# UIASSIST V2 GETTING STARTED GUIDE

Plugin Installation

1. 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:
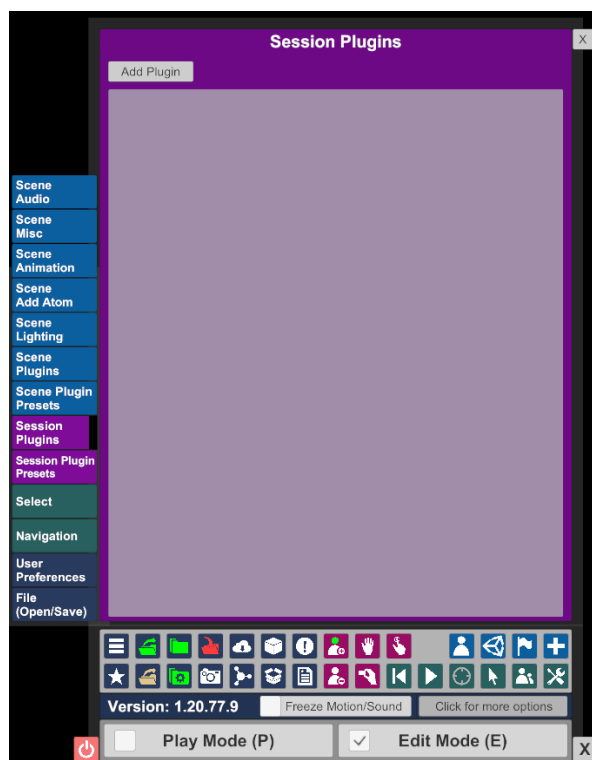
4. Select Add Plugin to create a blank plugin entry:
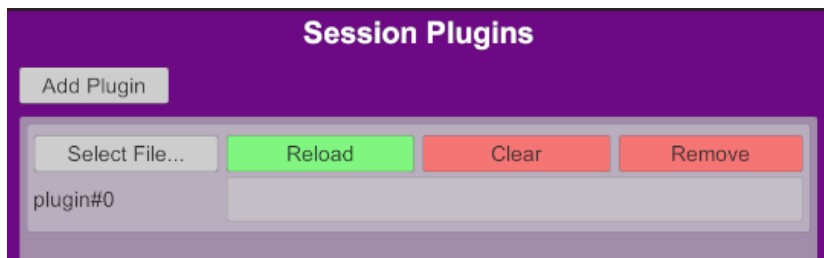
5. Press 'Select File…' button to open a Select File Dialog. Locate the UIAssist.cslist file in the downloaded VAR, using the 'AddonPackages' Flattened shortcut:
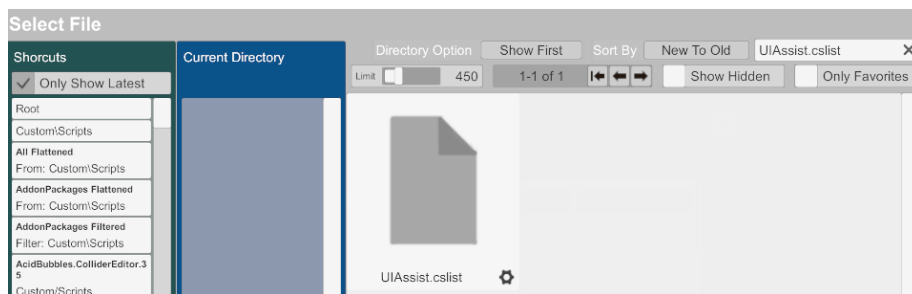

