Sentari Build

USER MANUAL

Design an ADU on your computer. Walk it, full size, in your client's backyard, with the iPad in hand.

Computer app 1.4 · iPad app 1.0 (TestFlight) · Sentari Build for Meta Quest 1.2 · Field kit

Sentari VR Systems

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About this manual

Sentari Build lets you draw an ADU on your computer, carry it to the client's backyard on the kit's iPad, and walk your client through it at full size with a Quest headset. This manual covers everything from opening the kit to packing it away.

It is written for the builder's team: whoever draws the plans in the office, and the rep who takes the kit to a client. Chapters 1 and 2 are done once. Chapters 4 to 9 follow a job from the first sketch to the signed client and the packed case.

How to read the steps

You see	It means
Save	A button, menu item or label, exactly as it appears in the app
Site ▸ My Company…	Open the Site menu, then choose My Company…
⌘S	Keyboard shortcut. ⌘ on a Mac; use Ctrl on Windows
W (Wall)	The one-key shortcut for a drawing tool
menu ▸ Open…	On the iPad: tap the menu button at the top left, then Open…
Trigger, grip, A, B, X, Y	Buttons on the Quest controllers (chapter 11 has the map)

Important safety information

> **CAUTION**
>
> In mixed reality outdoors, the headset can't stop anyone walking into a step, a pool or a street. Outline a safe area before a client walks (the headset tells you if client view starts without one) and it warns them near the edge, but the rep is still the safety boundary: clear the yard first, stay within arm's reach of the client, and keep sessions on flat, open ground.
>
> Never leave a headset with its lenses facing the sun. Sunlight through the lenses burns the displays in seconds. Read Safety in chapter 7 before your first visit.

Prices and ADU checks in Sentari Build are estimates and rules of thumb, not bids or plan reviews. Confirm with the city and your own costs before you commit to a client.

Getting help

Help ▸ **User Manual** and **Quick Start** open these guides in your browser from the app (on the iPad they're in the menu at the top left). Help ▸ **Contact Support** emails us at support@sentarivr.com; **Report a Problem** does the same with the app's version already filled in. We answer the same day, weekdays 8 am to 6 pm Pacific.

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CHAPTER 1

Receiving the kit

Check the contents the day it arrives, then charge everything overnight before you set anything up.

1. **Inspect the case.** Report a cracked case or damaged headset to Sentari right away, with photos.
2. **Check the contents** against this list:

Item	Qty
Meta Quest 3 (512 GB) with 2 controllers each	2
Battery strap with 2 battery packs and a charging dock (one fitted to each headset)	2
iPad (A16) in a rugged case, with the Sentari Build app	1
Power bank (20,000 mAh)	1
Three-port USB-C charger and 4 USB-C cables	1 set
Cleaning kit: lens covers, microfibre cloths, face-pad wipes, 2 spare face covers	1 set
Rechargeable AA batteries (8) and charger, for the controllers	1 set
Hard case	1
This manual, the Quick Start card, 10 Homeowner Guides	1 set

3. **Peel the protective film** off the headset lenses and cameras, and pull the battery tabs out of the controllers.
4. **Charge** headsets, the spare strap batteries, iPad and power bank to full. A headset takes about 2.5 hours.
5. **Keep the lenses out of sunlight,** always. Sun through the lenses burns the displays in seconds, even through a car window.

> **NOTE**
> You also need a Mac or Windows computer in the office for drawing plans, and a phone with a hotspot for visits; they aren't in the kit. The kit's iPad runs the visit in the yard. A visit needs one headset. The second is for a second person who wants to walk the house too, and your spare.

CHAPTER 2

Setting up

Setup takes about an hour, once: install the apps, link each headset to the iPad, and enter your company and prices. If Sentari set up your kit, most of this is done already: check each step and skip what is.

Install the desktop app

1. Go to sentarivr.com/build.html and download Sentari Build for your computer:
   - **Mac:** macOS 12 or newer, with a download for Apple Silicon (M1 or later) and one for Intel.
   - **Windows:** Windows 10 or 11, 64-bit.
2. **First launch on a Mac:** if macOS says the app can't be opened (a build that isn't notarized), open System Settings ▸ Privacy & Security and press **Open Anyway**.
3. **First launch on Windows:** if SmartScreen warns you, press **More info**, then **Run anyway**.
4. Updates don't install themselves yet. Sentari will tell you when a new version is out; download it from the same page.

Set up the iPad

1. The kit's iPad comes with **Sentari Build** installed. If it's missing, ask Sentari for a TestFlight invite and install it from the **TestFlight** app.
2. Sign the iPad in to Wi-Fi and to your company's Apple Account, with **Find My** on.
3. Open Sentari Build. It runs in landscape only, and opens to the same start card as the desktop app.

Install the headset app (both headsets)

If Sentari set up your kit, the app is already on both headsets; skip to the next section.

1. Set up each Quest with the Meta Horizon app on your phone, signed in with your company's Meta account.
2. On the download page, press **Request a tester invite** and give the email of that Meta account. Sentari Build is in early access, so it comes through an invite.
3. Accept the invite, then install **Sentari Build** from the Store on each headset. Updates arrive by themselves after that.
4. On each headset: Quest Settings ▸ Privacy & safety ▸ Device permissions ▸ **Enhanced spatial services** on. Two headsets need this to share one house.

Join the phone hotspot

The kit runs on the rep's phone hotspot, so you never need the client's network, and the headsets get the internet they need to share one house. Turn the hotspot on (iPhone: Settings ▸ Personal Hotspot, with Maximize Compatibility on) and join it once on both headsets and the iPad; they reconnect by themselves on site. Install headset updates on the office Wi-Fi so they never download over the phone's data plan.

Link each headset to the iPad

1. iPad and headset on the same Wi-Fi (the phone hotspot works); Sentari Build open on both.
2. The headset finds the iPad by itself in a few seconds and shows **approve code** with four digits.
3. On the iPad, tap **Quest** at the top right: the same code shows. Check it matches and tap **Approve**.

> **TIP**
> You only do this once per headset. The **Quest** menu shows each linked headset, with **Send** and **Forget**. To work with the headsets in the office as well, link them to the desktop app the same way.

Your company and prices

Open Site ▸ **My Company…** and fill in the **My company** tab: company, license, phone, email, website, brand colour and logo. They go on every proposal and the client's share page, and the headset's Home says "Presented by" your company.

Then your prices: Site ▸ **Set Up My Prices…** asks what you charge, one part at a time (about 15 minutes). Chapter 5 explains it. Until you save your own, Sentari Build uses a sample San Diego price book.

On the iPad they're under the menu button (top left): **My company…**, **Set up my prices…** and **My price book…**. Your price book is kept on your company's account: set it up once, signed in, and every iPad and computer signed in to the company uses it. Your company details are kept on each device, so fill them in on the iPad too if you'll start plans there. A plan drawn on the computer carries its company and prices with it.

Your license and account

Sentari Build is licensed to your company, per kit. The first time you open the app, a short **Welcome** walks you through your account, your company, your prices and your headsets; skip any step and come back to it under Site ▸ **Welcome and Setup…** (menu ▸ **Welcome and setup…** on the iPad). To sign in, open Site ▸ **Subscription…** on the computer or the menu ▸ **Subscription…** on the iPad and enter your work email and password. First time? Press **New here? Create an account**: we

email you once to confirm the address, then you sign in with your password like any app. A new company starts with a 14-day trial; if you bought a pilot, Sentari turns it on the day your kit is delivered, for 90 days. Sign in on the computer and on the iPad. **Forgot password?** emails you a link to set a new one (also the way to add a password to an account you used to open with an emailed link).

The apps check the license once in a while and work offline for up to 14 days between checks. Without a valid license, plans still open, save and export, but can't be changed, and headsets can't be sent plans. The same account covers AI plan import and share links.

- **When a pilot is ending:** from 14 days out, a chip shows "Pilot · 14 days left" and counts down (in the status bar on the computer, the top bar on the iPad), and we email the account's owner at 14, 7 and 1 days. After the last day the app says "Read-only: your pilot ended on" with the date, until you subscribe.
- **Subscribing:** Site ▸ **Subscription…** on the computer has the prices and opens the payment page in your browser. The iPad shows your subscription's status only; subscribe on a computer or ask us.
- **What we count:** the apps send us monthly counts for your company (plans made, proposals exported, share links published, days a headset was connected, client views, demos run). Counts only, with nothing about your clients; during a pilot we go through them with you at the weekly check-in.

CHAPTER 3

A tour of the apps

The screen has five parts: the top bar, the tool bar on the left, the plan in the middle, the side panel on the right, and the status bar along the bottom. Shortcuts below use ⌘ on a Mac; use Ctrl on Windows.

