

Guide to Xplorer Ocean

(for Windows 10 and Windows 11)

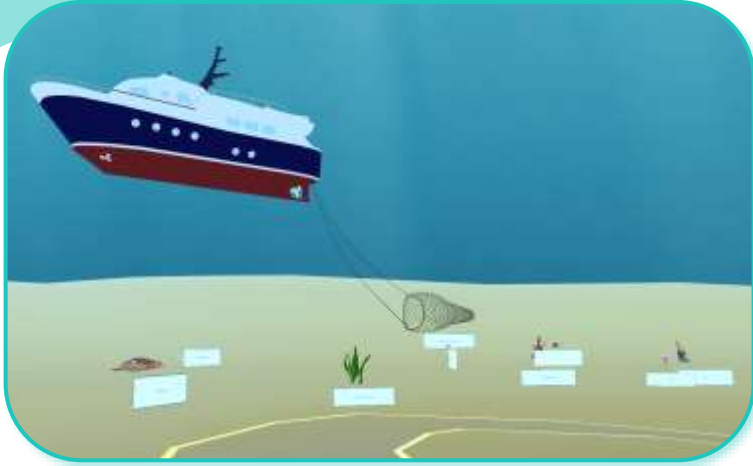
In this guide

- ▶ Overview of the field trip
- ▶ Open the project player
- ▶ Controls :
 - ▶ Change point of view
 - ▶ Move and look around
 - ▶ Interact

Teachers only

- ▶ Open the project builder
- ▶ Customise the field trip
- ▶ Customise the questions
- ▶ Share the project

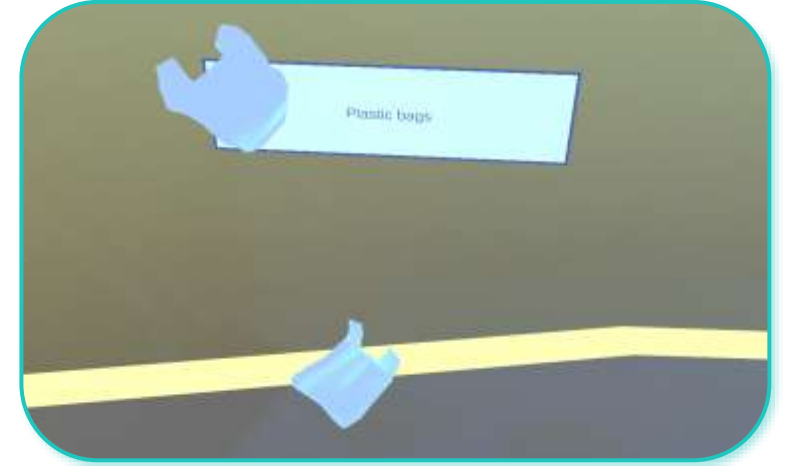
Overview of the field trip



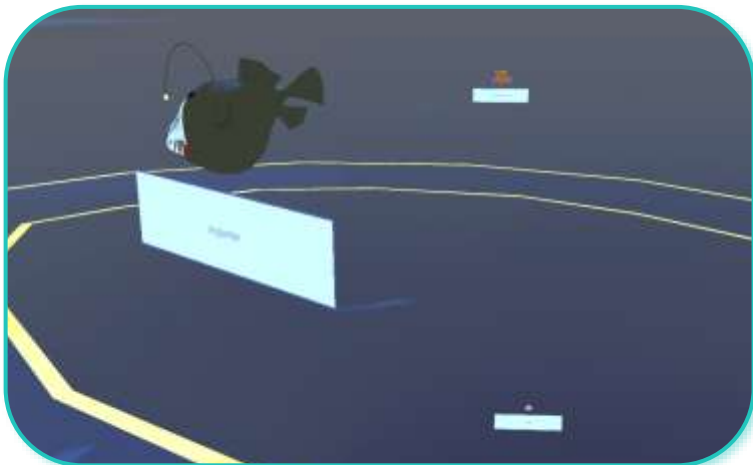
Enter the field trip



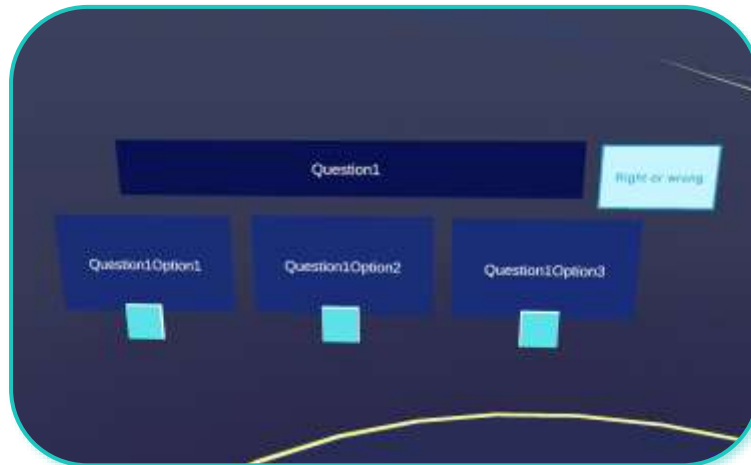
Discover the wildlife and plant life of the ocean



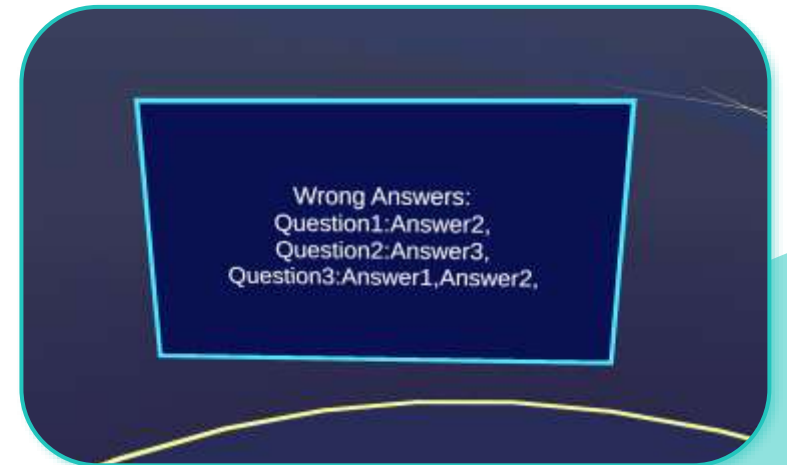
Learn about their threats



Go deeper in the ocean



At the end on the trip, answer the quiz about it.



