lpgyori/innerreliefs

Interactive 3D System v1.3.5

Installation and User Guide

This document describes the functionalities
implemented in version 1.3.5 (February 2026)
of the *innerreliefs* Interactive 3D System.

The information contained herein is provided
for reference only and may be subject to change
without prior notice.

Contents

innerreliefs | Installation and User Guide

Thank you for acquiring this interactive 3D artwork!

This guide provides instructions for organizing the required files and setting up the interactive 3D system, along with a detailed explanation of its sidebar menu functions. Please follow the steps carefully to ensure proper installation and optimal performance.

Installation Procedure of the Interactive 3D System

After decompressing the downloaded file of the interactive 3D system in a chosen location on your device, you will find *six* files in the folder:

1. **IR_interactive_sys_v1.3.5.zip**

   Compressed file containing all resources of the interactive 3D system.

2. **IR_interactive_sys_v1.3.5.sig**

   Base64 digital signature corresponding specifically to the compressed file listed above.

3. **IR_interactive_sys_v1.3.5_user_guide.pdf**

   This *Installation and User Guide* of the interactive 3D system.

4. **lpgyori-innerreliefs_public_key.pem**

   Public key used to verify both the authenticity of the digital signature and the integrity of the signed file.

5. **verify_IS_digital_signature.bat**

   Microsoft Windows batch file designed to decode and verify the digital signature of the compressed file listed in item (1).

6. **verify_IS_digital_signature.sh**

   Shell script for macOS, Linux, and even Android but with a suitable terminal app, designed to decode and verify the digital signature of the same compressed file.

Optional Verification of the Interactive 3D System Digital Signature

This verification of the interactive 3D system's digital signature serves as an additional security measure to confirm the integrity and authenticity of the system files but is *not* required to run or use this artwork.

Nevertheless, once the six files are available, it is recommended to verify the authenticity and integrity of the compressed system file, listed in item (1), before proceeding with the installation. To do so, follow these steps:

1. **Locate the files**

   Ensure that the six files listed above are in the *same* directory on your device.

2. **Run the verification script**
   - On Windows, double-click on the script **verify_IS_digital_signature.bat**. An operating system window will briefly appear, automatically executing the verification process using the included public key and digital signature.
   - On macOS, Linux, or Android (with a suitable terminal app like Termux or UserLAnd), open a terminal in the folder, make the script **verify_IS_digital_signature.sh** executable with the following command:

     ```
     chmod +x verify_IS_digital_signature.sh
     ```

     Finally, run it:

     ```
     ./verify_IS_digital_signature.sh
     ```

3. **Check the result**
   - If the verification is successful, the following message will appear:

     ```
     signature VALID: file matches public key!
     ```

     This means that the compressed file is authentic and has not been modified. You may continue with the installation.

   - If the verification fails, the following message will appear:

     ```
     ERROR: signature is invalid...
     ```

     This means that the file does not match its digital signature. Do not proceed with the installation and reach support via the contact form on *lpgyori.net*.

Decompression of the Interactive 3D System Resources

Extract the file corresponding to the interactive 3D system, **IR_interactive_sys_v1.3.5.zip**.

This will create the main folder **lpgyori-innerrelief**, which contains the **assets** subfolder with all system resources (CSS, font, HTML, images, JavaScript, and audio).

Installation Procedure of the *innerrelief*

Note: The placeholder **NNN** appearing in the files referenced below corresponds to the *three-digit number* that identifies the specific artwork you have acquired. Users should replace **NNN** with this number when following instructions or accessing files.

At this stage, you will extract the *second* file downloaded from IPFS, corresponding to the *innerrelief* itself, into the main folder **lpgyori-innerrelief**, along with its **assets** subfolder. It is *essential* that the **assets** and the **IRNNN** folders remain at the *same* directory level.

After decompression, you will find *nine* files in the **IRNNN** folder:

1. **indexNNN.html**

   Specific HTML file to launch the artwork.

2. **lpgyori-innerreliefNNN.jpg**

   High-resolution (5234-pixel) square JPG render of the artwork in its original composition, serving as a representative image.

3. **lpgyori-innerreliefNNNx4.jpg**

   High-resolution (5234-pixel) square JPG render of four alternative compositions of the artwork. Neither image is part of the interactive resources. Both contain embedded cryptographic digital signatures for authenticity verification.

4. **lpgyori-innerreliefNNN.js**

   JavaScript (JS) file containing the converted Graphics Library Transmission Format (glTF) data of the 3D model of the artwork together with its ambient scene.

5. **lpgyori-innerreliefNNN.sig**

   Base64 digital signature corresponding specifically to the JS file listed above.

6. **lpgyori-innerreliefNNN.pdf**

   Analysis report of the representative numerical results (probability, information, indexes, etc.) related to the artwork.

7. **lpgyori-innerreliefs_public_key.pem**

   Public key used to verify both the authenticity of the digital signature and the integrity of the signed file. Note that this is the same PEM file referenced above.

8. **verify_digital_signature.bat**

   Windows batch file designed to decode and verify the digital signature of the JS file listed in item (4).

9. **verify_digital_signature.sh**

   Shell script for macOS, Linux, and even Android but with a suitable terminal app, designed to decode and verify the digital signature of the same JS file.

Once both the interactive 3D system and the *innerrelief* are installed, the folder structure should appear as follows:

```
lpgyori-innerrelief/
├── assets/
└── IRNNN/
    ├── indexNNN.html
    ├── lpgyori-innerreliefNNN.jpg
    ├── lpgyori-innerreliefNNN.js
    ├── lpgyori-innerreliefNNN.pdf
    ├── lpgyori-innerreliefNNN.sig
    ├── lpgyori-innerreliefNNNx4.jpg
    ├── lpgyori-innerreliefs_public_key.pem
    ├── verify_digital_signature.bat
    └── verify_digital_signature.sh
```

Important! This layout is required for the application to function properly.

Optional Verification of the *innerrelief* Digital Signature

This verification can be performed following the same procedure described above for the interactive 3D system. Remember: On Windows, run **verify_digital_signature.bat**; on macOS, Linux, or similar operating systems, run **verify_digital_signature.sh**.

