



LenzVR Download and Install instructions

11/5/2021

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Thank you for your interest in using LenzVR Beta. Follow the instructions below to download and install LenzVR.

1 Download Software

Go to: <https://www.lenzvr.com/lenzvr-beta/> to download the beta software.

1.1 Read and Agree to Beta Test License Agreement

LenzVR Beta Test License Agreement

This Beta Test Agreement ("Agreement") governs the disclosure of information by LenzVR LLC, a Utah limited liability company ("Company") to the undersigned (the "Recipient" or "you") and such Recipient's use of Company's beta software offering.

1 SCOPE OF THIS AGREEMENT

Subject to the terms and conditions of this Agreement, Company grants Recipient a nonexclusive, nontransferable, non-sublicensable and revocable limited license (the "License") to test the software provided to Recipient by Company under this Agreement (the "Beta Product") for a period designated by the Company, in the Company's sole discretion, only for the purpose of Recipient's testing and evaluating (the "Beta Test") of the Beta Product, including all components, accessories, documentation, technology, and other technical information (collectively, the "Product Additions").

2 PROPRIETARY RIGHTS AND OWNERSHIP

The Beta Product and the Product Additions are the sole property of the Company and its licensors, as applicable. All applicable rights in all copyrights, trademarks, trade secrets, trade names, patents and other intellectual property rights in or associated with the Beta Product and Product Additions are and will remain in the Company or its licensors, as applicable, and you shall have no such intellectual property rights in the Beta Product or Product Additions. Licensee shall not remove copyright notices from the Beta Product. Licensee shall prevent any unauthorized copying of the Beta Product and the Product Additions. Except as expressly provided herein, Company does not grant any express or implied right to you under Company's patents, copyrights, trademarks, or trade secret information.

3 LICENSE AND ACCEPTABLE USE

You are entitled to receive, download, or install and execute the Beta Product and Product Additions solely for the purpose of performing your

15 CHOICE OF LAW AND DISPUTES

For other than the U.S. Government as a party, this Agreement shall be governed by and construed in accordance with the laws of the State of Utah as if performed wholly within the state and without giving effect to the principles of conflict of law rules of any jurisdiction or the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. Any legal action or proceeding arising under this Agreement will be brought exclusively in the federal or state courts located in Provo or Salt Lake City, Utah and the parties hereby consent to personal jurisdiction and venue therein.

BY CLICKING "AGREE" BELOW YOU
AFFIRM THAT YOU ACCEPT THE TERMS OF
THE LENZVR BETA LICENSE AGREEMENT:

AGREE

1.2 Fill out Form

LenzVR Beta Software Download

THANK YOU FOR YOUR INTEREST IN LENZVR BETA.

PLEASE SUBMIT THE FORM TO RECEIVE THE DOWNLOAD.

