Quick reference guide to using and editing Frames

Navigating around

Move - Use the UP + DOWN ARROW keys or W + S keys.

Move Faster - Hold SHIFT while moving.

Look Around - Click and drag or RIGHT + LEFT ARROW keys or A + D keys. Note: you can change your movement control preferences in your Profile, if you're logged in.

Fly - If the Frame has fly mode enabled, you will see a 'Fly Mode' switch in the sidebar. Turn it on, look up, and move forward to fly!

Go To Someone - Click in the 'People' menu at the top left, click on someone, and then use the blue arrow button to teleport near them.

Using voice

Mute/Unmute Your Mic - Use the mic icon in the toolbar at the bottom of the screen, or in the sidebar use the mic toggle. You can also use the M key to toggle your mic on or off.

Change Audio Input Device - Click the gear icon in your toolbar at the bottom of the screen to switch microphones.

Mute/Unmute Other Users' Mics - As the owner or admin of the Frame, click the PEOPLE button at the top left and then you can click MUTE OTHERS to mute all other users at once. To mute a specific user, mouse over the avatar icons to expand the menu, and click the user's mic icon to mute it. You are only able to mute a mic, not turn it back on.

Users management

Boot Other Users - As the owner or admin of the Frame, click the PEOPLE button at the top left, mouse over the avatar icons to expand the menu, and click a user's name to view additional actions. You will see a red profile icon below their name that will let you boot the user. If the user clears their browser cache and reloads, they will be able to rejoin your Frame. If you need stricter privacy settings, you can go to the FRAMES tab and set your Frame so that only members of your Frame can view it. This will entirely prevent unwanted visitors.

Gather Users - As the owner or admin of the Frame, click the PEOPLE button at the top left and you will see a GATHER TO ME button. This will bring everyone in the Frame around you in a circle.

Connect with People - Click the PEOPLE button at the top left, and mouse over the avatar icons to expand the menu. Click the green profile plus icon next to a user's name to send them a connection request. If they have sent you a connection request, click the green profile clock icon to respond. Once you are connected with another user, they will appear in your PEOPLE menu even when they are not in the same frame with you. A green dot on their avatar will indicate when they are online in another frame, and can click the blue link icon to join them there. To remove a connection, click their nametag to reveal additional actions and click the red trash icon.

Single-User vs. Multi-User - There is a toggle in your Frame settings that lets you set your Frame to be single or multi-user. The difference is significant. If a Frame is single-user, then if people visit it they will be able to explore it entirely on their own. There are no other avatars, voices, or Text Chats. If a Frame is multi-user (the default), then if multiple visit a Frame then they will be able to interact as avatars and use all of the collaboration features.

Creating / Editing / Managing Frames

Create a Frame - Log in or sign up, then click the CREATE NEW FRAME button in the sidebar. Give it a name and pick your 3D environment. To make more Frames, you can see the CREATE NEW FRAME button in the FRAMES tab.

Turn On/Off Edit Mode - Click the pencil icon in the toolbar or press the U key. Note: this button is only available if you are logged in and have Edit Permissions for the Frame. With Edit Mode on, click on an asset in a Frame to see what you can do with it, or click and drag it to move it. To use a streaming screen or whiteboard, or to use video controls, Edit Mode must be off.

Change the Environment of a Frame - Find your Frame in the FRAMES tab, and pick one of the options in the environment picker. You can also upload your own with the button below the Environment Picker.

Share a Frame - You can simply share the link to your Frame to give someone access. To invite someone as a member or admin, find the Frame in your FRAMES and you can send can send email invites.

Copy a Frame - If you're the admin or owner of a Frame, you can make a copy of it. We call it remixing. Use the 'Remix This Frame' dropdown in the sidebar to copy a Frame with another Frame name. In your Frame settings, you can also set your Frame to be remixable so that other people visiting your Frame can remix it too!

Adjust Frame Privacy and Permissions - You can password protect your Frames. Or, to make your Frame private, member-only, or domain-only, you can adjust Editing, Viewing, and Interaction Permissions by clicking the gear icon in the toolbar at the bottom of the screen, scrolling through the settings, and changing the PERMISSIONS settings. Viewing Permissions gives the ability to enter the Frame. Editing Permissions give the ability to add or remove assets to the Frame and modify them, as well as change Scenes. Interaction Permissions gives the ability to use the Whiteboard, play/pause Video or Audio, and change PDF pages. Below those settings, you can see where to invite members or admins to your Frame. You can also adjust who can speak and use webcam.

