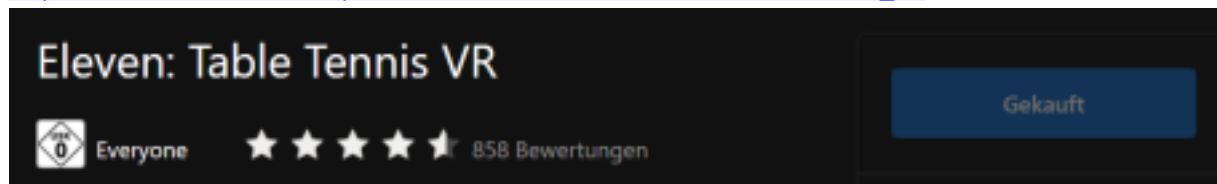


Stream Eleven Table Tennis in spectator view

First buy the Eleven Table Tennis version for Oculus Rift:

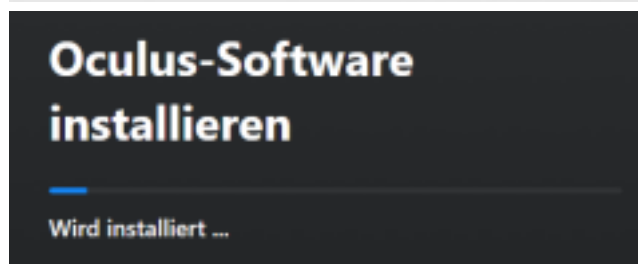
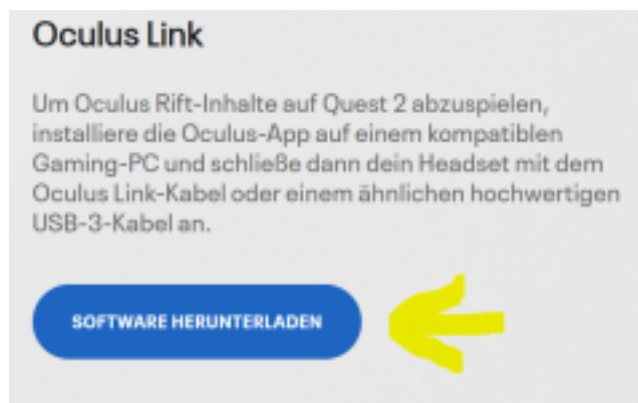
https://www.oculus.com/experiences/rift/989106554552337/?locale=de_DE



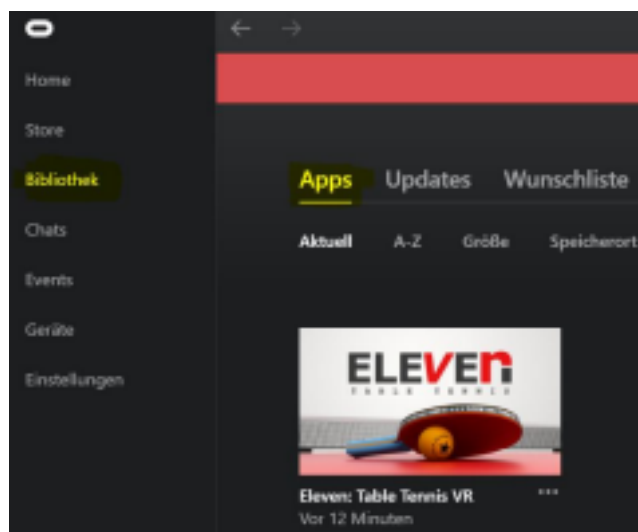
If you've already bought 1/ 2 on Oculus Quest, it's free.

Next:

Install Oculus App on PC: https://www.oculus.com/setup/?locale=de_DE



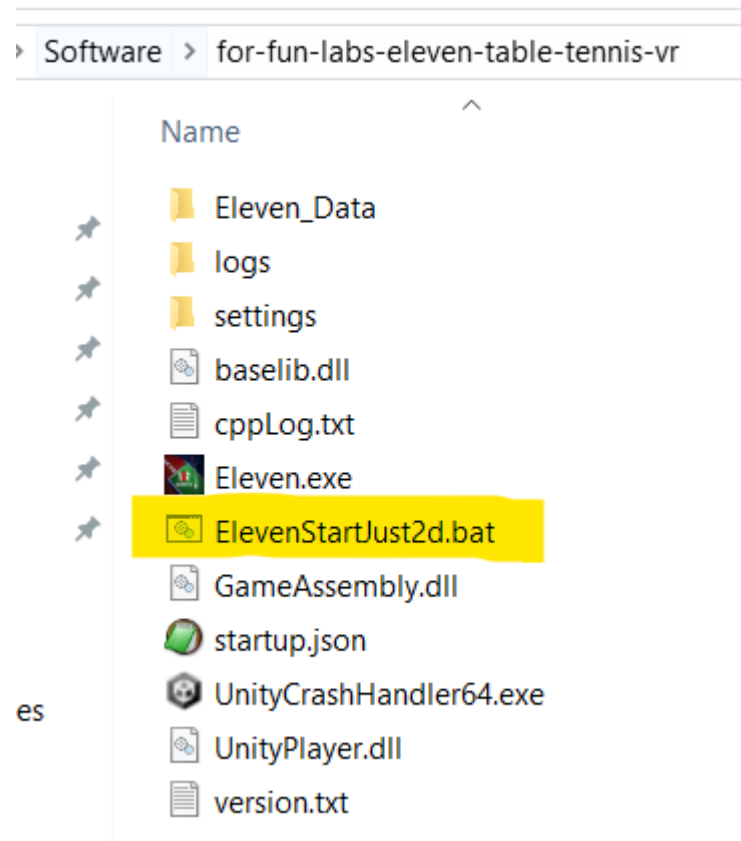
Then start the Oculus software after installation and log in (Facebook/Meta account): Then install Eleven Table Tennis on PC:



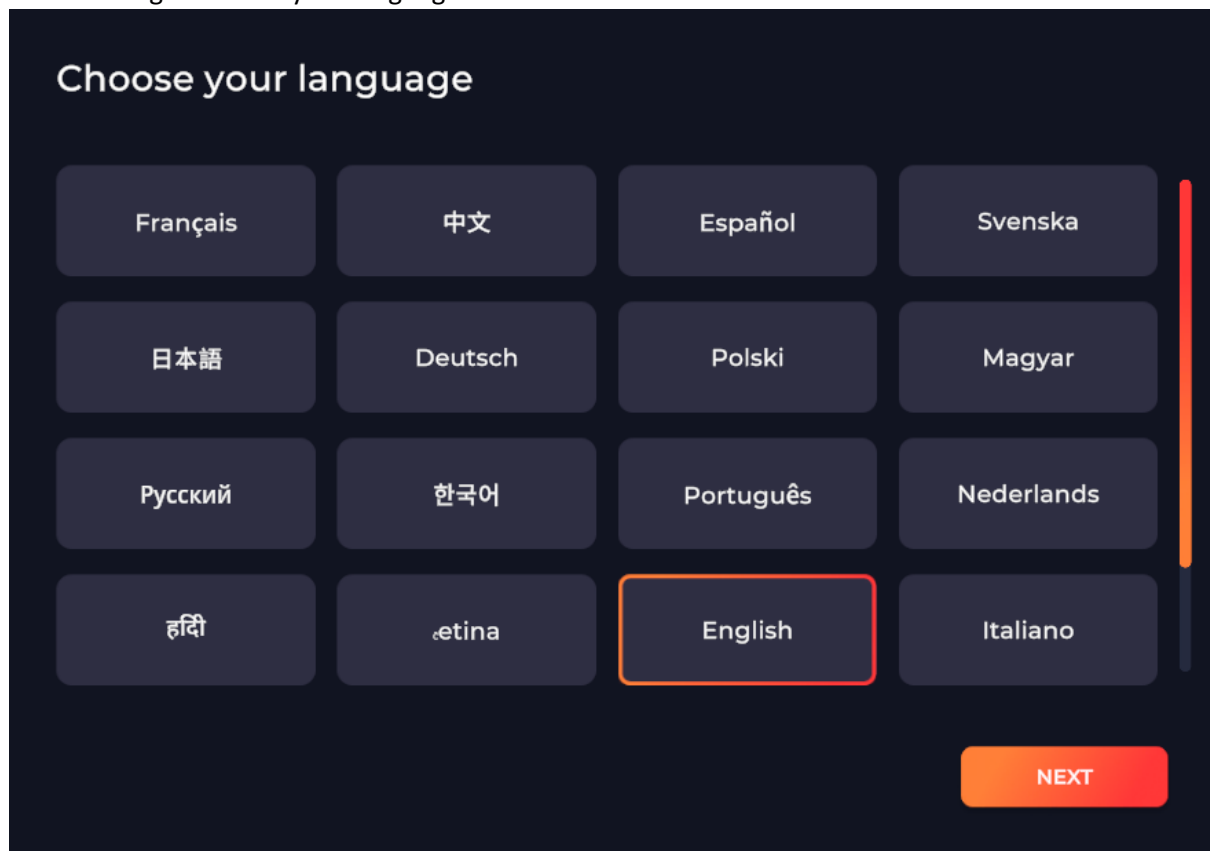
After installation, the Eleven folder is located here:

C:\Program Files\Oculus\Software\Software\for-fun-labs-eleven-table-tennis-vr

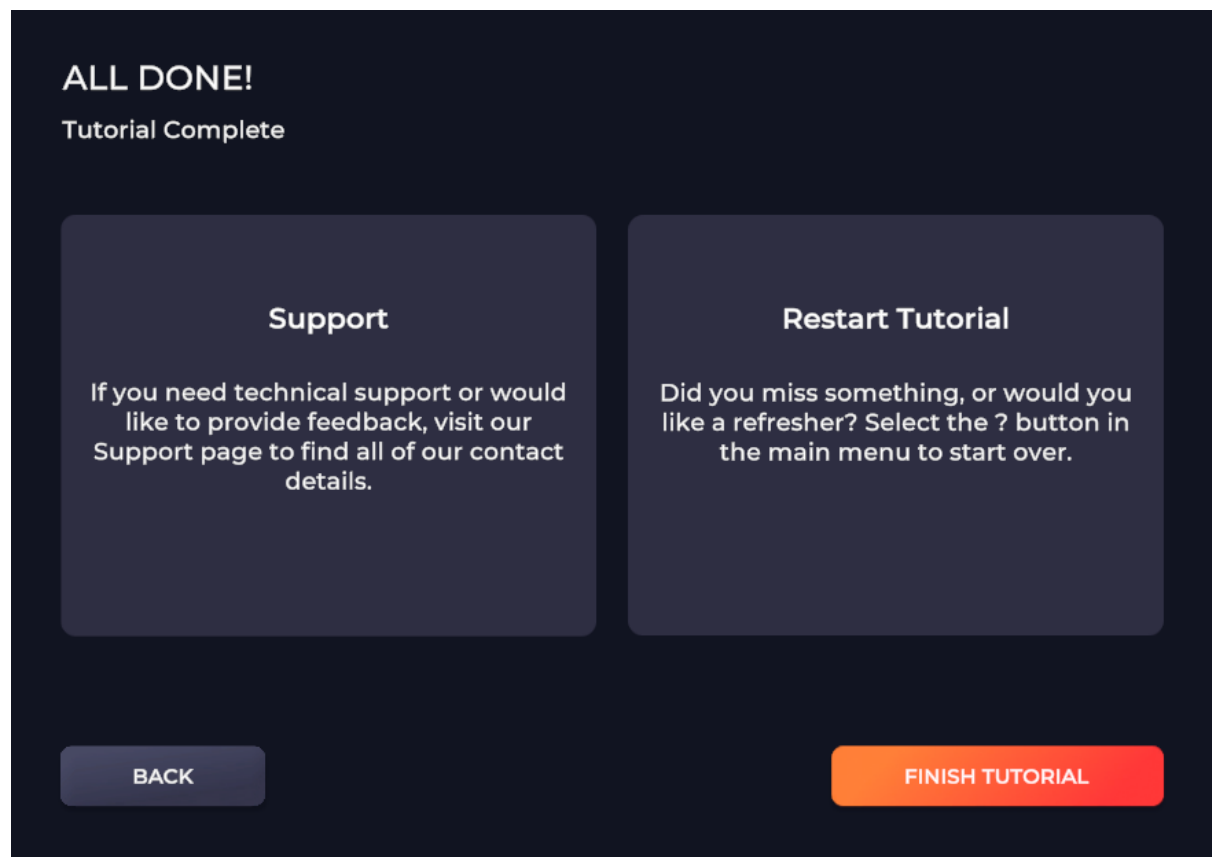
Then start the batch file "ElevenStartJust2d.bat:



After starting... choose your language and click next:



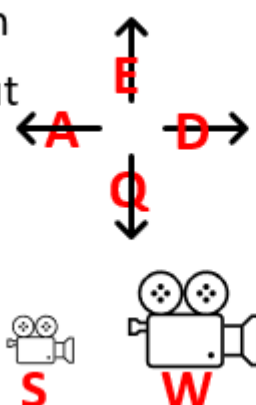
Click on "Finish Tutorial"



Keyboard assignments:

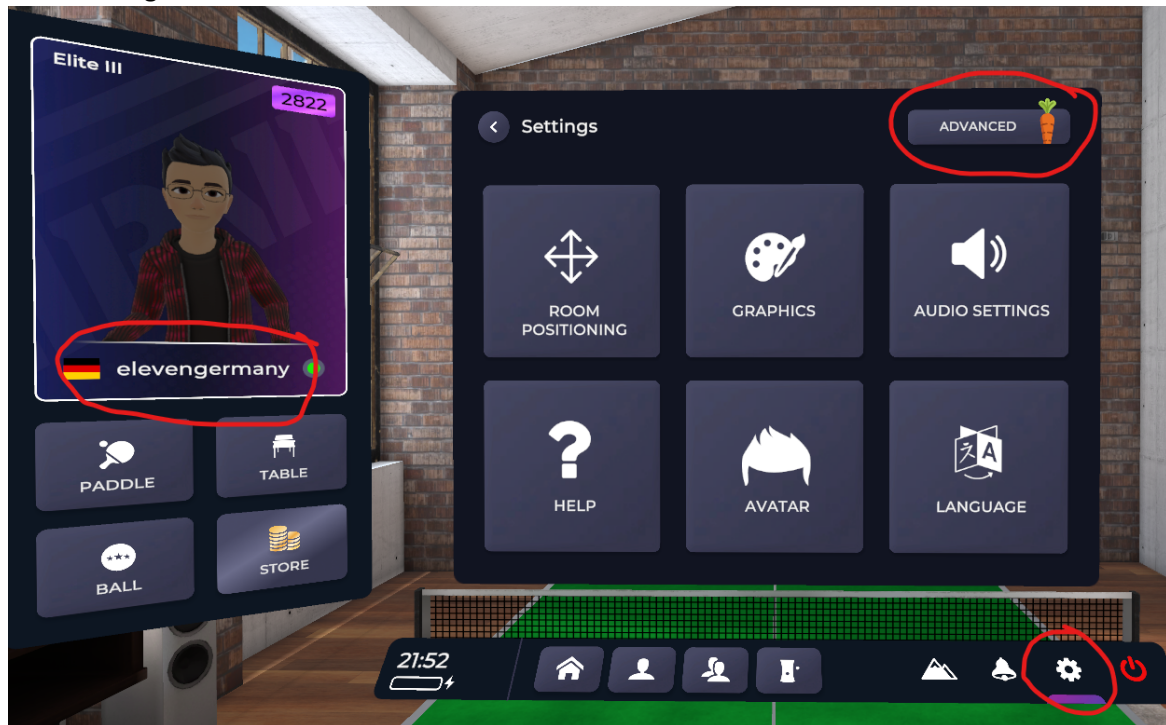
M = show / hide menu

H = show / hide paddle

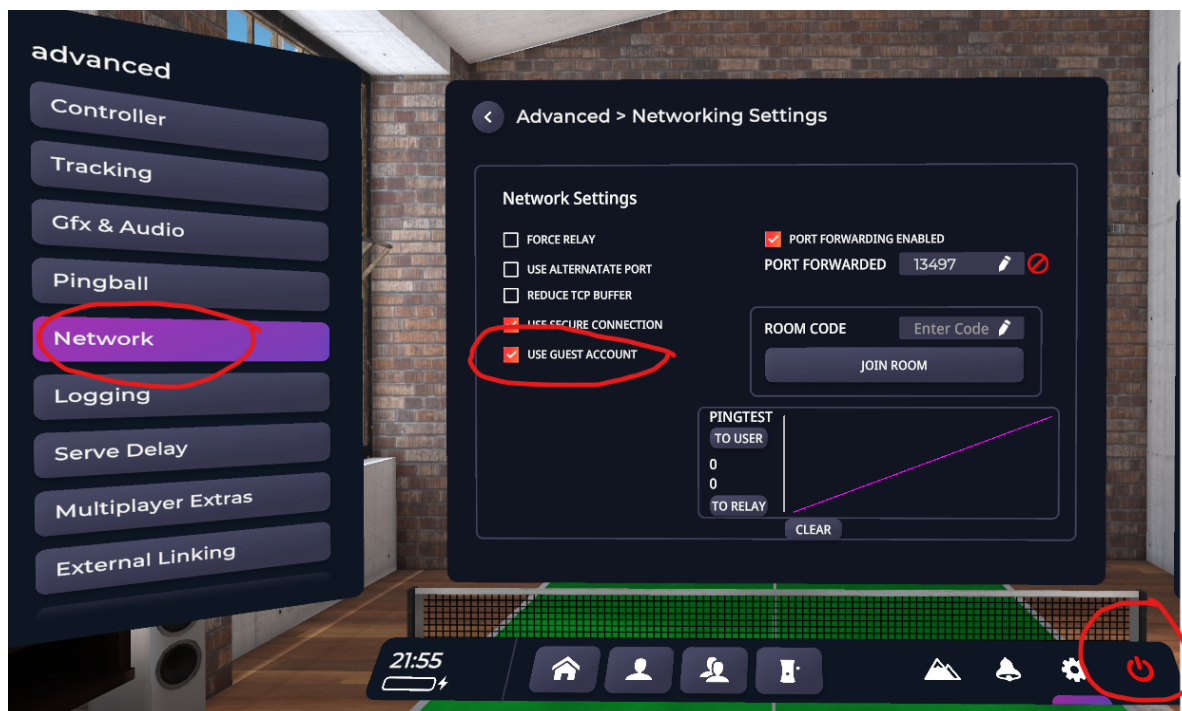
• W zoom in • S zoom out • A left • D right • Q down • E up 	• Right click mouse and drag around to move camera <u>manually</u> • 10 camera angle presets are <u>available</u> • Save a camera angle, shift + 0-9
