User Flow & Implementing Matterport VR

Reference Guide
Summary

Virtual reality (VR) is an exciting new medium. With the launch of Matterport CoreVR, you can now easily share your Matterport VR Spaces as part of your digital strategy.

This reference guide provides a high-level overview of how to integrate Matterport VR with your existing website or app. Topics covered here include:

- How to integrate VR into your existing website or app
- How your users open and explore a Matterport VR Space
- How to bring users back to your website once they're done exploring

Contents

- Opening a VR Space with the VR Icon on 3D Showcase
- Opening a VR Space with a Link
- Opening a VR Space with a QR Code
- Opening a Collection of VR Spaces
  - Creating a Collection
  - URL Parameters for Collections
- Appendix: User Flows
  - VR Icon on Supported Android Devices
  - VR Icon on Desktop/Laptop
  - VR Icon on iOS Devices
  - VR Icon on Unsupported Android Devices

If you're having problems opening a VR Space update the Matterport VR app.
Opening a VR Space with the VR Icon on 3D Showcase

The easiest way to take advantage of Matterport VR is through the **VR icon on 3D Showcase**. This is automatically done by Matterport and requires no work on your part.

The user flow for the VR icon on 3D Showcase is as follows:

A user opens 3D Showcase and explores a Matterport Space as normal.

Next they tap the **VR icon** in the user interface.

By default, the **VR icon is always visible**. If the icon is not visible, this is because:

- There is no VR Space for that model
- VR link sharing for that model is not enabled
- The icon’s visibility has been changed so it is only visible on Android
- The icon has been disabled to not be visible at all

To change the icon’s visibility manually (the last two reasons) add an extra URL parameter when you embed/share the Space.

- **&vr=0**  Disable the VR icon
- **&vr=1**  Show VR icon on all platforms with contextual help (default)

Learn more about [using URL parameters and embedding a Space](https://www.matterport.com/support/user-flow).
A dialog window opens prompting the user to choose their VR platform.

The left option is for **Google Cardboard** or a similar viewer.

The right option is for **Samsung Gear VR**.

The screen on the left is what appears on a supported Android device. For the user flows for iOS (coming soon), unsupported Android devices, and desktop refer to the Appendix.

If the user does not have the app installed they will be redirected to the **Oculus Store** or **Google Play Store** to download the app.

If the user has already installed the **Matterport VR** app for Google Cardboard or Gear VR, then the **Android App Chooser** appears and they choose the correct app.

Refer to [What do I need for Virtual Reality?](#) for the download links to both apps.

For Cardboard, the two “fish bowl lenses” are a sign to insert the smartphone into their viewer.

For Gear VR, the user is prompted to insert their smartphone into the headset.

The VR Space opens and starts downloading. When finished, the **Cancel icon (X)** changes to a Play icon.

The user selects the **Play icon (▷)** to explore the VR Space.
The user now explores the model in VR.

After exploring the model, the user returns to the **Shared with Me** folder of the Matterport VR app. They can navigate to other models in the Matterport VR app.

This particular model will remain in the **Shared with Me** folder within the Matterport VR app.

When the user is totally finished with VR, they'll back out to the main menu of the Matterport VR app and then exit the app.

The user then takes the phone out of their headset.

They are automatically returned to the previous app or website that launched 3D Showcase and continue browsing.
Other Matterport Spaces

By default when a user opens a VR Space the Matterport VR App keeps it in the Shared with Me folder.

This means once the user is done with your Space they might select BACK and visit other Spaces in the Matterport Gallery.

You can also limit the Matterport VR app so it will only allow users to visit your VR Space. This way the user cannot view other models before returning to your website. This has the side effect that the space will not be viewable later in the Shared With Me folder.

To change access to other Spaces add an extra URL parameter when embedding.

<table>
<thead>
<tr>
<th>&amp;vrcoll=0</th>
<th>Open in Shared with Me folder within the Matterport VR app (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>&amp;vrcoll=1</td>
<td>Limit Matterport VR app to only this Space</td>
</tr>
</tbody>
</table>
Opening a VR Space with a Link

Another way a user can open a Matterport VR Space is by a **opening a link**. The advantage with a link is that you can determine exactly how it appears in your website.

To find the VR link for a given Space, log in to **Matterport Cloud** and open the Space Detail Page for that Space.

Look for the **Sharing** section on the right. Make sure the Space is set to **Public**.

Open the VR Link drop down menu.

Make sure the account default is **Enabled**. Or select **Enable** to override the default and enable VR for this Space only.

**Note:** Matterport Cloud Admins can go to **my.matterport.com/settings** to change the VR sharing defaults for the whole account.
The user flow for a link is as follows:

A user visits your website and taps the Open in VR link. The link can also be disguised as a button or included in one of your emails.

These are links that you create, not Matterport. It is recommended that your developers hide this button so it only appears on supported smartphones.

If the user is on a supported smartphone, the App Chooser appears. The user chooses the Matterport VR app for their viewer (Cardboard or Gear VR).

If no app is installed, then the App Chooser does not appear and the link opens in their web browser, which directs them to the VR system requirements.

The user inserts their smartphone into their headset like before and the VR Space starts downloading.

The user opens the VR Space and starts exploring.

When the user is finished, they exit the Matterport VR app, and remove their phone from the headset.

By default, users return to the previous page with 3D Showcase. You can also set a return URL if you’d like to direct them to a call-to-action page.
Opening a VR Space with a QR Code

Instead of a link, you can also distribute a QR code. QR codes can be displayed digitally on your website or used on print advertising. Using QR codes is also a great way to ensure people will open it on their smartphone.

The QR code is exactly the same as the link. The text-based link has just been transformed into a visual barcode that can be scanned.

The user flow for a QR code is as follows:

A user sees a QR code on your website or on your printed materials. The QR code is a signal for users to take out their smartphone and scan it.

Android users can use Google Goggles or a similar app. iOS users can use an app like Quick Scan. iOS users can also 3D touch the Chrome app if they have the app and an iPhone 6S or later.

The user confirms that they want to open this link.

This step may differ slightly depending on which QR code scanner app is used.

The Android App Chooser will appear. The user chooses the app for the viewer they own (Cardboard or Gear VR).

From this point on, the user flow is the same as for a link or the VR icon.
Opening a Collection of VR Spaces

Create a Collection to share several VR Spaces at once. One advantage to a Collection is that several VR Spaces can load in the Matterport VR app at once — there’s no need to take the headset on and off to scan multiple QR codes or click multiple links.

The user flow for a Collection is as follows:

1. **Open “Collection Title”**

2. Share a link on your website, app, or through an email. You can also put a QR code on your website or printed materials.

3. Users tap the link on their smartphone or scan the QR code.

4. The Android App Chooser appears. The user chooses the app for the viewer they own (Cardboard or Gear VR). Next they insert their smartphone in their headset.

5. This is the same user flow as for an individual VR Space.

6. The user sees the title of the Collection plus a short description.
The Collection home screen appears with all of the VR Spaces in this Collection.

Here the Matterport VR app is limited to only VR Spaces in this Collection. The user cannot navigate to other VR Spaces in the Matterport Gallery without exiting the app and reopening the app.

Users can now download and explore each VR Space at their leisure.

When the user is done exploring, they exit to the main menu.

Then they exit the app, take the phone out of the headset, and continue browsing.

If a return URL was specified as part of the link, then the user will be redirected to that app.

Creating a Collection

Creating a Collection is easy. Just fill out a simple form at matterport.com/vr-collections. This will produce a link and QR Code you can then distribute.

Collections can also be built by code (URL parameters). For example, a user visits your website and creates a list of “favorite places.” You can easily setup code on your servers for creating a Collection of VR Spaces (link or QR code) based on this list. Users then tap the link or scan the QR code for the Collection and explore all of their favorites in VR.
URL Parameters for Collections

To create a Collection you just build a URL. Here's an example URL:

```
http://my.matterport.com/vr/dlist/?sids=KGNW8SXcYRG,nsBwE4W4WW8,1vpLu8nVR3r&ln=Collection+Title&ld=Collection+description+goes+here%2E&ret=https%3A%2F%2Fwww.matterport.com
```

The URL base for all Collections:

```
http://my.matterport.com/vr/dlist/
```

The first parameter is the Space IDs for all the VR Spaces in the Collection.

```
?sids=KGNW8SXcYRG,nsBwE4W4WW8,1vpLu8nVR3r
```

Other parameters can be added to the end, such as `&ln=Collection+Title` to name your Collection. Use URL encoding if you have punctuation in the values for your parameters.

<table>
<thead>
<tr>
<th>Name</th>
<th>Parameter</th>
<th>Required?</th>
<th>Description</th>
</tr>
</thead>
</table>
| Space IDs (sid)    | sids      | Yes       | VR Spaces in this Collection. To find the Space ID for a given Space, first open it in Matterport Cloud. Then look in the URL and pull out the string of letters and numbers at the end. For example, 

```
https://my.matterport.com/models/KGNW8SXcYRG
```

<table>
<thead>
<tr>
<th>Collection Name</th>
<th>ln</th>
<th>No</th>
<th>Name of the Collection. Defaults to “Untitled” if not specified. Collection names longer than 25 characters may be truncated.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collection Description</td>
<td>ld</td>
<td>No</td>
<td>Description of the Collection. Defaults to blank if not specified. Long descriptions may require scrolling in the Collection.</td>
</tr>
<tr>
<td>Name</td>
<td>Parameter</td>
<td>Required?</td>
<td>Description</td>
</tr>
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<td>--------------------------</td>
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</tr>
</tbody>
</table>
| Return URL               | ret       | No        | The callback URL to invoke when the user exits the Matterport VR app. The following parameters are added to the end of the URL you specify in `ret`.

- **mp_vr_referrer** - The application ID of the Matterport VR app (currently either com.matterport.vrshowcase or com.matterport.vrcardboard).
- **mp_vr_referrer_name** - The name of the Matterport VR app, as seen by the operating system.
- **mp_vr_originating_uri** - The original link that was invoked.

You can then interpret the callback URL as desired within your website/app.

This parameter can also be appended to the URL for a specific VR Space. |
| Launch this Space        | lsid      | No        | Immediately show detail panel for this Space in the Collection. This skips the Collection description panel shown by default.

`lsid` must be one of the Spaces in the `sids` parameter.

If the user enabled **Auto Download Links** in the Matterport VR options, then the VR Space will automatically download.

For example, `&lsid=1vpLu8nVR3r` would launch the Space details panel for *Blenheim Palace State Room*. |
Appendix: User Flows

The previous section describes what happens when a user taps the VR icon in 3D Showcase on a supported device (Android smartphone). The user flows below include this flow as well as what happens if the user taps the VR icon while on a different device.

We suggest keeping the VR icon visible at all times (even during nonstandard flows) so the user knows that VR is available on Android.

The following are mockups and are subject to change.

VR Icon on Supported Android Devices
VR Icon on Desktop/Laptop

View Space in Virtual Reality

Open the Link on Your Android Mobile Phone
https://my.matterport.com/show/?m=ZcwhpMN3qU?

Available Android VR Headset Options

Google Cardboard
LEARN HOW

Samsung Gear VR
LEARN HOW
User clicks LEARN MORE below Google Cardboard

User clicks LEARN MORE below Samsung Gear VR
VR Icon on iOS Devices

VR Icon on Unsupported Android Devices