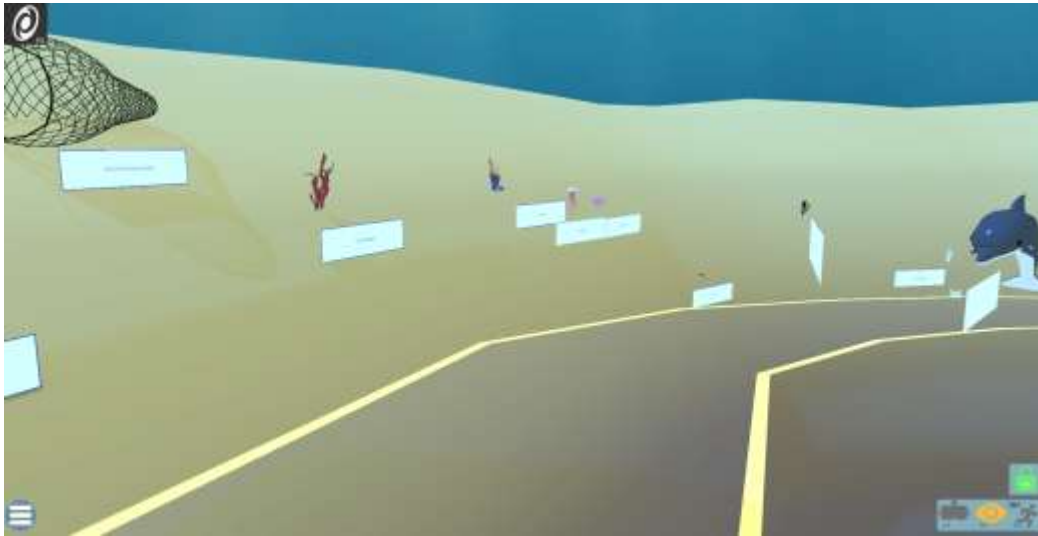
Take a screenshot of your results and close the window. You can send your results to your teacher.

How to open the project player

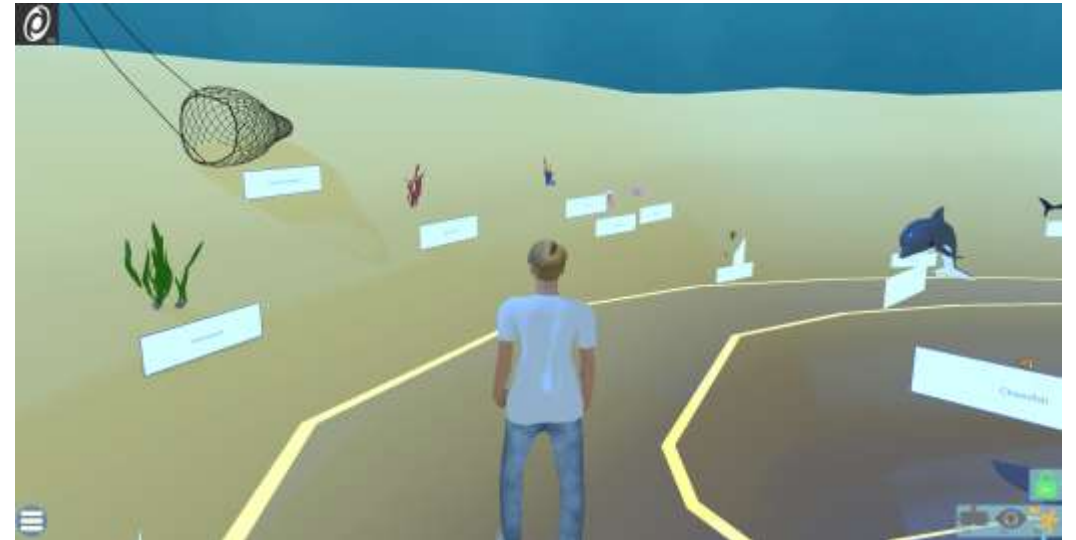
- ▶ **Download** and **install** the Portal Hopper :
<https://www.portalhopper.com/xr4ed/>
- ▶ Find your teacher's ocean field trip on the **marketplace** :
<https://xr4ed.cellock.com/product/list>
- ▶ **Purchase, download** and **open** the .vrml file of the field trip

