
Simple VR Video Player Crack Activation Code



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About This Software

Watch your videos in virtual reality with Simple VR Video Player, an easy to use video player with a full motion controller interface. Simple VR Video Player can play your saved video files with 2D/180°/360° and 3D/SBS/OU support.

MAIN FEATURES

- 2D/180°/360° Videos
- 3D Side By Side(SBS)/Over Under(OU) Video Support
- 180° Fisheye
- Motion Control with HTC Vive
- Adjust Brightness/Contrast/Color/Gamma/Hue Settings
- Full Tilt/Distance/Height controls
- Scalable Super Sampling Resolution
- "Super Enhanced" Mode For Sharper Image Fidelity

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- Saveable 180/360 Settings Unique For Each Video
 - Virtual Play/Pause/Stop Buttons
 - 3D Menus & File Navigation
 - Haptic Feedback
 - One-Handed Controls
 - Curved Screens
 - Multiple decoding engines including MediaFoundation and DirectShow
 - Environments
 - Mouse Control Support for Non-Motion Control Users

DETAILS

Motion Controls First

The software was designed specifically for the HTC Vive with a "motion controls first" design philosophy. Unlike other VR video players, our interface is keyboard and mouse free so you can be completely immersed in VR without having to take off your headset to reach for obscure keyboard shortcuts.

Easy Intuitive UI

Play/Pause/Stop buttons using full hand motion controls and simple point & drag controls to customize your screen size and distance

180° / 360° Videos

Maximize your 180 and 360 degree video experience with full customizable settings for Distance, Tilt, and Height

3D File Navigation

Find your files quickly with our file browser rendered in 3D space

Individual 180/360 Video Settings

Achieve your perfect scale and save your settings that are unique for each video.

Drag To Resize

Do you want to watch a movie on a 100ft screen? Now you can with a flick of your wrist using Simple VR Video Player's drag and resize controls using motion controllers.

Advanced Features

Even though Simple VR Video Player was designed to be easy and simple to use application for normal users, under the hood, there is a tremendous amount of advanced features you can explore and experiment with, especially for power users with high-end computers.

Super Sampling Resolution

Super sampling is a brute force rendering technique that greatly improves image quality in virtual reality headsets. It works by rendering the 3D scene an X percentage higher than the physical resolution of the display and then resizing/downsampling the image back to your display. This results in an expensive form of high quality anti-aliasing that delivers a cleaner looking rendered image.



You can fine tune super sampling settings in real-time.

Introducing Super Enhanced Mode

Simple VR Video Player is excited to introduce Super Enhanced Mode! Sharpen your video and drastically improve image fidelity by enabling "Super Enhance" in the options. The Super Enhance technique utilizes an intelligent sharpening algorithm to enhance contrast and details while maintaining image quality.



This feature when combined with high Super Sampling effectively upscales, sharpens, and downscales the video for greatly improved clarity especially on virtual reality headsets.

Multiple Video Decoding Options

Supports Microsoft Media Foundation, DirectShow, LibVLC, and PopMovie for multiple video decoding solutions.

What Can It Play?

Simple VR Video Player was built to take advantage of multiple video decoding engines in the backend to offer the greatest compatibility. As a general rule of thumb, if your Windows Media Player can play the movie, so can Simple VR Video Player.

Media Foundation (Win 8/10) is a super optimized DX11 hardware accelerated decoder built into the latest versions of Windows with full h264 decoding support.

For more advanced users, you can change the video decoding engine to use another video backend such as DirectShow which allows you to use DirectShow decoders, filters, and splitters such as LAV and ffdshow. Just choose the best decoding option for you!

* Note: The player can't play Blu-ray discs since they are DRM'd and encrypted!

It's Simple!

We wanted to create the first simple and easy to use VR video player to take advantage of the Vive and it's hand motion controls. We also wanted to make it powerful and customizable using familiar controls. No other video player for the Vive compares to Simple VR Video Player for its simplicity and ease of use.

