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## VR Home Free Download [Patch]



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### About This Game

VR Home is a sandbox game made for the HTC Vive based around building and designing your own virtual house or room. You can build, save and interact with your creations and homes.

### Features

- **PLAY** your favorite games on a large or small screen!
- **INTERACT** with the objects and the world around you!
- **WATCH** or **STREAM** your favorite youtube videos and movie files!
- **LISTEN** to your favorite music files or radio streams!
- **BUILD** anything from your real room, a gaming room, a production room, a disco room or even your nan's kitchen!
- **CUSTOMISE** everything about your house including the walls, the wallpaper, the floor or even the posters!
- **REPLICATE** real rooms using the wide variety of furniture!
- **HUNDREDS** of objects and furniture to choose from!

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- TONS of unique functions, from playing gameboy games, watching 360 videos, shooting guns or even shrinking yourself!

If there is any questions or suggestions please contact me at [vrhomegame@gmail.com](mailto:vrhomegame@gmail.com). 90% of the money earned goes back into developing the game further.

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Title: VR Home  
Genre: Indie, Simulation, Early Access  
Developer:  
Dandover  
Publisher:  
Dandover  
Release Date: 16 Feb, 2017

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**Minimum:**

**OS:** Windows 8

**Processor:** Intel Core i5 4590

**Memory:** 4 GB RAM

**Graphics:** GeForce GTX 970

**DirectX:** Version 11

**Storage:** 10 GB available space

English







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Ok, this is no game but perhaps a game changer. Yes, it is in its infancy, yes there is work to be done. Potential is a great and terrible thing and this app has a ton of that. When I first tried it the menus were arcane and controls difficult but THE SAME DAY the dev took our comments and fixed many of the problems. Amazing response.

I showed it to my wife and we both see it as the future of practical VR. I was able to put together a pretty reasonable room or two in just a few minutes. Places that I could actually spend time in.

The media hooks are a work in progress but sticking a big screen of any size on the wall in front of a comfy couch and then turning it on and off was kinda surreal...like a lot of VR...but in a good way.

Anyway, rambling on. There is a ton of work to be done and I am confident the dev is capable and committed and I know how hard that must be in these early days.

Recommended for the price, no question.. This is actually quite brilliant, way better than other games I've seen attempting the same. Reminds me a bit about the Indentity Role Play trailer where you can decorate your apartments\houses but this is in VR. Some people will cry their eyes out about lack of direction or goals, but I had a absolute blast in this. The TV and Computer was quite cool, can't wait for higher res hmd's for stuff like this.

Lots of things can be tweaked, stuff like controlling placements or guides. But what's there is enough to get around with, I'm impressed that this is made by such a young developer and as a singleman\small team.

If you have a dedicated VR space you can probably impress people with copy of rooms or have someone sit down in a virtual sofa watching\u2665\u2665\u2665\u2665\u2665\u2665on youtube.. UPDATE 2-18-2017 Dev has majority addressed the control issues. Watch his video and read the tips. It all makes sense within about 10 minutes. This dev is responsive and does quick updates. Building my virtual office over the next few days. Now, here are remarks from the original review ....

First, there's some AWESOME graphics rendered in this game. The detail is there. I'm not running the fastest rig in the world but, on most games, I'll ALT-DOUBLE CLICK in steam, set to "Fantastic", lower the resolution, and play with suitable FPS. In this game, I had to set myself back to low res and "Simple." Nevertheless, "Simple" looked as amazing as I would expect "Fantastic" to look. I had to set it to "Simple," because my FPS choked on "Fantastic." I could see, though, that "Fantastic" is truly fantastic. I look forward to when I have my new rig next month and can crank up the detail. This game takes "Fantastic" to a new level.

Dev, I'll come back to edit this review as updates come along. I do look forward to seeing this come to fruition. I presently use LightVR as a virtual office, wherein I match real furniture to virtual furniture (I navigate my office in LightVR without chap grid around me, because of those virtual barriers). Make sure you can do everything LightVR can do, added to all of the tools you offer. Home VR is VERY strong in the "Props" areas compared to LightVR; I see SOOO much potential.

Dev, is setting room size based on metric? I know my room measurements. I entered in feet, and the room ended up over twice the size in VR as it is in true reality. If you could calibrate for feet, so that real dimensions could be entered, that would be great. Yet, here's a better idea ...

If you could somehow access the play and V or chap boundaries and somehow offer to auto-build a room, sized and aligned accordingly, you would make me SO happy. However, even if you cannot auto-size the room in that way, PLEASE allow the user to align and snap the room to a desired orientation that is centered to the play area. Basically, when I build my virtual office in your app, I want to have it already fitted to my actual room when I load it.

Dev, keep up the good work!. Item selection is done using the right controller. Item previewing and manipulation is done using the left controller. Teleportation is done by pressing the right controller's grip buttons. Pick room layout #3, teleport over to the balcony, then select various sky boxes. That'll win you over. The graphics and lighting look fantastic. If you have a decent graphics card, you can build yourself a pretty sweet pad. I couldn't get any of the video or music streaming to work, but it probably just requires I give it some more investigation. Either way, I'd say it's a great start!. This is excellent, early access to be sure but a must have for VR users. I had my room 'mapped' into VRHOME in about 2 hours (yes I only briefly skimmed over the controls first :) and very soon was using the bed, chair, table and computer desk as if it was my room! I almost, while sitting on the chair near the computer just going to take off the HMD, threw the controllers onto the bed across the room!

This has so so much potential, and anyone who's read the book 'Ready Player One' will know what I mean.