Controls in Portal Hopper

Change the view



First person POV – Press F2



Third person POV – Press F3

Controls in Portal Hopper

Move and look around



Walk around



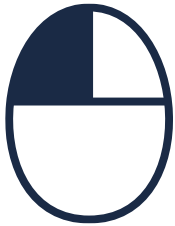
Run



Look around

Controls in Portal Hopper

Interactions



Left click on the yellow squares to interact



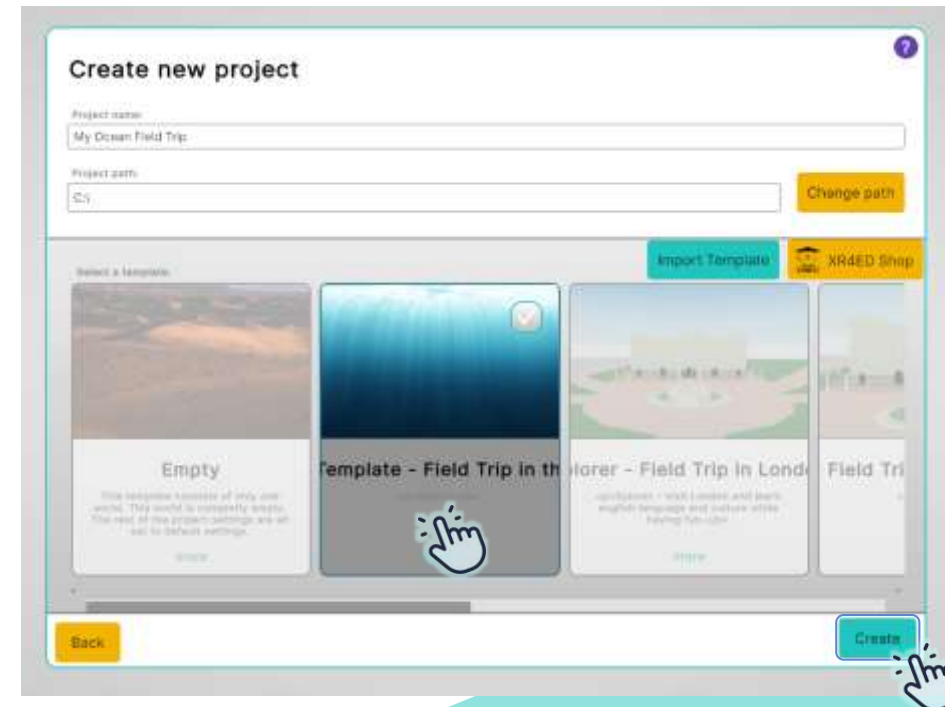
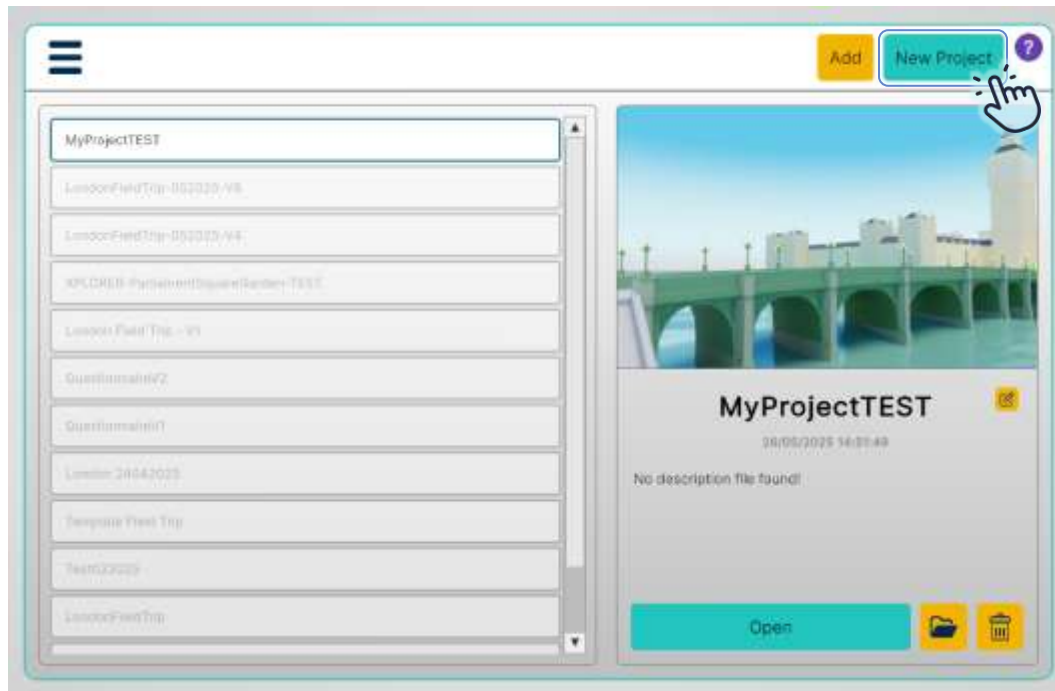
You can right click to re-center your mouse in the middle of the screen.

How to open the project builder

- ▶ Create a Cellock account : <https://xr4ed.cellock.com/product/list>
- ▶ **Download** and **install** the World Builder and the Portal Hopper :
<https://www.portalhopper.com/xr4ed/>
- ▶ Purchase Xplorer template :
<https://xr4ed.cellock.com/product/xplorer-template-field-trip-in-the-ocean-588?guid=436b003b-8a60-4113-b9a5-d5f31d8125f3>

How to open the project builder

- ▶ Open the World Builder and login with your Cellock account
- ▶ Click on “**New Project**”
- ▶ Name your project, choose its path, **select the template** and click “**Create**”
(the templates sometimes take some time before appearing, do not worry)



How to open the project builder

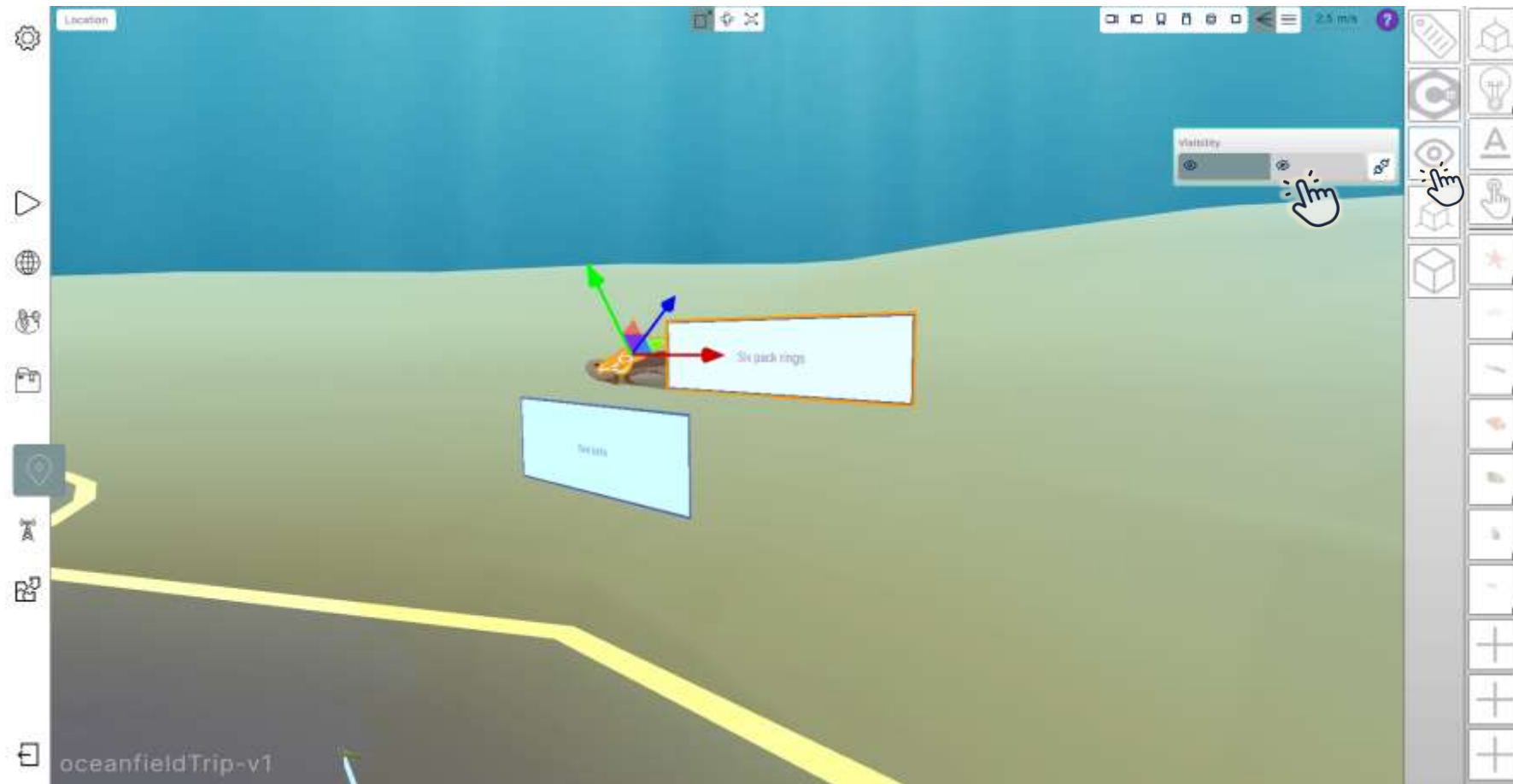


(what you should see after clicking on "Create")