More Info

For more detailed information on features, go here: {LINK REMOVED}

* Thanks to to the Blender Foundation's Big Buck Bunny and Tears of Steel for their open source films used in our videos and screenshots. (www.blender.org)

Title: Simple VR Video Player
Genre: Utilities, Video Production
Developer:
simplevr.pro
Publisher:
simplevr.pro
Release Date: 19 Jul, 2016

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Minimum:

OS: Windows 7 SP1 / 8 / 10

Processor: Intel i5-4590 or AMD FX 8350 equivalent or greater

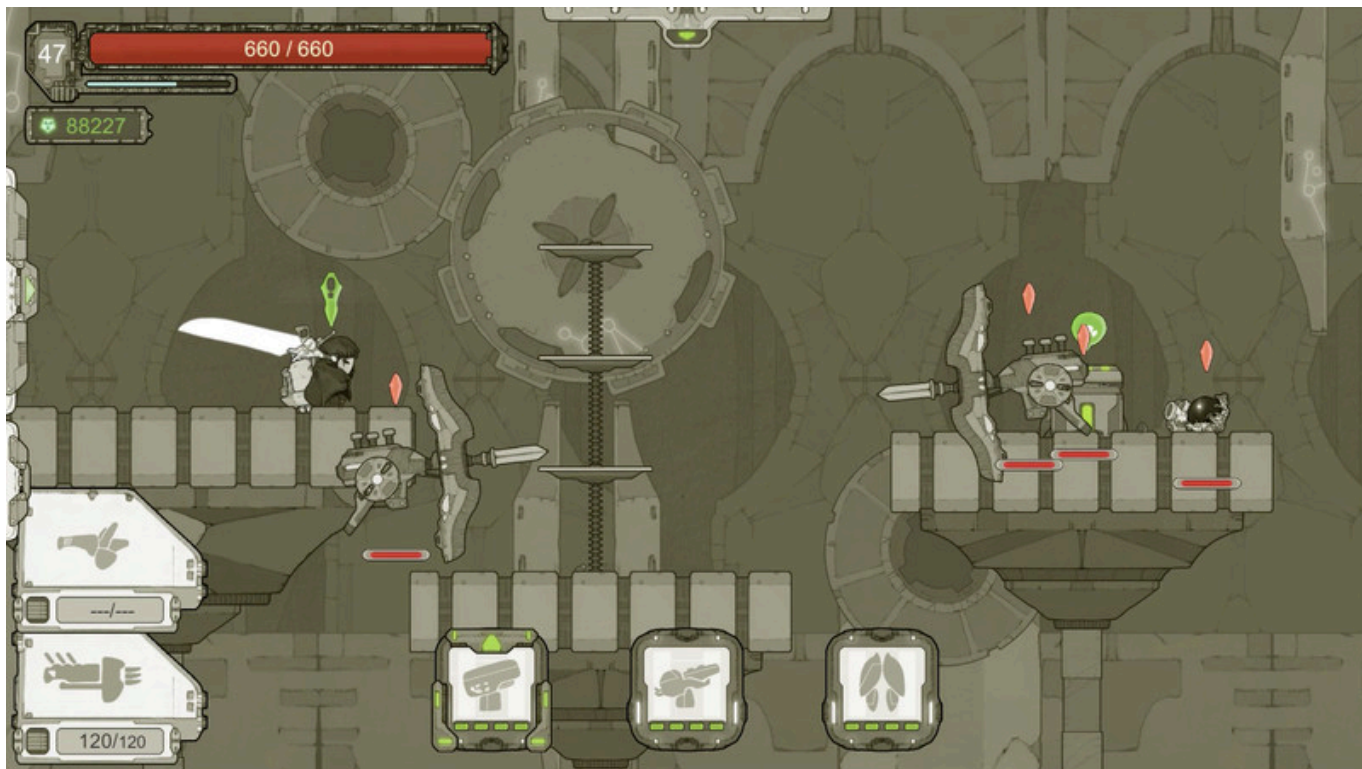
Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 970 equivalent or greater

DirectX: Version 11

Storage: 250 MB available space

English







Had this on my wishlist for ages and am really disappointed with the product in its current state. No AI, no online multiplayer. Please add those functions and I will really enjoy this game!. It had a lot of potential but now it feels abandoned. It has been months since the last response from the dev and we only had one update which wasn't a major one. I hate to give it a negative review but at the current state I do not recommend it.. It's a decent mini-adventure game. Unlike some other "unsatisfied people", It is quite enjoyable. Although, the only thing that really was out of place, was the "action-adventure music". (It wasn't bad, but it felt like it didn't belong there.)

