
flaps	Button 5
wheel-brake	Button 10 Down
Menu	
Action menu	Button 4 Down
down	HAT 1 Down, <DOWN>
left	HAT 1 Left, <LEFT>
right	HAT 1 Right, <RIGHT>
up	HAT 1 Up, <UP>
Observer Control	
Attach mode	V
Radar Scope	
down	HAT 1 Down, <DOWN>
left	HAT 1 Left, <LEFT>
right	HAT 1 Right, <RIGHT>
up	HAT 1 Up, <UP>
Release Bomb	
release	Button 1 Down
SAR	
request	S, Button 8 Down

4.6.3. Gamepad Flight Control Mappings for Fixed-Wing Entities

Figure 4-12 illustrates the fixed-wing flight controls for Gamepads.



Figure 4-12. Fixed-wing flight controls

Table 4-7 lists the flight controls for Gamepads for fixed-wing entities.

Table 4-7: Gamepad flight control mappings - fixed-wing

Function	Key/Button
Fire Missile	
fire missile	Button 8 Down Toggle
FixedWingLib CGF Flight Controls	
pedal	Axis 1 (Left thumbstick, left/right)
pitch	Axis 4 (Right thumbstick, forward/back)
roll	Axis 3 (Right thumbstick, left/right)
throttle	Axis 2 (Left thumbstick, forward/back)
air-brake	Button 2
wheel-brake	Button 1

Table 4-7: Gamepad flight control mappings - fixed-wing

Function	Key/Button
Gimbaled Sensor	
sensor-azimuth	HAT 1 Left (Up), Right (Down)
sensor-elevation	HAT 1 Up (Up), Down (Down)
sensor-reset	R
sensor-track-location	L
sensor-zoom	Button 5 (Up), Button 6 (Down)
SAR	
request	S

4.7. Head-Mounted Display Controllers

The Oculus Rift and HTC Vive head-mounted displays support hand controllers. This section shows the mappings for these controllers. If you do not have hand controllers, you can use the keyboard and Gamepad controls. (HMD hand controllers are not mapped in joystick settings.)

Figure 4-13 illustrates the controls on the Oculus Rift touch controller.

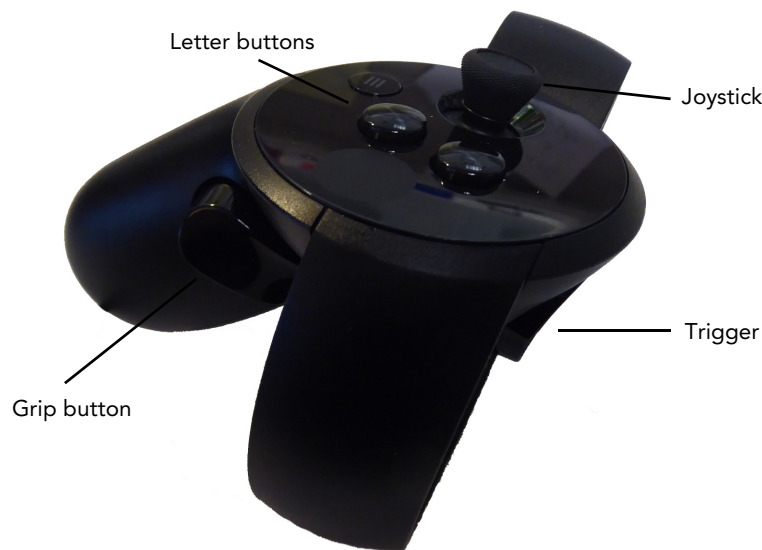


Figure 4-13. Oculus Rift touch controller

Figure 4-14 illustrates the controls on the Oculus Rift touch controller.