How to customise the field trip

Hide an object

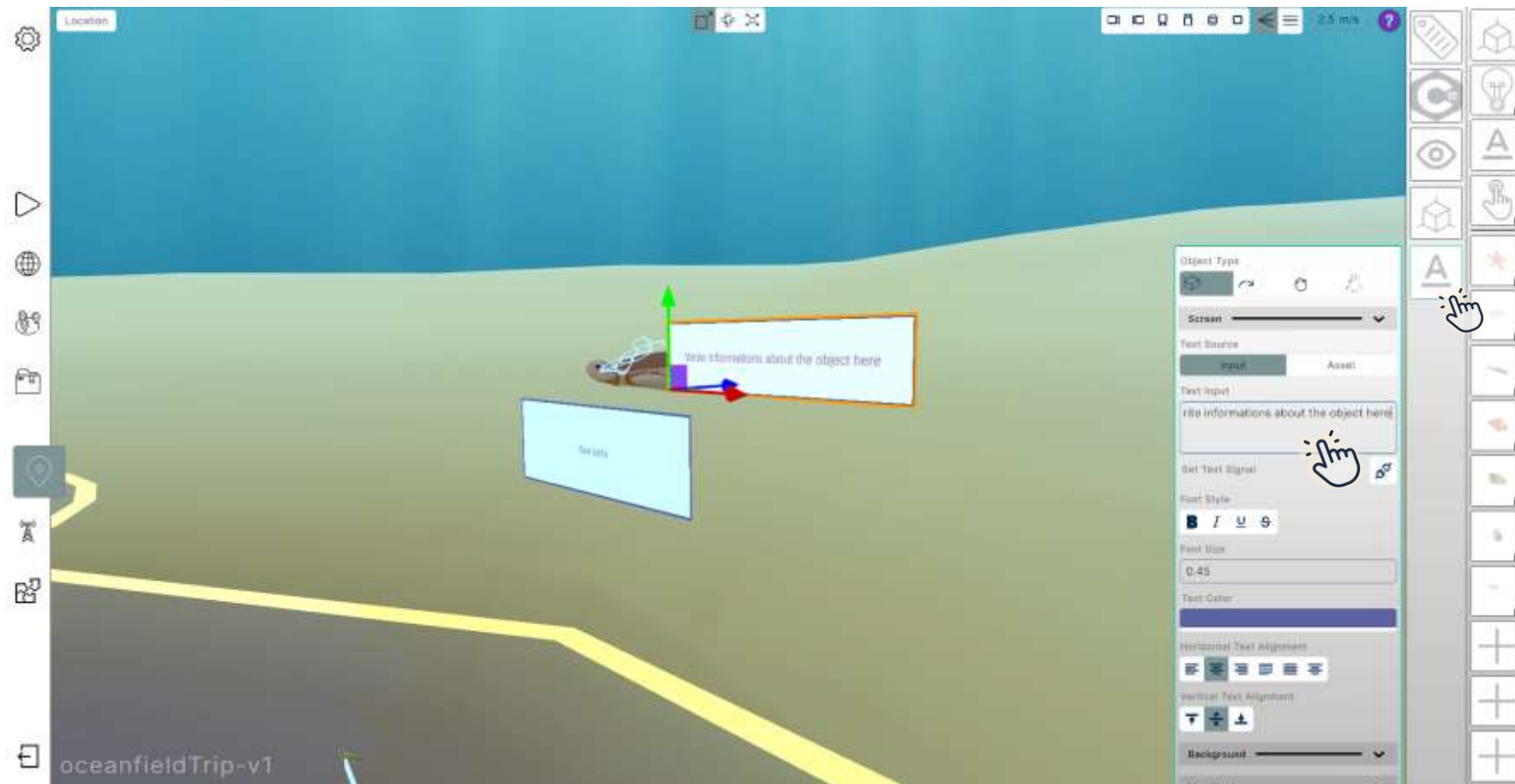
Select an object, click on the eye icon on the right and hide it.



How to customise the field trip

Edit the text

Select the text, click on the text icon on the right and write in *Text Input*.



Teacher

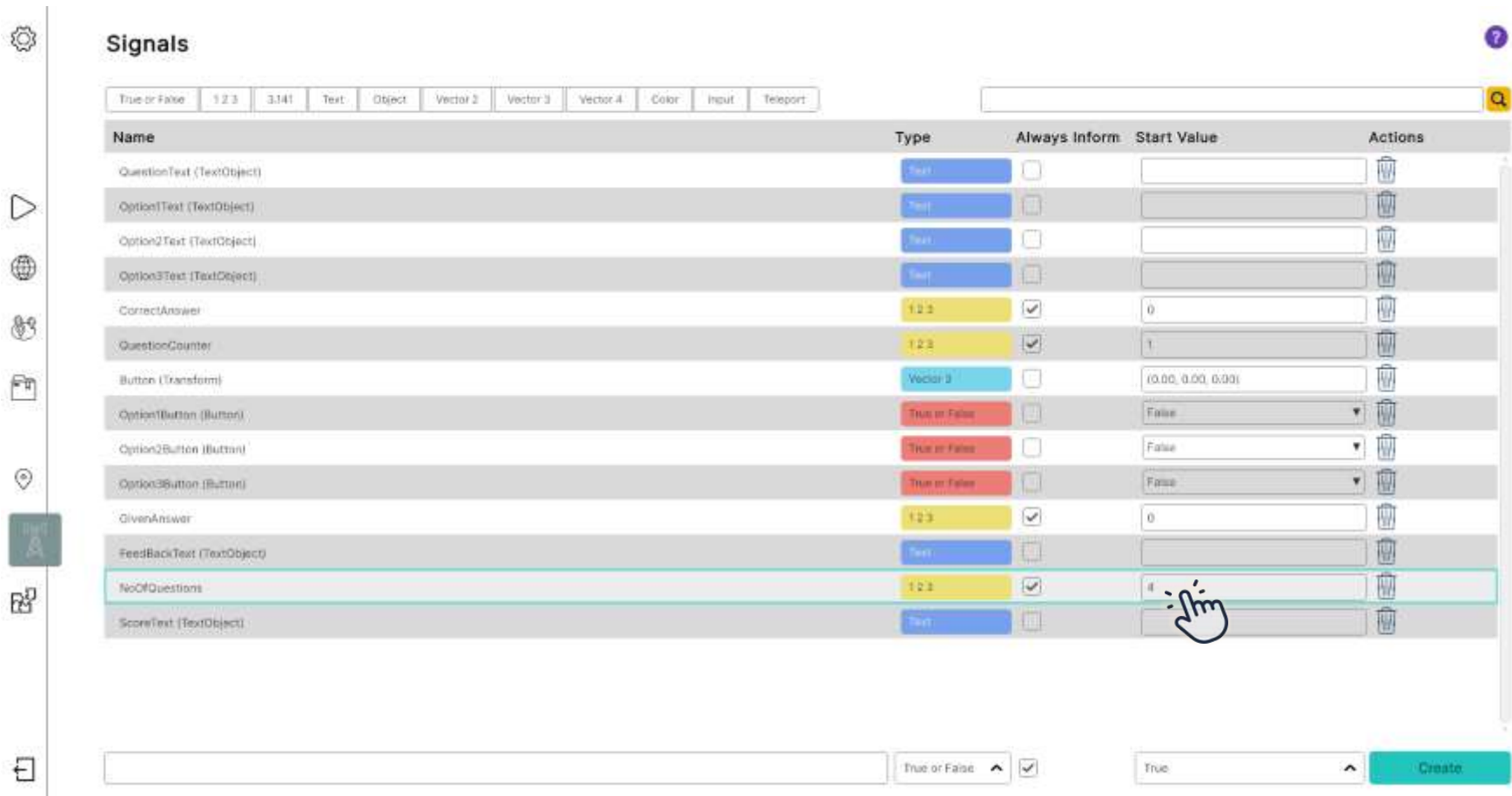
How to customise the questions

Open the signal manager



How to customise the questions

Write the number of question
that you want in your quiz in “NoOfQuestions”



The screenshot shows the 'Signals' editor interface. At the top, there is a search bar and a list of signal types: True or False, 1 2 3, 3.141, Text, Object, Vector 2, Vector 3, Vector 4, Color, Input, and Teleport. Below this is a table of signals with columns: Name, Type, Always Inform, Start Value, and Actions.

Name	Type	Always Inform	Start Value	Actions
QuestionText (TextObject)	Text	<input type="checkbox"/>		
Option1Text (TextObject)	Text	<input type="checkbox"/>		
Option2Text (TextObject)	Text	<input type="checkbox"/>		
Option3Text (TextObject)	Text	<input type="checkbox"/>		
CorrectAnswer	1 2 3	<input checked="" type="checkbox"/>	0	
QuestionCounter	1 2 3	<input checked="" type="checkbox"/>	1	
Button (Transform)	Vector 3	<input type="checkbox"/>	(0.00, 0.00, 0.00)	
Option1Button (Button)	True or False	<input type="checkbox"/>	False	
Option2Button (Button)	True or False	<input type="checkbox"/>	False	
Option3Button (Button)	True or False	<input type="checkbox"/>	False	
GivenAnswer	1 2 3	<input checked="" type="checkbox"/>	0	
FeedBackText (TextObject)	Text	<input type="checkbox"/>		
NoOfQuestions	1 2 3	<input checked="" type="checkbox"/>	4	
ScoreText (TextObject)	Text	<input type="checkbox"/>		

At the bottom, there is a search bar, a dropdown menu set to 'True or False', a checkbox, and a 'Create' button. A hand cursor is pointing at the 'NoOfQuestions' row in the table.

How to customise the questions

Open the logic editor



Teacher

How to share the project to students

Open the world menu



How to share the project to students


Go to **Export tab** and click **Export**



Teacher

How to share the project to students

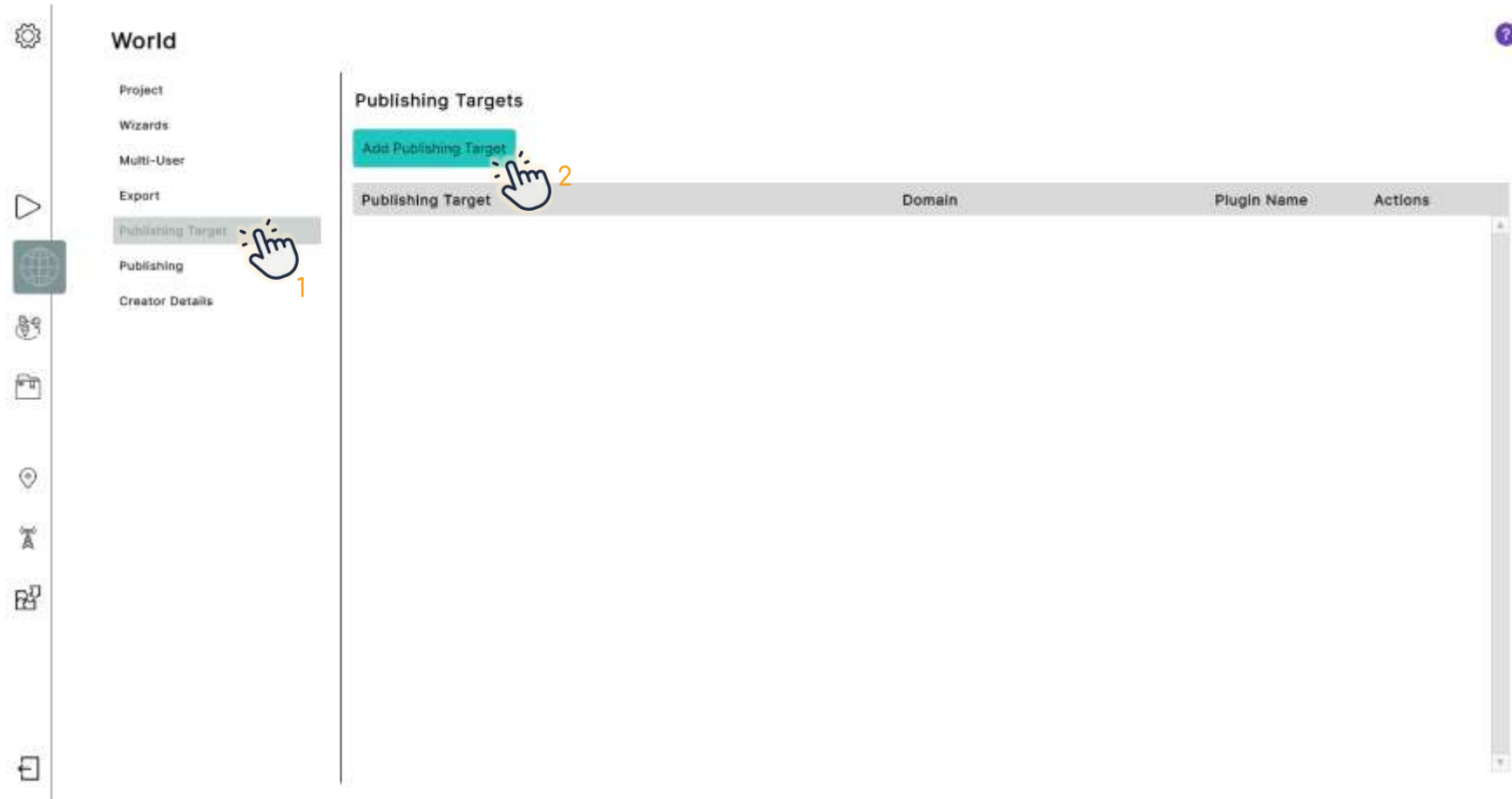
Name your project



The image shows a screenshot of an 'Export' dialog box. The dialog box is white with rounded corners and a thin teal border, set against a dark gray background. At the top, the word 'Export' is written in a bold, black, sans-serif font. Below this, the text 'Export Name' is displayed in a smaller, lighter gray font. Underneath is a text input field with a thin blue border, containing the text 'Xplorer' and a vertical cursor at the end. At the bottom of the dialog box, there are two buttons: a teal button labeled 'Export' and a yellow button labeled 'Cancel', both in a black sans-serif font.

How to share the project to students

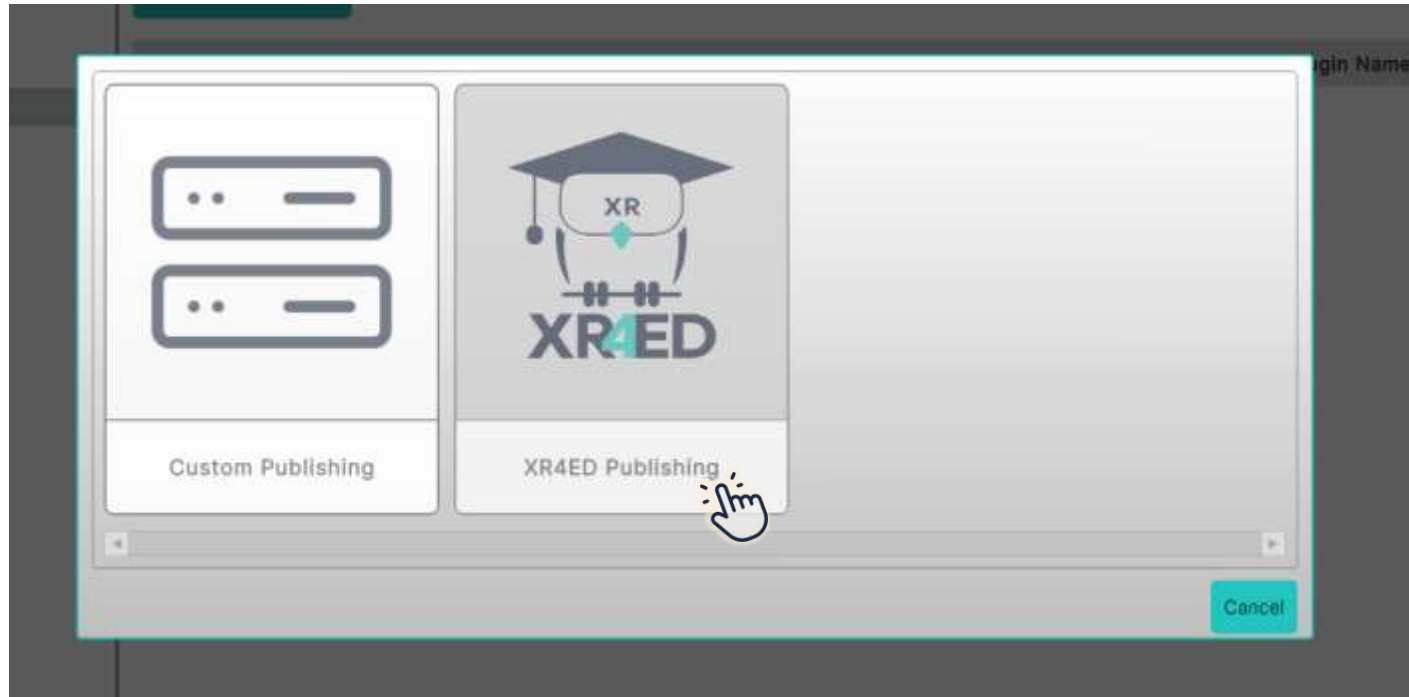
Go to **Publishing Target tab** and click **Add Publishing Target**