First Name

Last Name

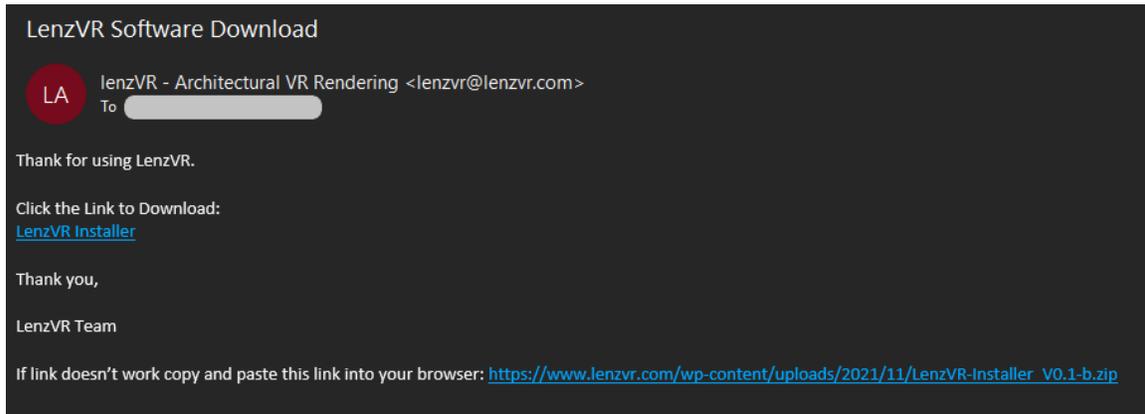
Email

I consent to my submitted data being collected and stored

GET BETA SOFTWARE

1.3 Download

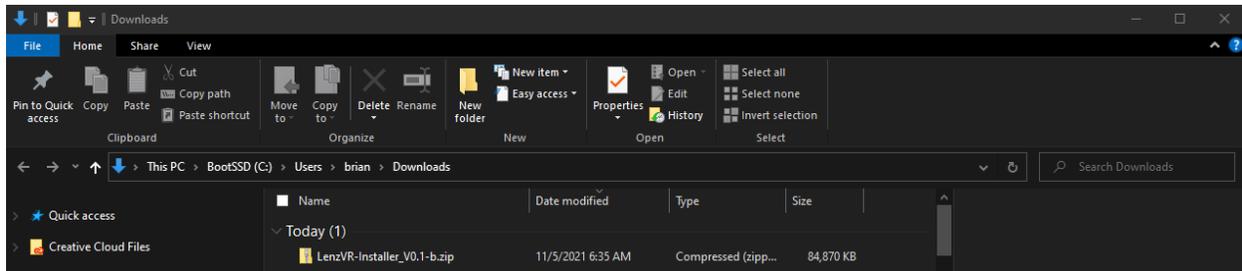
Check your email for a download link:



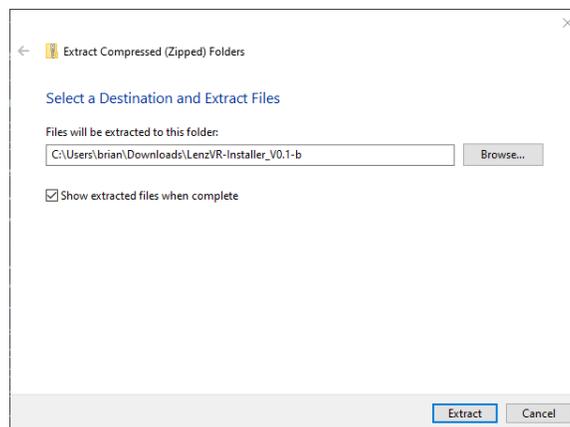
2 Install Software

2.1 Unzip Installer

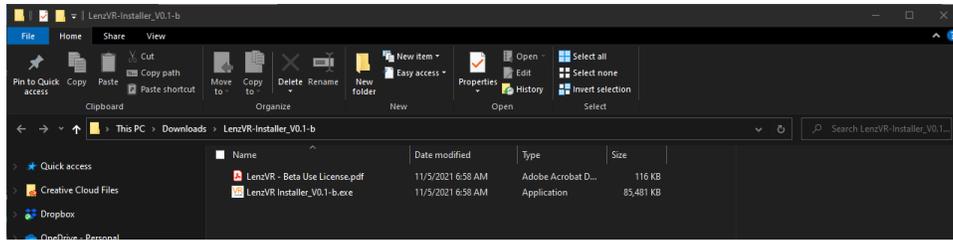
Locate the downloaded “zip” file in your downloads folder.



Right Click on Downloaded file “LenzVR-Installer_V0.1-b.zip”, and select “Extract all...”.



Select folder to extract the installer.



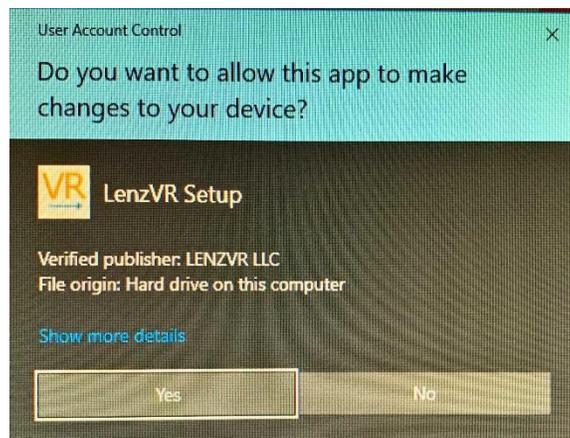
2.2 Begin Install of LenzVR Beta Software

Before installing: Make sure that Revit is Closed before installing LenzVR.