6. Click on the UIAssist.cslist file icon to load the UIAssist plugin:
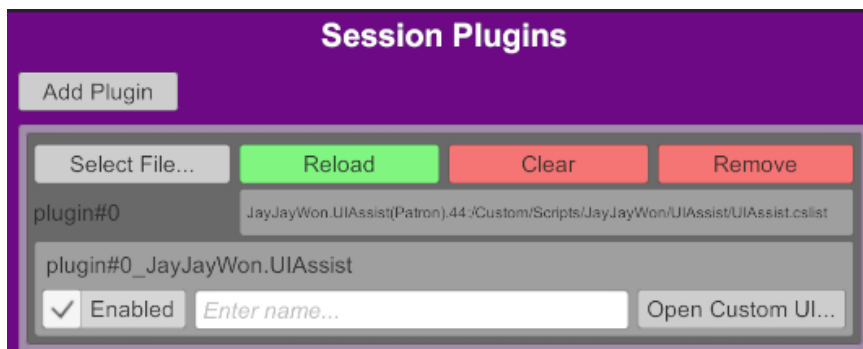
7. To set UIAssist to auto load every time VAM starts, select the Session Presets tab, click in 'Change User Defaults' and press 'Set Current As User Defaults':
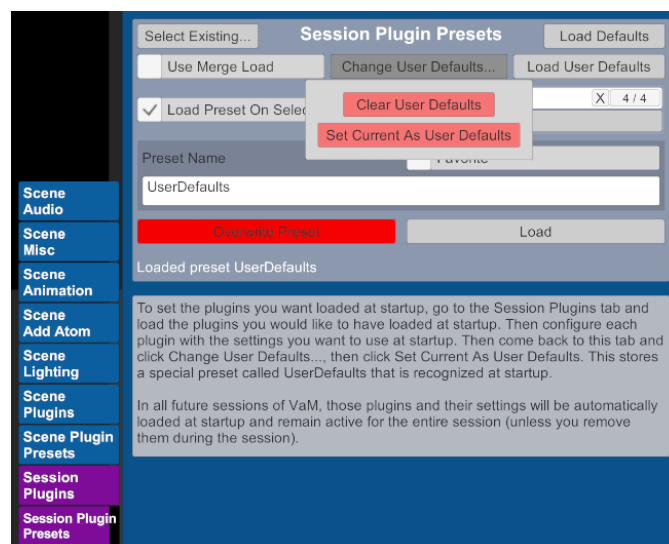
8. To configure UIAssist, press the 'Open Custom UI' button for the plugin entry on the Session Plugins tab. See Configuring UIAssist Buttons section below for more details on setting up UIAssist:
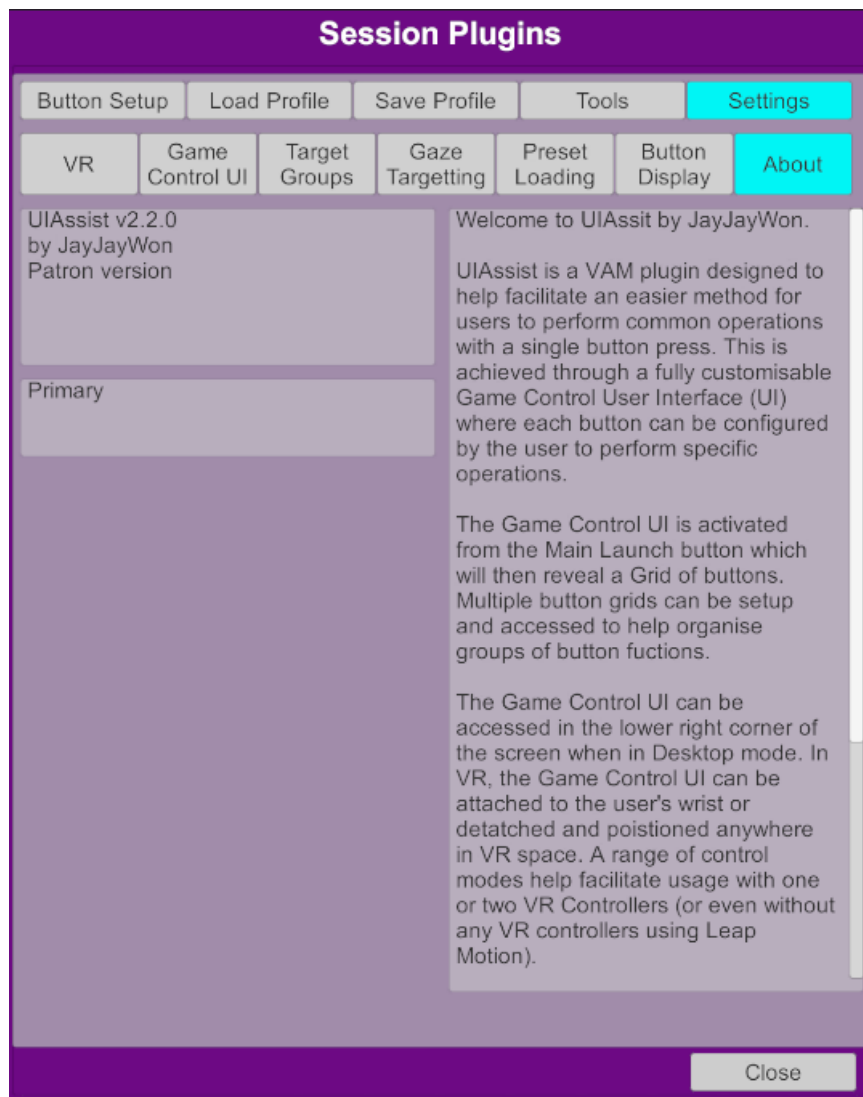
Upgrading from UIAssist v1