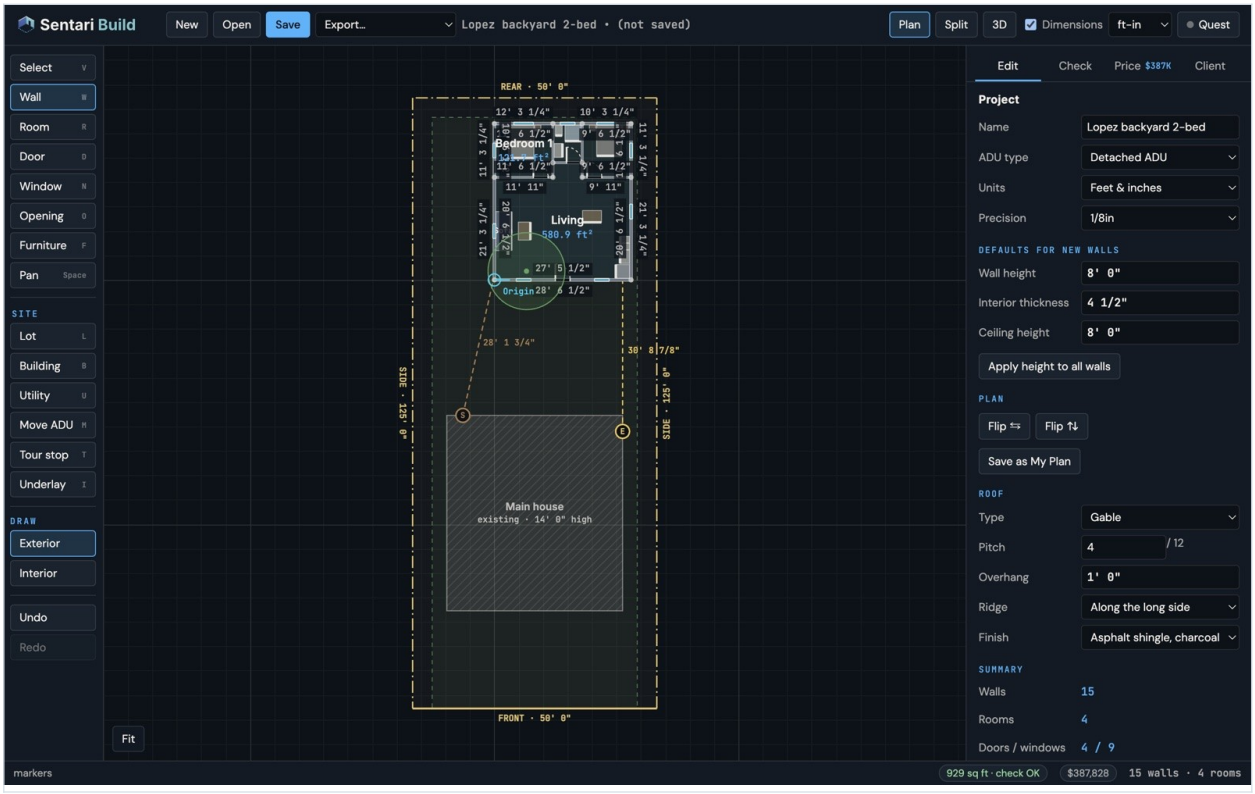


Figure 3-1. *The desktop app with a 2-bed ADU on its lot: tools on the left, the plan in the middle, the side panel on the right, the status bar along the bottom.*

Part	What's there
Top bar	**New**, **Open**, **Save** (highlighted when there are unsaved changes), **Export…**, the view buttons **Plan** / **Split** / **3D**, **Dimensions**, units (**ft-in** / **metric**), and the **Quest** menu for headsets. The **Help** menu has the manual, the quick start and support
Tool bar	Drawing tools, then SITE tools, then DRAW **Exterior** / **Interior** (which kind of wall you draw), then Undo and Redo. Every tool has a one-key shortcut (chapter 11).
Plan	Scroll to zoom, hold Space or the middle mouse button to pan, press **0** or **Z** to fit the plan on screen
Side panel	Four tabs: **Edit** (details of whatever is selected, or the project when nothing is), **Check** (the ADU check, with a count of items to fix), **Price** (the estimate, total on the tab), **Client** (client details, your company, tour stops and the share link)
Status bar	The last thing you did, the size in sq ft, "N to fix" or "check OK" (click for Check), the total (click for Price), and the wall and room count

The start screen

An empty plan shows a start card. At the top, **New ADU project** walks you through a new job step by step: the client, the kind of ADU (which sets the rules it's checked against), a plan to start from, and the lot. Skip any step, or ignore it and start drawing. It's also File ▸ **New ADU Project (step by step)…** (⇧⌘N) on the computer and the menu ▸ **New ADU project, step by step…** on the iPad. **MY PLANS** lists plans you saved for reuse. **OR START FROM** offers:

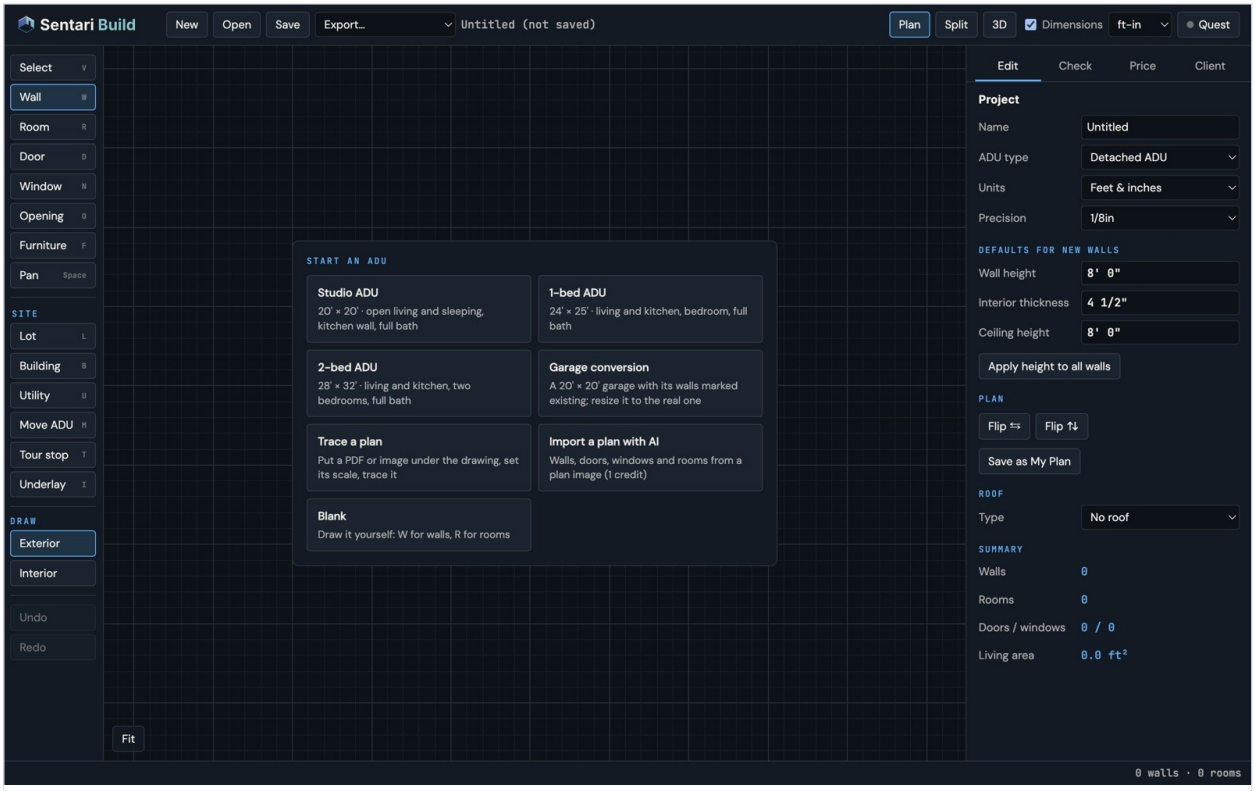


Figure 3-2. *The start card on an empty plan.*

- **Studio ADU** (20' × 20'), **1-bed ADU** (24' × 25'), **2-bed ADU** (28' × 32')
- **Garage conversion**: a 20' × 20' garage with its walls marked existing
- **Trace a plan**: put a PDF or image under the drawing and trace it
- **Import a plan with AI**: walls, doors, windows and rooms read from a plan image (1 credit)
- **Blank**: draw it yourself

The 3D view

3D (or **Split**, which shows the plan and 3D side by side) lets you orbit the house with the mouse. **Walk** puts you inside it: click to look, WASD to move, Esc to leave. **Ceilings**, **Roof** and **Cutaway** (with a height slider) change what you see.

