GAME ENGINE

PURPOSE

Yaw VR Game Engine is a tool to allow one click gaming with your Yaw1 or Yaw2 Motion Simulator. Usually, connecting existing VR games to motion simulators is complicated. There are just a few games which support certain simulators directly. Usually, people use middleware software like SimTools to make the connection between games and simulators. But to use SimTools is sometimes complicated and not free of charge.
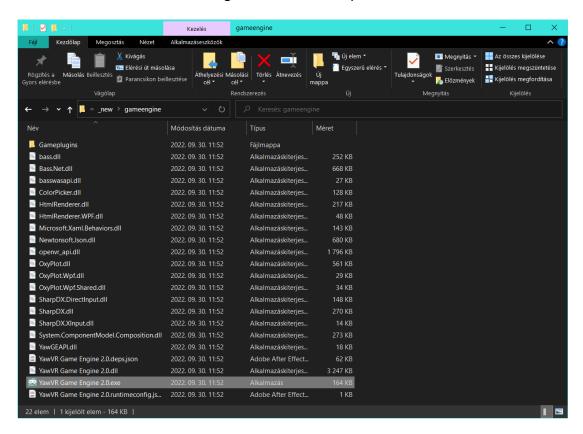
With Yaw VR Game Engine you can get the same result but with almost zero setup and for free.
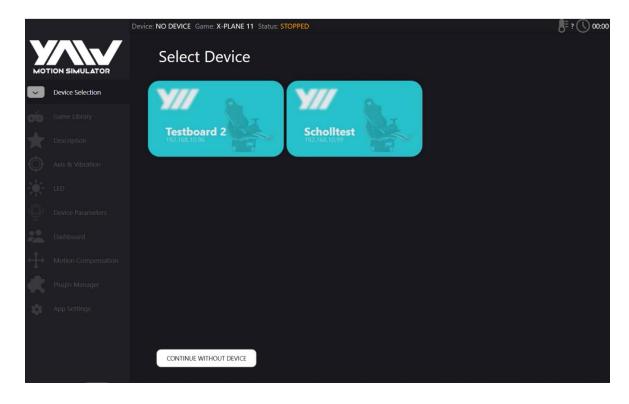
SETUP GUIDE

1. Download the latest version from the Yaw VR website. Click here
2. Start your simulator
3. Start Game-Engine (You don't need to install, just unpack the file)
4. Start the game what you want to play
5. Please make sure, your game is supported by our Game Engine, if not, please send anintegration request to the developers@yawvr.com email address)
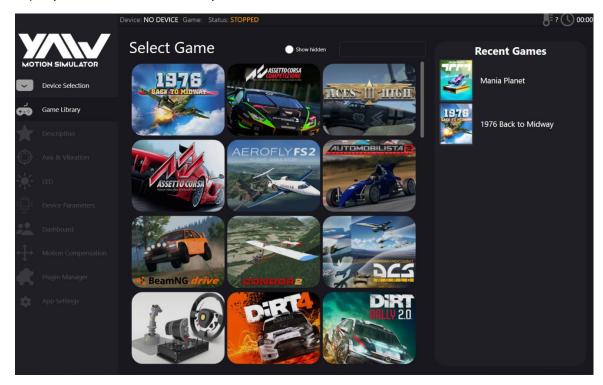
HOW TO USE

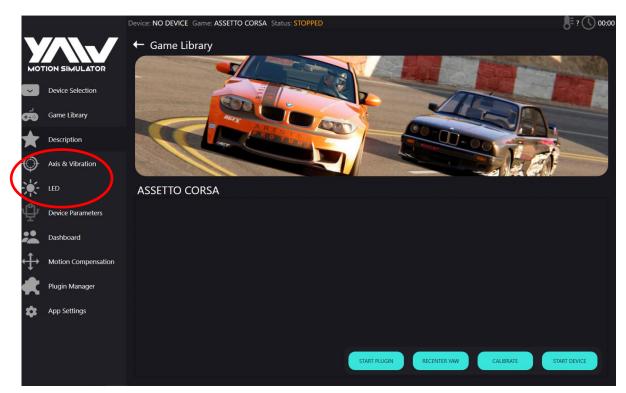**1. Run the „YawVR_Game_Engine 2.0.exe" from your folder.**