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

1. 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

UIAssist creates a configurable interface for users to perform VAM operations with a single button press. The UIAssist 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 UIAssist 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:
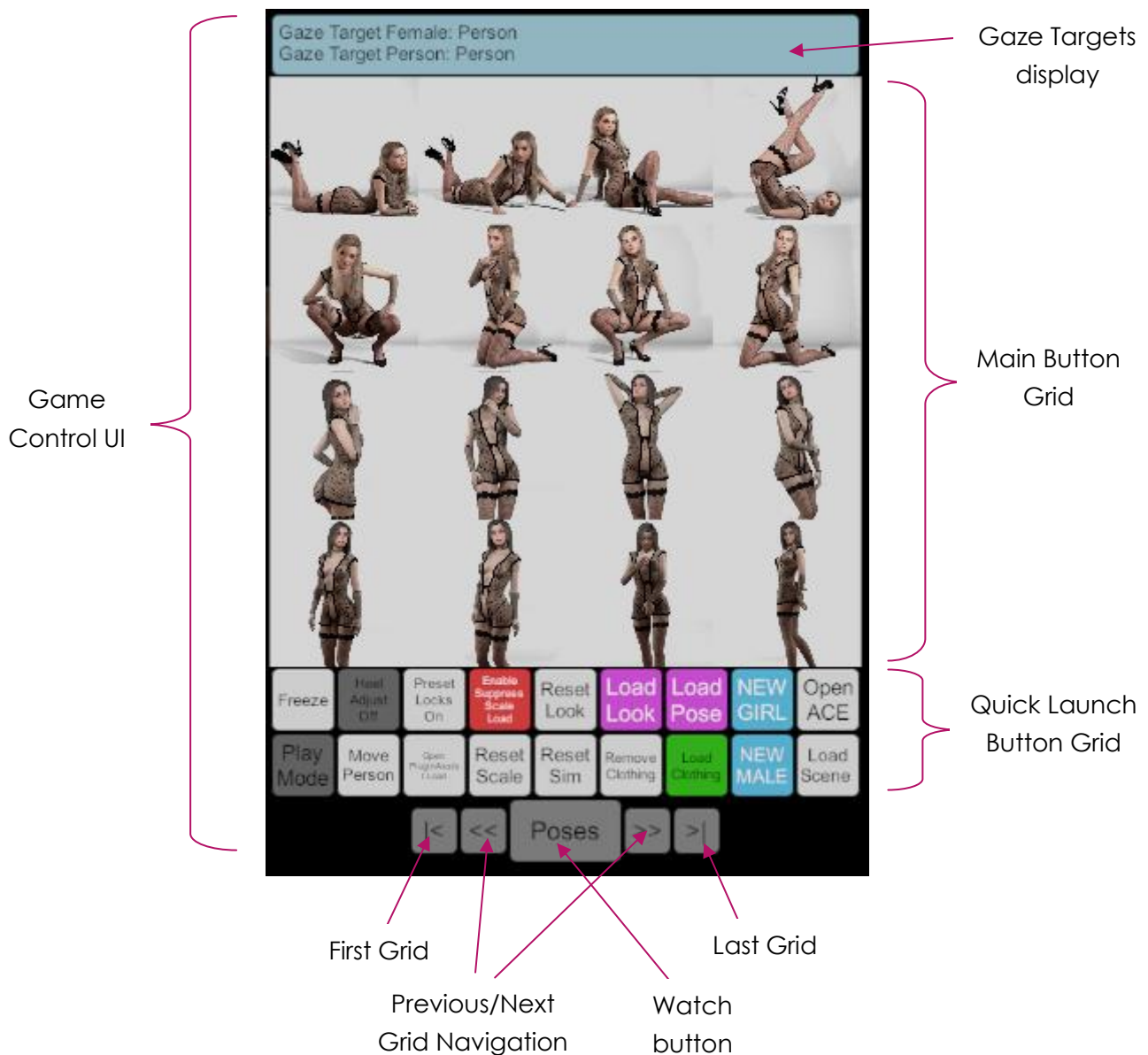