Open Frame - Frame works best in Chrome or Edge on PC, Chrome on Mac, Chrome on Android, Safari on iOS, or Oculus Browser on Oculus Quest. For HTC Vive or Oculus Rift, we recommend Chrome. Frame sometimes struggles on iOS devices due to limitations in the Safari browser.

Join a Frame / Spectate a Frame - When on a Frame, you must click the 'Connect' button to enter it. If the Frame has Spectator Mode enabled, you will see an option to join as Spectators can move around, see everything, and hear everything, but aren't seen or heard themselves.

Avatars

Change Avatar - If not logged in, click the CUSTOMIZE AVATAR button in the sidebar or press the C key on desktop. If logged in, find that button in the PROFILE tab or use the C key. You'll see a range of customization options.

Menus

Open/Close Sidebar - Use the button on the top right.

Open/Close In-world Menu - SPACE key.

Use Scene Menu for Presentations - You can create different Scenes in your Frame and then navigate between them to give a presentation or give a tour. This can be a powerful, immersive way to tell a story. On desktop or mobile, click the Scenes Menu button in the sidebar. From there, you can create/delete scenes, give them names or thumbnail images, and pick which scene you want to be active. When you click on an Image, 3D Model, Photosphere, or PDF in your Frame in Edit Mode, you can set what Scenes you want it to appear on. You can also use the scenes button in the toolbar at the bottom center of the screen or the < and > keys to switch scenes. You can also add Scene Links to images so that when users click on an image, it takes everyone in the Frame to a particular Scene.

Sharing

Share Webcam or Screen - To quickly pull your Webcam into a Frame, open the sidebar and use the 'Avatar Cam' toggle. This pulls up a Webcam that is attached to your avatar and will move around with it. You can also add Streaming Screens in the ADD TO THIS FRAME dropdown in the sidebar. Each Streaming Screen has two buttons: SHARE CAMERA and SHARE SCREEN. These buttons are visible to anyone that is logged in and has Interact Permissions for the Frame. With multiple Streaming Screens in the Frame, you could have multiple users sharing their Webcams and Screens at the same time. Users on mobile can also share their camera, but not their Screen. If you are on Chrome or Edge, you can share Audio when you share your screen as well.

Useful functions …

Use Voice Zones - In the Zen Office, Atrium, and Expo Center, you can explore areas marked with a blue boundary wall for private conversations. People inside the zone can't hear people outside the zone, and vice versa. As an owner or admin, you can also disable these zones in a Frame in the FRAMES tab. Note: Spectators can be in a voice zone and they can hear people in it, even though people can't see the spectators. You can also add your own Voice Zones to a Frame.

Create a 'Go-To' Navigation Menu - You can create a navigation menu that helps people get to certain spots in your Frame, other Frames entirely, or other destinations in the metaverse. When on a Frame that you can edit, use the 'GO TO' button at the top left to find the Go-To Menu Creator.

Audio/Video Tips - For users that have Interaction Permissions, videos will have working controls for pause, play, and more. Playback is synchronized so, if one user pauses, it will pause for everyone. For users to hear the Video, they must unmute it themselves locally. For those with Editing Permissions, see additional controls by turning on Edit Mode and then clicking on the Video or Audio. For Audio, you can toggle whether it is positional or ambient, and for both asset types you can set whether they should autoplay or not. We recommend not having having too many videos autoplaying in your Frame.

Chat

Use Text Chat - Use the CHAT button on the top left to access Text Chat. You can also add emoji with an emoji picker, and if you share a link it will appear as a hyperlink. hyperlink. In the settings for your Frame in the FRAMES tab, you can choose whether you want the Chat history to be stored or not. It will store the most recent 50 messages. You can also manually clear the contents of the Text Chat or delete individual messages. The Text Chat window can also be resized if you click and drag the small icon above the emoji picker. You can also disable the text chat entirely in your Frame settings.

Text Chat Translation - If you're logged in and on a Frame that has this feature enabled, you will see a globe icon beneath the text chat input. Click that to set your text chat translation language. This will translate the text chat for you. You can hover over any message to see the message in its original language.