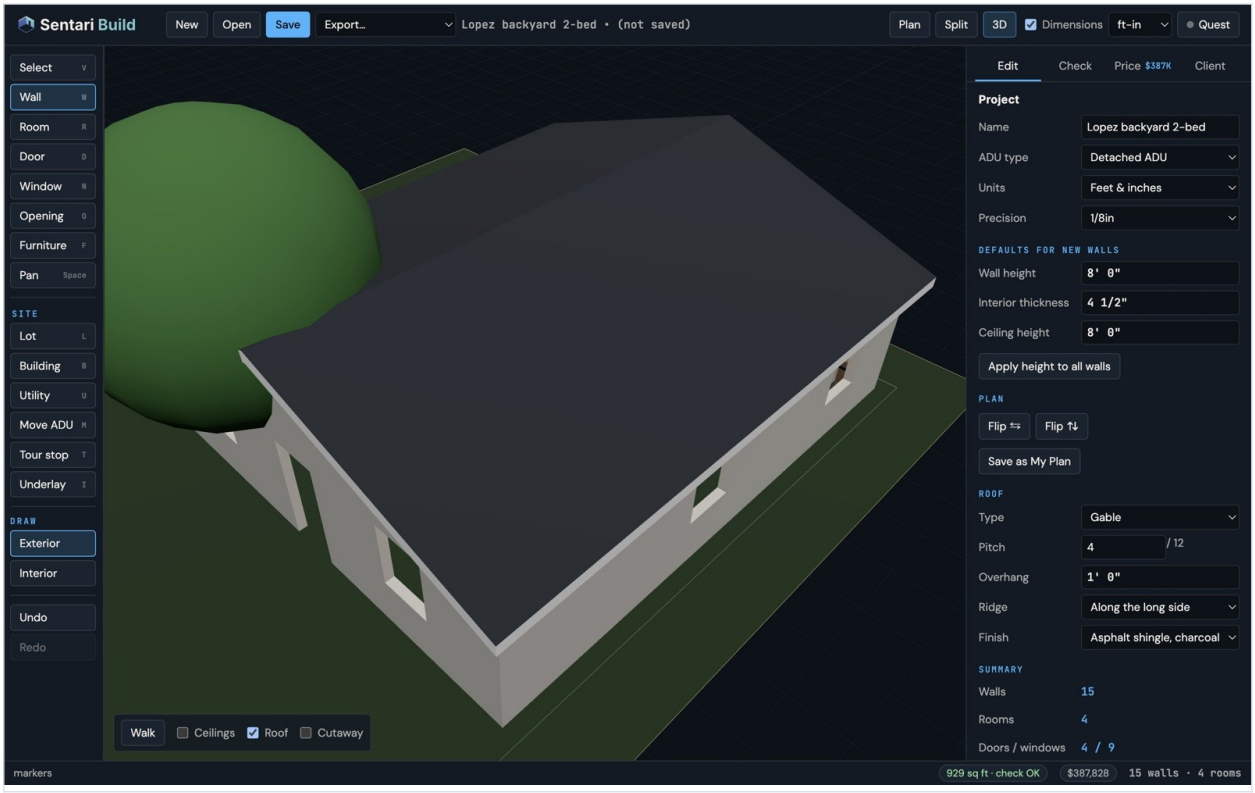


Figure 3-3. *The 3D view, with the roof on. Walk, Ceilings, Roof and Cutaway are at the bottom left.*

Files, saving and undo

- Projects save as `.fpb.json` files wherever you choose (File ▸ **Save** ⌘S, **Save As…** ⇧⌘S). The name shows "(not saved)" until you do.
- Sentari Build also keeps a copy of your work half a second after every change and brings it back if the app closes. That copy isn't your file: save the file before you quit.
- **Undo** ⌘Z and **Redo** ⇧⌘Z go back up to 200 steps.
- File ▸ **Save as My Plan** keeps a plan as a reusable starting point under MY PLANS, without the client, lot, underlay or tour.

The iPad app

The iPad app is the desktop editor laid out for fingers. It opens the same .fpb.json plans, runs the same check and prices, makes the same PDFs and share links, and links to the same headsets.

Part	What's there
Top bar	The menu (top left: **New project**, **New ADU project, step by step…**, **Open…**, **Save**, the templates, **My company…**, **Set up my prices…**, **My price book…**, **Subscription…**, **Welcome and setup…**, **Run a sales demo…**, the Help items, units), the plan's name and saved state, **Undo** / **Redo**, **Plan** / **Split** / **3D**, the size and estimate chips (tap for Check or Price), **Quest** for headsets, **Export**, and the panel button

Part	What's there
Tool rail	**Build** and **Site** tools, each with an icon and its name; **Sizes** at the bottom
Context bar	Over the plan: what the tool does and its options, or, with something selected, its actions: turn, flip, **Properties**, **Delete**
Side panel	The same **Edit**, **Check**, **Price** and **Client** tabs. The panel button slides it away; it opens by itself for furniture, utilities and the underlay

- **Tap** to select or place, and **drag** to move. Two fingers pan and pinch to zoom.
- **Tap with two fingers** to undo, **three fingers** to redo.
- Drawing walls or a lot, a keypad types exact lengths, and **Done** ends the chain.
- In 3D, **Walk** gives you a thumb stick to move; drag to look around.
- **Save** keeps the plan in the Files app, under On My iPad ▸ Sentari Build. **Open…** picks a plan from anywhere in Files, iCloud Drive included.

CHAPTER 4

Making a plan

The fastest start is a template or the client's existing blueprint; draw from blank only for a fully custom layout. A typical plan takes 20 to 40 minutes: house, then lot, then check.

Pick a starting point

You have	Start with	Then
Nothing yet; a standard unit	**Studio**, **1-bed** or **2-bed ADU** template	Resize rooms, move walls
A garage to convert	**Garage conversion**	Type the garage's real size, add the bath and kitchen inside
A PDF or photo of a plan, and time	**Trace a plan**	Set the scale, draw over it (below)
A PDF or photo of a plan, in a hurry	**Import a plan with AI**	Check its walls against the image (below)
A custom design	**Blank**	Draw walls (W) or rooms (R)

Walls

1. Press **W** (Wall). Pick **Exterior** or **Interior** under DRAW.
2. Click to start, then click each corner. The chip at the cursor shows length and angle.
3. **To get an exact length,** type it and press Enter: `11'5"`, `3'-6"`, `42"`, `10 ft 6 in`, `3.48 m`, or `12 6` for 12'6". A plain number is feet.
4. Click an existing corner to close the shape, or press Esc, double-click or right-click to stop.

Walls snap to corners, 15° angles, other walls and alignment lines. Hold **Shift** to turn off angle snapping, **Alt** to turn off all snapping. Exterior walls are 6½" thick; interior thickness is set under Project ▸ **Interior thickness**.

Faster for boxes: press **R** (Room) and drag a rectangle, or click once and type `12 x 14` (inside dimensions).

Editing walls and corners

Press **V** (Select), then click a wall, corner or anything else; its details open in the **Edit** tab.

- **Drag** corners, walls, doors and furniture to move them.

- A **wall** has Length, Height, Thickness, Type (**Exterior**, **Interior**, **Partition**, **Low / half wall**), a **Sloped top**, the finish on each side, **Existing** (kept walls in a conversion, priced as such), **Split in half** and **Delete**.
- A **corner** has exact X and Y, and **Remove (heal)** joins its two walls into one.
- **Delete** or Backspace removes the selection. Undo with ⌘Z.

Rooms

Rooms appear by themselves when walls close a space, as "Room 1", "Room 2" and so on. Select one and set its **Name** and **Type** (bedroom, bath, kitchen and so on). The type matters: the ADU check counts bedrooms, bathrooms and the kitchen from it.

Doors, windows and openings

1. Press **D** (Door), **N** (Window) or **O** (Opening, a doorway with no door).
2. Click on a wall. A door swings toward the side your cursor is on.
3. In the Edit tab, pick a **Standard size** or type Width, Height and Sill, and **From corner** to position it exactly.
4. **H** flips the hinge side and **F** flips the swing.

Furniture

Press **F**, pick a piece from the catalog in the side panel, and click to place it. Press **[** or **]** to turn it 15°. Near a wall it backs up against it; hold **Alt** to place it freely. Select it to change its size, **Turn 90°** or **Mirror**.

Finishes

Select a room to set its **All walls**, **Floor** and **Ceiling** finishes at once, or select a wall to set each side. Finishes show in 3D and in the headset, and option picks (chapter 5) swap them automatically.

Roof

With nothing selected, the Edit tab shows the project. Under **Roof** pick **Gable**, **Hip**, **Shed** or **Flat**, then the pitch (x/12), overhang and finish.

Tracing a blueprint

1. File ▸ **Import Underlay (PDF or Image)…** (⌘I). It takes PDF (page 1), PNG, JPEG or WebP.
2. **Set the scale:** click both ends of a dimension you know on the drawing (a long one, like an overall wall), type its length, press Enter.

3. Press **I** (Underlay) to drag or turn it ([ ]) into place, then tick **Locked**.
4. Turn **Opacity** down until your walls stand out, and draw over it with **W** and **R**.

> **NOTE**
> The underlay stays on your computer. It never goes to the headsets or the client's share page.

Importing a blueprint with AI

1. File ▸ **Import Plan with AI…** (or the start card).
2. **Choose a plan (PDF or image)…**.
3. Sign in if asked (chapter 2). The dialog shows your credits; with none, pick a pack and pay in the browser.
4. Choose **A new project** or **This project** (replaces its walls).
5. Press **Read the plan (1 credit)**. It takes up to 2 minutes. A failed read refunds the credit.
6. Compare the result with the image behind it. Fix any wall that's off, then open the **Check** tab.

> **TIP**
> The whole import is one undo step.

The lot and site

The site makes the ADU check and the headset's lot outline work. Do it after the house.

- **Quick start:** Site ▸ **Quick Lot…** asks for lot width and depth and drops in a lot and main house.
- **Lot (L):** click each lot corner, street-side corners first, and type lengths as with walls. Click the first corner or press Enter to close. Click an edge to mark it **Front**, **Side**, **Rear** or **Street side**.
- **Building (B):** the main house, a garage or a shed: pick the kind, then drag or type its size.
- **Utility (U):** sewer, water, electric panel, gas meter and trees. Utilities draw a trench to the ADU, priced per foot.
- **Move ADU (M):** drag the ADU on the lot; [ ] turns it. **Setbacks now** updates live as you move it.
- **Tour stop (T):** click where to stand and drag the way to face. These become the headset's tour.

