



Morpheus App for Desktop

Windows PC, macOS



Instruction Manual

Welcome!

Welcome to the Instruction Manual for the Desktop version of the Morpheus app.

Currently, the desktop version is available for both Windows and macOS platforms as downloadable installer that can be downloaded from the official Morpheus Website.

Please only install Morpheus app if you downloaded it from the official website!

Step 1: Installation

Use the following link to download the installer and follow prompts to complete the installation process.

Morpheus Platform

You may uninstall the app at any time by finding it in the list of Installed Applications and remove it from there. There is no special clean up needed.

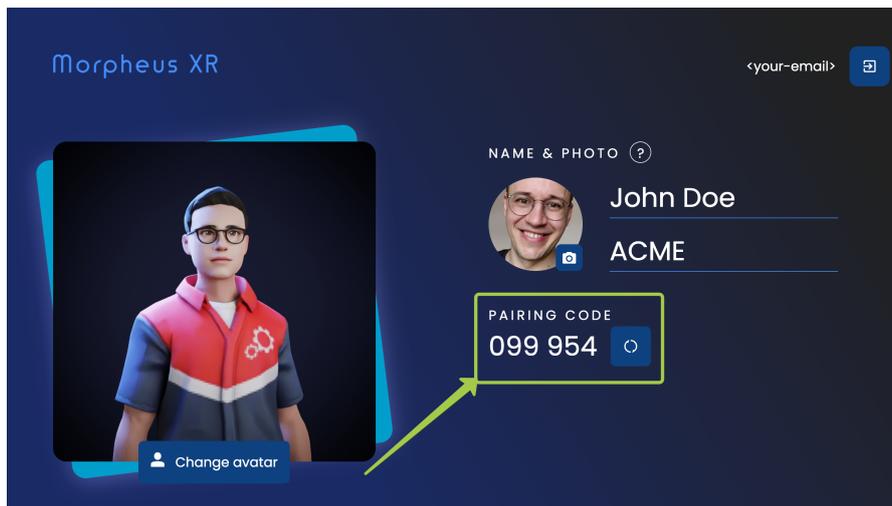
Step 2: Pairing the App

Use a **pairing code** to pair your Morpheus account to your desktop application by logging into your profile on the Morpheus Web portal:

Morpheus Web Portal

If you need help accessing the portal, see this article:

Where can I find my Pairing Code?



The pairing code is found here.

Once you are paired, the app will remember you but it will prompt you to enter the same 4 digit security pin you have set previously for your use of the Morpheus headset and mobile app.

Step 3: Using the App

You can use a combination of your mouse and keyboard keys to navigate within the desktop app. Below are specific instructions for different actions.

World Name

Once you have paired the app, you'll be asked for a world name.

The name will generally auto-populate with the last world your account visited (whether it was in headset, mobile or desktop.) In general, it is always good to confirm with your team which world name you will be using for your experience.

The Morpheus app will load all necessary data (this might take a minute or two) and then give you access to the experience.

Mute/Unmute

By default, your microphone is turned on when the app launches and your voice is heard by the people nearby you in the world.

To mute yourself, you may select or deselect the microphone icon in the top left corner with your mouse. Or select “M” key on your keyboard.



Raising Your Hands

There are two buttons at the bottom of the screen you can use to momentarily gesture to other users. Use the button on the lower left to slowly **raise one hand** to get someone's attention or indicate you would like to speak next. Use the button on the right to quickly raise both hands in a **celebratory cheer** or **joyful wave**.



First-Person View

The default viewing mode is “First-Person” where the screen depicts the field of vision from the vantage point of your avatar’s “eyes”. This is the recommended viewing mode for the most immersive experience.



Third-Person View

Change the viewing mode to Third-Person by pressing **F1** on our keyboard. This mode depicts a field of vision from a vantage point just behind your avatar. This mode is less immersive, but allows you to see yourself (most of the time), and see more of the environment.



Moving Around

You can move with **W S A D** keys: **W**= Forward, **S**= Backward, **A**= Movement to the left, **D**=Movement to the Right. Moving in this way won't change the direction of your avatar and camera.

Turn Your Head

Use the **arrow keys** to turn the head of your avatar and the camera. Same can be done with a mouse which is locked for head turning.

With a mouse wheel (or scrolling with touchpad), you can also zoom the camera in and out while in the third-person view.

Pick Up Objects

Use the **left** or **right click** of the mouse to unlock the mouse cursor so you can pick up objects and interact with them.

Use the right mouse button again to lock the mouse cursor.

Using Objects

When you position the cursor of your mouse on or near an object that can be "grabbed", a **'hand' icon**, use a **left click of the mouse** to grab the object. You will be holding that object until you left click on the 'hand' icon again to drop the object.

NOTE: Picking up a microphone immediately turns it on for you. Complex objects such as presentation screens have additional controls which are shown in a similar way.

There is much more for you to discover in the app and don't hesitate to reach out to us with any questions. Have fun exploring!

Appendix

Controls and Hotkeys

Mute/Unmute	M key
Move Forward, Backward, Step Left, Step Right	W S A D keys
Slow movement (50% of speed)	Hold Shift key
Turn Avatar Left and Right	Left and Right Arrow keys
Look Up and Down	Up and Down Arrow keys
Interact with on-screen controls	Left Mouse Button
Hide on-screen controls and mouse	Idle for five seconds
Switch between first and third person views	F1 key
Quit	Ctrl+Q key combination

First-person Controls

Camera is rotating with the avatar. Mouse is locked in rotation.

Unlock mouse cursor	Left or Right Mouse Buttons
Rotate camera, when unlocked	Hold Right Mouse Button
Select objects, when unlocked	Left Mouse Button

Third-person Controls

Camera behind the avatar. Camera rotates with the avatar turning. Camera sticks to its behind position when avatar moves.

<i>Camera is rotating with the avatar</i>	<i>Mouse is locked in rotation.</i>
Rotate camera	Hold Right Mouse Button
Walk forward	Hold Left and Right Mouse Buttons
Bring camera closer/further	Mouse Wheel , + and - keys
Jump (via teleport)	Hold Left Mouse Button

Advanced Controls

Toggle Fullscreen	Alt+Enter key combination
Change Keybindings	Ctrl+Alt+Shift+K key combination
Change overall controls sensitivity	< and > keys
Change sensitivity for specific controls	Ctrl+Alt+Shift+P key combination