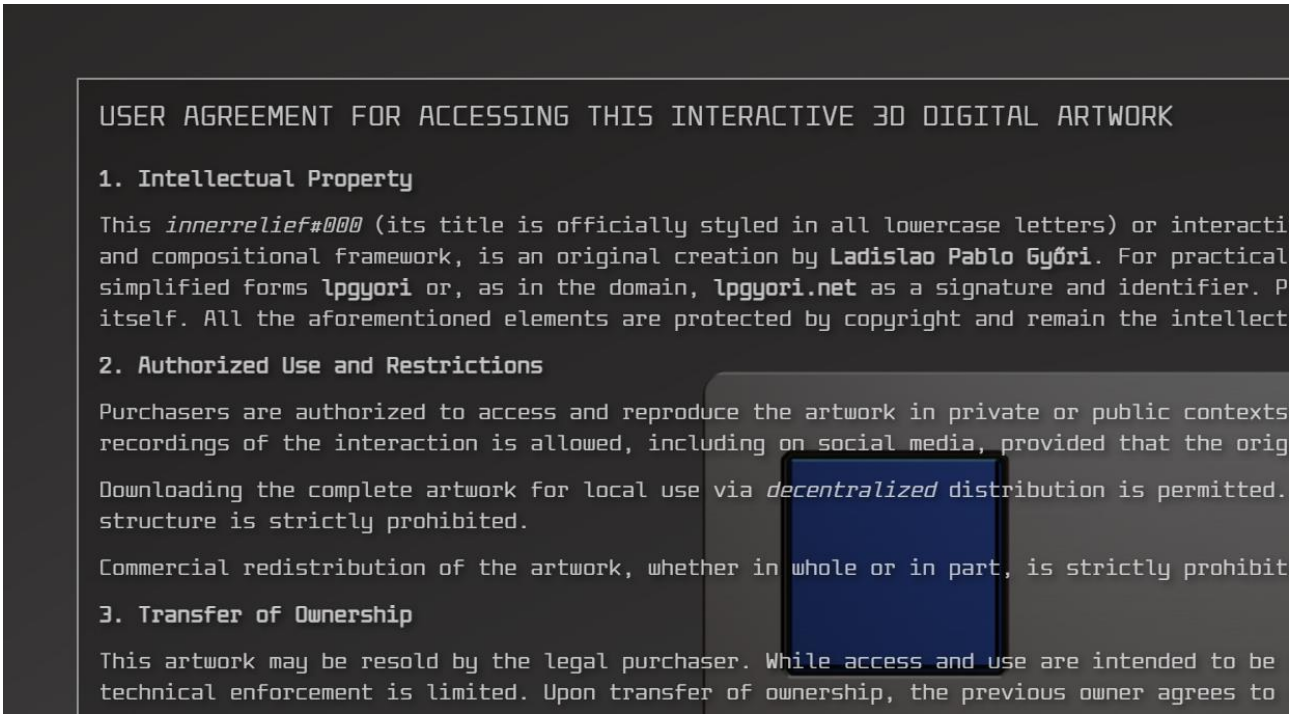
Opening the Artwork

Note: In this guide, the terms “deactivated” and “disabled” are used frequently, but they mean different things:

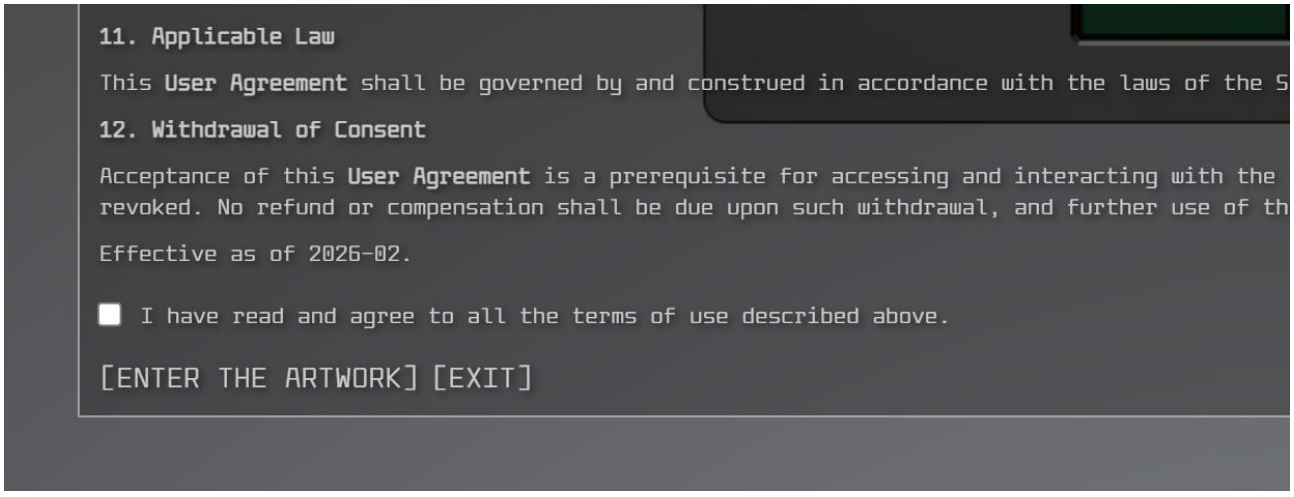
- *Deactivated* means the feature or function is turned off, either by default or by user choice. It won’t work until *explicitly* activated.
- *Disabled* means the button or control exists but cannot be used at the moment. It will become enabled *automatically* when certain conditions are met.

Open your *innerrelief* by double-clicking the corresponding **indexNNN.html** file, located at the **IRNNN** folder, which will automatically launch in your default web browser.

A brief introduction will appear first, displaying the author's name and the title of the artwork for a few seconds. This is followed by a short message and a temporary gray screen, before the full three-dimensional model of the artwork begins to load.



If this is your *first* time accessing the artwork, the screen will be blocked and the **User Agreement** will appear. You must accept it to continue by using the corresponding *checkbox*. In this case, the **[ENTER THE ARTWORK]** button, located at the bottom left, will be enabled. Otherwise, you can exit the system by clicking the **[EXIT]** button.