The voice acting is quite nice and graphics are "ok". Not really up-to-date graphics, but for what the "game" was meant to be, it is acceptable. The game doesn't really tell much information about why you are there and doesn't really let you explore things, unfortunately. "the story" is over before you know it.

So your question is, is it worth the money/time?

For someone who is looking for a game, I don't think this is your thing.

If you are looking for something short and unique? Then sure, why not? It's not like it's a lot of money.

I rate this "mini-adventure" a 6.5/10. Recycling some Bioshock 2 content while adding new guns, a new enemy that will challenge your bullet-delivery skill and a story that almost made me cry (right in the feels), I recommend this without hesitation if you liked Bioshock 2. Hell, I even recommend it if you want a small dose of it: purchas the game and this DLC and get right to the DLC campaign.. A fun and difficult game. Not an extremely large amount of content but good replay value and a good challenge.. "Soap drop, n*gga. Oh, you think you're just gonna leave it down there, huh? We don't waste no mothaf**kin' soap in here."

"I'm- I'm finished!"

"Naw naw, n*gga. You ain't finished. I been watchin' you. You ain't washed behind your ears or nothin'."

"But I did!"

"See look at me. See how I'm all clean and glistening and\u2665\u2665\u2665\u2665\u2665 That's hygiene, n*gga! You can call me the health inspector. NOW PICK UP THE SOAP!"

<https://www.youtube.com/watch?v=ZO7-QJGVdM4>

funny platformer with silly characters and enemies, but looks nice. Pretty bland. False advertisement. A "Season Pass" should include all DLC.. Tried the demo, loved it.. just like final fantasy, great dialogue , so I bought the early access.. HUGE disappointment.. every has changed. characters are so weak there is no point playing, even tried the saved game from the demo and at level 9 basic enemies can literally 1 shot you. Would have thought you could buy new equipment by now, but nope. Perhaps the developers should have made the demo like the actual game.. I mean a cleric who can revive as the 1st spell but cannot heal. Had high hopes for this, but feel cheated out of the money. Wolfpack is a World War ii submarine simulation focusing on multiplayer. You control a group of German Type vii subs with up to five crew members per ship. As a team you spot contacts with the sonar, find an attack position, and engage enemy ships.

What sets Wolfpack apart is that you manually attend to every aspect of the ship. Nothing is automated: controlling course, speed, and depth, listening to contacts and tracking them on the map, estimating an enemy ship's range, speed, and heading---you and your crew members do the leg work. Also, the Type vii is a limited and, thus, demanding platform: when submerged the sub is too slow to overtake a convoy but when surfaced it is an easy prey for escorts.

Wolfpack is slow paced. Most of the time you observe the horizon as you travel towards a contact. But when you make your run, everything happens at once. Now, correcting the depth, estimating distances, and entering a firing solution can take seconds at most.

Despite some features still missing, Wolfpack is a fun and challenging simulation. It is not just about tactics but about traveling the North Sea with your friends.. tl;dr: Equally frustrating and boring. Do not play.

It is neither healthy nor wise for your player, when playing your game, to at any point think, "Oh dear god there's more." Nor is it healthy or wise for your player, when still in the middle of playing said game, takes time out of their gameplay to begin writing a very scathing review of said game. In "Season Match", the player is at the mercy of a physics engine so wonky, even Gordon Freeman wouldn't be able to make as see-saw out of it. Too many levels depend on the player being able to navigate a herd of gems through a narrow passage, and this is practically impossible between the unpredictable falling patterns of said gems and the unreliable rng creating more gems in an order that throws all strategy out the window. I was able to beat several levels just by furiously clicking around, as the gameplay is artificially lengthened by arbitrary goals of clearing X number of gems. The powerups are useless. The game doesn't even take the time to explain what they do and you can only refill your powerups on certain levels. Just used the magic wand? Too bad! This level only refills the dagger you never use. But wait! There's also gold you can collect and purchase refills for your powerups. Again, the game never tells you that you can do this, and I only found out through a session of random clicking when I was bored. And speaking of never telling you anything, there is no story. The game will make you believe there is, but three frames of animation, character stills, and four paragraphs of text do not a story make. As I crawl closer to the end of the game, all I can think of is that this is babby's first programming. It feels so cheaply made and thrown out onto the market as quickly as possible without any consideration of whether or not it's "good". The only silver lining I can find is that it'll make my achievement stats go up. Woo.

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