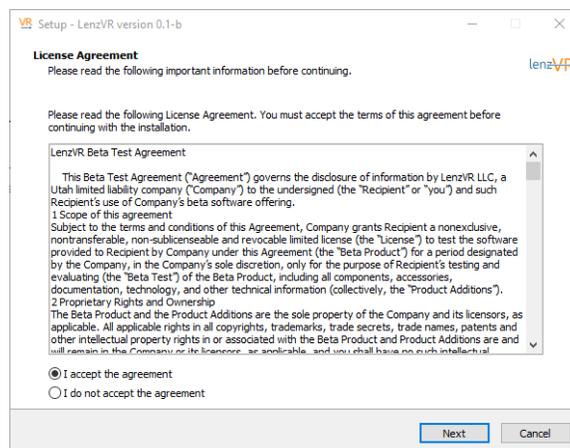
Double click on “LenzVR Installer_V0.1-b.exe” to begin installation of LenzVR Beta Software.

Note: LenzVR Installer requires Administrator Privledges. Right click on “LenzVR Installer_V0.1-b.exe” and Select “Run as Administrator” if needed.

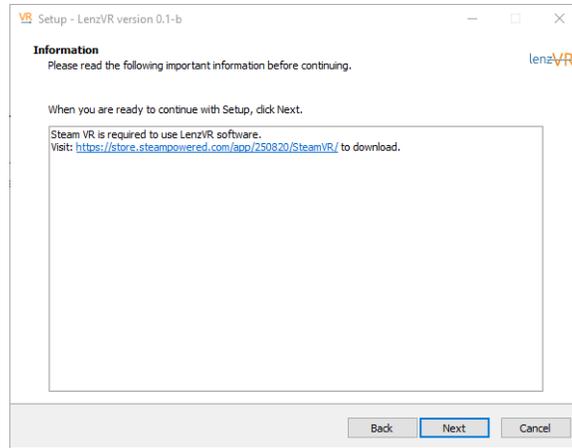
The installer is published with a code signed certificate, if the following image doesn’t say “Verified Publisher: LENZVR LLC”. Then the file is corrupt or has been tampered with. Do not proceed and contact LenzVR for help.



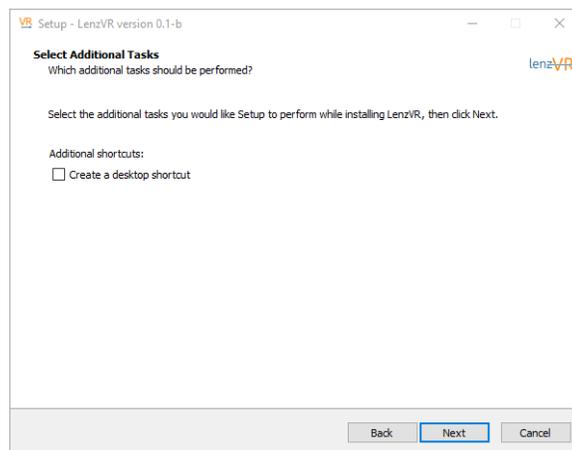
Click “Yes” to continue:



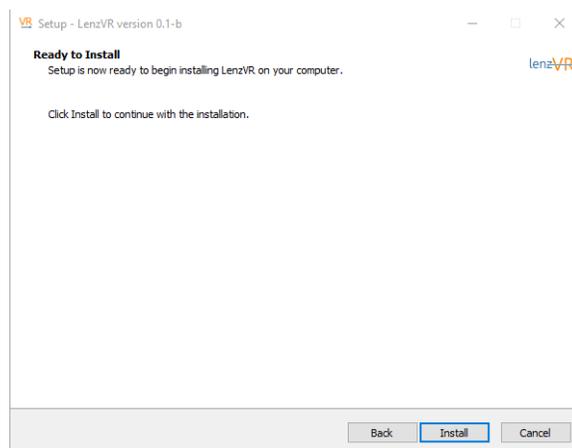
Select “I accept the agreement” and Click “Next” to continue.



