

# Cyclops Web Downloading

Updated Sept 2023

Cyclops uses its own custom file format, called DLCs, for scenes and placable assets. These files are exported from Unreal Editor using our Cyclops Cooker plugin. We have provided some Demo DLCs for you to test out in Cyclops. The basic workflow is:

These instructions use Dropbox, but you should be able to do the same thing with many file-sharing services like WeTransfer, Box, Google Drive & more.

## Basic workflow

1. Use the Safari App on your iOS device to download a DLC
2. Use the Files app to move the DLC into the Cyclops app
3. Mount the DLC in Cyclops

## Dropbox DLC Links

We've set up some demo models and shots that you can download. Models are just single models that you can place anywhere you want. Shots are entire scenes with animation.

### Demo Models

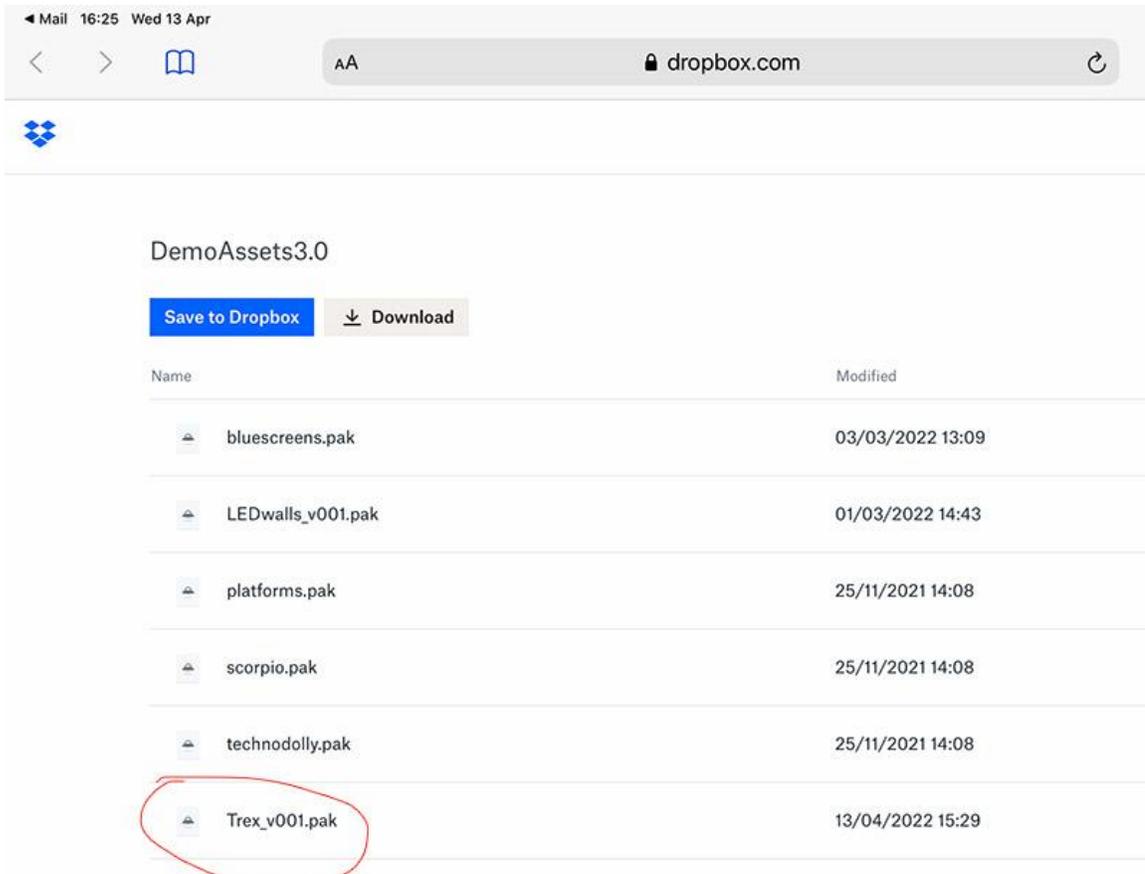
<https://www.dropbox.com/s/cl/fo/gnrcjz4ed8e98q5p5rxju/h?rlkey=u2pugoowm2vmqzpbgd7lr082n&dl=0>

