MultiVR.se Download] [PC]

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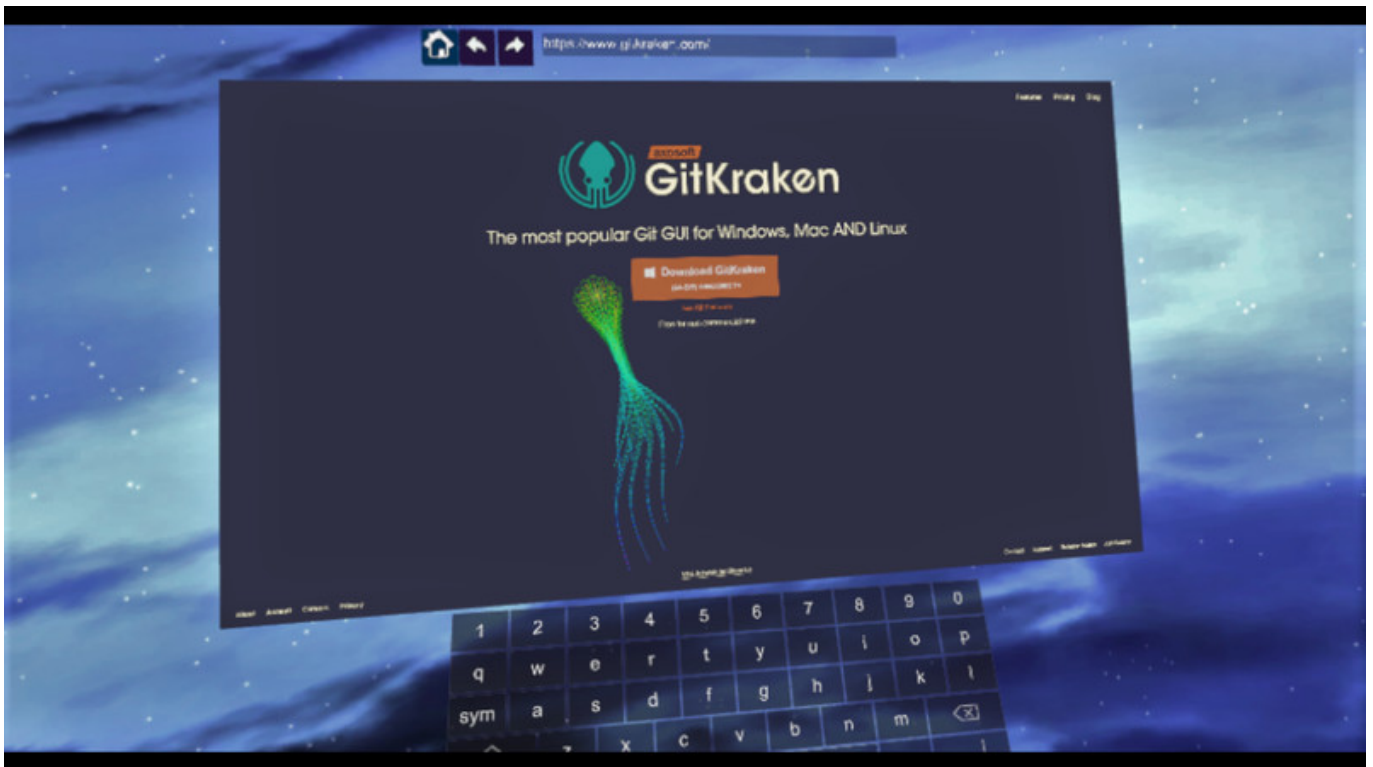
About This Software

MultiVR.se is a room-scale Personal Virtual Environment. Explore and pick your spot in the virtual world and customize your space using MultiVR.se's virtual toolbox.

Features:

- Multi-Desktop Streaming (Supports 2 or more desktops)

- Desktop Stream Cropping (Cut out a section of your desktop like the taskbar, a minimap in a game, or your crosshair in an fps for a zoomed in view!)

- Paid version includes all 19 Environments, both small and large fully explore-able environments(cinema, room, and night gaming come with dynamic screen lighting).

- VR Web Browser (Add interact-able browsers into your VR space, play video or view websites)

- In app virtual keyboard for typing in the browser or desktop

- 4k Video player and 360 Video

- Import Images to use as wallpapers, including images with transparency.