The ADU check

The **Check** tab marks each rule **OK**, **Look** (worth a second look) or **Fix**. It covers:

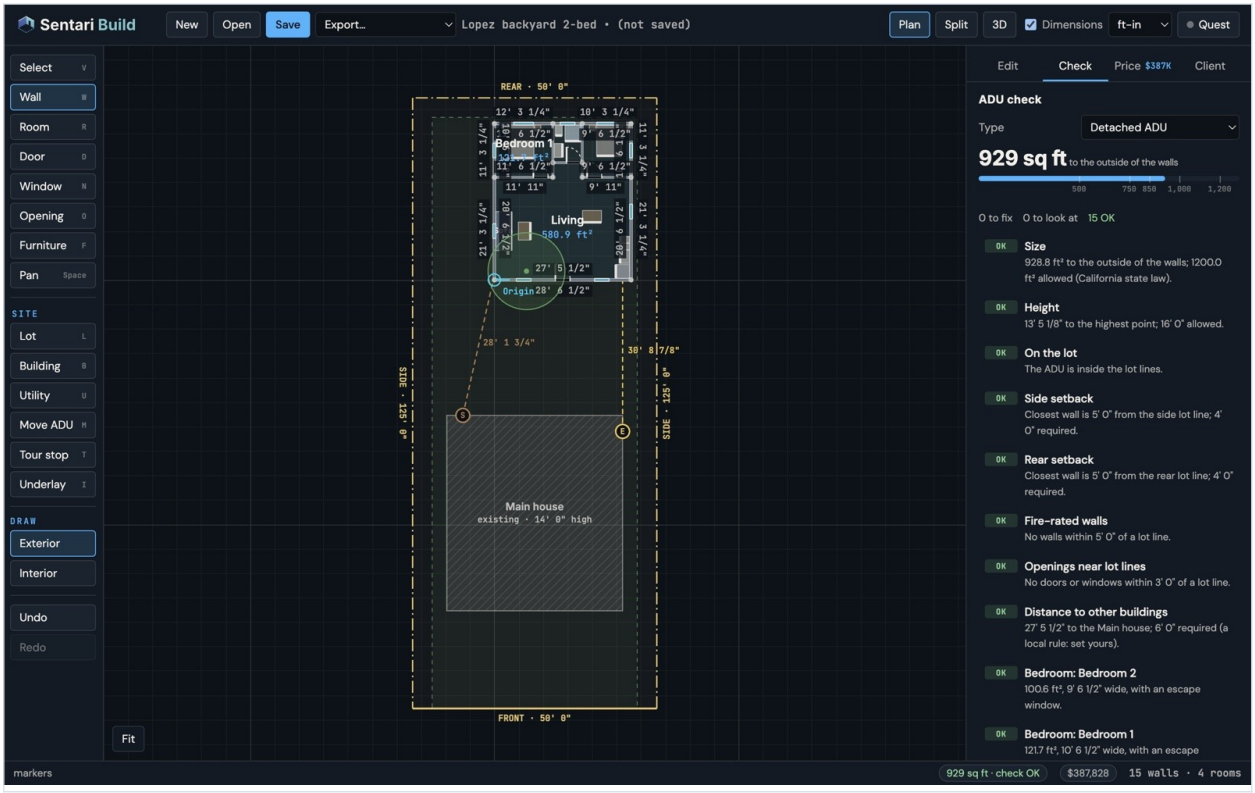


Figure 4-1. *The Check tab. Each rule is marked OK, Look or Fix; click one to see it on the plan.*

- size, height and fees
- setbacks, fire-rated walls and openings near lot lines
- distance to other buildings
- bedroom and room sizes, ceiling height, kitchen, bathroom and exit door
- solar and parking

Click an item to see it on the plan. Set the ADU type at the top. **Rules for this job** edits the limits to match the city's; **Reset to state law** puts the California defaults back.

> **CAUTION**
> The check is a rule of thumb, not a plan review. Confirm with the city before you promise anything.

CHAPTER 5

Prices and options

Sentari Build prices the plan from what it measures: floor area, wall area, roof, openings and utility trenches, times your rates. Set up your price book once and every new plan is priced as you draw.

Set up my prices

Site ▸ **Set Up My Prices…** (iPad: the menu ▸ **Set up my prices…**, or **Set up my prices** on the Price tab while a plan has the sample prices) walks you through your price book. Have a recent bid open.

1. **Start:** go through your price book, or start from the sample prices and change each one.
2. **Building, Site, Fees:** one question per line, such as "Building a new ADU, per square foot" or "Each bathroom", with the sample number beside it.
3. **Options:** the names and extra cost of the choices clients pick. The first choice in each is included.
4. **Check:** your prices on the studio, 1-bed and 2-bed sample plans. Type what you'd charge for any of them and press **Match my numbers**: the base price per square foot changes so the book lands on your numbers.
5. **Save:** name it, and choose whether the open plan uses it too.

Signed in, it's saved to your company's account, and every iPad and computer signed in to the company prices with it. Settings ▸ My price book says who saved it last. The newest save wins. A change made offline goes up when the device is back online.

Your price book

Site ▸ **My Price Book…** opens the full table, for anything the setup doesn't ask (new lines, what a line is measured by, which ADUs it applies to, the finish each choice puts on the house). It has three parts:

- **Lines (priced from the plan and the lot):** each line has a name, a category, what it's measured by (area, wall area, roof area, each, trench length, a percent and so on) and a rate. **Add a line** for anything new.
- **Options the client picks:** groups such as flooring, siding or counters. The first choice in a group is included in the price; each other choice has its extra cost, per sq ft or flat, and the finish it swaps onto the house. **Add an option group**, then **+ choice**.
- **Rent and loan defaults:** a typical monthly rent, and the loan rate, years and down payment.

Start from the sample loads the sample San Diego book to edit. Press **Save** to keep it for new plans, or **Save and use on this project** to also apply it to the open one.

> **CAUTION**
> The sample prices are examples, not real San Diego bids. Replace them with your own before showing a client a number. While a plan is still on the sample prices, the app stops and asks before it makes a proposal or a share link: "This plan still uses the sample prices, not yours." **Cancel** opens **Set up my prices**; **OK** sends it anyway. (A proposal asked for from the headset isn't asked.)

The Price tab

The **Price** tab shows the open plan's estimate:

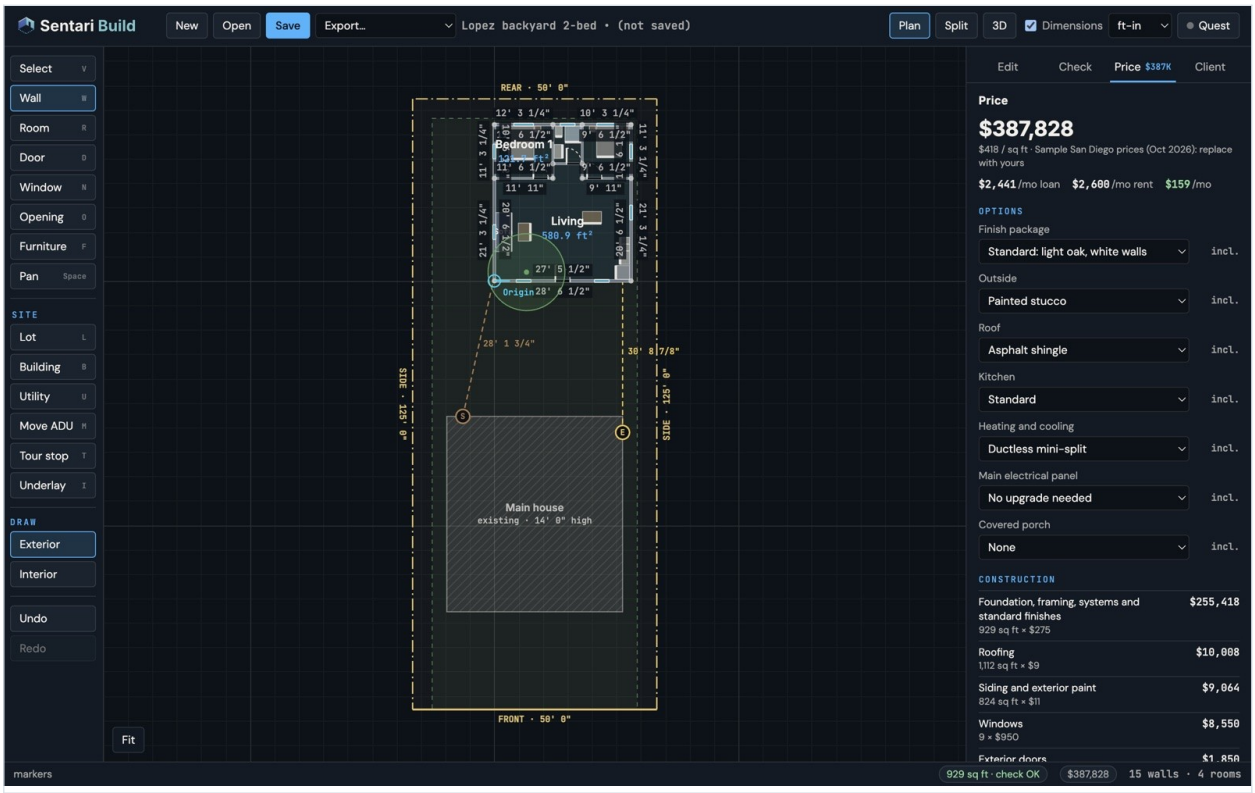


Figure 5-1. *The Price tab: the total, monthly figures, the client's options and every line.*

- the total and price per sq ft
- monthly loan payment, rent, and the difference (positive means it pays for itself)
- **Options** as dropdowns: a pick changes the price and swaps the finishes on the house
- every line by category, with how it was worked out ("627 sq ft × $275")
- **Rent and loan** for this project only

Edit my price book… opens the book. **Save as my price book** makes this project's prices your book. **Use my price book** replaces this project's prices with your book, keeping the client's picks.