2. On the Device Selection tab you can connect your Yaw1 or Yaw2 Motion Simulator.

3. If the connection is successful to the device, you can select what you'd like to play in the Game Library.

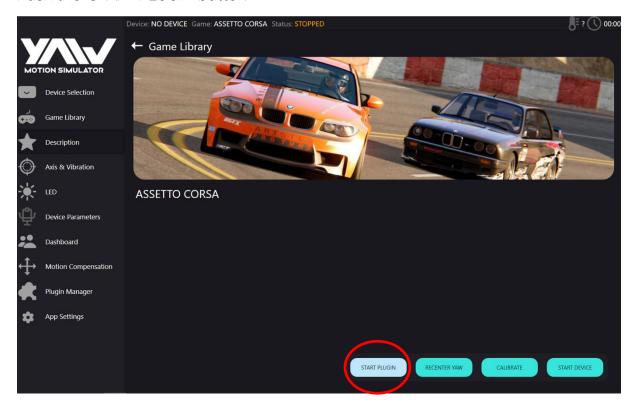4. After selecting a game, you can access the related setting.

Description tab where we get details about the „Selected Games".

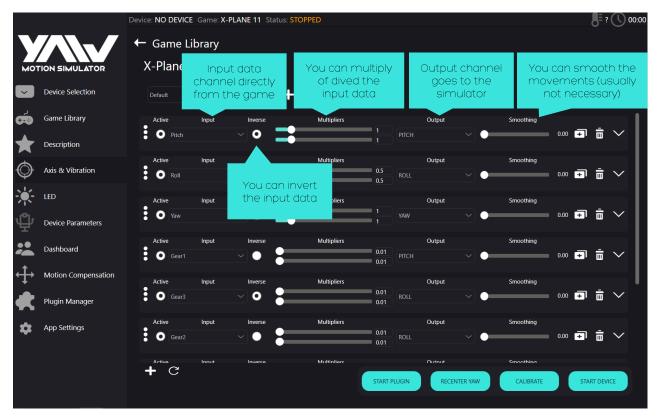## 5. Start the game which can be a PC standalone game, a Steam game or an Oculus store game

After that, Start the YawVr Game Engine Plugin:
Push the "START PLUGIN" button

OTHER SETTINGS

Select the Axis and Vibration tab, where we can see now the „Input" values and „Output"Choose the reset to default option and after Save the configuration

Possible inputs
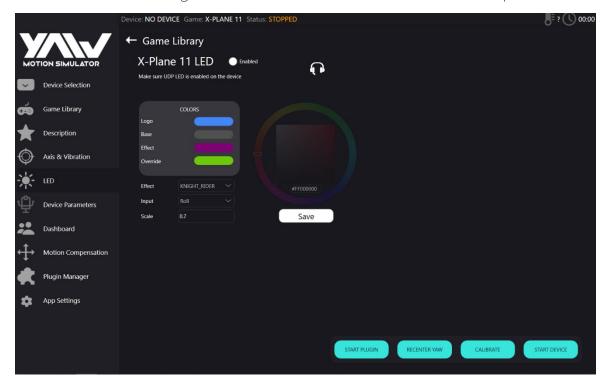It depends on the game you're playing, but usually:

- Yaw - yaw orientation of the vehicle in the game
- Pitch- pitch orientation of the vehicle in the game
- Roll - roll orientation of the vehicle
- Gx, Gy, Gz etc. - forces (for example acceleration, G force etc.)
- Speed - the speed of the vehicle
- RPM - is the rotational speed of the motor
- etc.

Possible outputs

- Yaw - Yaw orientation of the Simulator
- Pitch - Pitch orientation of the Simulator
- Roll - Roll orientation of the Simulator
- AMP - Amplitude (strength) of the vibration
- HZ - Frequency of the vibration

The „Multiplier" slider adjusts the values in the game. We can adjust the limit. If the „Smoothing" value is zero then turn off. It's super useful, and can be used for all sort of things.With a higher constant, it's a good way to smooth out jittery input from a mouse or joystick.

You can set the LED lights on the Yaw VR Simulator.Choose any LED effects.

NEW VERSION UPDATES

- Start games in VR directly from the Game Engine
- Mark plugins (= games) as favorites - these can be started with the launch button on the Arcade edition
- List of recently used plugins
- Plugin search + ability to hide unused plugins
- Check whether both Open VR and YawTracker plugins are installed
- Multiple languages
- If there's a new version, the Game Engine automatically notifies you and recommends you to update
- Updating "Default" settings: for every game, there's a default setup for axes and vibration. If this gets updated by our team, you can download the renewed version from inside the Game Engine.