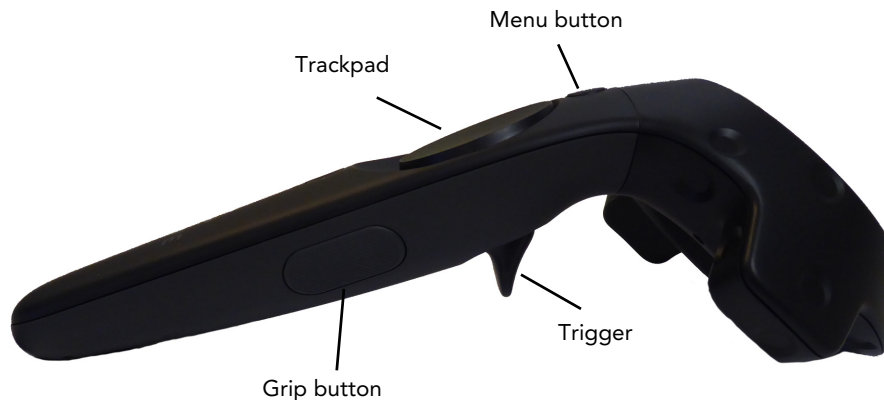


Figure 4-14. HTC Vive controller

The controls work as follows:

- ♦ Fire. Press the trigger on the dominant hand to fire the weapon.
- ♦ Aim. Press the grip button to raise the weapon to the aim-down-sights position.
- ♦ Move. Movement is controlled by the right hand joystick (Oculus Rift) or trackpad (HTC Vive), as follows:
 - Walk forward. Push/touch forward. Movement is based on the orientation of the entity, not the direction it is looking or aiming.
 - Walk backwards. Pull/touch backward.
 - Walk sideways. Push/touch left and right
 - Sprint. Push down while pressing forward.
- ♦ Turn. Press/touch the left hand joystick or trackpad to the left or right.
- ♦ Change posture. Press the trigger on the non-dominant hand for Posture Up. Press the grip button on the non-dominant hand for Posture Down.
- ♦ Action menu. To open, press Y on the non-dominant hand Oculus touch controller. Press the menu button on the non-dominant hand HTC Vive controller. While the menu is open, the joystick or trackpad acts as a D-pad.

4.8. Generic Gamepad Button Numbering

Game controllers are mapped in the Joystick Configuration page of the Application Settings dialog box. (For details, please see Section 11.11, “[Configuring Joysticks and Keyboard Control](#),” in *VR-Engage Users Guide*.) The mappings are identified by button and axis numbers. [Figure 4-15](#) identifies the button and axis numbering scheme.

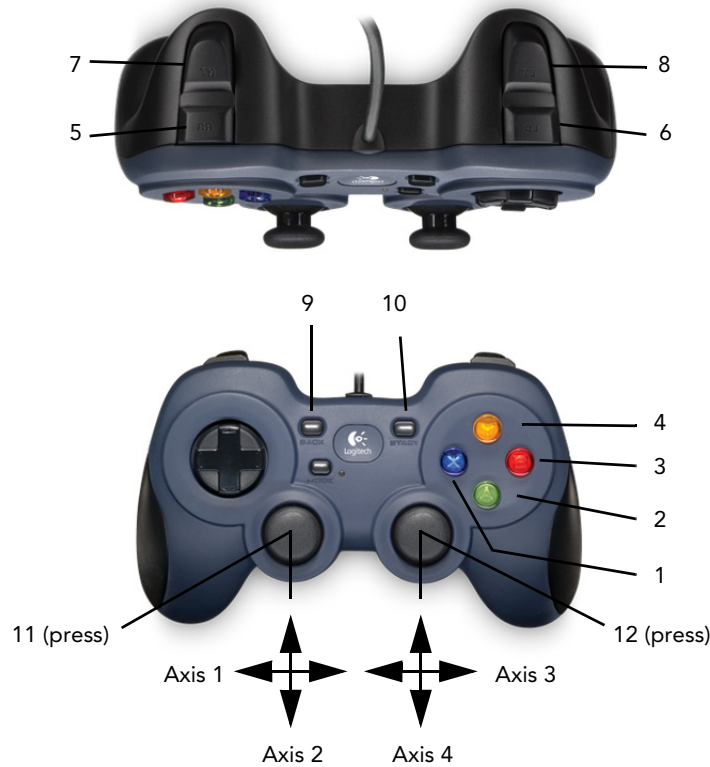


Figure 4-15. Button and axis numbering



A. Installation and Licensing

Your MAK salesperson has given you links to the VR-Engage installers, and may have given you links to other installers. Download the files.