> **NOTE**
> Every price Sentari Build shows is an estimate from measured quantities, not a bid, and says so on every screen and PDF. Keep it that way with clients.

CHAPTER 6

Building in the headset

You can draw and change a plan in the headset too, standing where it will be built. Changes go back to the iPad or the computer when you send or sync them. The headset names the app it's linked to: with the kit's iPad its buttons say **Get from tablet**, with the desktop app **Get from computer**. This chapter uses the iPad's words.

Getting around

- **Home** opens when the app starts: **Continue** the last plan, start a template, **Open saved…**, **Get from tablet** or **Join a headset**, and pick **Mixed reality** or **VR**.
- **X** opens the hand menu on your left hand. It has six tabs, **Build · View · ADU · Options · Project · Together**, plus a home icon and the gear (Settings).
- Point with the right controller and pull the trigger to press a button. Look down at a controller to see what each button does with the current tool.

Build tab

Tool	How to use it
Walk	Look around; trigger opens and closes doors
Draw walls	Trigger at each corner; end on a corner or wall, or press A
Room	Trigger at two opposite inside corners
Select	Hold trigger to drag corners, walls or doors. A panel opens with its sizes, finish and **Delete**
Door	Trigger on a wall; it opens toward you
Window	Trigger at two corners on a wall
Furniture	Pick from the catalog (‹ › pages), turn with the right stick, trigger to place
Paint	Pick a wall or floor swatch, trigger to paint; hold grip to paint the whole room
Measure	Trigger at both ends; A clears
Delete	Trigger deletes what's highlighted red
Undo / **Redo**	Also **Y** for undo

Under NEW WALLS pick **Exterior** or **Interior**. **Type length** opens a keypad to enter an exact size, like `12'6"`. Hold grip while drawing to turn off snapping.

View tab

- **SEE IT IN: Mixed reality** (the house in the real world) or **VR** (a virtual lot; the left stick walks, the right stick turns).
- **SHOW: Ceilings**, **Floors**, **Roof**, **Lot**, **Sizes**.
- **WALLS IN MIXED REALITY: Solid**, **70%** or **40%** to see through.
- **PLACE THE HOUSE: Place**, **Align 2 corners**, or **Bring to me** (VR).

ADU tab

The ADU type, its size, **Mark lot** and **House corners** (trigger at each real corner), **Move ADU**, **Tour stop here**, and the ADU check. **Scan the garage** turns a garage you've done a Quest Space setup in into walls marked existing.

Options tab

Press a group to change its choice. The house's finishes and the total change with it.

Project tab

- **Save**, **Save as new**, **Rename**, **Open…**, **Exit**. Plans from the iPad or computer are saved on the headset automatically; edits made in the headset need **Save**.
- TABLET: **Get from tablet**, **Send to tablet**, **Stop syncing**, and **Blueprint PDF**, **Print plan PDF**, **Proposal PDF** (made and saved on the iPad, in Files ▸ Sentari Build). Linked to the desktop app, this section is COMPUTER.

Live sync

Tick **Live sync** in the iPad's (or computer's) **Quest** menu and every edit flows both ways, on the iPad and on every linked headset, as you make it. Turning it on sends the iPad's plan to every connected headset. Use it to design with a colleague, and to change the plan with a client during a visit (chapter 7).

Settings (gear)

Which hand holds the menu, **Ray** or **Controller tip** pointing, **Set as demo start**, **Reset for next client**, **Present to a client** (client view), **Show price**, OUTDOOR SAFETY (**Safety** on or off, **Outline safe area**, **Use the lot lines**; chapter 7), and crash reports.

CHAPTER 7

Showing it to a client

A visit puts the client inside their ADU, on their own lot, for 15 to 25 minutes. This chapter covers the whole visit: the day before, setting up in the yard, the walkthrough, and afterwards. Read the safety rules before your first visit.

Before the visit

Get the client's plan onto the iPad and the headset at the office, the day before (both headsets if two people will walk together). Once a plan is on a headset it works without the iPad or any Wi-Fi, so nothing on site depends on the client's network.

1. **Finish the plan on the computer.** In the Client tab, fill in the client's name and address, and use **Use my company** so the headset says "Presented by" your company and "Prepared for" the client. Add tour stops with the Tour tool (**T**): click where to stand, drag the way to face.
2. **Move it to the iPad.** Save it (⌘S), then AirDrop the .fpb.json file to the iPad or save it in iCloud Drive. On the iPad: menu ▸ **Open…**, pick the file in Files, then menu ▸ **Save** so the iPad keeps its own copy.
3. **Send it to the headset.** Headset and iPad on the same Wi-Fi, Sentari Build open on both. On the iPad: **Quest ▸ Send to Quest** (or **Send** next to one headset). Or on a headset: Home ▸ **Get from tablet**. It's saved on the headset automatically. (A new headset links first: chapter 2.)
4. **Set the demo start.** Open the plan on the headset the way you want each client to first see it, then Settings (gear) ▸ **Set as demo start**. Without this, **Reset for next client** does nothing.
5. **Client view** is for when the client holds the controllers: Settings ▸ CLIENT VIEW ▸ **Present to a client**. Delete and undo switch off, and the menu keeps only View · Options · Tour. Turn it on in the yard, after the safe area is outlined (next section).
6. **Check the prices.** The Price tab should show your price book, not the sample. On sample prices the app asks before it makes a proposal or share link.
7. **Update and charge.** Install any Quest and Sentari Build updates over the office Wi-Fi, then charge headsets, iPad and power bank to full.
8. **Join the phone hotspot once** on each headset and the iPad, so they connect by themselves on site.

Pre-trip checklist

- ☐ Plan opens on the headset from Home ▸ **Open saved…**
- ☐ Home shows "Prepared for" the right client
- ☐ Plan open on the iPad, "Saved" under its name
- ☐ Demo start set on the headset

- ☐ Headsets, spare strap batteries, iPad, power bank and phone at 100%
- ☐ Spare AA batteries, cleaning cloths, wipes, waiver forms, Homeowner Guides
- ☐ Lenses capped, headsets in the case
- ☐ Proposal PDF made (iPad: **Export ▸ Client proposal**) or a share link made

Setting up on site

Plan on 10 minutes from the truck to the ADU standing in the yard. The rep sets the house down wearing the headset, outlines the safe area, turns on client view and hands the headset to the client. The rep then runs the visit from the iPad.

1. **Check the yard, headset off.** Find the ADU's spot from the site plan and clear the hazards (see Safety, later in this chapter).
2. **Stake two corners (recommended).** With a tape, measure two ADU corners from the lot lines on the site plan and put a stake or chalk mark on each. This is what makes the house land in the right place, not just roughly.
3. **Hotspot on.** Turn on your phone's hotspot and keep the phone near the middle of the yard (plug it into the power bank on a long visit). The headset and the iPad join it by themselves.
4. **iPad on.** Open Sentari Build and the client's plan. **Quest** shows the headset connected. Keep the app on screen: the iPad stays awake while headsets are connected, but if you switch apps they drop off and reconnect when you come back.
5. **Headset on (the rep).** Home ▸ SEE IT IN ▸ **Mixed reality**, then **Continue** (or **Open saved…** and pick the plan).
6. **Put the house down.** Press **X** for the menu, then View ▸ PLACE THE HOUSE:
   - **Align 2 corners** (with stakes): point at a corner knob on the model and pull the trigger. Touch the controller tip to the matching stake and pull the trigger. Repeat for the second corner, at least 2 ft away. A message says how far the real distance is from the plan; under 2 inches is good.
   - **Place** (no stakes): point at the ground, turn the house with the right stick, and pull the trigger to put it down. Press **A** to cancel.
7. **Check it.** Walk to a staked corner and look at the wall; it should sit on the stake. If not, **Align 2 corners** again.
8. **Outline the safe area.** Settings (gear) ▸ OUTDOOR SAFETY ▸ **Outline safe area**: point at the ground and pull the trigger at each corner of the clear, level ground (three or more), then **A** to close it. A faint line lies on the ground along it. On a plan with a marked lot, **Use the lot lines** makes the lot the safe area; outline a smaller area if the yard has steps, a pool or slopes. With a safe area set, the Quest's own boundary is hidden for the client so the yard looks real; the outline takes its place.
9. **Turn on client view.** Settings ▸ CLIENT VIEW ▸ **Present to a client**. A card reminds the client to "Stay inside the outlined area". If you haven't outlined one (or Safety is off), the headset says

so, keeps the Quest's own boundary on, and the card says "Stay inside the boundary": leave client view and outline the safe area before a client walks a yard.