It took me a further hour to set up the TV and the 360 viewer, I had to read and re-read the instructions and the helper guides in

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the Community page. One thing to note is that even though the play button looks like its the centre of the large button on the controller its actually the 'menu' button above the large button. This goes for the custom room as well, that took me a while to get that one. Otherwise the controls once figured out are good.

Q. Can the position of the 'virtual' buttons be a little more to the outside edge of the big button, you cant press the edge near the 'virtual' button you have to move your finger well onto the large button for it to have an effect. Even after 3 hours I was still missing the 'virtual' buttons

Since this is Early Access then I would like to make a couple suggestions but I do realise how much work has already gone into this, its perfectly usable and stable...

1. The rotation and scalling could do with moving at a quarter of the current step for final positioning, maybe the space at the bottom of the buttons on the left could have a second move button that makes tiny steps leaving the other three, paint, move and delete as is?
2. Aligning your room when you re-enter it from one of the other rooms (if you use one of the houses rooms as your room) can be a pain so all your furnature is positioned correctly vr world matching the real world. Can I suggest that there is an alignment marker and item (like a light switch). Once you have alighed the chaperone box with the room, then by placing alignment marker in one corner and standing mear it. Clicking on the light switch like if your were going to move again then the chaperone box is re-aligned. If your room is to big then multiple alignment markers and 'light switches 'could be used for each part of the room?
3. Ability to create content and access it through Steam much like the mods in Skyrim.

Thank you.. No controls work for me. I can't create objects and can't even close the menu. The only thing that works is teleporting.

When the controls do work, others have said they are horrible.

I tried the community hub to get help from a dev regarding my issues. No response. Devs should be ready to answer questions the day their game comes out. Only thing left to do is leave a negative review.

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Dev, keep up the good work!. So, to start off with, I find this incredibly difficult to get my head around. The control scheme is... frustrating, to say the least. I have no idea what I am doing, and the first impressions are critical. If there was a more

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comprehensive tutorial then it wouldn't be a problem as I can see from the videos just how much potential this has. So I wont downvote because I am sure that in time this game will be fantastic. I can already tell just how immersive this will be and just how relaxing it will be. I just need a way to see how to do things easier! Thanks for this release though, a really great idea!. This is a sandboxy room decoration sim with some really cool features. It's a great start to what could be a go-to VR home away from home, like Big Screen but better because it's completely customisable from the ground up.

The dev has kept in communication with the fans throughout the entire initial design phase. If he continues to stay in touch with fans and updates the game regularly, this could become the hit it deserves to be.. This is excelent, early access to be sure but a must have for VR users. I had my room 'mapped' into VRHOME in about 2 hours (yes I only briefly skimmed over the controls first :) and very soon was using the bed,e chair, table and computer desk as if it was my room! I almost, while sitting on the chair near the computer just going to take off the HMD, threw the controllers onto the bed across the room!

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Thank you.

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The potential is absolutely there. The game needs a few more tutorials in place and a few quality of life improvements.

For example:

- Ability to hold rotate\scale buttons.
- Line to see what items will be deleted
- The ability to pick up and move an object which has already been placed (maybe I just missed it.)

The only things I couldn't seem to figure out was how to make a window see through, and how to easily create doors and attach rooms. Once a few short tutorials are in place to help with the basics I think this game will absolutely shine for creating anything from your own man cave, to a test run of different paint colors and interior design decisions for your own home. I've always wondered what my home would look like with more modern furniture and different paint and this seems like it will be an excellent tool for helping to visualize it.. While I agree that the controls take a little getting used to, the scope of possibilities with this (early access) title are already staggering.

Once I'd got the hang of how to use the interface, I was quite quickly able to replicate my room very accurately (within the bounds of the included models so my sofa doesn't look like its VR counterpart but is scaled and positioned perfectly). Seeing it come together and getting a favourite movie streaming on the in game TV while I continued to tinker and add more things made for a very relaxing and creative experience. There are numerous possible uses for this and a lot of neat touches included.

I'm a big fan already and can't wait to see what future updates add to an already flexible and solid app.. I want to rebuild my own room and there is no option to resize the room, you can only choose the standard size of room.

And the design is not intuitive, so I am not recommending this game at this moment. How do you get the FN57 pistol and M1 Garand? I can only see the Scar-H. While I agree that the controls take a little getting used to, the scope of possibilities with this (early access) title are already staggering.

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I'm a big fan already and can't wait to see what future updates add to an already flexible and solid app.. If anyone happens to stumble upon this game, I am pretty certain development has been disbanded. Last update was last year. It is more than likely that it will never leave early access but it is a cool tool none the less. So expect what you pay for as the finished product.. Item selection is done using the right controller. Item previewing and manipulation is done using the left controller. Teleportation is done by pressing the right controller's grip buttons. Pick room layout #3, teleport over to the balcony, then select various sky boxes. That'll win you over. The graphics and lighting look fantastic. If you have a decent graphics card, you can build yourself a pretty sweet pad. I couldn't get any of the video or music streaming to work, but it probably just requires I give it some more investigation. Either way, I'd say it's a great start!. Hasn't seen an update for 6 months

Could have been good - and could have easily been in competition with SteamVR Home. omg that was incredible, I just spent hours starting my dream room and I have so much to do, sitting on my real life bed while at my virtual computer desk was freaking mind blowing, this is the most special game for anyone excited about moving soon or wanting a house or just wanting to redesign. I looooooove the feel of being in my VR room, seriously getting me really excited about the real life future. Also since I am a gun guy the Scar and the safe was soooooo perfect thank you! I'm even considering buying a Scar so really man ty!

Dev, please also put in an FNX 45 or a Glock! Please! and put a Vive in the game with controls! lol

This game is well worth the small price!

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