Teacher

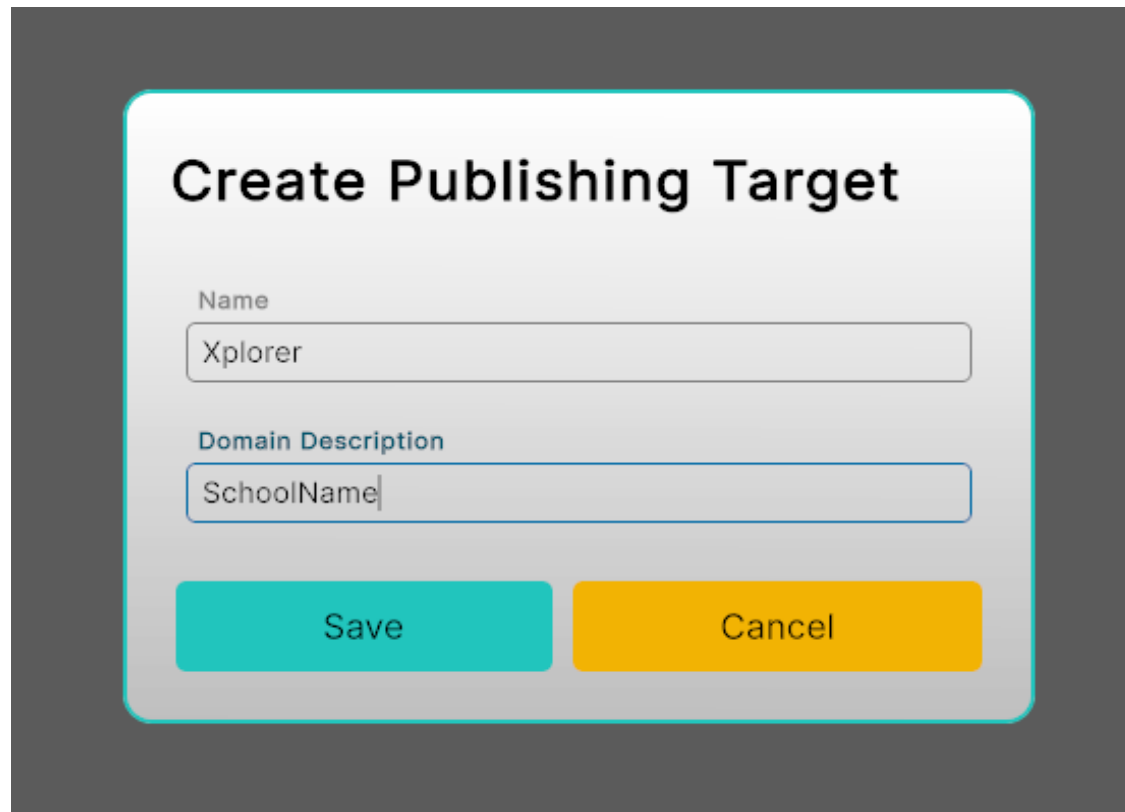
How to share the project to students

Select **XR4ED Publishing**



How to share the project to students

Name your project and the name of the publisher (you)

A screenshot of a 'Create Publishing Target' dialog box. The dialog has a light gray background with rounded corners. At the top, the title 'Create Publishing Target' is displayed in bold black text. Below the title, there are two text input fields. The first field is labeled 'Name' and contains the text 'Xplorer'. The second field is labeled 'Domain Description' and contains the text 'SchoolName'. At the bottom of the dialog, there are two buttons: a teal 'Save' button on the left and a yellow 'Cancel' button on the right.

Create Publishing Target

Name

Xplorer

Domain Description

SchoolName

Save Cancel

Click Save and then Ok until you're back to the Publishing Target tab

How to share the project to students

Go to **Publishing tab** and click select your **Export**, select your **Publishing Target** and click **Publish**

The screenshot displays the 'World' sidebar on the left with the 'Publishing' tab selected (indicated by a hand icon and the number 1). The main area shows two tables. The top table, titled 'Publishing', has columns 'Select', 'Export', 'Date', and 'Actions'. It contains one row with a checked checkbox, the text 'Xplora', the date '2025-05-27 12:02:07', and a trash icon. A hand icon and the number 2 point to the checkbox. The bottom table has columns 'Select', 'Publishing Target', 'Domain', 'Plugin Name', and 'Actions'. It contains one row with a checked checkbox, the text 'Xplora', the domain 'https://ardest.cellock.com/products/8d79c01f-9f0b-4bf2-a...', the plugin name 'XR4D Publishing', and icons for edit and delete. A hand icon and the number 3 point to the checkbox. At the bottom right, a green 'Publish' button is highlighted with a hand icon and the number 4.

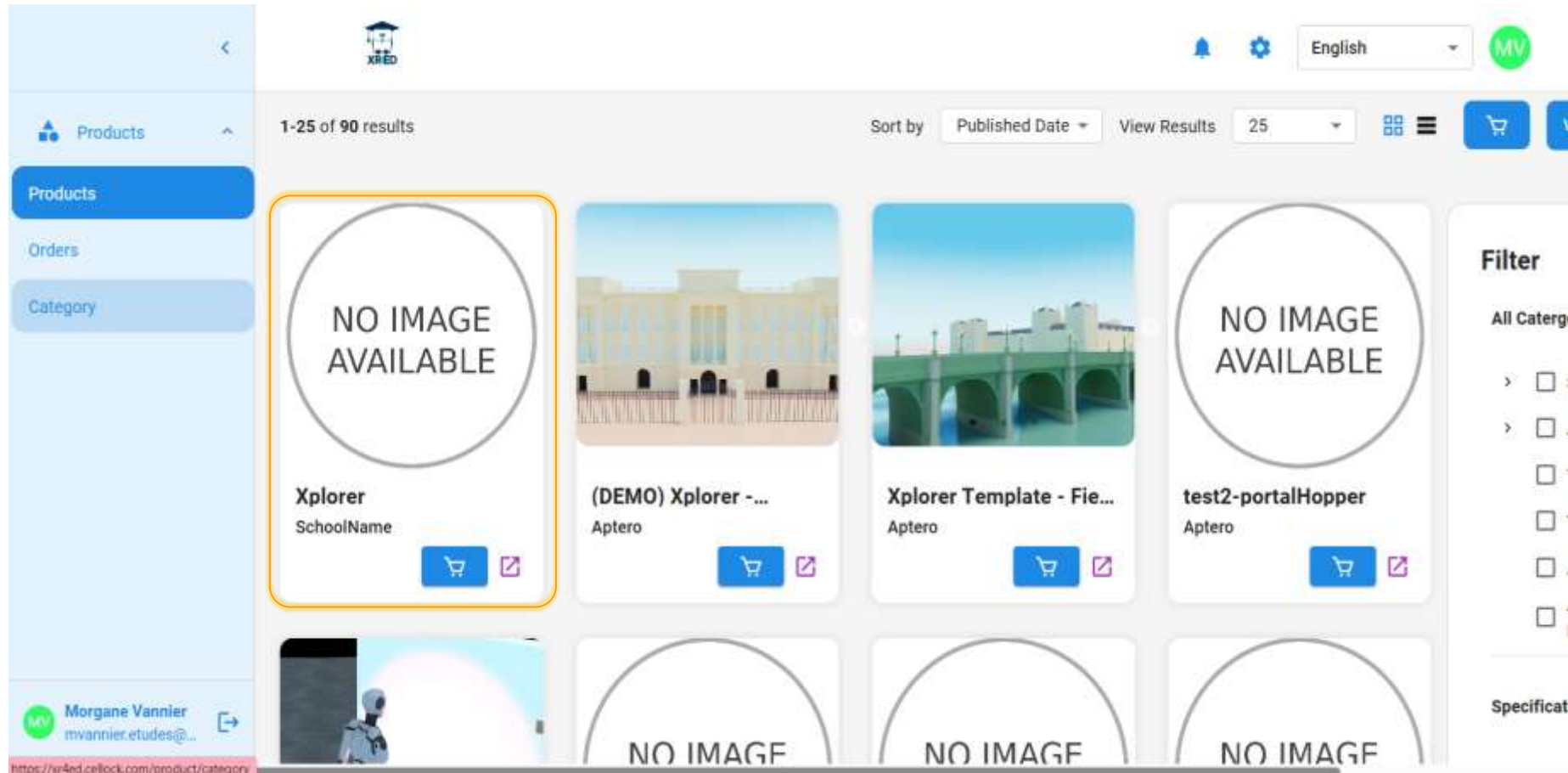
Select	Export	Date	Actions
<input checked="" type="checkbox"/>	Xplora	2025-05-27 12:02:07	