10. **Waiver, then hand over.** Each person signs the walkthrough waiver before the headset goes on (13 and older; a parent or guardian signs for anyone under 18). Put the headset on the client, controllers in their hands, and start at Home ▸ **How it works** if they've never used a Quest.
11. **A second person wants to walk too (optional).** On the first headset: Together ▸ **Invite a headset**. On the second: Home ▸ **Join a headset**, then press the first headset under NEARBY. Stand near it and look around until it says "Found the room". Both now see the same house in the same spot. The second headset outlines its own safe area, or uses the lot lines.

> **TIP**
> The headset remembers where the house stood. On a return visit, opening the plan says "Placement restored". If it says "Couldn't find where this house was placed", use **Place** or **Align 2 corners** again. That position is saved per headset, so a second headset follows the first through **Join a headset** rather than being placed itself.

> **NOTE**
> Two headsets walking together need internet from the hotspot and one setting on both headsets: Quest Settings ▸ Privacy & safety ▸ Device permissions ▸ **Enhanced spatial services** on.

Running the walkthrough

Let the client lead: they walk the rooms while you talk. A good visit is 15 to 25 minutes in the headset.

Changing the plan with the client

The iPad is your control panel while the client walks. Tick **Live sync** under **Quest** before you place the house, and every change you make on the iPad shows in the headset a moment later; picks the client makes in the headset come back to the iPad.

- **Swap a finish:** Price tab ▸ Options. The house and the total change in the headset.
- **Try a change they ask for:** a bigger bedroom, a door moved, a window added. Edit it on the plan; tap with two fingers to undo it if they prefer the first one.
- **Answer lot questions:** the Check tab shows setbacks and size as you go, and Site ▸ **Move ADU** slides the ADU along the lot.
- **Show the price:** hand them the iPad on the Price tab, or turn the headset's price on with Settings ▸ **Show price**.

Controls to teach the client

Teach two things: the trigger opens doors, and **X** opens the menu. In client view, nothing they press can delete or undo anything.

Button	What it does
Trigger	Press menu buttons; open and close doors
X (left)	Show or hide the menu on the left hand
Left stick	Walk (VR only)
Right stick	Snap turn 45° (VR only)
Look down at a controller	Labels appear on its buttons

The menu in client view

- **View:** switch between **Mixed reality** and **VR**, and set wall opacity (**Solid**, **70%**, **40%**) to see through walls into the next room.
- **Options:** each group (flooring, siding, counters and so on) moves to its next choice when pressed. The finishes change on the house and the new total shows. Turn the price off with Settings ▸ **Show price** if you'd rather talk numbers at the table.
- **Tour:** your tour stops. In mixed reality **Show ›** puts a ring and arrow on the ground; walk to the arrow. In VR **Go ›** moves you there.

Tips

- **Start outside,** looking at the ADU from the main house's back door, the way the client will see it every day.
- **Use VR for what you can't stand in:** a part of the house over the pool deck or a slope. Stand still and use the left stick.
- **Make a tour stop on the spot** with ADU ▸ **Tour stop here** (outside client view) when the client finds a view they love.
- **Saving their picks:** with **Live sync** on, their picks are already on the iPad's plan: menu ▸ **Save** before you leave. Without it, leave client view after the visit and use Project ▸ **Send to tablet**, or set the picks in the iPad's Price tab.
- **Leaving client view:** Settings ▸ CLIENT VIEW, press the button, then again within 4 seconds.

After the visit

Leave the client with something to look at tonight: the share link, sent before you pull away.

1. **Send the share link.** On the iPad, Client tab ▸ Share with the client ▸ **Make a share link** (or **Update the link** if their picks changed), then **Copy link** and text it to them. On their phone they

get the ADU in 3D, the options with live prices, and **Send my picks**, which comes back to you by email and under **Client picks**.

2. **Save on the iPad,** then bring the plan back to the office: AirDrop it to the computer (or iCloud Drive) and open it there. It carries the client's picks and the share link.
3. **Bring later picks in.** When a reply arrives, Client picks ▸ **Use these picks** sets them on the plan.
4. **Log the visit** in the packet's Client visit log, and hand the client a Homeowner Guide and the feedback card.
5. **Reset the headset.** Home ▸ CLIENT VISIT ▸ **Reset for next client** puts the plan back to the demo start and shows the tutorial to the next person.
6. **Clean and pack.** Wipe the face pads, dry-wipe the lenses, cap them, and put everything in the case. Hotspot and power bank off.
7. **Charge everything** as soon as you're back.

A proposal PDF also works for clients who'd rather have paper: on the iPad, **Export ▸ Client proposal**, and the share sheet opens to AirDrop, email, message or print it. From the headset, Project ▸ TABLET ▸ **Proposal PDF** makes it on the iPad, in Files ▸ Sentari Build.

> **NOTE**
> Making or updating a share link needs internet; the iPad gets it from your phone's hotspot. Send the link before you leave.

If the client owns a Quest, give them a **headset code** too: under the share link, **Make a headset code**. On their Quest, Home ▸ **Open a shared plan**, type the code, and the ADU is theirs to walk again at home. The code lasts 7 days and needs internet on their end. Chapter 8 has the full steps.

A guided demo from the iPad

Menu ▸ **Run a sales demo…** (File ▸ **Run a Sales Demo…** on the computer) puts a guide card over the plan. It walks a 20-minute visit step by step: what to say, and buttons that drive the headset for you: send the house, put it down, go to each tour stop, change a finish, show the proposal and the link. Use it to train a new rep, or to show a colleague what a client sees.

1. It runs on a copy: the **Sample backyard ADU**, or the plan you have open. **End demo** puts your own plan back; nothing is saved over.

- The headset needs Sentari Build 1.2 or later for the buttons to drive it. On step 1, **Test** shows "Hello from your guide's iPad" in the headset.
- **Office** walks the house in VR; **Yard** places it in mixed reality where the wearer stands.

Safety

> **CAUTION**
> Outdoors, the safe area warns the client but can't stop them, so the rep is the boundary. Keep within arm's reach of the client the whole time, with your own headset off.

- **The safe area does three things.** Within about 1 m (3 ft) of its edge a fence of thin bars fades in. At about 0.3 m (1 ft) it turns amber and the controllers buzz. Outside it, the house disappears, the yard shows clearly, and a red **Step back inside** card says which way back is and how far. It works in mixed reality once the house is placed; in VR the Quest's own boundary is on.
- **Outline only ground you have checked.** Keep the edge at least 6 ft from any pool, spa, drop-off or steps.
- **Walk the yard first, headset off.** Look for steps, hoses, sprinkler heads, holes, pool edges, dog mess and low branches. Anything you can't move, point out before the headset goes on.
- **Never near a pool, slope, driveway or street.** Pick a flat, open patch. If the ADU site is next to one of these, show that part from a distance, or in VR (standing still, joystick moves).
- **Walk, don't hurry.** Tell the client to move slowly and stop if the picture freezes or goes black.
- **Sun and lenses:** the headset never faces the sun with the lenses uncovered, even on a table for a minute. Put it face down or back in the case.
- **Seat anyone who feels unwell.** Dizziness or eye strain means take the headset off and sit down. Offer water.
- **Ages 13 and older,** with the waiver signed first. A parent or guardian signs for anyone under 18 and stays with them.
- **Hygiene:** wipe the face pad and lenses (dry microfibre for the lenses) between people.
- **Heat:** above about 35 °C (95 °F), keep sessions short and the headsets in shade; Quest shuts down when it overheats.

CHAPTER 8

Sharing

There are three ways to share a plan: a link for the client's phone, a code for any Quest with Sentari Build, and PDFs. Links and codes need your Sentari account, and work the same on the iPad and the computer.

Share as	Who it's for	What they get
Share link	The client, on a phone or computer	The ADU in 3D, floor and site plans, options with live prices, the estimate, and **Send my picks**
Headset code	Anyone with Sentari Build on a Quest: a colleague, an architect, a client who owns a Quest	The full plan in their headset, to walk at full size and keep offline
PDF	Anyone, on paper or email	Proposal, blueprint or print plan

Share link

1. Open the plan on the iPad or the computer, then the **Client** tab ▸ Share with the client.
2. Sign in if asked, then press **Make a share link**. If the plan is still on the sample prices, the app asks first: **Cancel** to set up your prices, **OK** only if you mean to send the samples. Press **Copy link** and send it by text or email. **Open** shows you what the client sees.
3. Change the plan later and **Update the link** appears; press it and the client sees the new version at the same link.
4. When the client presses **Send my picks**, you get an email, and their picks show under **Client picks**. **Use these picks** puts them on your plan.
5. **stop sharing** turns the link off and deletes the client's replies.