Use Speech To Text - If you're logged in and have the feature enabled, open the sidebar and go to CHAT SETTINGS. Use the speech-to-text toggle to turn on or off speech-to-text mode, which will output your spoken words to the text chat. You can choose in the same menu whether you want those messages to automatically send or not. You can also select your voice input language to increase its accuracy.

Emojis

Use Emojis - Find the smiley face emoji button and use that to blast emojis.

Whiteboard

Use Whiteboards - Use Whiteboards by clicking the START DRAWING button and dragging on the board with your mouse, touch, or VR controller. See the buttons around the Whiteboard for options to clear, erase, or download the image.

Assets

Import Image/360 Photo or Video/3D Model/Video/Audio/PDF/Whiteboard/Streaming Screen/Spawn Spot/Seat/Particle System - With Edit Mode on, use the ADD TO THIS FRAME dropdown in the sidebar, or add assets from your Inventory with the green plus button next to your inventory assets. Note that, if you add an asset to the Frame with the ADD TO THIS FRAME dropdown, there is a checkbox for 'Also add to your inventory?'. All asset types can also be added to your Inventory besides Whiteboards and Streaming Screens, because those are generic assets.

Format Assets - Images must be .jpg or .png format. 360 Photos must be equirectangular .jpg or .png files (equirectangular means the width is double the height). The file size limit for all Images is 10MB. Videos can be .mp4, .mov, .avi, or .webp files. Audio files can be .mp3 files. 3D Models can be added from the Sketchfab widget, or you can upload your own .glb models. We optimize your models to help FRAME handle them, but very large or complex models may not work. You can set a 3D model to be your 3D environment in your Frame settings.

Move Assets - With Edit Mode on, click and drag the asset with the mouse. To move it forward or backward in space, click on an asset in Edit Mode and then move your avatar around the space. The asset will move with you. You can also use the arrow gizmos that appear on the asset to move it only in a specific direction.

Snap Assets to Surfaces - With Edit Mode on, click on an asset and see the Edit Menu at the bottom left. There, turn on Snap To Surface Mode and click in your Frame where you want to snap your asset! Once snapped in place, remember to turn off Snap To Surface mode.

Resize Assets - With Edit Mode on, click an asset and use the scale options that appear in bottom left. You can also drag the square scale handles that appear on the asset.

Rotate Assets - With Edit Mode on, click an asset and use the rotate options that appear in bottom left. You can also drag the colored circles that appear on the asset when you click it in Edit Mode.

Delete Assets - With Edit Mode on, click an asset and use the delete button that appears in the bottom left.

Add Links to Images or 3D Models - With Edit Mode on, click on an image or 3D Model asset in your scene. In the menu that appears in the bottom left, you will see a checkbox to add a link to the asset. You can add a Web Link, Frame Link, Scene Link, Notification Link, or Location Link. Web links will open up a website of your choice in an in an external browser tab. Frame Links will take them to a Frame of your choice in the same browser tab. Scene Links will transition to a chosen Scene within your Frame. Notification Links can be set to send you an email or text when the user clicks the asset. Location Links will teleport users to a Spawn Spots that you have placed in your Frame.

Photosphere

Expand a Photosphere - When not in Edit Mode, click on the sphere that shows up inside your Frame when you add a Photosphere to it. Note: this is only possible if you have Interact or Edit Permissions for the Frame.

Collapse a Photosphere - When you expand a Photosphere, look down at the floor and click the 'Return Home' button. You can also use the h hotkey to Return Home.

Photosphere Tips - If you want the base environment or other assets to remain in view when a Photosphere is expanded, you can find those settings in the FRAMES tab. In an environment like the Floating Hall, this will cause a neat effect where the Photosphere will be visible in the background while the Floating Hall remains in view.

Other features

Turn Laser Pointer On/Off - Use the P key.

Turn on Experimental Features - In the Profile section of the sidebar, you will find a User Preferences/Experimental Features section. Go there to see what's available and turn them on or off.

Add Linkedin + Twitter Links to Profile - In the PROFILES tab of the sidebar, you can copy and paste your Linkedin and Twitter links to your Profile. These links will appear in the Online Users menu at the top left, next to your name.

Source Code - Frame Connections is powered by the Immers Server from Immers Space and licensed under the AGPLv3. The source code is available on GitHub.