UIASSIST V2 GETTING STARTED GUIDE

Plugin Installation

- There are two different variants of UIAssist. The free version can be download from the VAM Hub. The Patreon's version (incorporating exclusive features) can be downloaded from JayJayWon's Patreon page. Download the latest UIAssist VAR from the appropriate location:
 - a. VAM Hub (https://hub.virtamate.com/resources/uiassist-free.117/)
 - b. JayJayWon Patreon site (https://www.patreon.com/JayJayWon)
- 2. Place the VAR file in AddonPackages folder under the main VAM installation folder of your system. Do not attempt to unzip the VAR file.
- 3. Start VAM and navigate to the Session Plugins page in the main VAM UI:



4. Select Add Plugin to create a blank plugin entry:



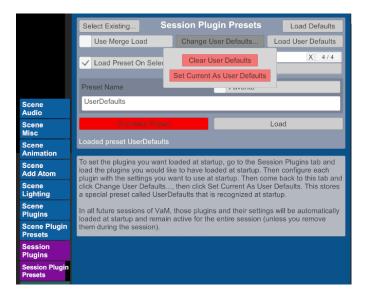
5. Press 'Select File...' button to open a Select File Dialog. Locate the UIAssist.cslist file in the downloaded VAR, using the 'AddonPackages' Flattened shortcut:

Select File						
Shorcuts	Current Directory	Directory Option	Show First	Sort By	New To Old UIAssis	t.cslist X
✓ Only Show Latest		Limit 450	1-1 of 1		Show Hidden	Only Favorites
Root						
Custom\Scripts						
All Flattened From: Custom\Scripts						
AddonPackages Flattened From: Custom\Scripts						
AddonPackages Filtered Filter: Custom\Scripts						
AcidBubbles.ColliderEditor.3 5 Custom/Scripts		UIAssist.cslist	¢			

6. Click on the UIAssist.cslist file icon to load the UIAssist plugin:

Session Plugins								
Add Plugin								
Select File	Reload	Clear	Remove					
plugin#0	JayJayWon.UIAssist(Patron).44	Custom/Scripts/JayJayW	on/UIAssist/UIAssist.cslist					
plugin#0_JayJayWon.UIAssist								
Enabled Enter name Open Custom UI								

7. To set UIAssist to auto load every time VAM starts, select the Session Presets tab, click in 'Change User Defaults' and press 'Set Current As User Defaults':



8. To configure UIAssist, press the 'Open Custom UI' button for the plugin entry on the Session Plugins tab. See Configuring UIAssist Buttons section below for more details on setting up UIAssist:

Session Plugins									
Button Se	Setup Load Profile Save F		Profile	Profile Too			Settings		
VR		ame trol UI	Target Groups	Ga Targe		Preset Loading	Butto Displ		About
UIAssist v2 by JayJayV Patron vers	Von				UIAs help user with achii Gam whele by th oper The from will t Mult and grou The acce the s VR, attac deta in VI mod or tw	come to UIA sist is a VA facilitate ar s to perform a single but eved throug he Control L re each but the user to p rations. Game Control the Main L hen reveal a iple button g accessed to ps of buttor Game Control ched to the tched and p R space. A es help faci to VR Control on).	M plugin easier h comm tton pre gh a full Jser Inte ton can erform s trol UI is aunch t a Grid c grids ca b help o h fuction trol UI c lower r h in Des Control I user's v poistion range o litate us rollers (o	in de met on o ss. 1 y cus erfac be c be c spec s acti outto of bu' in be organ hs. un be ight o sktop UI ca sktop UI ca sktop co s acti out o stan b organ hs.	signed to hod for perations This is stomisable e (UI) configured ific wated n which ttons. setup tise e corner of mode. In an be or nywhere ttrol with one en without
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Upgrading from UIAssist v1