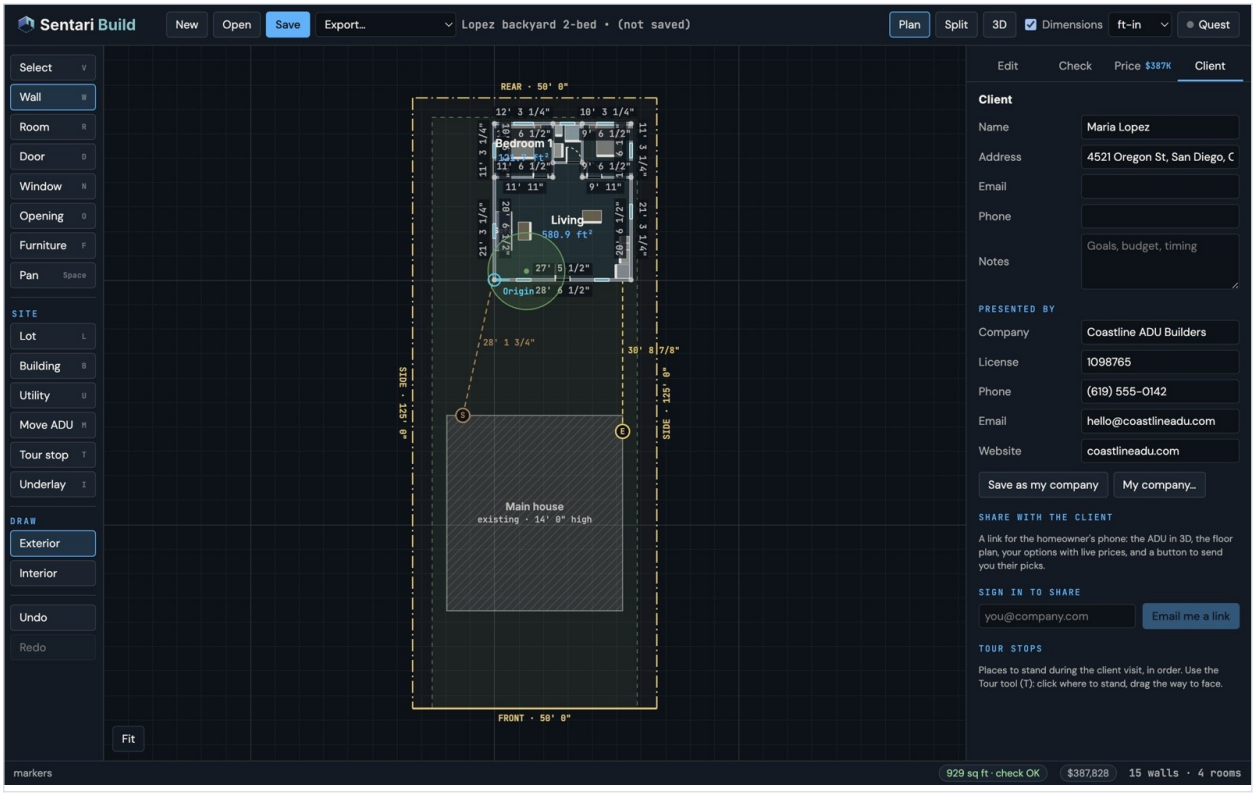


Figure 8-1. *The Client tab. Share with the client sits under your company details; sign in there once.*

> **NOTE**
> The client's email, phone and notes, and the blueprint image you traced, never go on the share page. Because the page re-prices live, someone looking closely could work out your unit rates.

Headset code

1. Under the share link, press **Make a headset code**. A code like `K7F-29Q` appears, good for 7 days.
2. Give the code to the other person. On their Quest: Home ▸ **Open a shared plan**, type the code, press OK. The plan downloads and opens; it's saved on their headset.
3. When you **Update the link**, the next time they open that plan with internet, it brings in your changes (they can undo it).
4. **New code** replaces the code; the old one stops working. **stop sharing** turns off the link and all its codes.

> **NOTE**
> The headset needs internet to download, so use a Wi-Fi with internet or a phone hotspot.

PDFs

From **Export** on the iPad, or **Export…** (or File) on the computer:

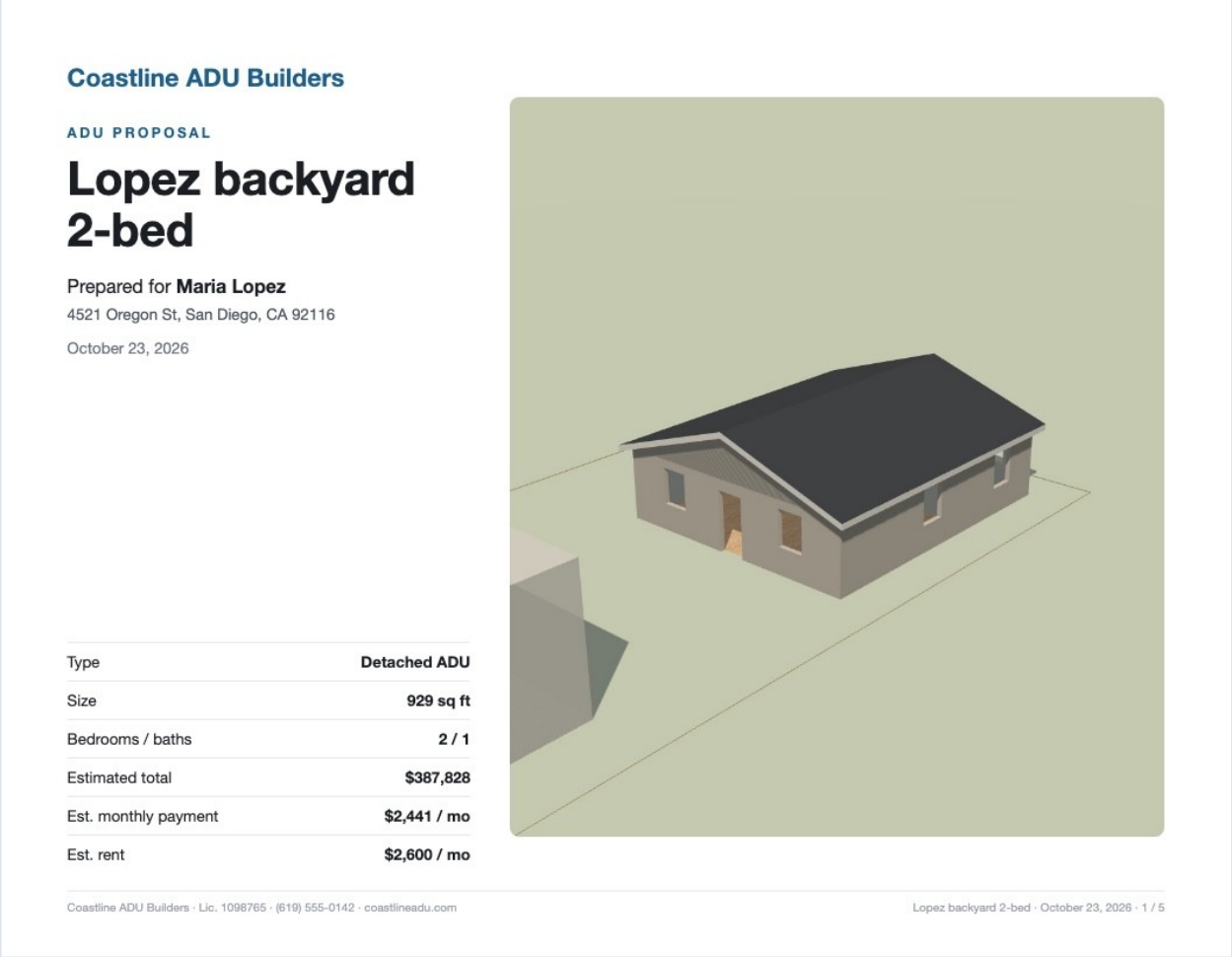


Figure 8-2. *Page 1 of the client proposal, branded with your company.*

- **Client proposal (PDF)** (⌘P): 5 pages: cover with your branding, site plan, floor plan, selections and estimate, and the ADU check.
- **Blueprint (PDF)** (⌘E): a 17 × 11 to-scale plan sheet.
- **Print plan (PDF)**: the same sheet on white, for a plotter.

On the iPad, a PDF opens the share sheet to AirDrop, email or print it, and stays in Files ▸ Sentari Build. On the computer it saves where you choose. A linked headset can ask for any of these (Project ▸ TABLET); they're made on the iPad.

CHAPTER 9

Cleaning up

After every visit, reset the headsets, clean them, and bring the client's picks into the plan; once a project is signed or lost, tidy the saved plans.

After each visit

1. **Reset the headset:** Home ▸ CLIENT VISIT ▸ **Reset for next client**. The plan goes back to the demo start and the next person sees the tutorial. Client view stays on.
2. **Bring in their picks:** from the share link's **Client picks** ▸ **Use these picks**, or Project ▸ **Send to tablet** from the headset (leave client view first). Then bring the iPad's copy back to the computer.
3. **Clean:** wipe face pads with a wipe, lenses with a dry microfibre cloth only (no liquid, no paper towels).
4. **Pack:** lenses capped, controllers in their slots, hotspot and power bank off, case latched.
5. **Charge** everything as soon as you're back.