Installing VR-Engage.....	A-2
Installing Compatible VR-Forces and VR-Engage Add-ons	A-4
Setting Up the License Manager.....	A-5
Identify the Host ID and License Server Name	A-5
Put the License File in the MAKLicenseManager Directory	A-6
Run the License Server.....	A-6
Specify the License Server.....	A-6

A.1. Installing VR-Engage

VR-Engage has an application installer and a data package. The data package has seven files, including one for basic terrain. You must install all seven files or VR-Engage will not run properly. The default installation process installs these files automatically.

VR-Engage also has a supplementary data package that has additional terrains. The installation package includes a set of plug-ins to VR-Forces. If you are installing a VR-Forces build that is compatible with VR-Engage and want to take advantage of VR-Engage/VR-Forces integration, you must install the plug-ins.

Before you install the applications, note the following possible issues:

- ♦ When you install VR-Engage, there may be a delay of up to several minutes from the time you try to run the setup program to the time that an installation dialog box is displayed. If you experience this problem, turning off User Access Control can reduce or eliminate this delay.
- ♦ These instructions assume you are familiar with installing Windows applications that use a wizard-style installer. They also assume that you have an unzipping application and know how to use it.

To install VR-Engage:

1. Run the VR-Engage application installer. It opens an installation wizard.
2. The default installation directory displays. If necessary, change the location. Click Next.
3. Click Next in the Select Components page.
4. The default directory for the shortcut displays. If necessary, change the location. Click Next.
5. When the installation wizard asks how you want to install the application data package ([Figure A-1](#)), select the default: Install the recommended data package automatically. Click Next.

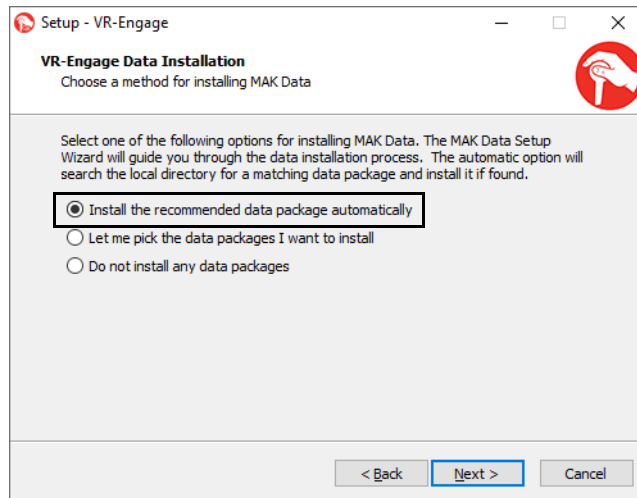


Figure A-1. Data installer selection page

6. Continue with the installation wizard by clicking Install.
7. When the application installer finishes, the MAK Data Setup Wizard (Figure A-2) opens automatically and installs the data.

