

Cyclops App Install Instructions

For client iPads

Aug 2021



These are instructions for end users and clients to download and set-up the TTF CyclopsAR app. You'll only need to follow these instructions the first time you set up Cyclops on a new iPad.

After you have CyclopsAR installed you will use the Download preference inside of Cyclops to download all the content for your show. (assets, shots, level, etc) Please refer to the separate instructions titled **Cyclops DLC Downloading** instructions, to learn how to download content into Cyclops.

Overview

We currently do not provide Cyclops through the Apple App Store. We use an App Developer system from Apple called Test Flight in order to manage and download Cyclops for both ourselves internally and for all clients. This requires you to join the Apple Developer program as well as joining the TTF Developer group. Then you'll need to first download the Testflight app and then from Testflight, you'll be able to download CyclopsAR.

Supported iPad Devices & Recommended Extra Gear

We currently heavily recommend the 2020/21 iPad Pros for CyclopsAR. The iPad Pro models feature a LiDAR sensor which offers superior tracking when using Cyclops. Additionally, the Pros have the most RAM memory available in an iPad. The amount of RAM memory is very important for being able to open large scenes in Cyclops.

We currently use the 2020/21 iPad Pro for all testing purposes and therefore can not guarantee the performance on any other iPad devices at this time.

Cyclops is power hungry and can drain the internal iPad battery in less than 2 hours if running continuously. We recommend having 1-2 USB batteries on hand to avoid issues. We recommend batteries that can do at least 18W and deliver at least 5V/3A or 9V/2A in at least 20000mAh capacity.

If you will be using the iPad outdoors we recommend you get an Anti-glare filter/screen protector for your iPad.

Additionally, we recommend using a rugged rubber drop-proof case like these from Amazon

US: https://www.amazon.com/dp/B08NVQDPB5/ref=cm_sw_em_r_mt_dp_KGD3VSQB445D18DXYFD9

UK: https://www.amazon.co.uk/dp/B08LKKCZ4T/ref=cm_sw_em_r_mt_dp_DAZRCQF9TF3D34WK8992

These are examples only, please check that any case is compatible with your iPad before ordering.

Device Settings

Here are some required and recommended settings for your iPad to ensure the best experience with Cyclops.

Required:

- Settings > Privacy > Location Services: On

Recommended:

- Settings > Display & Brightness > True Tone: Off
- Settings > Display & Brightness > Auto-Lock: Off or as long as you can make it.
- Settings > Accessibility > Display & Text > Auto-Brightness: Off
- Settings > Accessibility > Display & Text > Reduce White Point : Off

A note about Auto-Lock.

You really want Auto-Lock set to Off. If auto-lock is turned off the device will go to sleep on its own. When it goes to sleep Cyclops can no longer track the real world. This means that when you wake the device up you will need to realign the CG world to the real world.

Send us your Apple ID

First thing is that we'll need the email address that you are using for the Apple ID on the iPad. You'll need to make sure that you have access to the email for this Apple ID as there will be a few auto-generated emails that will get sent to that address that you'll need to reply to.

Please send that Apple ID email address to us to start the process.

Join the TTF Developer team

Once we have your email address we are going to add you to our Third Floor Apple Development team. You'll receive an email that looks like the one to the right.

You'll need to click on the Accept Invitation link and follow the instructions to join the Apple Developer program.

Once you have done all this please reply back to us so we know to move on to the next steps.



Dear ttferric,

You're invited to join a development team, The Third Floor, I can help develop, distribute, and manage their apps on the . have access to development resources, tools, and events days.

[Accept invitation](#)

Download Testflight App

We are using Apple's TestFlight app to distribute Cyclops to everyone. You'll need to download TestFlight from the Apple App Store.



TestFlight

Beta testing made simple

OPEN

Download CyclopsAR

After you have joined the Apple Developer program we will "invite you to test Cyclops AR". You'll receive an email asking you to join the testing for Cyclops AR.

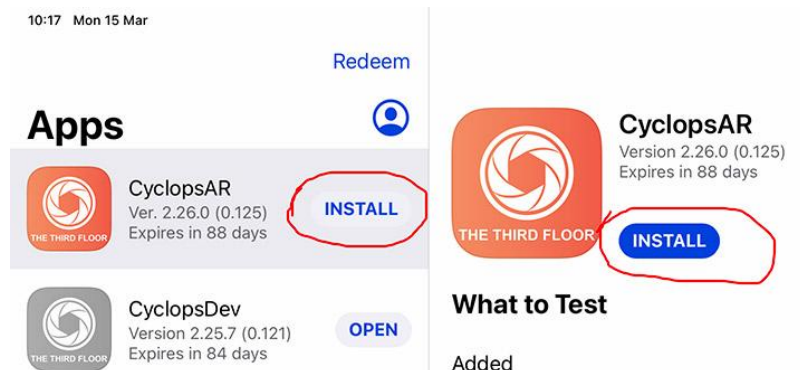
If you are reading the email on your iPad you should be able to click the link in the email and the Cyclops AR app will automatically get added to TestFlight.

If you are reading the emails on a different device, you'll need to first click the link in the email. You'll then get a Redeem code. You'll need to enter this code into the TestFlight app.



Launch the TestFlight App on the iPad. In the top left corner, click on Redeem. That will open a little dialog box for you to enter the Redeem Code from the email.

Once you enter the code you'll see CyclopsAR listed on the left of TestFlight. Clicking on that will show you info about CyclopsAR.



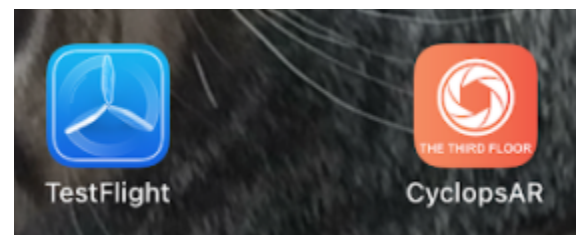
Click on either one of the INSTALL buttons to install CyclopsAR.

CyclopsAR will download to your iPad and appear alongside all your other apps.

Note: We recommend turning on **Auto Update** for CyclopsAR.

Launch CyclopsAR

Now that you have Cyclops installed on your iPad. The last thing you need to do is just tap the CyclopsAR icon to start the App.



Once Cyclops is installed, you don't really need TestFlight anymore. However, it is a good idea to keep TestFlight installed on your iPad. We are continually updating Cyclops. In the future, if you want to update Cyclops you'll need to use TestFlight to download the latest version.

Note: If you haven't turned on Location Services, as indicated above, then Cyclops will crash.