Select	Publishing Target	Domain	Plugin Name	Actions
<input checked="" type="checkbox"/>	Xplora	https://ardest.cellock.com/products/8d79c01f-9f0b-4bf2-a...	XR4D Publishing	

Publish

How to share the project to students

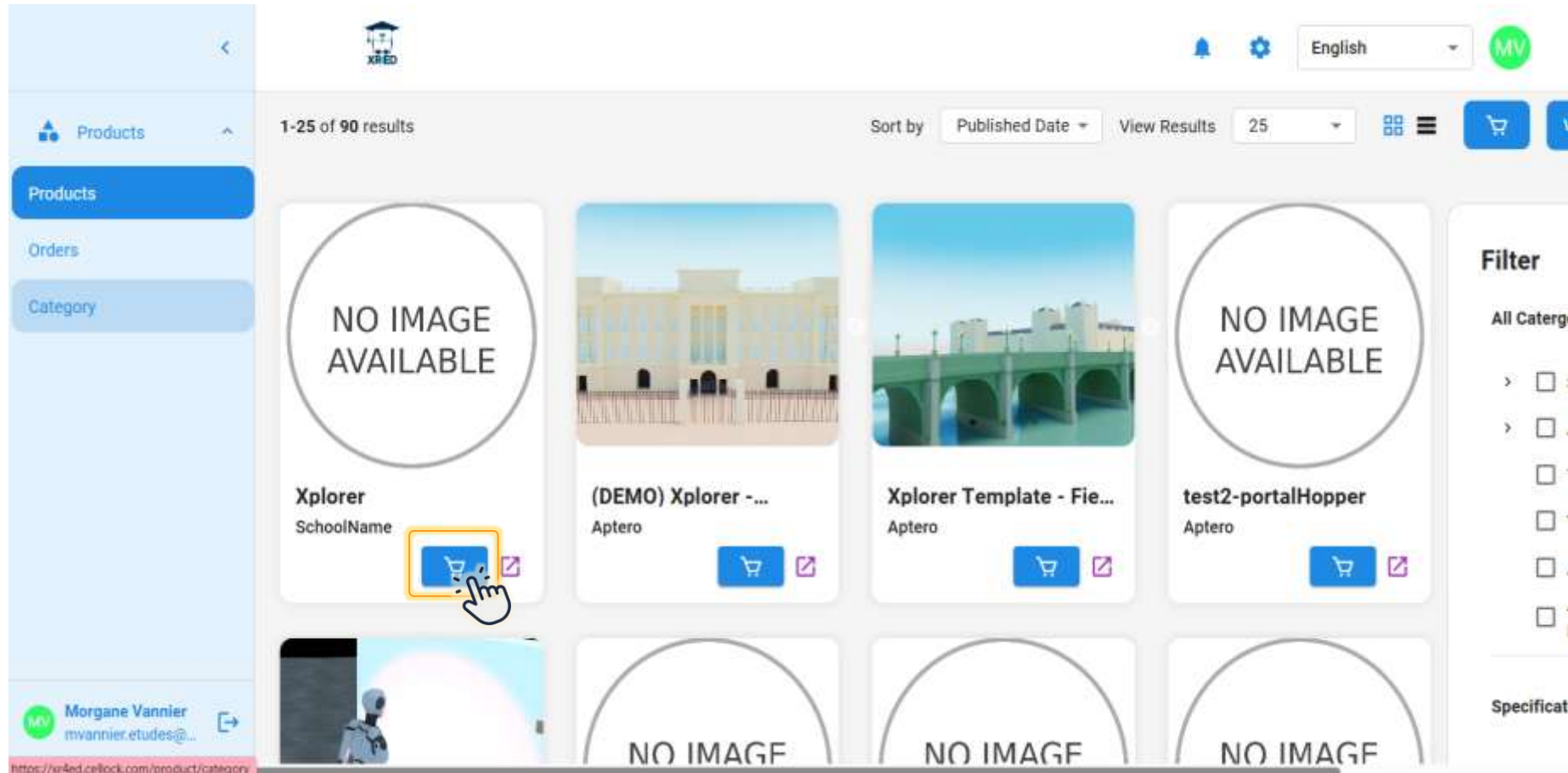
You can now go to <https://xr4ed.cellock.com/product/list> and see your project



How to share the project to students

(To avoid students to create an account on Cellock)

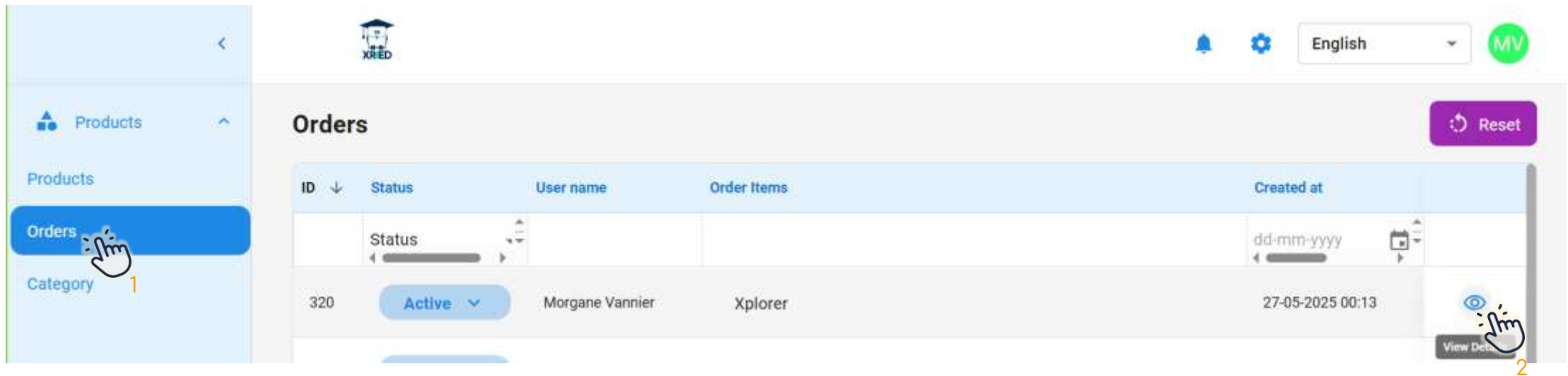
Purchase your project



How to share the project to students

(To avoid students to create an account on Cellock)

In the **Orders tab**, click on the **eye icon** of your order and then download the order.



Share the .vrml file that you download to your student.

(If they have the Portal Hopper installed, they will just have to open the .vrml file to see the project)

Thank you for testing

Contact us: cedric@aptero.co