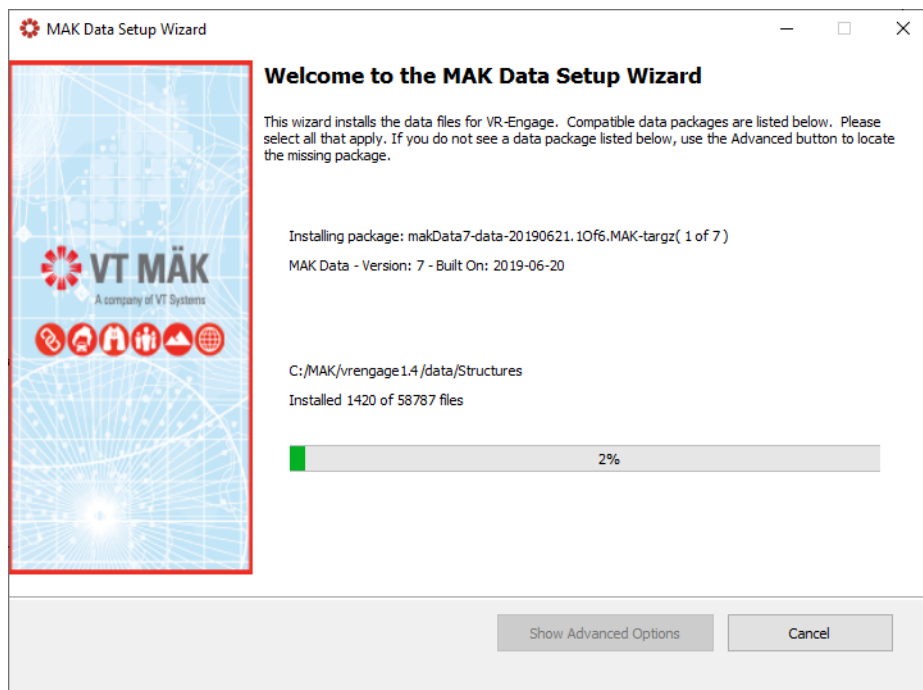


Figure A-2. MAK Data Setup Wizard

8. When the installation is complete, the wizard informs you how to install the VR-Forces plug-ins. Click Next.
9. Click Finish.

10. Optionally, install the VR-Forces and VR-Engage plug-ins as described in “Installing Compatible VR-Forces and VR-Engage Add-ons,” on page A-4.

A.1.1. Installing Compatible VR-Forces and VR-Engage Add-ons

VR-Engage is a standalone application that can interoperate with any simulation using DIS or HLA. If you have installed a version of VR-Forces that is compatible with VR-Engage and you install the VR-Engage plug-ins, however, you can control VR-Forces simulation objects from VR-Engage.



VR-Engage 1.4 is built against VR-Forces 4.7. However the data package distributed with VR-Engage is newer than the one provided with VR-Forces. To ensure maximum compatibility, before you install the VR-Engage add-ons for VR-Forces, install the data package provided with VR-Engage into your VR-Forces directory. You do not have to uninstall the original VR-Forces data.

To install the data package, you can unzip and untar the files into the VR-Forces directory or you can run `./bin64/makDataSetup.exe`, select the data files to install, and select the directory to install them into.

To install VR-Forces and the VR-Engage add-ons:

1. In the VR-Engage root directory, run *VR-ForcesVR-EngageAdd-ons.exe*. If the add-on installer cannot find the VR-Forces directory, it displays a message. (If you installed VR-Forces on a different computer than the one on which you installed VR-Engage, copy *VR-ForcesVR-EngageAdd-ons.exe* to the computer that has VR-Forces and run it there.)
2. You are prompted to specify the VR-Forces directory to install into (Figure A-3). Specify the VR-Forces directory.

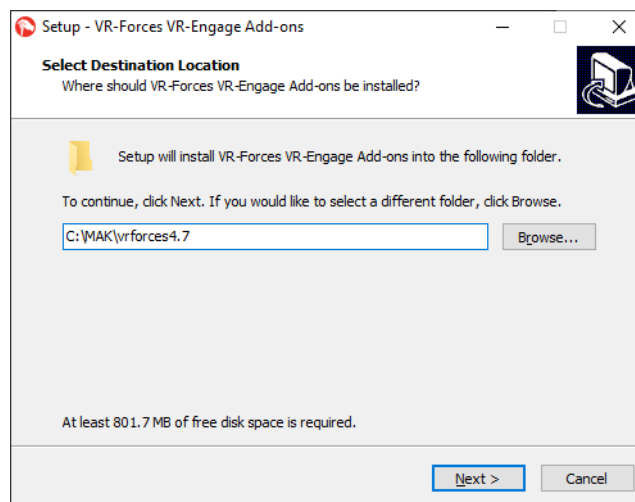


Figure A-3. VR-Forces VR-Engage Add-ons Wizard

3. Click Next.
4. Complete the installation wizard.

A.2. Setting Up the License Manager

To use a MAK product, you must install the MAK License Manager and get a license for your product. Before you can use a MAK product, you must obtain a valid license file and specify the license server.

➤ To install the MAK License Manager, run the installer.