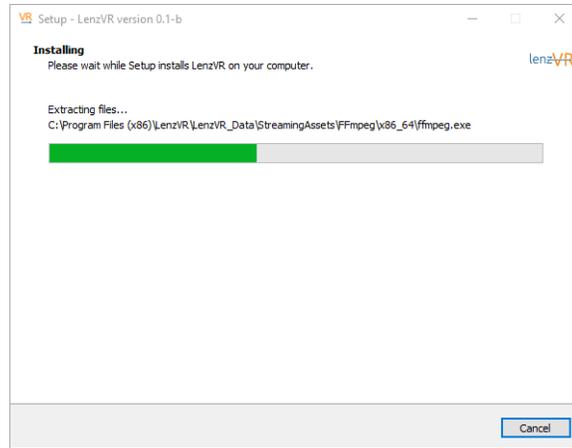
Download and install SteamVR if you haven't already. SteamVR is required to run Virtual Reality in LenzVR.



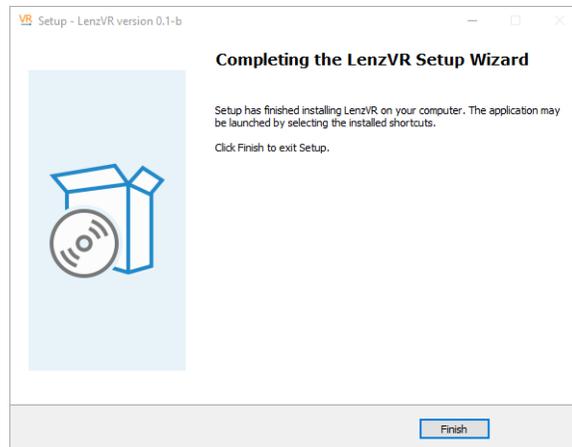
Select if you would like a desktop shortcut to LenzVR, Click "Next" to continue.



Click "Install" to begin the installation.



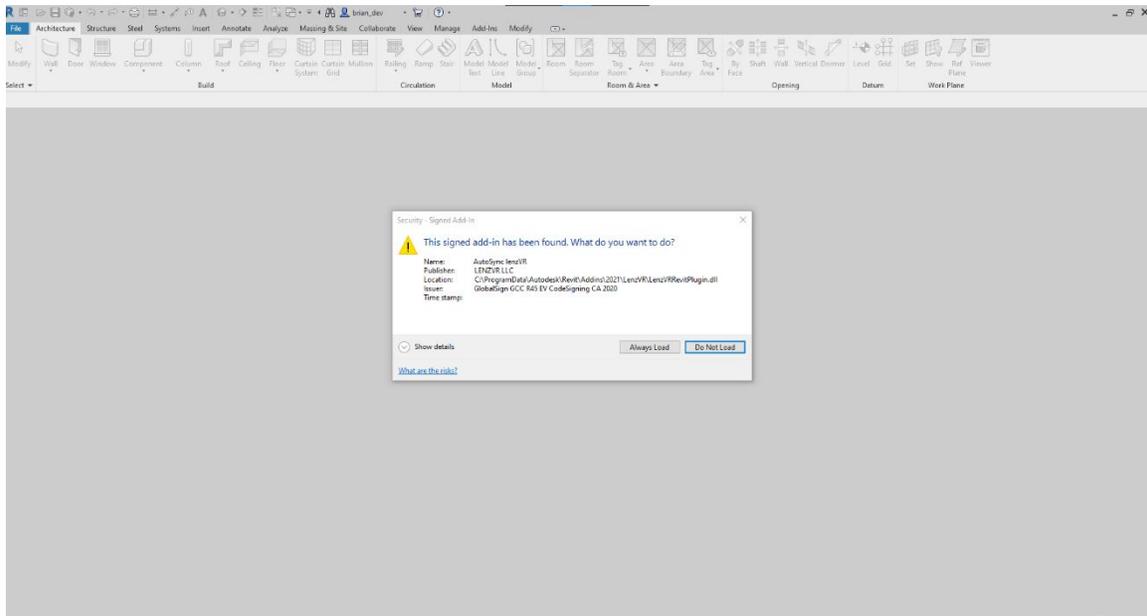
Setup is installing LenzVR to your computer and configuring your system for LenzVR.



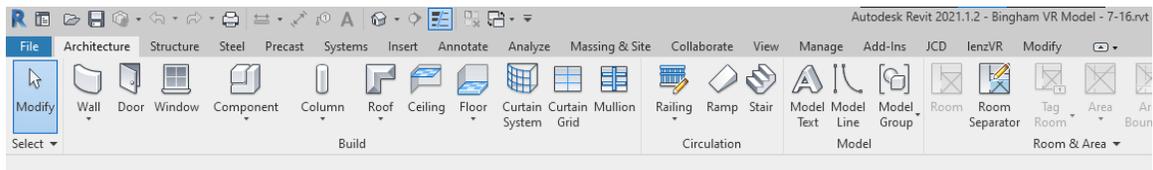
Setup is complete.