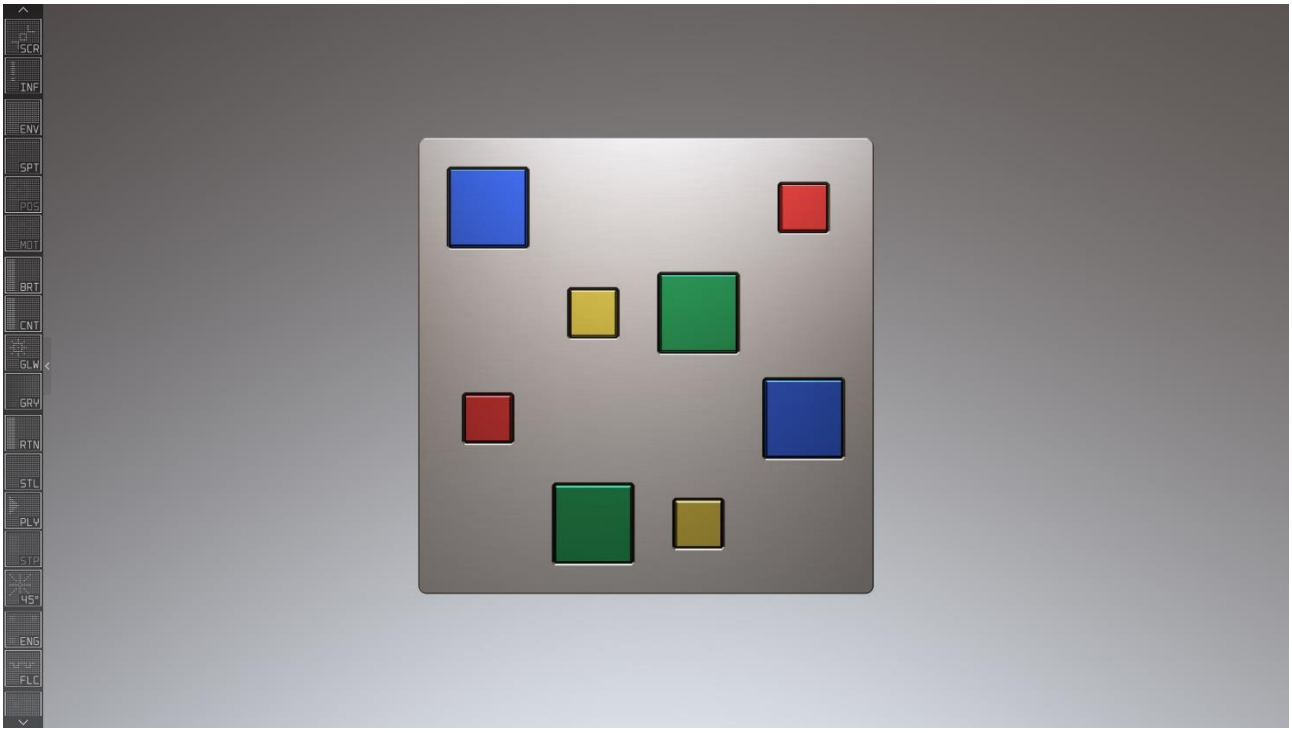
Note that this interactive 3D artwork was designed for *landscape* view. The warning "Please rotate your device for a better experience!" may appear not only on mobile phones held vertically but also on computers with a very narrow browser window. Always consider also activating *fullscreen* mode using the button at the top left (**SCR**).

The *innerrelief* is presented centered on the screen, with all its automatic modes deactivated by default. It features standard ambient lighting, a normal orientation, its plain front plate and all individual pieces visible, and the primary coloration established by the artist, with a matte aluminum surface finish.

To interact with the 3D artwork, use the following controls:

- **Rotate**: left-click and drag.
- **Zoom**: scroll wheel.
- **Pan**: right-click and drag.

A left *sidebar* button panel remains *hidden* by default, since sound is enabled automatically and requires explicit user interaction to comply with autoplay restrictions. This panel can be revealed by clicking the "arrow" button located at the middle of the bar. It includes two vertical scroll buttons and also supports smooth scrolling using the mouse wheel.



4K screenshot of sample *innerrelief#000* in its initial display position upon loading

Sidebar Button Functions

Please note that, except for the buttons that open the **Information Panel** and the **User Agreement**, all other sidebar buttons operate in a *cyclical* manner. After the last option is reached, clicking again cycles back to the first.

In this document, the *default* state of each sidebar button is indicated, within the set of possible options, by a dark blue background icon.

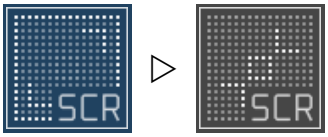
The triangular arrow (▷) indicates the next available option after the button has been clicked.

The sidebar is divided into *ten* sections. Let's take a look at them...