---	--

You are now logged in with your main account. You should use your guest account for streaming.

Go to settings->advanced



->network and check "USE GUEST ACCOUNT" and close Eleven TT... then start the batch file "ElevenStartJust2d.bat" again to activate the quest account.



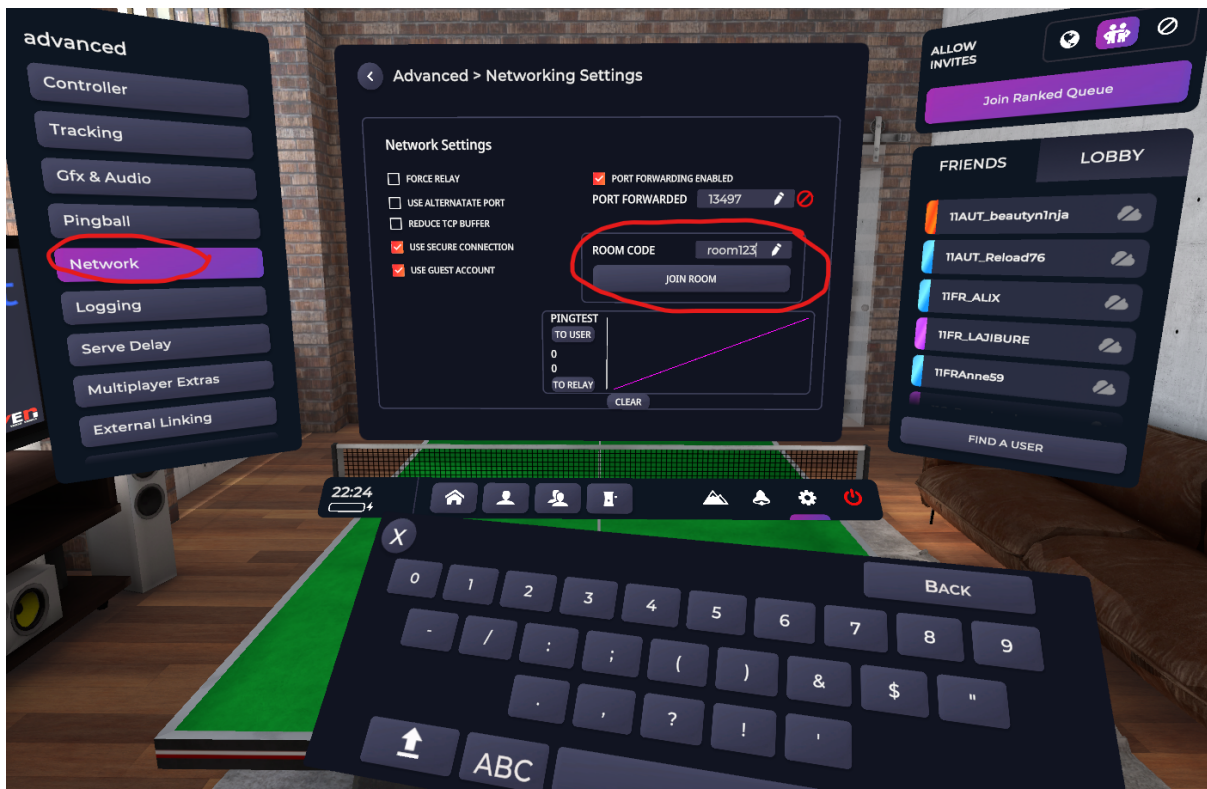
After restart ETT:

You are now logged in with your guest account.



How to join a room to stream a match:

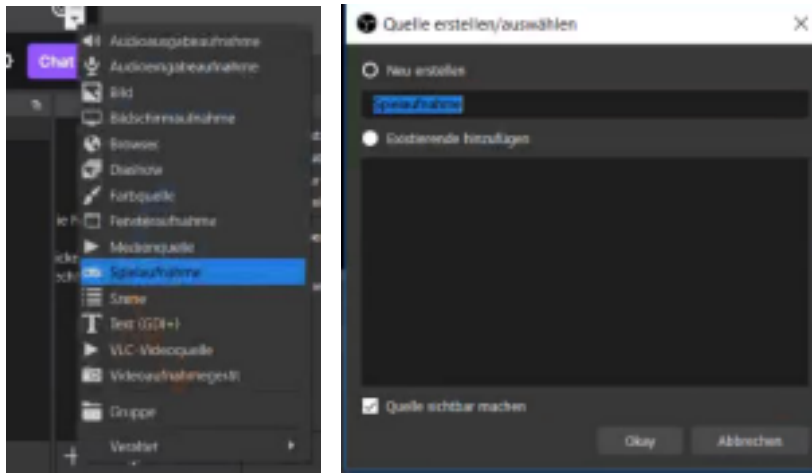
Go to settings->advanced->network->enter the room name that has been agreed with players
...and click on "join room".



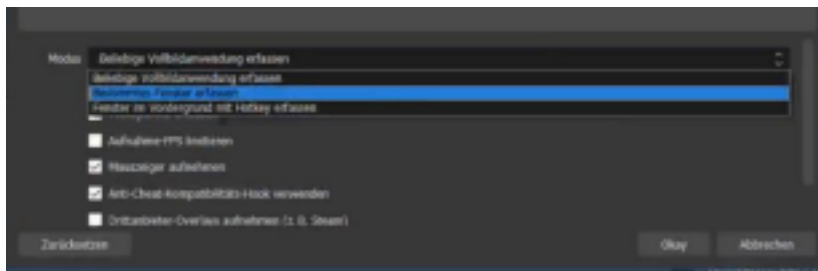
The open window can now be streamed or recorded via OBS.

Start OBS:

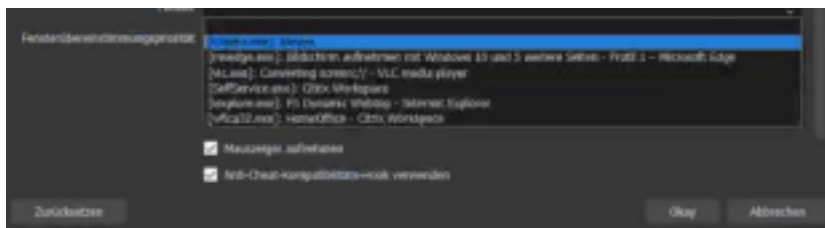
New Source->Play Recording->OK->



Capture screen window:



Select Eleven window:



Done



When you start or record the stream, look for the status bar in the bottom right-hand corner:



It is important that the omitted frames remain at 0%. This is related to the available speed. If the value increases, the stream does not run smoothly or breaks off partially.

Cause: CPU load too high or bandwidth in the settings too low for the respective stream settings.