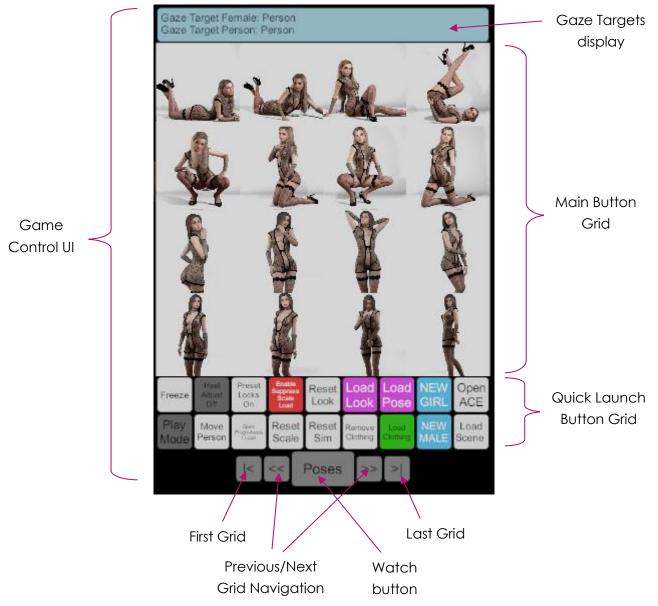
For users that are migrating from using UIAssist v1 to UIAssist v2, please be aware of the following key differences:

- The format of UIAssist profiles (.uiap files) has been changed. UIAssist v2 will read and load the old v1 uiap format, but new saves will be in a different format that is not backwardly compatible with UIAssist v1.x.
- 2. The main plugin filename has change from UIAssist.cs to UIAssist.cslist. Any session plugin presets will need to be updated for the new filename.

UIAssist Concepts and Terminology

UlAssist creates a configurable interface for users to perform VAM operations with a single button press. The UlAssist interface appears in Desktop mode in the bottom right corner of the screen. In VR, the interface will initially appear attached to the users left wrist – but can be configured to different locations. When activated, the UlAssist interface (called the 'Game Control UI') will display an array of buttons that can each be individually configured to perform customized functions.

The layout of the Game Control UI is shown below, with a key describing the main features:



- Game Control UI the UIAssist interface is referred to as the 'Game Control UI'. It
 is where each of the configurable buttons can be activated to perform the
 operation specified in the button setup.
- Watch button this is the main control button. It can be used to hide or reveal the rest of the Game Control UI. When the Game Control UI is minimized, the

Watch button will display the current time. Holding down the Watch button for a couple of seconds will activate UIAssist Edit mode, where the position of buttons in the grid can be altered.

- Main Button Grid the current array or 'Grid' of buttons is displayed here. Multiple grids of button can be configured and any one of these will be displayed in the Main Button Grid.
- Quick Launch Button Grid Patreon users have the option of a second grid being displayed below the Main Button Grid. The Quick Launch Button Grid always displays the same set of buttons.
- Previous / Next Grid Navigation these buttons can be used to change the Grid displayed in the Main Button Grid area.
- First/Last Grid these buttons will either select the first or last Grids to be displayed in the Main Button Grid area.
- Gaze Targets Display this text box will be optionally visible if any button operations in the current Grids are targeted at Gaze Targets (e.g. the Last Viewed Female or Male). The box will show the current atoms that will be targeted for these Gaze Targeted buttons.

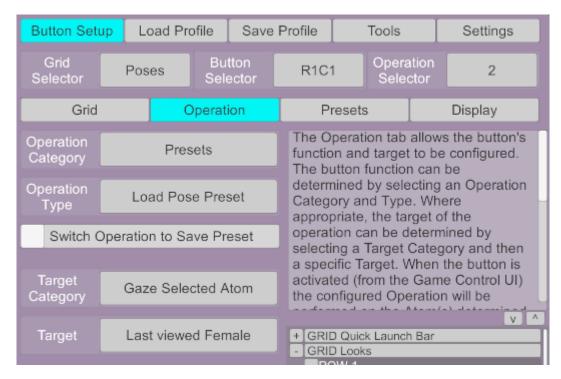
Configuring UIAssist Buttons

The function of each UIAssist button can be configured using the Plugin's Custom UI screens:

			Se	SS	ion	Plu	gi	ins			
Button Se	Button Setup Load Profile Save					Profile Tools Settings					Settings
VR		ame trol UI	Target Groups		Gaz Target	About About					About
UIAssist v2 by JayJayV Patron vers Primary	Von					UIAs help user with achie	ssi fa s t a ev	icilitate ar to perform single but	M plug i easie i comm iton pre	in de r met ion o ess. 1	signed to hod for perations This is stomisable
						by the operative operative operative operative operative operative operative operation will the Multi-And and group operation operation operation operation operation operation operation operative	ine at the iplace of the iplac	user to prions. ame Cont ne Main Li e button g ccessed to to s of buttor ame Cont sed in the reen where e Game C ed to the hed and p space. A s help faci VR Controlle	rol UI i aunch la a Grid o prids ca o help o hol fuctio rol UI o lower l o in De Control user's ooistion ange o litate u oollers (spec s acti butto of bu an be orgar ns. can b right sktop UI ca wrist uI ca sktop UI ca sktop vu ca sstop vu ca ss	ivated n which ttons. setup iise e corner of n mode. In an be or nywhere ttrol with one en without
										Ē	Close

Each of the top row of buttons activates a UI Tab which allow different configuration actions to be performed:

 Button Setup tab is used to configure the function of each individual UIAssist Button and Grid. JayJayWon Patreons will also be able to configure multiple operations for each Button:



2. Load Profile tab is used to load a previously saved UIAssist profile and will reset the configuration of all the UAssist Grids, Buttons and Settings to the previously saved state.

Button Setu	up Load Profile	Save F	Profile	Tools	Settings	
L	oad UIA Profile		Previously saved UIAssist Profiles can be restored here and will reset the configuration of all UIAssist Grids, Buttons and Settings to the state that was previously saved.			
	Grid from UIA Profi nData/JayJayWon/I P		It is possible to load profiles that were saved in either UIAssist v1.x or v2.x (although 2.x profiles can not be loaded back into UIAssist v1.x).			
Select Grid to Import Quick Launch Buttons			It is also possible to import a single Gri of buttons from another UIA Profile into the current configuration using the 'Import Grid' option.			
Overwrit	e Quick Launch Bu	ttons				

3. Save Profile tab is used to persist the current state of all UIAssist settings to a profile file which can then be restored at a later point in time.

Button Setup	Load Profile	Save	Profile	Tools	Settings	
Save	UIA Profile		The configuration of all UIAssist buttons and settings can be persisted to storage as a UIAssist Profile here. The profiles are stored with '.uiap' as a file extension. Once stored to file, the profile can be restored from the 'Load			
Save current P	rofile as UIAP De	efault	Profile		itom the Loud	
			saved every	onally a default p which will autom time UIAssist is s t profile is always	atically load tarted. The	

4. Tools tab contain configuration settings for various extra UIAssist features:

Button Setu	up Lo	p Load Profile Save F			Tools	Settings	
Heel Adj	iust	Force VAM	Modes		o Motion ontrol	Bulk Grid Setup	
Auto ap	Adjusts		The Auto Heel Adjust Tool is designed to automatically provide				
✓ Auto rais	se Peop	le by Heel H	eight	support for high heeled shoes. By default, VAM only has heel support			
HeelAdjust Shoe Settings	Shoe Select				for a few shoe clothing items (i.e. Harli Heels) where the feet and toes are automatically rotated when the shoes		
				allows	you to speci	ed. Heel Adjust fy a foot and toes er shoe clothing	

5. Settings tab contain general configuration items that apply to more than individual buttons or grids:

Button Set	tup			Profile	Тоо	ls	Settings	
VR	Game Control UI	Target Groups	· · ·	aze jetting			About	
Attach UI to VR Hand Left Hand Opacity on hand (when inactive) 1.00				Gam is in V	ettings dete e Control UI /R mode. T n three parts	behaves w he available	hen VAM	
				1) Hand Attach options - detemine which VR Hand (left or right) the UI is attached to and other related				
	with 'Show	VR Hands'	hide	beha	viours etached UI o		-	
Detached UI Mode	:	Static		when	the UI is de	etached fror	n VR	

Every screen and control in the Custom Plugin UI has detailed context sensitive help displayed in the right hand panel. In the Button Setup screens, there is also a Button Tree Navigator that can be used to select specific buttons and also allows for copying, moving and deleting of Grids, Buttons and Button Operations.

- GRID Quick Launch Bar
- ROW 1
R1C1: Toggle Play/Edit Mode
R1C2: Move Atom (VR Only)
R1C3: Open PluginAssist Load
R1C4: Reset Scale
R1C5: Reset Sim
R1C6: Remove Clothing
R1C7: Load Clothing
R1C8: NEW MALE
R1C9: Load Scene
+ ROW 2
- GRID Looks
- ROW 1
R1C1: Spawn Atom
R1C2: Reset Appearance
R1C3: Reset Scale
R1C4: Teleport Atom
+ ROW 2
+ ROW 3
+ ROW 4
+ GRID Clothing
- GRID Poses * - ROW 1 *
- R1C1
1: Blank
2: Load Pose Preset
R1C2: Load Pose Preset
R1C3: Load Pose Preset
R1C4: Load Pose Preset
Move Op Copy Op Delete Op