The general procedure for configuring license management is as follows:

1. Identify the name and ID of the license server and request a license file.
2. Put the license file in the *MAK/MAKLicenseManager* directory on the license server.
3. Run the license server.
4. Specify the license server location.

A.2.1. Identify the Host ID and License Server Name

For simplicity, use the computer on which you installed VR-Engage as the license server. To find out the host ID and license server name:

1. On the Start menu, choose **MAK Technologies** → **MAK License Manager**. The MAK License Manager utility opens (Figure A-4).

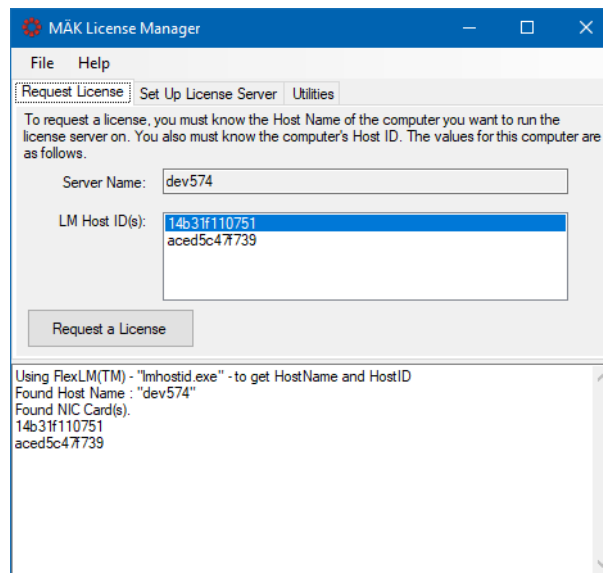


Figure A-4. License Manager

2. Select the Request License tab. It displays the server name and the IDs for your network cards.

3. If you have more than one network card, select the one that you want to use as Host ID.
4. Send the host ID and hostname to your MAK salesperson. MAK will e-mail you a license file.

A.2.2. Put the License File in the *MAKLicenseManager* Directory

When you receive your license file, put it in the *MAKLicenseManager* directory on the license server. The file should have the extension *.lic*. If it does not, please contact keys@mak.com to clarify why it did not follow this convention.

A.2.3. Run the License Server

- To start the license server daemon, on the server machine only, execute `runLm` from the *MAKLicenseManager* directory.

Shutting Down the License Server

- To force all applications to check in their licenses and shut down the license server daemon, run `lmdown`.

A.2.4. Specify the License Server

The first time you run a MAK application on a computer, the License Setup dialog box opens ([Figure A-5](#)). It prompts you to enter the hostname of the license server and optionally, a port number.

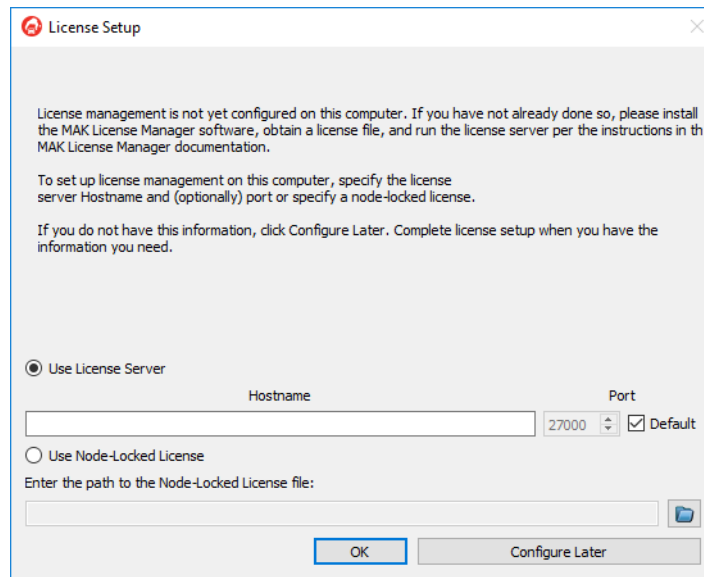


Figure A-5. License Setup dialog box

1. Type the hostname in the Hostname box.
2. Click Add License Server. The application will start.