- Drawing tools including 4 draw-able surfaces(Whiteboard, Blackboard, Transparent Board, and sticky notes)

- Add customize-able lights to your environment, change the color, range and intensity.

- Room-scale movement with teleporting

- Includes a text file viewer

- Anti-aliasing and Super-sampling configurations available

- Pass-through Camera for Vive

Title: MultiVR.se
Genre: Utilities
Developer:
VRider, Inc.
Publisher:
VRider, Inc.
Release Date: 20 Jun, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1+

Processor: Intel Core i5-4590 equivalent or greater.
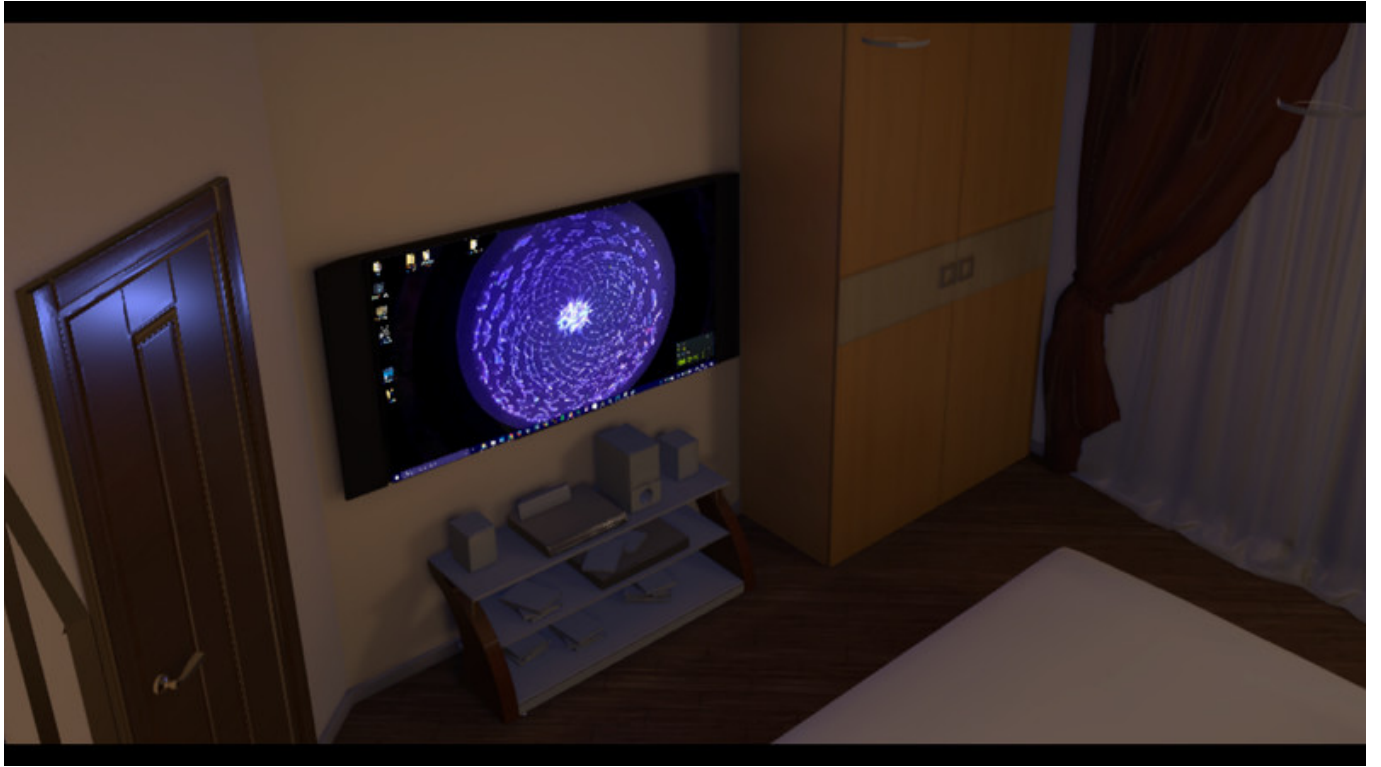
Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 970 equivalent or greater.
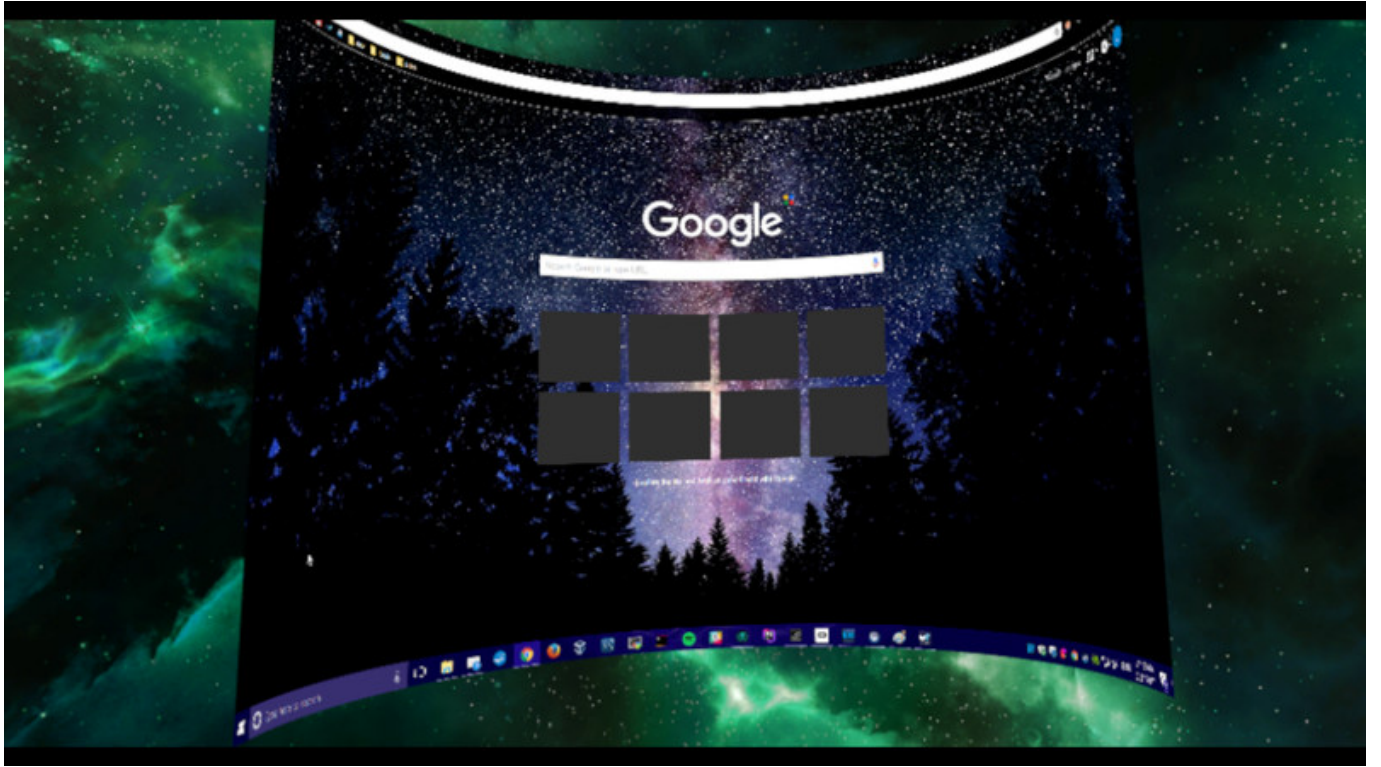
DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Windows 7 not supported