Managing saved plans

- **On the headset:** Home ▸ **Open saved…** lists every plan. **Delete** asks **Sure?** first. A deleted plan can't be brought back on the headset, but the desktop file is untouched.
- **On the iPad:** plans live in the Files app under On My iPad ▸ Sentari Build. Delete a finished job's copy there once it's back on the computer.
- **On the desktop:** your project files are the master copies. Back them up with the rest of your work files.
- **Share links:** when a job is signed or dead, open it on the computer or iPad and use **stop sharing** in the Client tab. The link stops working and the client's replies are deleted.

Care and storage

- Store the kit indoors, between 10 and 35 °C (50–95 °F), never in a hot truck.
- Charge the headsets at least once a month if they sit unused.
- Take the controller batteries out if the kit will sit for more than a month.
- Install Quest and Sentari Build updates over office Wi-Fi, not on site.

CHAPTER 10

Troubleshooting

Most problems are a Wi-Fi mismatch or an unsaved file. Problems on site are in the second table.

What you see	Likely cause	Fix
macOS says Sentari Build "can't be opened"	A build that isn't notarized	System Settings ▸ Privacy & Security ▸ **Open Anyway**
Windows shows a SmartScreen warning	The installer isn't signed yet	**More info** ▸ **Run anyway**
The headset says "Tablet not connected" (or "Computer not connected")	Different Wi-Fi networks, or Sentari Build closed on the iPad or computer	Same Wi-Fi on both, the app open and on screen. Some office networks block devices from seeing each other; use your phone's hotspot.
"approve code" on the headset but nothing on the iPad or computer	The Quest menu was closed	Tap or click **Quest** at the top right and press **Approve**
A wall I drew didn't make a room	The walls don't fully close	Drag the loose end onto the corner until it snaps; the room appears
The ADU check counts no bedrooms	Rooms are still type "other"	Select each room and set its **Type**
Traced walls come out the wrong size	Underlay scale set on a short or wrong dimension	Underlay ▸ **Set scale…** again, on the longest dimension you trust
AI import says not enough credits	Credits used up	Buy a pack from the dialog; a failed read is always refunded
AI import's walls are off	A blurry or skewed image	Use a straight-on scan or the PDF; fix the walls by hand or trace instead
My work was there yesterday, now it says "(not saved)"	The app brought back its safety copy, not your file	File ▸ **Open…** your `.fpb.json`, or **Save As…** the restored copy
Prices look wrong	The project is still on the sample price book	Price tab ▸ **Use my price book**, or **Set up my prices** if you haven't yet
Headset edits aren't on the iPad or computer	Not sent, or not saved	Headset Project ▸ **Send to tablet**; or turn on **Live sync**
Make a share link isn't there	Signed out	Sign in from the Client tab
Plans open but nothing can be changed	No valid license: the trial or pilot ended ("Read-only: your pilot ended on…"), or the app hasn't been online for 14 days	Connect to the internet and open Subscription… (iPad menu, or Site on the computer); sign in again if asked. To keep going after a pilot, subscribe on the computer or email us

What you see	Likely cause	Fix
"This plan still uses the sample prices, not yours" when I export a proposal or make a share link	The plan is still priced with the sample book	**Cancel**, then **Set up my prices**, or Price tab ▸ **Use my price book**
The iPad's Subscription page shows no prices	The iPad shows status only	Subscribe on the computer (Site ▸ **Subscription…**) or email us
The iPad can't find a plan from the computer	The file is still only on the computer	AirDrop it to the iPad or save it in iCloud Drive, then menu ▸ **Open…**
"Open a shared plan" says the code is wrong or expired	Typo, a code older than 7 days, or sharing stopped	Check the code; make a **New code** on the iPad or computer

Still stuck: Help ▸ **Report a Problem**, or email support@sentarivr.com with which app (computer, iPad or headset), its version, and what you did just before. We answer the same day, weekdays 8 am to 6 pm Pacific.

During a client visit

What you see	Likely cause	Fix
Home says "Tablet not connected"; **Get from tablet** is greyed out	iPad and headset on different Wi-Fi, or Sentari Build isn't open on the iPad	Put both on the phone hotspot and open Sentari Build on the iPad. It finds the headset in about 10 s.
Headsets drop off the iPad's **Quest** list	Sentari Build left the screen (another app, or the iPad locked)	Go back to Sentari Build; they reconnect by themselves in a few seconds
Headset shows "approve code" and nothing happens	The iPad is waiting for approval	iPad ▸ **Quest** ▸ check the code ▸ **Approve**
"Couldn't find where this house was placed"	New headset, a copy of the plan, or the yard changed a lot	View ▸ PLACE THE HOUSE ▸ **Align 2 corners** (or **Place**)
The house is a few inches off the stakes	Alignment taken quickly, or the stakes measured wrong	**Align 2 corners** again, with the controller tip held right on each stake; use corners far apart
The house drifts or jumps	Too little to track: bare lawn, low light, or the sun in the cameras	Look around at fences and the main house for a few seconds; avoid facing straight into low sun
Join a headset never shows the first headset	Not on the same Wi-Fi, or **Invite a headset** wasn't pressed	Both on the phone hotspot; press **Invite a headset** on the first; **Join a headset** again on the second
Join a headset says Meta wouldn't share the room	No internet on the hotspot, or **Enhanced spatial services** off	Check the phone has signal and its hotspot is on; on both headsets Settings ▸ Privacy & safety ▸ Device permissions ▸ **Enhanced spatial services** on
"Connected. Finding the shared room…" for a long time	The second headset hasn't seen the shared spot yet	Stand next to the first headset and look at the ground and around for 10–20 s

What you see	Likely cause	Fix
Sharing fails with a message about Enhanced spatial services	That Quest setting is off	Quest Settings ▸ Privacy & safety ▸ Device permissions ▸ **Enhanced spatial services** on, on both headsets
The client found the Home menu or a build tool	Client view is off	Settings ▸ CLIENT VIEW ▸ **Present to a client**
Client view says "no safe area outlined", and the card says "Stay inside the boundary"	Client view started in mixed reality without a safe area, so the Quest's own boundary stayed on	Leave client view; Settings ▸ **Outline safe area** on clear, level ground, or **Use the lot lines**; turn client view on again
A red **Step back inside** card, and the house is gone	The wearer is outside the safe area	Walk back the way the card points; the house returns a step inside
No fence or warnings near the edge	The house isn't placed yet, or Safety is off	Place or align the house first; Settings ▸ OUTDOOR SAFETY ▸ **Safety: on**
A headset won't start or won't track	Flat battery, or a fault	Swap the strap battery; if it still fails, use the other headset and email us the same day
Reset for next client does nothing	No demo start has been set	Open the plan as it should start, then Settings ▸ **Set as demo start**
Options picked in the headset aren't on the iPad	Live sync wasn't on	Leave client view, then Project ▸ **Send to tablet**
Picture freezes, or the Quest warns it's hot	Overheating in sun	Headset off, into the shade for 10 minutes
Controllers don't show up	Flat AA battery	Swap in a spare battery
Garage scan says to switch modes or asks for a room scan	It only works in mixed reality, after a Quest Space setup	Switch to **Mixed reality**; Quest Settings ▸ Physical space ▸ **Space setup**, marking walls, the door and windows, then **Scan the garage** again

Still stuck: take the headsets off, show the client the plan in 3D on the iPad, or the share link on your phone, and book a return visit.

CHAPTER 11

Quick reference

Desktop keys

⌘ on a Mac, Ctrl on Windows.

Key	Action
V	Select
W	Wall
R	Room
D	Door
N	Window
O	Opening (doorway with no door)
F	Furniture (with a door selected: flip swing)
H	Flip door hinge
Space (hold) or middle mouse	Pan
L	Lot
B	Building (main house, garage, shed)
U	Utility or tree
M	Move ADU
T	Tour stop
I	Underlay
[ ]	Turn furniture, the ADU or the underlay 15°
0 or Z	Fit the plan on screen
Shift (hold)	No angle snapping
Alt (hold)	No snapping at all
Enter	Accept a typed length
Esc	Clear typing, cancel, deselect, then back to Select
Delete / Backspace	Delete the selection
⌘Z / ⇧⌘Z	Undo / Redo
⌘N / ⌘O / ⌘S / ⇧⌘S	New / Open / Save / Save As
⌘I	Import underlay
⌘P	Export proposal PDF

Key	Action
⌘E	Export blueprint PDF

iPad touch

Touch	Action
Tap	Select, place, press
Drag	Move the selection; draw a room
Two fingers: drag / pinch	Pan / zoom the plan
Two-finger tap	Undo
Three-finger tap	Redo
Keypad (Wall, Room, Lot)	Type an exact length; **Done** ends the chain
3D ▸ Walk	Thumb stick to move, drag to look

Quest controllers

Button	Action
Trigger (pointing hand)	Press buttons; use the current tool; open doors
Grip (pointing hand)	Hold: no snapping (Paint: whole room)
X (left)	Show or hide the hand menu
Y (left)	Undo (off in client view)
A (right)	Finish or cancel the current tool
B (right)	Clear the ray, else delete what you point at (off in client view)
Left stick	Walk (VR)
Right stick	Snap turn (VR); turn the house or a piece of furniture
Shake the controller	Clear the ray

Settings can swap the menu to the other hand and switch pointing from **Ray** to **Controller tip**.

Sentari Build

Sentari VR Systems

sentarivr.com/build.html

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