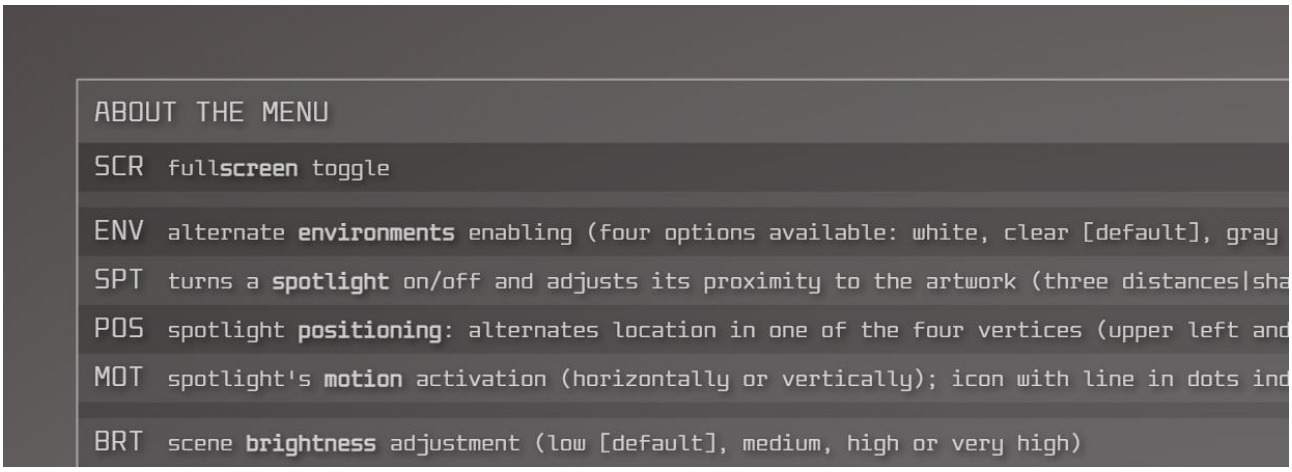
Primary Controls

This first section, located at the top, contains only *two* buttons.

Fullscreen Toggle (SCR) button allows switching between *normal* view and *fullscreen*.



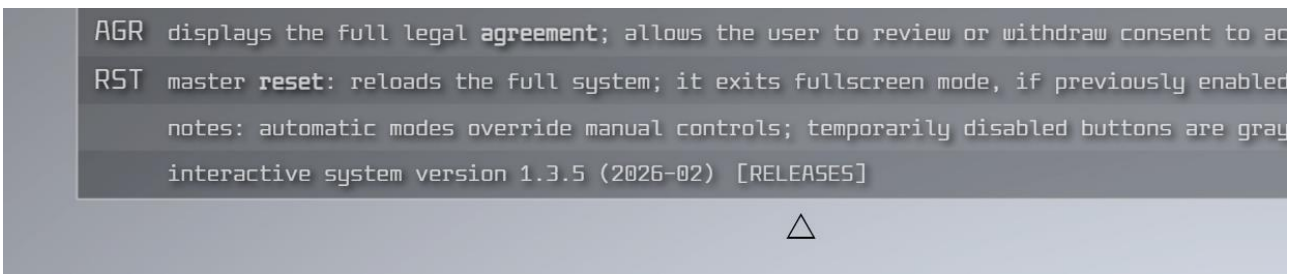
Information Panel (INF) button opens an on-screen overlay providing a short description of each menu button's function for quick reference.



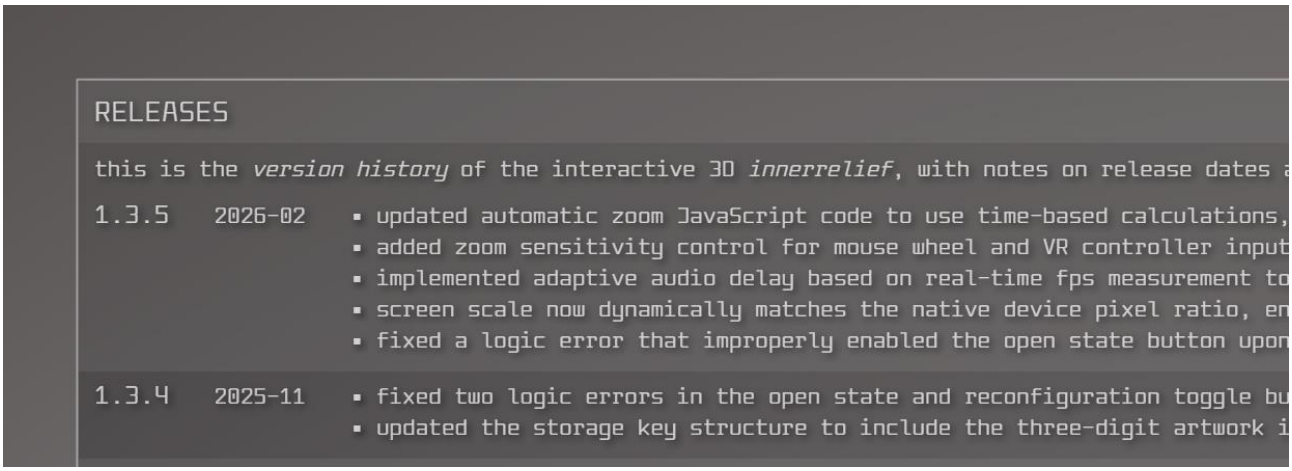
If the panel is visible, this button remains disabled, as indicated by the first icon below.

Important! Temporarily disabled buttons are always *grayed out*.

At the end of the last line of this panel, there is the **[RELEASES]** button.



It opens the *version history* of the project, including notes, release dates, and changes.

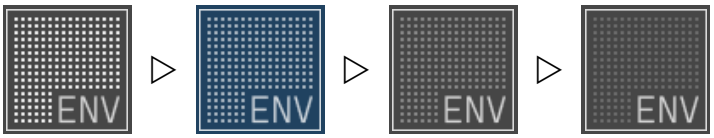


Note that each window has its own close button **[x]** in the upper-right corner.

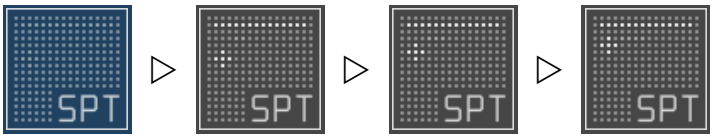
Consider also that **Information Panel** disables **State Labeler**, and vice versa!

Scene Lighting

Environments (ENV) button allows alternating between *four* ambient lighting environments. The options available are: *white*, *clear*, *gray*, and *black*. In the last case, a spotlight will automatically turn on and then turn off upon exit.



Spotlight (SPT) button turns a spotlight on or off, and adjusts its proximity to the artwork. There are *three* available distances for the spotlight, each producing a different shadow. This spotlight is deactivated by default.

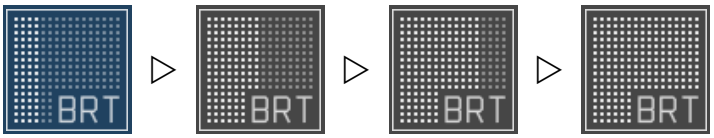


Spot Position (POS) button alternates location in one of the *four* vertices of the artwork: upper-left, lower-left, lower-right and upper-right. If the spotlight is off or in motion, this button remains disabled, as indicated by the first icon below.