2.3 Install Revit Plugin

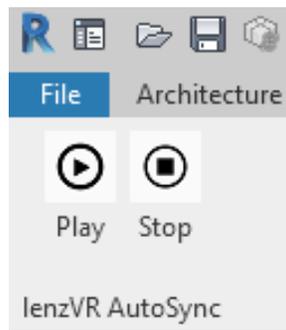
- 1) Open Revit to begin Plugin Installation
 - a. Revit will auto detect the new LenzVR Plugin.



- 2) Click “Always Allow” to always load LenzVR Plugin.
- 3) Open a Revit project.
- 4) See a tab in the toolbar for “LenzVR”.

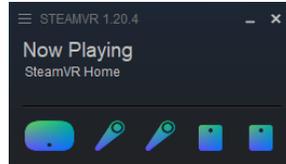


- 5) Press “Play” to begin “LenzVR” AutoSync.

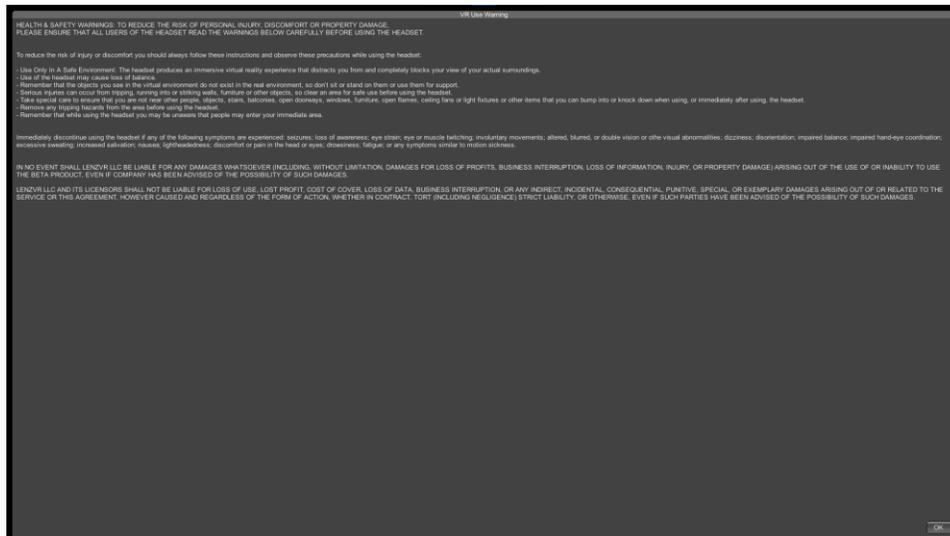


2.4 Test LenzVR

- 1) Ensure all files in Revit have been saved before proceeding.
- 2) Ensure that the SteamVR client is running and that your headset and controllers are being tracked.



- 3) Once LenzVR has been installed, you can test LenzVR by opening a project in Revit and going to the “LenzVR” tab and Pressing “Play” to start and AutoSync.
- 4) Revit will then export the model and “LenzVR” will start.
 - a. Click okay to accept the VR use warning.



- b. If “LenzVR” does not start and Revit freezes, contact LenzVR for support.

5) You should see your model load shortly depending on the size of the Revit model.



- a. In the Top Right hand corner of the “LenzVR” window you will see a green indicator indicating a connection with Revit and showing the path of the Revit file that is currently syncing with “LenzVR”.

6) Click the “Place Player” button to place the starting location of the VR Headset in the virtual environment.

- a. Use the mouse to select a valid location on a “Floor” or “Ground” surface.
 - i. The indicator will be green if it is valid. For example, you can place a player on the floor, but not on a cabinet.



- b. Once a player has been successfully placed, you can click the “VR Mode” button to switch to VR.
 - i. Ensure that the SteamVR client is running and that your headset and controllers are being tracked.
 - ii. Put on your Virtual Reality headset and look around. You should see the model and be able to move around.

(End of Document)