VR Sync

The VR Sync application suite allows you to control the playback of VR Content to a multitude of VR Devices. Easy control from every laptop.

Items: Remote control, Preloaded, VR Sync Viewer

Platform: Cardboard, Samsung Gear VR, Oculus

Support: 360 Video (Monoscopic, Stereo)

Number of video: Unlimited

VR SYNC Experience

Centralized VR content playback to unlimited devices with the press of a button. With VRSync everyone shares the same experiences simultaneously.

HOW IS VR SYNC USED

- Virtual Reality Cinema's
- Corporate Presentations
- Classroom
- Distant presentations

WHY VR SYNC

- Easy and simultaneously playback
- No streaming, content is pre-installed on devices
- User friendly, users don't need to interact with device
- Less staff required, save time and money

System Requirements

Remote Control
Windows 7+ or Mac OSX El Capitan+
Java Runtime installed

VR Preloader
Windows 10 64-bit computer
Java Runtime installed
An Oculus account

VR Sync Viewer
Android 6 or higher
Gyroscope enabled.

SERVICES AVAILABLE

Technical Support
Installation and Setup
Maintenance
Application Support

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3555 HW Utrecht,
Netherlands
Telefoon: +31 30 711 61

VR Sync Features

VR Sync Remote

A Java application that enables the user to connect to a VR Sync server and send/receive commands.

Features

- Connection by xml config file containing IP, port and license code to the server
- Listing of total and current connections
- Sent commands in log
- Auto-reconnect on connection loss

VR Sync Viewer

The Viewer is the app that runs on the VR Devices and shows the content when the server provides the play message. This app is supplied in the form of an APK. For Gear VR the app will need to be signed using the VR Preloader.

Features

- Plays Monoscopic MP4 video's (depending on the devices capabilities) up to 4k resolution
- Automatically (re)connect to the server with a supplied config file
- Support for custom branding in the form of a background image, and logo.
- Copy & paste content to the phone's storage
- Fallback for when the user connects after the play command by resuming at a later point in time
- Hidden connection status checker

VR Sync Features

VR Sync Server

The VR Sync server is a server running on NodeJs. This server accepts an unlimited amount of client connections and makes sure the clients always get a play response. Even when connecting after the fact. The server can be run in the cloud, or on premises on a local network.

Features

- Time based license code authentication
- Broadcasting of play/stop messages to all clients
- Sends last command for new connections so the clients can resume playback
- Unlimited connections
- Thin & low bandwidth requirements (up to 4mb/s per 100 users)

VR Preloader

The VR Sync application for Gear VR requires a signature for each device. This application aids in this progress to easily download and install the app on the devices.

Features

- A step by step workflow
- Connect & push multiple devices at the same time
- Automatically downloads and includes all signatures on the apk, when needed before pushing
- Caching of the Oculus signatures for later use

Roadmap

Version: 2.2   **Release date: 16-03-2017**

- Translation support
- Copy content folder using VR Preloader
- PC version of the viewer for presentation screens
- Bundle threel programms into one programm

Version: 2.3   **Release date: 16-04-2017**

- Ability to check the battery status of the connected devices
- Update the video content through the server
- Remote control for Android devices