English

Il like it very much!

I think the best features is to be able to have multiples desktops (well kind of). I also like the "curve" that we can apply to an desktop, because it is horizontal only, wich in my opinion is better than a "sphere". Also, it is great to be able to load objects directly.

My 2 cents:
- It would be nice that the App support 24bit PNG with transparency. This would allow a lot of creativity in the setup of a space.
- Thumbnails in the filemanager would be usefull
- create a desktop by selecting and existing window... It would be easyier than cropping manually the main desktop.
- draw on a transparent surface, on in the "air" as in tiltbrush
. Totally agree with all these positive reviews. Great start. I've been meaning to try out some of these virtual desktop apps, but this impressed me right off the bat. Just messing with multiple desktops was fun, not mention the lighting and resizing features. Great wallpaper and scenes too. The indoor scenes (Cinema and room) look real. After racking up some tunes on youtube, I went straight into a game from Steam with no hiccups at all.

Again, great start :). Great start for a virtual desktop enviroment! Nailed the options panel and the desktop shard concept is an awesome way to make way more out of your screen space.

Feature request:

webcam option for camera object as well for viewing your physical keyboard or anything else in real space. Hey! Another virtual desktop based on FREE Unity assets!!1! Yay... *yawn*

This one's incredibly buggy and really not thought through.
Awkward controls and non-working "features".

Almost nothing actually works (camera? Nope. Wallpapers? Nope. File browser? Add 300 blank lines after last file? THAT works!).

Avoid this, this looks and feels like the default compile of Unity's "Virtual Desktop PlayMode" (https:\/\/www.assetstore.unity3d.com\/en\/#!\/content\/29083) with added test stuff they're not really understanding how to code..

Early access? Yeah, you betcha. So early no one's awake.

. After trying out this it works a lot better than the other ones I have tried. I have tried almost every one available on steam and they either are missing some features that MultiVR.se has or just were slow to update and riddled with bugs.

MultiVR was easy to customize. It worked right away. It has directions right there when you log in. Everything can be done with your controllers without trying to grope your way around the keyboard and mouse. The developer put a lot of thought into this piece of work and it shows.

I give this a positive review and will use this as my primary VR desktop when my headset is on. Because it is early access I am sure there will be bugs and will check out the community forums for fixes and help.. MultiVR.se is my new go to app for VR computing, browsing, netflixing, and youtubing. If you have a multimontor setup and always felt handcuffed by other desktop applications, this one may be your bag. My biggest complaint is that the application window takes up my first desktop and if I want to open chrome or word or whathaveyou I need to drag that app over to desktop two or three. Once you have a VRdesktop open in MultiVR.se you can switch real desktops in that one frame through the menu button. You can also open a non-desktop browser window, create lighting sources, open a white or black board to take notes on, pop open a keyboard, glance at your camera, and teleport around your VR space all in the app - even in the same scene. I'm impressed. I hope the devs find a way to let us minimize the app running window on the first desktop though, otherwise one of my three desktops is useless. Don't let this

[one issue turn you away.](#)

I have just tried this out, as a matter of fact, I'm writing this review inside of the application. So far it seems pretty solid. The multi-windows view mode works fine except for the fact when I want to view windows on my second desktop. When either selecting new desktop windows, or new desktop shard and click desktop 2 the application crashes. Everything does however work on desktop 2. I enjoyed using the note feature which allowed me to create a little sticky note where I could put anywhere I wanted. The camera passthrough mode is also a nice addition. Overall it seems that this application is very customizable from wallpapers to models. It also has this cool little feature in the settings tab where you can use your controller as a magnifying glass so when you're far away from the monitor it makes text and desktop a little bigger so you can read what's on the screen. There is also a feature to browse your filesystem. So far the app seems to work very fine. Other applications such as big screen, and a few others use on average more resouces then this program does. On average for me, it uses around 5% of my CPU. I7-4790k. Moving windows inside the virtual enviroment is intuitive. It also has various different default scenes you can pick from. Considering this application is free, I would at least recommend trying it out and see how it works for you. This program unlike some others seems to work for me so far despite low time played.. As some one who has already bought virtual desktop and used bigscreen beta, this is utter garbage compared to them.

Perfomance issues, no option to use your mouse and key board, certain windows will not close what so ever, lack of 360 support, no options for increase AA or resoultion and more.

Kind of find it wierd that most reviews of this product that are postitive only have 1-2 reviews under their belts and are getting no down votes while the only other negetaive review is downvoted to hell.

To sum it all up they created a inferior version of the countless virtual desk tops programs on the market, even if they are free. Just get big screen desktop instead, only thing it lacks is 360 support.. It took a minute to adjust to some of the controls, and while it's not entirely intuitive yet, I can see this getting -really- awesome if the devs keep at it. There are obvious parallels to Virtual Desktop, but there's enough unique content to separate itself. And it's free! Though I'd definitely have paid for it, even in its current state. The large, open environments like the temple and dungeon open the doors for some fun easter eggs. Interactive environments and such.

I have been having trouble loading images and videos though. There's some discussion going on in the forums about it, so hopefully it'll be addressed.

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