Getting started with Veesus Arena4D

Thank you for buying Veesus Arena4D. This guide will help you get your new software installed and running correctly. Please read through before you start, as depending on your setup you may need to do something slightly different in order to correctly install our software.

If you have any problems, you can arrange a video chat with our tech experts by clicking here.

Installation instructions for new users

1. Once your software has downloaded, if installation doesn't start automatically click on the '.exe' file and follow the on-screen prompts

2. Note that you **do not** need to check the "reset license" tickbox

3. If you selected the .NET Runtime box, you will be asked to install Microsoft Windows Desktop Runtime. Follow the prompts to install and complete the Veesus installation

4. Run Arena4D, and when prompted select your license type and enter your license key

5. Your software is ready to use! You will need to use our free VPC Creator to work with your point clouds in Arena4D; click the link above to download it

Installation instructions for users who have previously had a free trial

1. You will need to reinstall the software even if you have had a free trial

2. Follow the steps above, but make sure you check the **"reset license"** tickbox in the installer dialogue

3. Follow the prompts to complete the installation

4. Run Arena4D, and when prompted select your license type and enter your license key

5. Your software is ready to use! Please see the note below regarding VPC files before commencing your project

Installation instructions for users of Nvidia *Quadro* graphics cards

1. Follow the relevant installation instructions above

2. Open the Nvidia Control Centre in Windows

3. Select **"Manage 3D Settings"**

4. Select **"Workstation App – Dynamic Streaming"**

5. Select **"Apply"**

Notes for users of the VR module

If you're using the VR module, you'll need to install SteamVR from the Steam website (you can find it here).

To optimise point cloud performance in a VR environment:

- Combine multiple point clouds using VPC Creator. This will remove overlapping and duplicate points
  - To combine point clouds, simply select the **"Combine clouds"** option on the main VPC Creator screen
- Reduce the point size and quality in the point cloud properties menu to a max of 30%, or even down to 10%
  - Because VR headsets operate at a low resolution, reducing the point size and quality doesn't reduce the visual quality when viewing in VR

A note on VPC files

All Veesus software applications require point clouds to be converted into VPC format (.vpc) before they can be used by the software. Our VPC Creator is available to download for free from the Veesus website by clicking here.