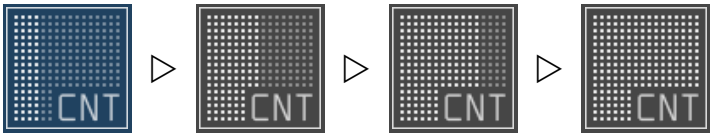
Spot Motion (MOT) button activates the spotlight's motion *horizontally* when positioned at the upper-left or lower-right corner, and *vertically* when positioned at the upper-right or lower-left corner. Both icons with dotted lines indicate motion; clicking either of them stops it. If the spotlight is off, this button remains disabled, as indicated by the first icon below.

Image Controls

Brightness Adjustment (BRT) button adjusts the scene brightness. The available levels are *four*: low, medium, high, and very high.

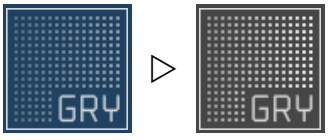


Contrast Adjustment (CNT) button adjusts the scene contrast. The available levels are *four*: low, medium, high, and very high.



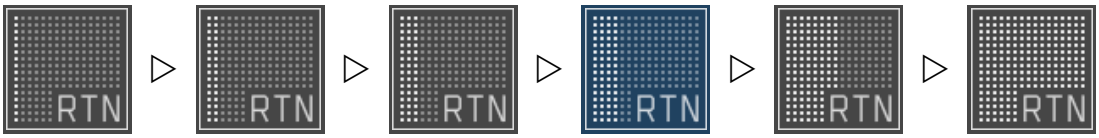
Glow Effect (GLW) button adjusts a visual enhancement that makes an object appear to emit light or a soft halo around its edges. The available levels are *five*: null, low, medium, high, and very high. It is deactivated by default.

Grayscale Effect (GRY) button allows switching between a full-color view and a grayscale view. It is deactivated by default.

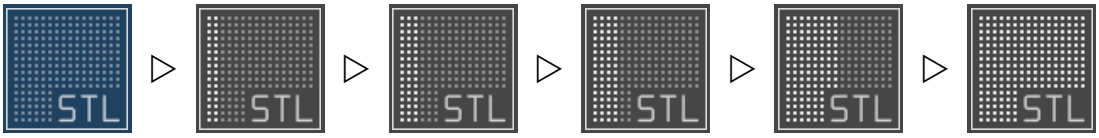


Artwork Motion

Rotation Period (RTN) button adjusts the duration for the artwork to complete a counterclockwise 90° automatic rotation. The settings control how fast or slow each quarter-turn occurs. *Six* values are available: 2, 5, 10, 15, 30, and 60 seconds.



Still Period (STL) button adjusts the time during which the artwork remains still after each rotation period. *Six* values are available: 0, 5, 10, 15, 30, and 60 seconds.



Be aware that changes will only take effect when the previously programmed cycle ends!

Play the Animation (PLY) button starts the artwork animation and switches to the **Pause the Animation (PSE)** icon, thus allowing a temporary stop. After pausing, it switches to the **Resume the Animation (RES)** icon to continue playback.

The same button then alternates between **PSE** and **RES** until the **Stop the Animation (STP)** button is pressed, which ends the animation, returns the artwork to its load orientation, and restores the **PLY** button for a new session.

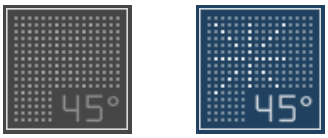
Consider also that one *full rotation* is completed after *four* consecutive cycles of the rotation period plus the still period, including the final pause before the next cycle begins. For example, if the rotation period is set to 15 seconds and the still period to 10 seconds, the total time for one full rotation is: 4 × (15 + 10) = 1 minute and 40 seconds. **RTN** and **STL** let you make 36 possible combinations, from the shortest (8 seconds) to the longest (8 minutes).

Regardless of its current orientation, the animation always starts from the artwork's load orientation, identified internally as number 3.

Please note that playing the animation disables random behavior activation, and conversely, activating random behavior disables the animation!

Important! Automatic modes always override manual controls.

45° Rotation button rotates the artwork manually 45° counterclockwise per click. It remains disabled, as indicated by the first icon below, during the brief period while the artwork is rotating to reach its new orientation.



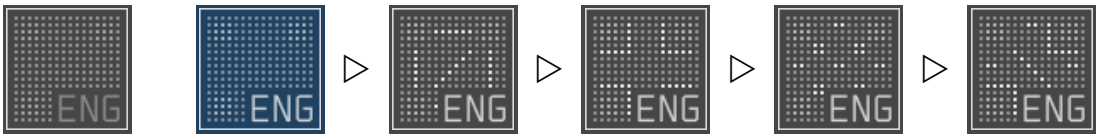
Since each rotation here is one-eighth of a turn, the artwork can attain *eight* different orientations by using this button. These orientations are numerically identified as follows: **1** (east), **2** (northeast), **3** (north; *the artwork's default load orientation*), **4** (northwest), **5** (west), **6** (southwest), **7** (south), and **8** (southeast). This numbering, as will be explained later, plays a role in determining the full name of the *innerrelief* when using the **State Labeler**.

Front Plate Engravings

Engravings (ENG) button allows manual switching between the *five* alternate front plates:

- **Plain**, without engravings, serving as the *reference* version of the artwork.
- With **interconnection lines** between its individual pieces.
- With **demarcating squares** around each individual piece.
- With a **constellation of concavities** composed of small geometric figures.
- **Mixed**, combining the previous features.

The button's icon reflects the currently selected plate type:



Flickering Mode (FLC) button activates the *automatic random* appearance of alternative engravings and allows coarse adjustment of its timing. The available options are *five*: off, short, medium, long, and very long. It is deactivated by default. If **FLC** is on, **ENG** button remains disabled, as indicated by the first icon above.