- Game Control UI – the UIAssist interface is referred to as the 'Game Control UI'. It is where each of the configurable buttons can be activated to perform the operation specified in the button setup.
- Watch button – this is the main control button. It can be used to hide or reveal the rest of the 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:
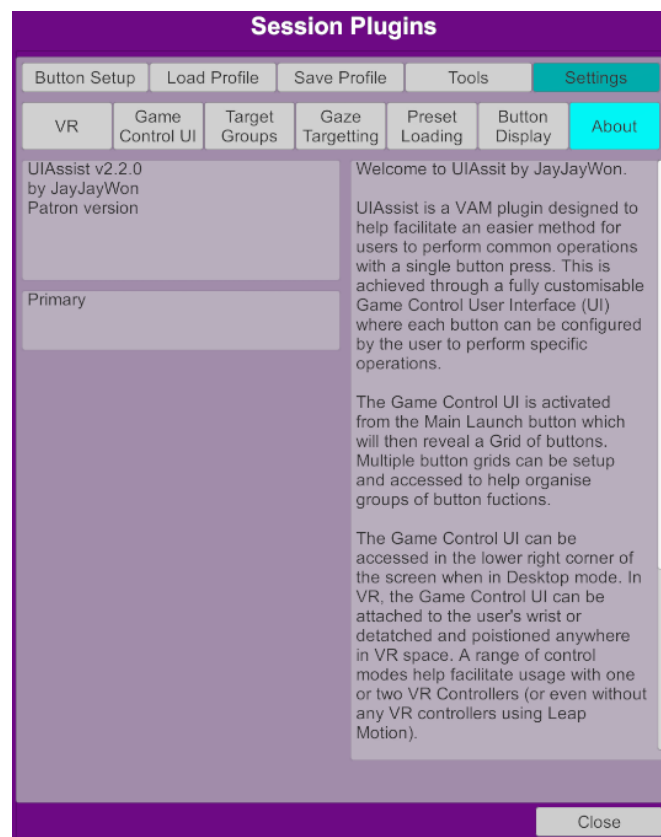
Each of the top row of buttons activates a UI Tab which allow different configuration actions to be performed:

1. 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:
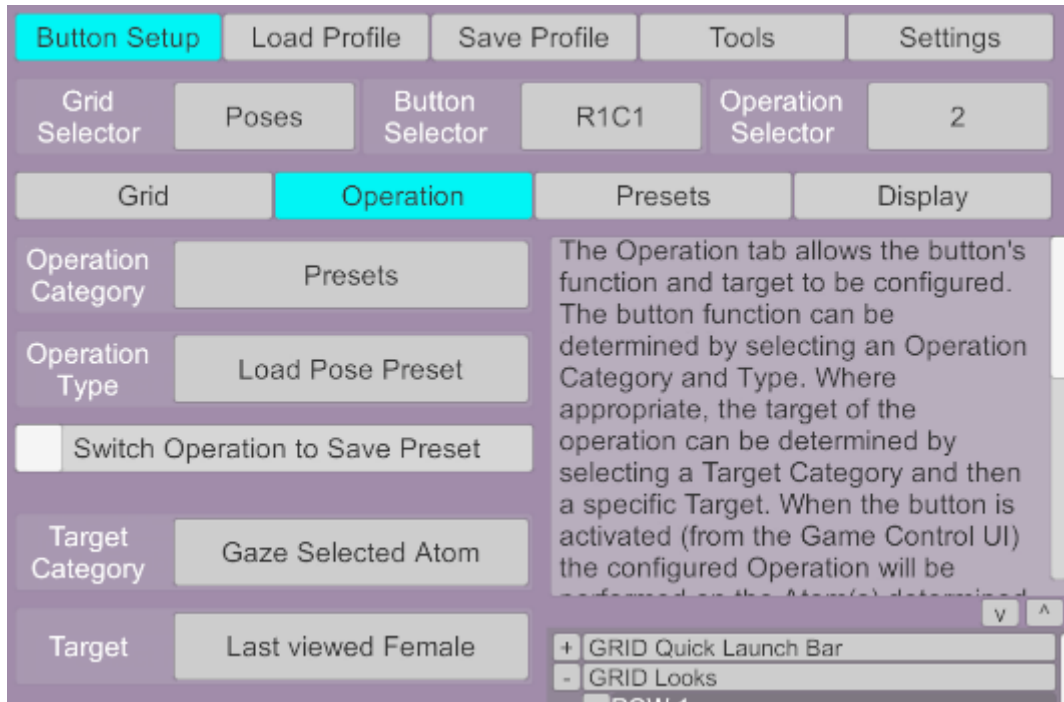
2. Load Profile tab is used to load a previously saved UIAssist profile and will reset the configuration of all the UAssist Grids, Buttons and Settings to the previously saved state.
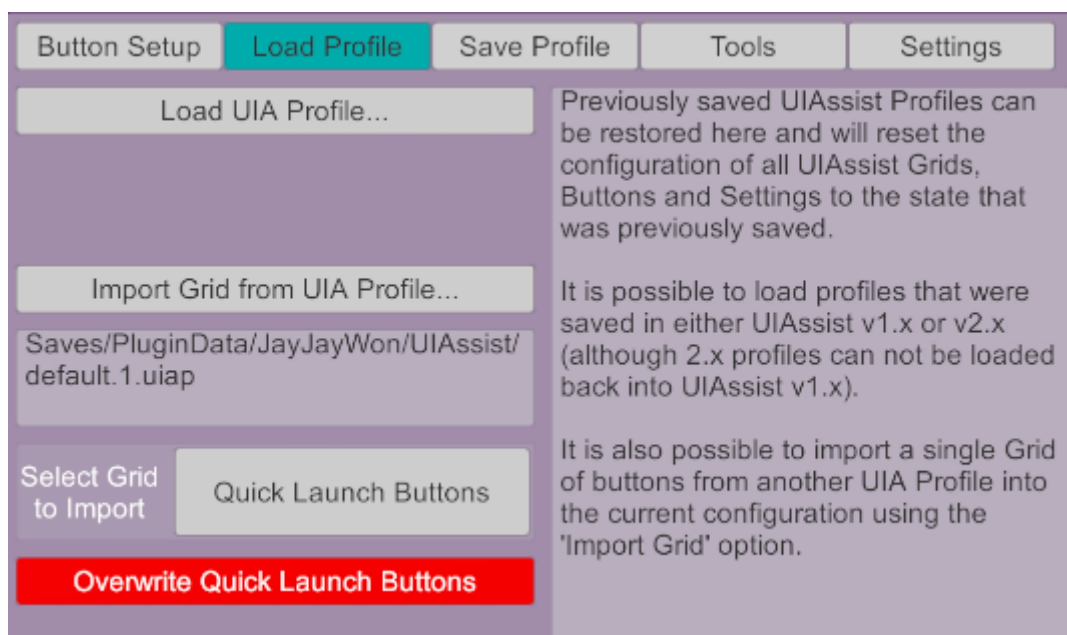
3. Save Profile tab is used to persist the current state of all UIAssist settings to a profile file which can then be restored at a later point in time.

Button Setup	Load Profile	Save Profile	Tools	Settings

Save UIA Profile...

Save current Profile as UIAP Default...

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 Profile' tab.

Additionally a default profile can be saved which will automatically load every time UIAssist is started. The default profile is always stored in

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

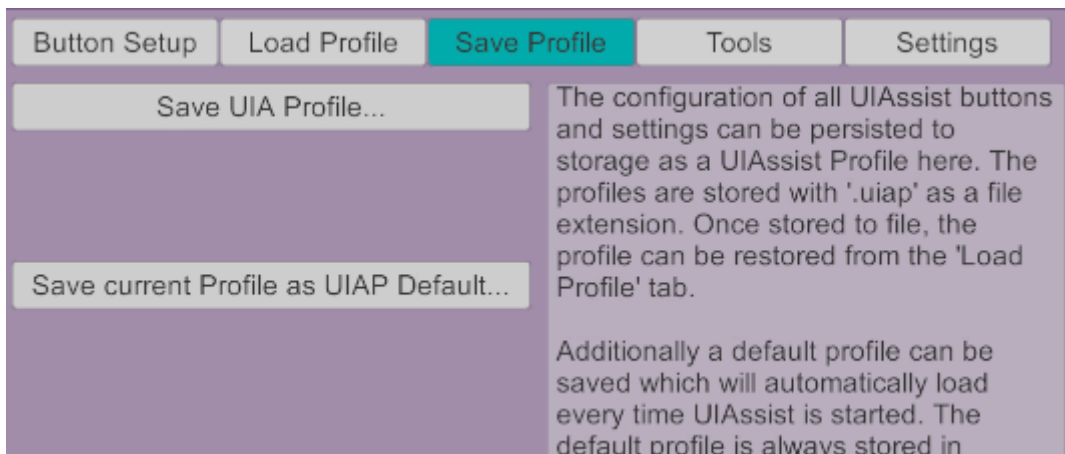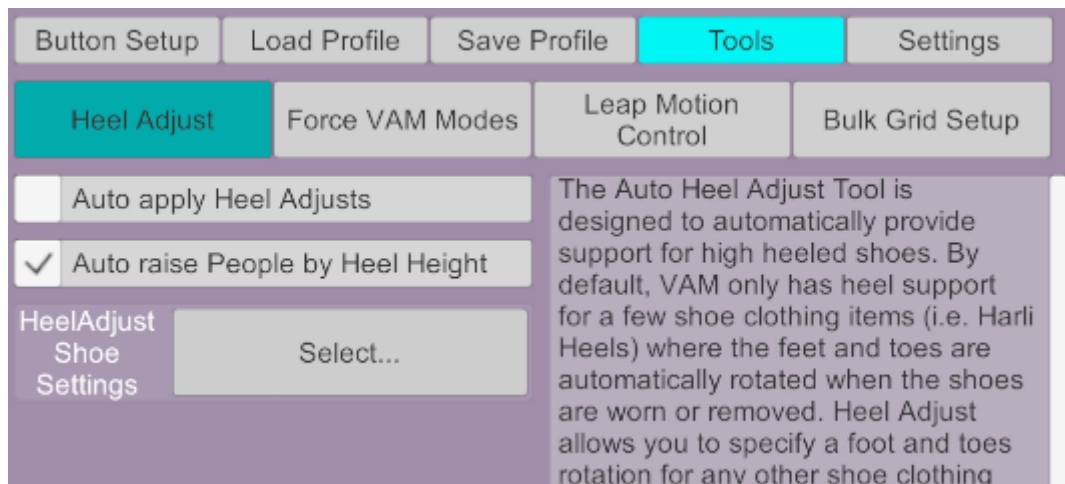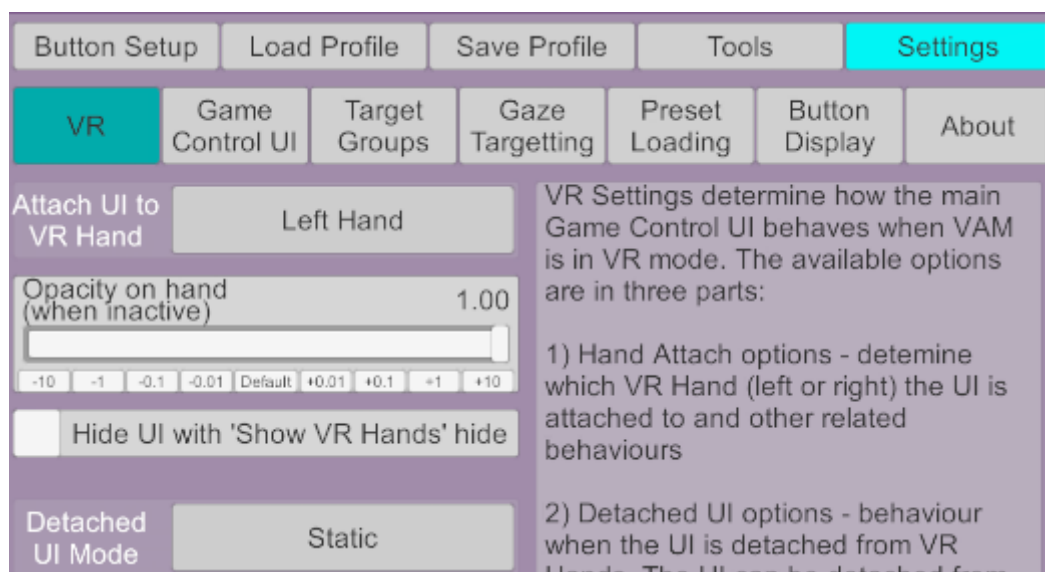| Button Setup	Load Profile	Save Profile	Tools	Settings

Heel Adjust	Force VAM Modes	Leap Motion Control	Bulk Grid Setup

☐ Auto apply Heel Adjusts

✓ Auto raise People by Heel Height

HeelAdjust Shoe Settings — Select...

The Auto Heel Adjust Tool is designed to automatically provide support for high heeled shoes. By default, VAM only has heel support for a few shoe clothing items (i.e. Harli Heels) where the feet and toes are automatically rotated when the shoes are worn or removed. Heel Adjust allows you to specify a foot and toes rotation for any other shoe clothing

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

Button Setup	Load Profile	Save Profile	Tools	Settings

VR	Game Control UI	Target Groups	Gaze Targetting	Preset Loading	Button Display	About

Attach UI to VR Hand — Left Hand

Opacity on hand (when inactive) — 1.00

| -10 | -1 | -0.1 | -0.01 | Default | +0.01 | +0.1 | +1 | +10 |

☐ Hide UI with 'Show VR Hands' hide

Detached UI Mode — Static

VR Settings determine how the main Game Control UI behaves when VAM is in VR mode. The available options are in three parts:

1) Hand Attach options - detemine which VR Hand (left or right) the UI is attached to and other related behaviours

2) Detached UI options - behaviour when the UI is detached from VR Hands. The UI can be detached from

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.