### Demo Scenes

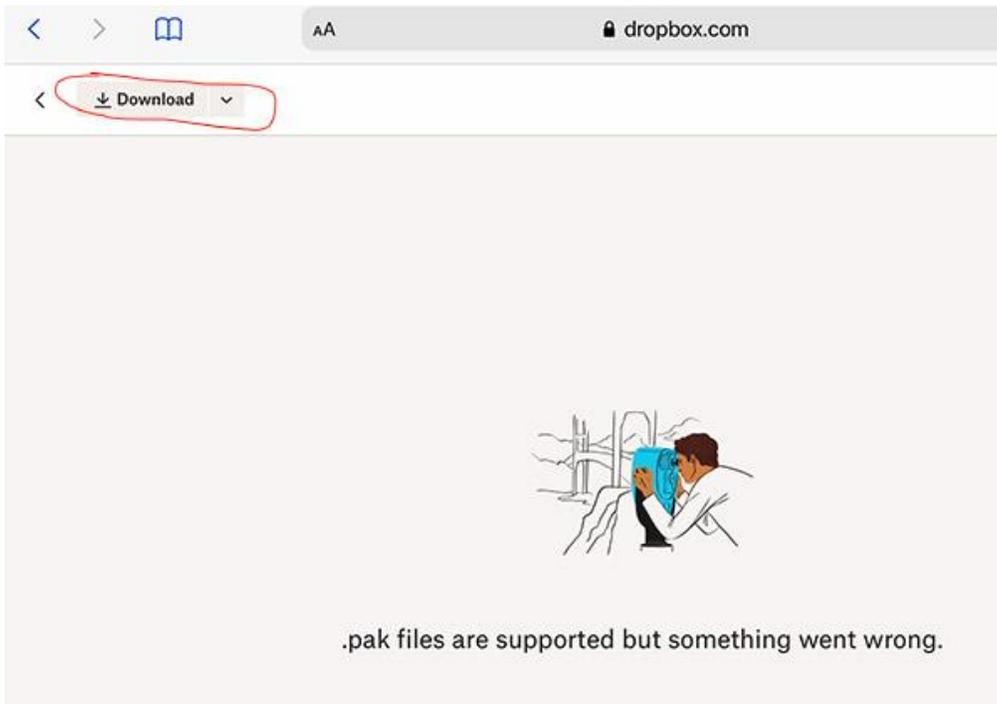
<https://www.dropbox.com/s/cl/fo/ry3xzz019dw1wyxnjkw/h?rlkey=edbxswb15x6ej2w01kyzangy8&dl=0>

## Download the DLC file

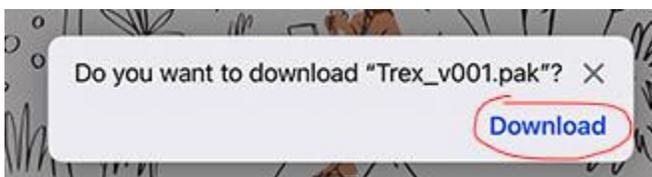
The easiest way to download the DLC is to do it directly from Safari/Chrome on your iPad. Clicking the links above will take you to the Dropbox website. You should see something like this:



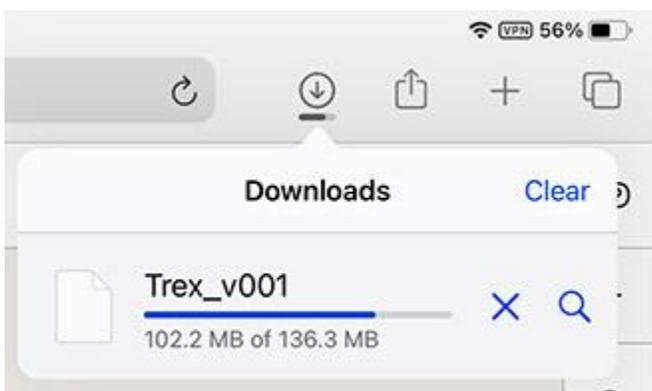
Tap one of the links to go to the page for that file. The page should look like the below screenshot. Dropbox doesn't like the file for some reason, but you can ignore that. Use the Download link in the upper left corner.



Dropbox will pop-up a message asking if you want to download the file. Sometimes it takes a few seconds for the pop-up appear. Click Download.



The file should start downloading to your iPad. You can check its progress from the little download icon to the right of the address field in Safari.

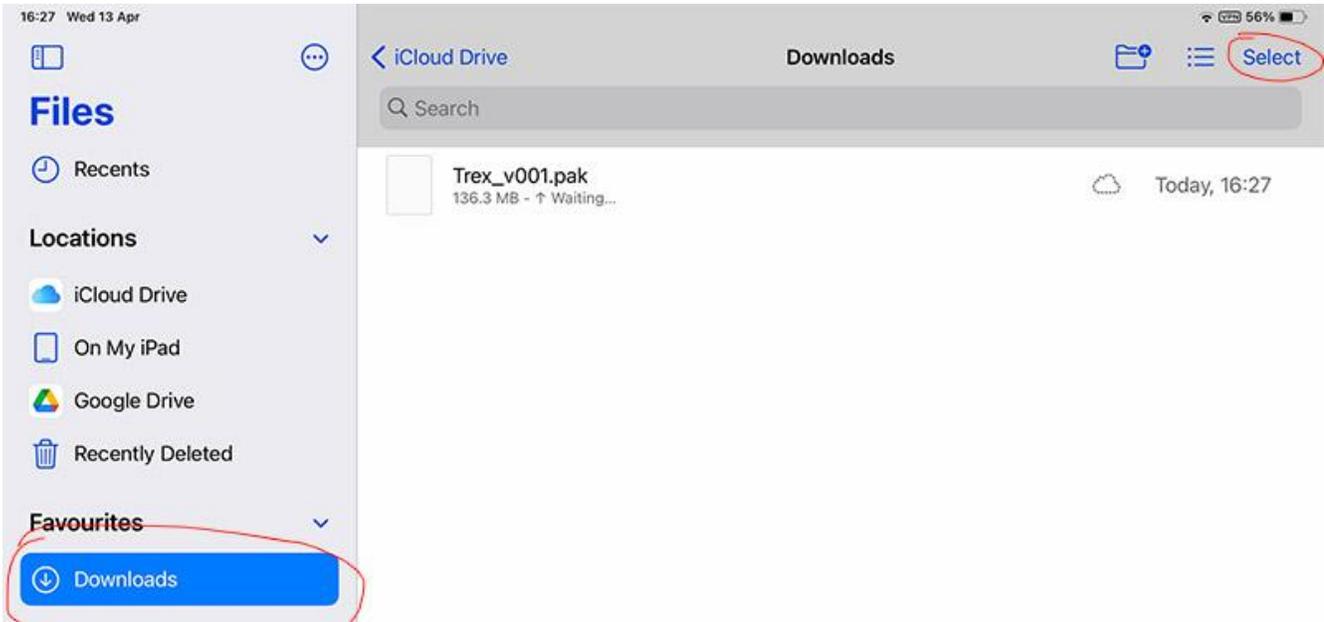


## Move the DLC to the Cyclops App

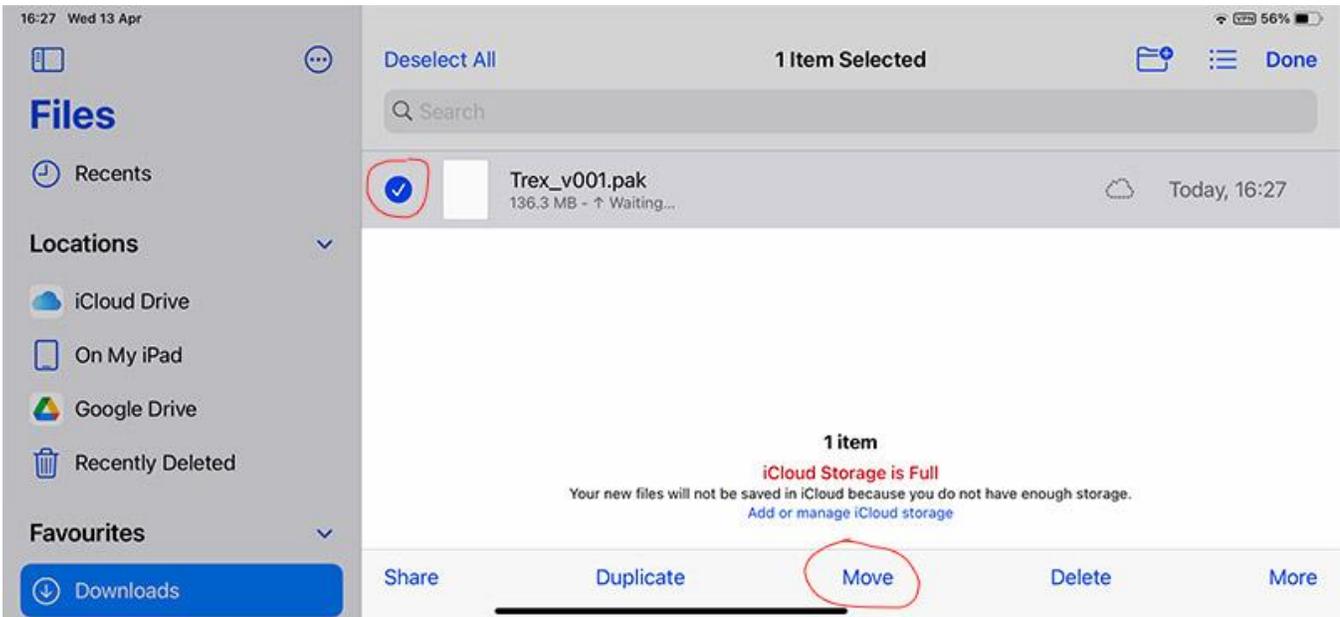
Next you need to move the DLC from the iPad download folder to a special folder in the Cyclops app. First find the Files app on your iPad. This is a default app in iOS so you should already have it installed.



In the Files app use the left navigation and select “Downloads.” You should see all the files that you have download to your iPad. Now use the “Select” link in the upper right side of the screen.