Reconfiguration Controls

Manual Reconfiguration (MRC) button enables clicking on the *individual pieces*, and subsequently on the *covers*, to reconfigure the composition by placing or removing them at the user's discretion. These covers are flat pieces that almost entirely cover the openings through which the individual pieces protrude, matching the shape of the openings and replacing them when set. The original artist's configuration displays *only* the pieces.

Reconfiguration Toggle (TRC) button fully switches all individual pieces into covers, or all covers into individual pieces, as appropriate. If the manual reconfiguration is off, this button remains disabled, as indicated by the first icon below.

Auto Reconfiguration (ARC) button activates the *automatic* reconfiguration and allows adjustment of the timing for the *random* appearance of individual pieces and covers. The available options are *five*: off, 2, 5, 10, and 20 seconds. It is deactivated by default. If **ARC** is on, **MRC** button remains disabled, as indicated by the first icon further above.

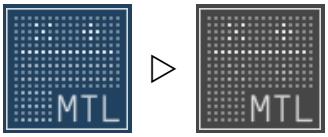
Materials Controls

Manual Color Cycling (MCC) button sequentially rotates the artwork's colorations in a loop. The colors present in the artwork participate in a replacement cycle following this sequence: **aluminum**, **red**, **green**, **blue**, **yellow**, **light blue**, **orange**, **burgundy**, **violet**, **brown**, **gray**, **dark gray**, and **black**. If any color from the list is not part of the current palette, it is skipped. The function replaces the color of those objects painted with the first remaining color by the second; the second by the third; and so on until the last, which is replaced by the first.

Auto Color Cycling (ACC) button activates the *automatic* color cycling and allows adjustment of the timing for the artwork coloration looping. The available options are *five*: off, 2, 5, 10, and 20 seconds. It is deactivated by default. If **ACC** is on, **MCC** button remains disabled, as indicated by the first icon above.

Take into account that the *primary* coloration, established by the artist, remains on screen *twice* as long as any alternates!

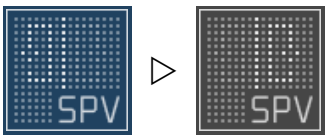
Metal Toggle (MTL) button allows switching between **matte** and **bright** aluminum finish.



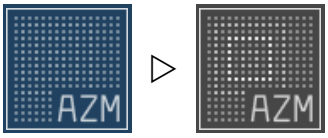
Camera Controls

Specular View (SPV) button toggles the scene between *normal* and *horizontally mirrored* display. The specular image allows access to a distinct visual balance, revealing compositional tensions that might go unnoticed in the normal view and offering a new formal reading of the artwork, sometimes highlighting spatial relationships or internal rhythms different from those perceived in the original orientation. It is deactivated by default.

Important! When specular view is activated, *vertical* navigation will remain *unaffected*, while *horizontal* mouse movements will be *inverted*. This also applies to spotlight positions, the artwork's animation, and manual 45° rotations, which will exhibit a *clockwise* behavior.

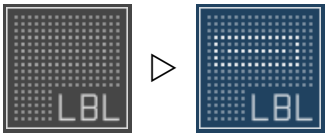


Automatic Zoom (AZM) button toggles the camera's zoom on or off. This *automatic* mode activates a smooth oscillation of the zoom level over time, following a sinusoidal curve with elastic behavior, creating a subtle "pulsing" effect. It is deactivated by default.

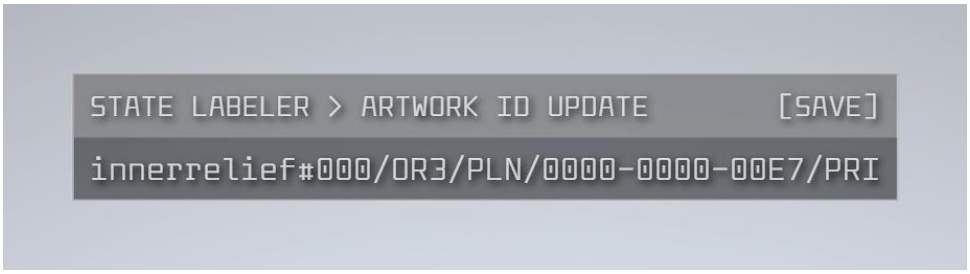


Save/Open & Random Mode

State Labeler (LBL) button toggles on or off to display the artwork's official ID —its title together with the active composition details.



This information is presented through a small rectangular window at the bottom of the screen, superimposed on the artwork.



This universal identifier consists of the artwork's *title* including its specific *numbering*, plus *four* additional elements derived from:

- Its current *orientation* (**OR1** through **OR8**).
- Its current type of *front plate* (**PLN**, **LIN**, **SQR**, **CCV**, and **MIX**).
- A Base36 code representing its current *configuration*, expressed as a 12-digit number split into three groups of four digits.
- The reference to its current *coloration* (**PRI**, **2CL**, **3CL**, **4CL**, etc.).

Let's take as a case the sample artwork, just as it appears when first loaded. If you open the **State Labeler**, you will see the updated artwork ID:

innerrelief#000/OR3/PLN/0000-0000-00E7/PRI

How should this label be read? Quite simple…

- **innerrelief#000**: the basic name of the sample artwork.
- **OR3**: the current orientation is 3 or *north*.
- **PLN**: the current front plate is the *plain* one.
- **0000-0000-00E7**: this alphanumeric Base36 code for the current configuration represents the binary number 111111111, that is, a number formed by nine "1"s. It indicates that all eight individual pieces comprising the artwork (represented by the first eight digits, read from left to right) and the front plate (the rightmost digit) are all visible. As there are no visible covers, there are no "0"s.
- **PRI**: the current coloration is the *primary* one.

There is no expectation for anyone to memorize this nomenclature! It was developed purely as an internal reference for the system, to identify the artwork's overall state in relation to the function of the next button on the sidebar. It also generates a standardized nomenclature to uniquely identify this artwork's overall state after the various adjustments made by the user during interaction. As mentioned in the **User Agreement**, the **State Labeler** provides the official ID (selectable for copy/paste) for any derived *innerrelief*. This ID is also intended for reference when citing user-generated versions, regardless of any name the user may assign.

And... Which is the benefit of a Base36 code?

A Base36 code is used here because it compactly encodes large numbers using both digits (0–9) and letters (A–Z). This allows the complete configuration of the artwork (which could be a *large* binary number) to be represented in a *short* alphanumeric string.
In fact, a 12-digit Base36 number can represent up to 62 binary digits, which is sufficient to encode the configuration of an *innerrelief* with 61 individual pieces plus its front plate.

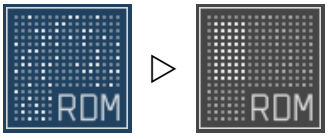
Finally, a **[SAVE]** button, located at the upper-right corner of the **State Labeler**, allows the current state to be stored locally for later retrieval, even across browser sessions. Once this button is clicked, the next **OPN** button from the sidebar will become enabled, as indicated by the second icon below.

Consider that **State Labeler** disables **Information Panel**, and vice versa!

Open State (OPN) button loads previously saved artwork's state from local storage.

Be aware that this button will be disabled if *any* of these five automatic modes is active: animation, flickering, reconfiguration, color cycling, or random behavior!

Random Activation (RDM) button toggles the so-called random behavior on or off. This *automatic* mode affects object rotation around the three Cartesian axes, camera position, environment color, scene brightness and contrast, light glow strength, and metal finish. It also introduces the sporadic appearance of a new *lined* texture in the artwork's materials. To enhance the overall effect, it is recommended to turn on the spotlight, its animation, and the other automatic modes. Random behavior is deactivated by default. Observe that while it remains active, all the manual controls involved and the auto zoom are disabled, and this button switches to a *stop* control, as indicated by the second icon below.



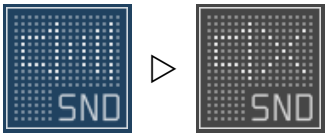
The interactive 3D system, through which this *innerrelief* is displayed, was conceived to provide a mostly restful experience of contemplating an artwork that undergoes subtle changes and movements. Recall that in English, the closed compound "innerrelief" carries the word "relief" both in its sculptural sense… and in its psychological sense of *relief,* suggesting a soothing effect on the viewer! Likewise, the first part of the word, "inner," has a dual meaning. It refers both to the interior of the machine, where the artwork is generated through software processes, and to the *inner*, spiritual dimension of the human being. "Innerrelief" thus denotes not only a virtual relief emerging from a computational system, but also a potential source of relief for one's intimate sphere.

In clear contrast with this foundational idea, the random behavior feature was also implemented, in which the diverse interacting variables whirl in abrupt, unpredictable fluctuations, revealing a somewhat more electrifying and dizzying version of the same digital artwork, as if to stir up the mind's hive!

Miscellaneous

System Sound (SND) button toggles the system sound on or off, and saves the user-selection in browser local storage, to be automatically applied upon return.

Please note that when sound is enabled, the left sidebar remains *hidden* on load to ensure user interaction due to autoplay restrictions. It is activated by default.



User Agreement (AGR) button displays the full legal agreement, allowing the user to review it or withdraw consent to access the artwork at any time.

Master Reset (RST) button reloads the full interactive 3D system. It exits fullscreen mode, if previously enabled, due to browser security restrictions.

One Last Point…

As stated in the **User Agreement**, all *innerreliefs* allow the user to create a very large number of distinct visual variants by adjusting their orientation, selecting different front plates, reconfiguring internal components, and modifying coloration—within the limits established by the author. The numerical value mentioned in section 4 of the **User Agreement** is derived from a straightforward calculation. Let us examine it in detail…

As mentioned above, the orientation of any *innerrelief* offers 8 options, and its front plate provides 5. The number of possible configurations of n individual pieces—and therefore of the corresponding n covers—is, as this is a *binary* problem, given by 2^n. In addition, the total number of distinct colors applied is m. Combining these factors, the total number of variants for an artwork can be calculated as the product of these four elements:

$$8 \times 5 \times 2^n \times m$$

For instance, consider sample *innerrelief#000* (see page 9), which has 8 individual pieces and 5 different colors (applied to the front plate and all individual pieces). In this case:

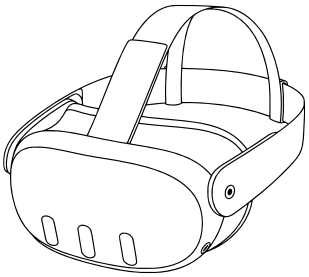
$$40 \times 2^8 \times 5 = 51{,}200 \text{ variants}$$

This calculation shows how the different orientations, plate options, configurations, and color choices combine to create a huge number of distinct visual possibilities for each artwork.

And what would happen with another *innerrelief* that has 20 individual pieces and, say, only two colors? Following the same logic:

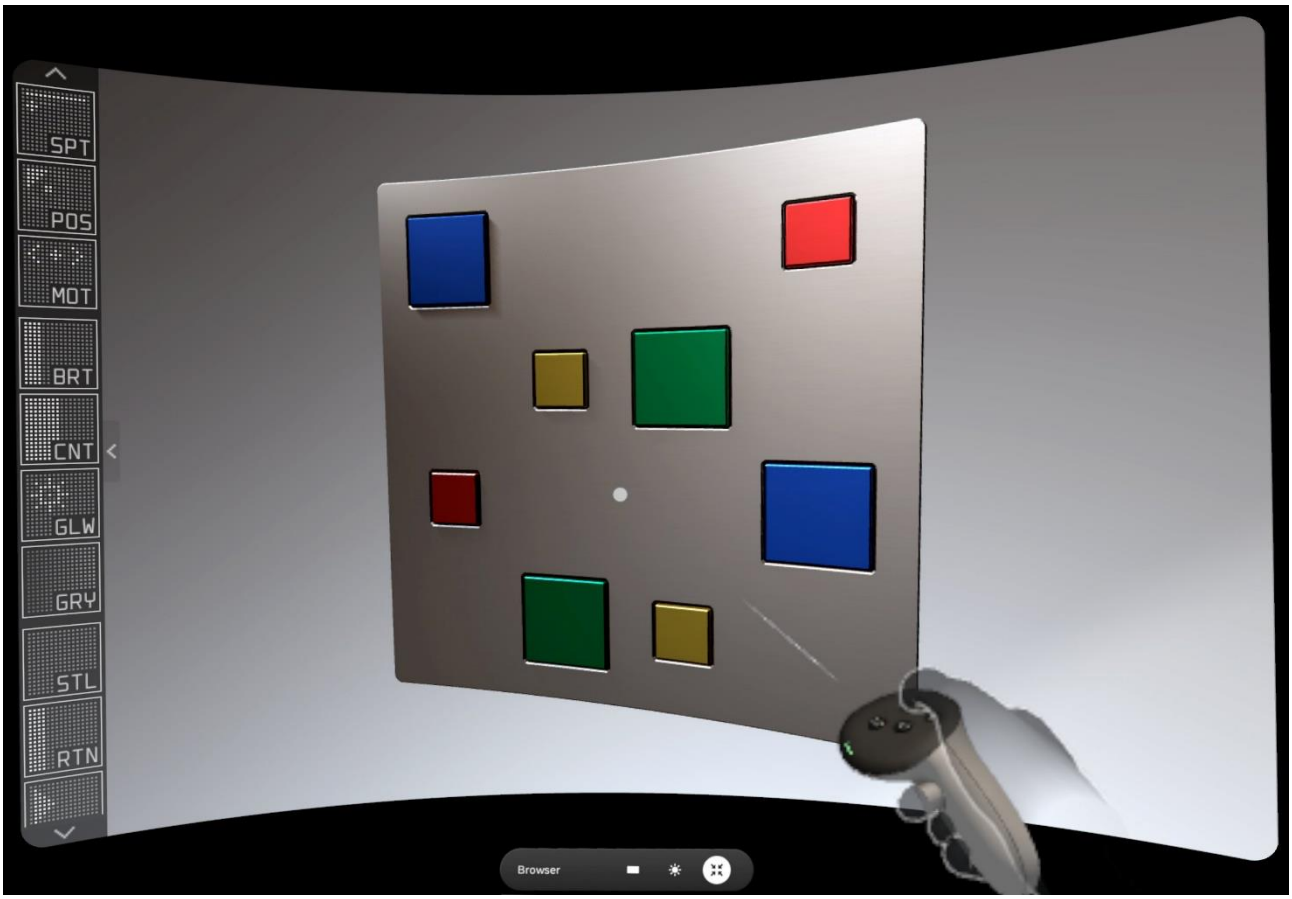
$$40 \times 2^{20} \times 2 = 83{,}886{,}080 \text{ variants}$$

More than 83 million variants! This shows that with more pieces, even with only a few color options, the total number of variants grows exponentially.



Appendix | The Meta Quest Headset

Important! Access via the Meta Quest[1] headset constitutes an alternative display method only. No additional or exclusive content is provided: the artwork is accessed through the headset's native web browser and loads the *same* material available on desktop or laptop computers, tablets, and smartphones. The sole practical difference lies in the *expanded* field of view, as the browser window within the headset can be enlarged to occupy a wider visual area.



screenshot of sample *innerrelief#000* in the Meta Quest browser (*focus view* mode)

Due to the headset's privacy and security policies, its native browser *cannot* directly access local file directories. For this reason, the artwork *cannot* be opened simply from a local folder within the device.

---

1 Meta Quest is a trademark of Meta Platforms, Inc. This project is not affiliated with or endorsed by Meta Platforms, Inc. Illustration reproduced from an official Meta Quest setup guide ("Start here"), used for explanatory purposes only. All rights reserved by the respective rights holder.

To resolve this issue, *two* access options are available:

1. ***Offline* access (decentralized use)**

   A *secure local server* application must be used to temporarily serve the artwork from the local device, allowing the headset's browser to load it as a private web page and ensuring that all assets and interactive functions operate correctly. Certain third-party solutions (e.g., **AnExplorer**) may require a *paid* license after a short free trial period.

2. ***Online* access (web-hosted use)**

   If a personal website or server is available, the complete artwork folder can be uploaded there. The artwork may then be accessed through the headset's browser in the same manner as any standard website. Nevertheless, any security, privacy, or data exposure risks associated with web hosting should be carefully considered.

Meta Quest Headset Viewing Guide

Compatibility Note: Although this guide, which illustrates the steps for installing the local server, is based on the Meta Quest headset (as it is currently the market standard), the procedure is technically compatible with most standalone headsets operating independently.

The following *three* steps must be observed:

1. **Artwork preparation**

   Connect the Meta Quest headset to a computer using a USB cable.

   Attention! If wireless transfer methods are preferred (such as Google Drive, Dropbox, or FTP servers accessed through file explorer applications), ensure that the folder structure remains *intact* when copying the files to the headset.

   Then copy the folders **assets** and **IRNNN** (the latter containing, among other files, **indexNNN.html**) into the **Download** directory of the headset's internal storage, or into another directory of preference.

2. **Installation and configuration of the local server**

   Search the Meta Store and install the application **AnExplorer VR File Manager**.

   Open the application and navigate to the left-hand side menu, where the **Device Connect** option must be selected.

   Press the **Start** button. A local address similar to the following will immediately appear:

   ```
   http://192.168.1.15:8080
   ```

   Do not close the application!

3. **Viewing the artwork**

   Open the Meta Quest browser.

   In the address bar type:

   `http://localhost:port`

   where "*port*" is the port number provided by **AnExplorer** (typically 8080).

   For example:

   `http://localhost:8080`

   and press **Enter**.

   The **AnExplorer** home page will appear in the browser. Select **Internal Storage**.

   Navigate through the displayed folders to **Download** (or the directory chosen in the first step), and from there proceed to the artwork's **IRNNN** folder.

   Click on the main HTML file of the artwork (**indexNNN.html**).

Note: The file server *must remain active* each time the artwork is viewed. If the headset is restarted or the local server is stopped, verify the port number again in the file management application, as it may change.

* * *

document version 5 2026-03-30