SALES GALLERY GUIDE

# Sample Residences on the showroom screen

How to set up the touchscreen, what visitors see, and the staff controls. Page 2 covers the VR headset.

**Staff PIN: 1234**

Opens the hidden staff menu. Three wrong tries lock the keypad for 60 seconds.

## 1. Set up the screen

1. On the showroom computer or touchscreen, open Chrome or Safari and go to: **getunbuilt.com/your-project/?gallery=1**
2. Make the browser full screen (F11 on Windows, Ctrl+Cmd+F on a Mac) and turn on the screen's kiosk or "do not sleep" setting.
3. Leave it on the welcome screen ("Tap to begin"). It slowly circles the homes until someone taps.

## 2. What visitors can do

- Tap to begin, then walk through the homes freely, or press **Next room** to follow the set path: the rooms chosen for this property.
- **Start over** takes them back to the beginning. **Ask our team** shows a QR code so they can send the tour to their own phone.
- They cannot leave the tour, open other websites, download, share or change settings. The screen is safe to leave unattended.
- After **90 seconds** with nobody touching it, the tour resets itself to the welcome screen for the next visitor.

## 3. Staff controls

1. Open the staff menu: **tap the Unbuilt logo 5 times** (bottom corner), or **press and hold the More button (•••) for 5 seconds**.
2. Enter the PIN **1234**.
3. Choose what you need: **Reset now** (clear it for the next visitor), **Seated mode** (lower eye height for a seated visitor), **Guided path** on or off, **Eye height** up or down, or **Leave gallery mode** (back to the normal tour, e.g. to fix something).

## If something looks wrong

- Frozen or blank screen: refresh the page (F5, or Cmd+R). It comes back on the welcome screen.
- Picture looks slow or blocky: the screen picks its own quality. A computer with a proper graphics card looks best.
- Anything else: contact Matan.

VR HEADSET GUIDE

# Sample Residences in virtual reality

For a gallery that has a headset. Visitors stand inside the homes at full size.

**Preview.** VR is built and tested on our computers but has not yet been signed off on a real headset. Please try it yourself before showing a client, and tell Matan how it went.

## Which headset

- **Meta Quest 3 or 3S** (recommended, the easiest and cheapest). Quest 2 and Quest Pro also work.
- **Apple Vision Pro** works too, with look-and-pinch.

## 1. Start it

1. Put on the headset and open the headset's web browser (on Quest: the **Browser** app).
2. Go to **getunbuilt.com/your-project/?gallery=1&vr=1** and bookmark it so the next time is one tap.
3. Open the **More** menu (•••), press **View in VR**, and allow the browser to use VR when it asks.

## 2. Moving around

- **Move:** point the controller at the floor, hold the trigger, and let go on the ring where you want to stand. With hands: point and pinch. On Vision Pro: look at the spot and pinch.
- **Turn:** push the thumbstick left or right (it turns in small steps), or simply turn your body.
- **Menu:** press the grip or menu button, or tap the small gold ball near your feet. From the menu: rooms, floors, time of day, finishes, seated mode, and **Next room**.
- Movement is by jumping only, never gliding, so it is comfortable for people new to VR.

## 3. Between visitors

- When a visitor takes the headset off, the tour resets itself for the next person.
- Offer **seated mode** to anyone who prefers to sit, and clear a 2 m by 2 m space for standing visitors.
- Wipe the face pad between visitors and keep the headset charging when the gallery is quiet.

## If something goes wrong

- No "View in VR" button: check the address ends in **&vr=1** and that you are in the headset's own browser.
- Picture is black or stuck: take the headset off and on, or press the Meta button and reopen the Browser.
- Anything else: contact Matan.