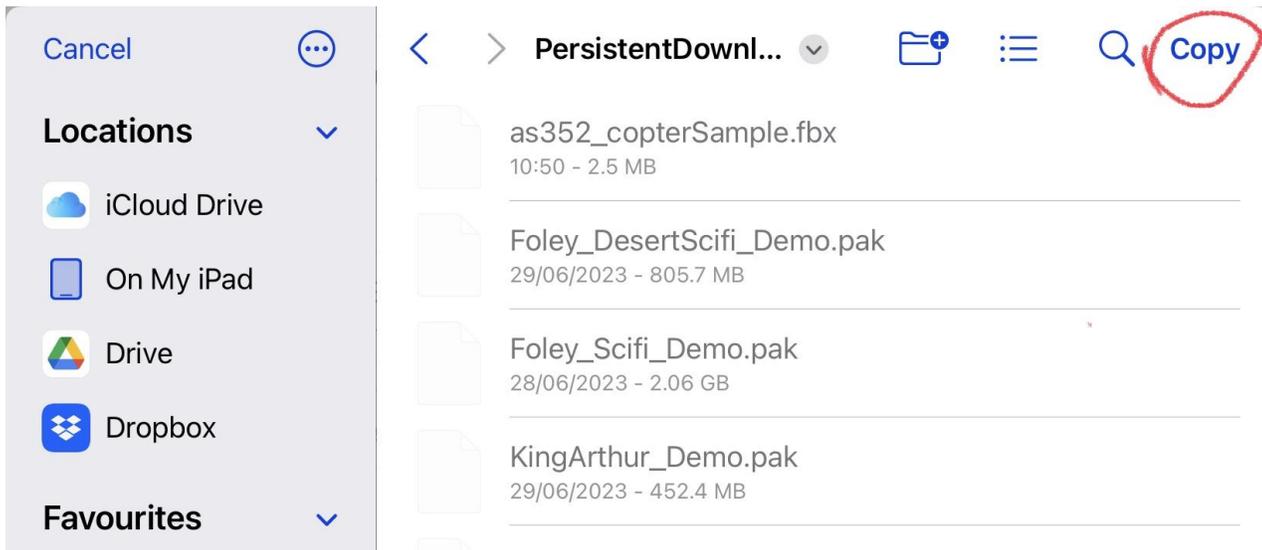


Now select the file or files you want to move to the Cyclops app. If you downloaded multiple files you can select all of them and copy all of them together. Select each file and then tap the “Move” link at the bottom of the screen.



Now you need to tell the Files app where you want to move your file(s) to. You want to navigate to **On My iPad > Cyclops 5.2 > TTF > PersistentDownloadDir**

Then tap the “**Copy**” link in the upper right.



The file(s) should now get copied to the Cyclops app folder.

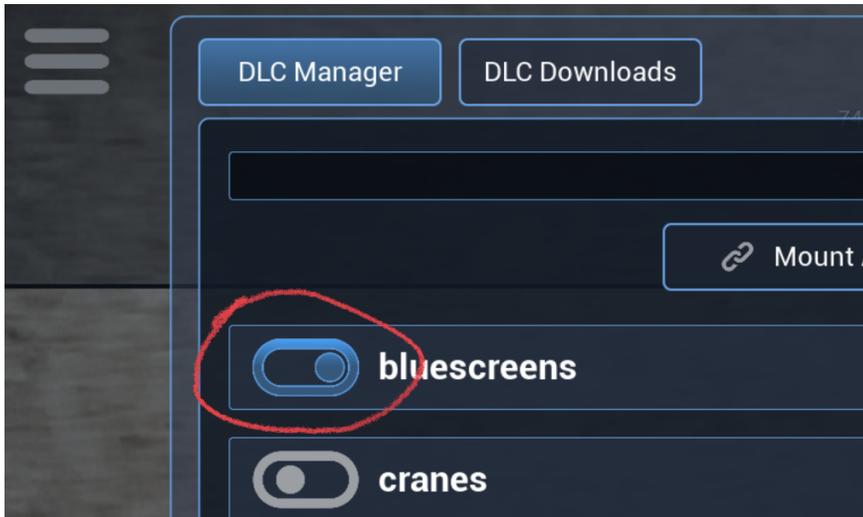
*Note: This is a copy and not a move. There will still be a copy of the file(s) in the Download folder. To clear up space on your device you should delete the copy of the file(s) from the Downloads folder afterward.*

*Note: You need to make sure to run the Cyclops app at least once before attempting to copy files to it.*

*Note: If you do not see “On My iPad” or “Cyclops” in the Files App. You may need to restart your iPad.*

# Mount the DLCs in Cyclops

Launch your Cyclops app and go to the **Main Menu**, select **DLCs**, and then select **DLC Manager**. Find the DLC that you've copied to Cyclops and tap the toggle on the left to mount that DLC.



Now those Assets and Scenes will be available in the menus in Cyclops:

