



ENGLISH DOCUMENTATION

Model Vista for Windows

User documentation for Model Vista for Windows.

15 September 2026

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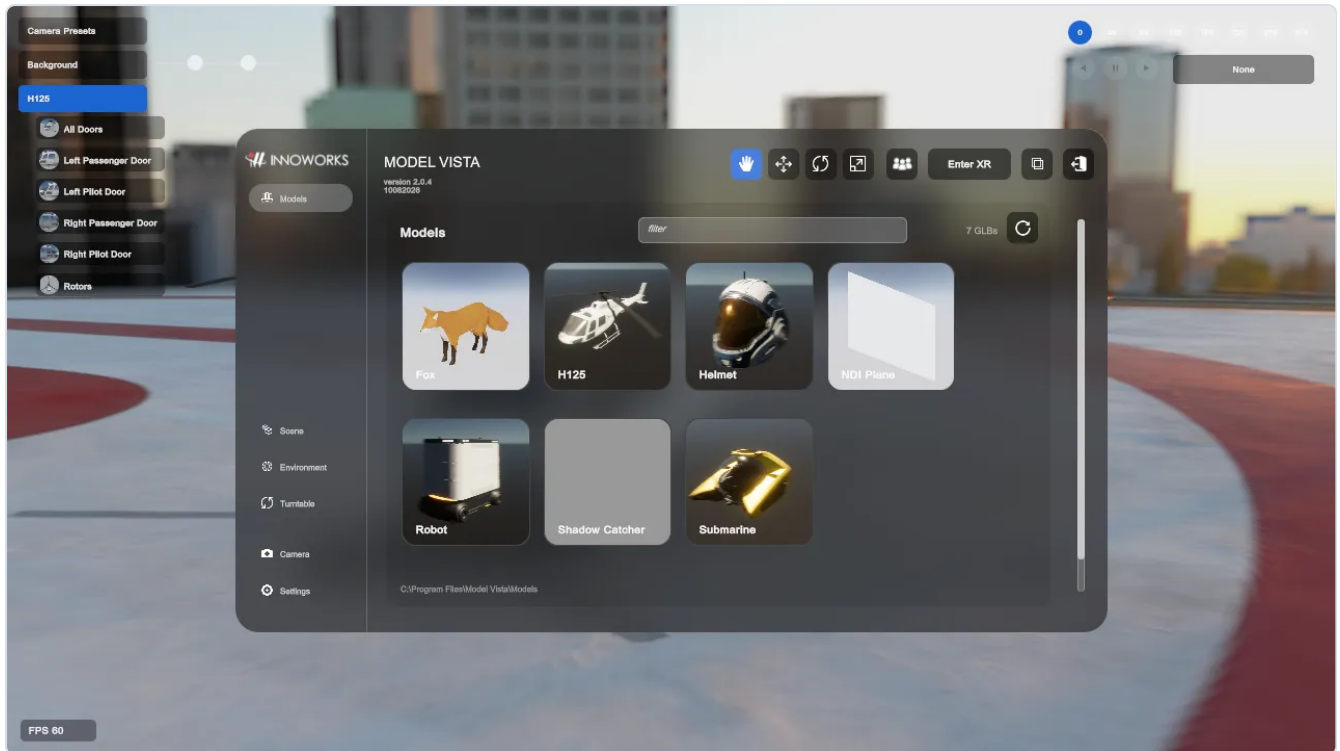
Model Vista for Windows

Model Vista 2.0.4 is a desktop and XR application for loading, configuring, presenting, and collaboratively reviewing GLB content.

Quick Start

1. Launch **Model Vista**.
2. To change the layout, open **Settings > User Interface** and select **Default** or **Experimental** under **Interface Design**.
3. Browse a model library:
 - In the Default interface, select a configured library name in the navigation.
 - In the Experimental interface, select **Models**, then choose a library from the source selector.
4. Select a GLB tile, select **Load Model** in the confirmation dialog, and wait for loading to finish.
5. Select the loaded model:
 - In the Default interface, open **Scene**.
 - In the Experimental interface, open **Scene** and use the **Properties** panel.
6. Use the **Transform**, **States**, and **Analyze** tabs as required. Create complex colliders only when the model needs more precise interaction than its initial box colliders.
7. Select an environment:
 - In the Default interface, open **Environment**.
 - In the Experimental interface, open **Backgrounds**.
8. Use **Camera** to adjust the view. Use **Settings** for application-wide options and **Settings > Libraries** to configure content sources.
9. Select **Enter XR** when a supported XR runtime and headset are available.
10. Use **Multi User** to create or join a local-network review room.

Licensed Modules are optional deliveries. Their controls and workflows are documented in the corresponding Module manual and are not required for this quick start.



Interface Overview

Model Vista provides two interface designs. Both use the same scene, settings, top bar, dialogs, and saved data; they arrange the navigation and properties differently.

Select An Interface Design

Open **Settings > User Interface > Interface Design**, then select **Default** or **Experimental**. The selection is saved for the next launch.

Default Interface

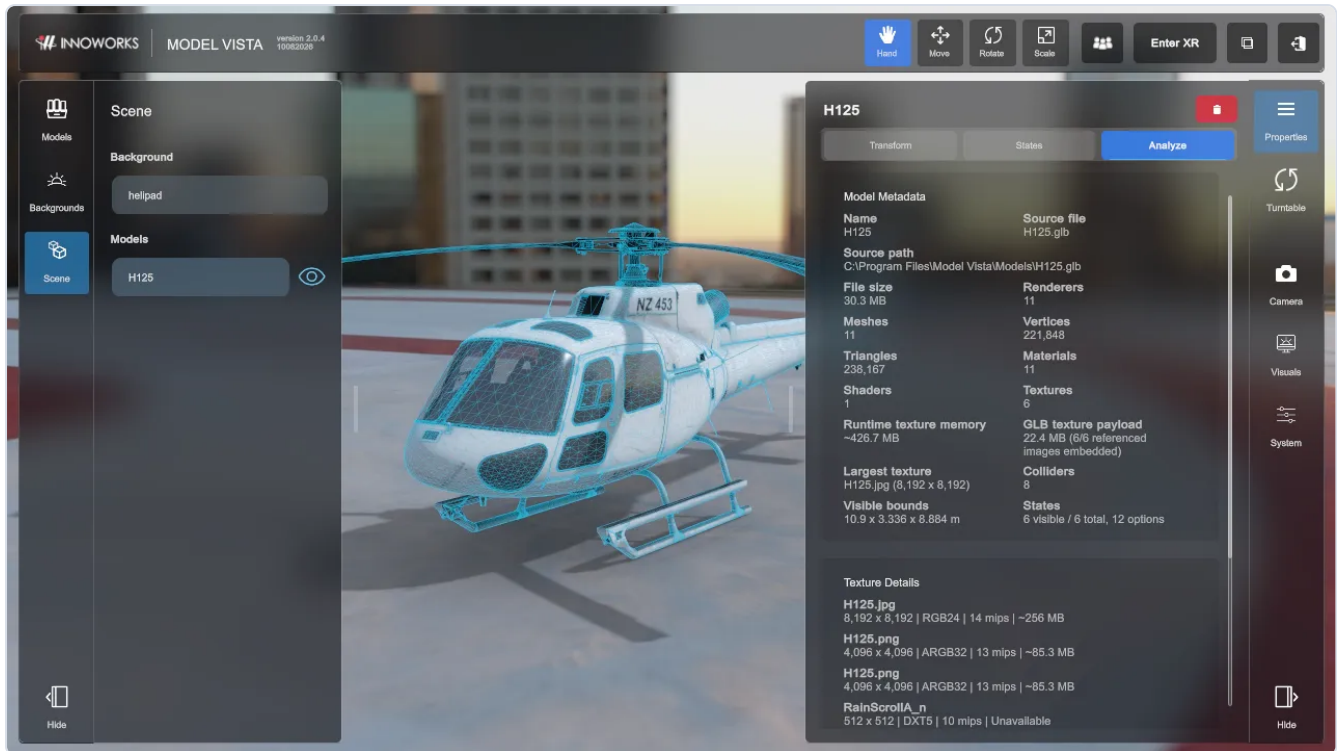
The Default interface uses one navigation panel and a central work area.

- Each configured model library appears by name in the navigation. Select a library to browse and load its GLB files.
- **Scene** lists loaded models and exposes the selected model's **Transform**, **States**, and **Analyze** tabs.
- **Environment** selects procedural, HDRI, or GLB backgrounds and exposes their settings.
- **Camera** contains lens, camera preset, XR alignment, and image-adjustment controls.
- **Settings** contains application-wide settings and utility actions.

Experimental Interface

The Experimental interface separates browsing and selection on the left from contextual controls on the right.

- The left panel contains **Models**, **Backgrounds**, and **Scene**.
- **Models** and **Backgrounds** use a source selector for switching between configured libraries.
- **Scene** lists loaded content. Selecting a model or background updates the **Properties** panel.
- The right panel contains **Properties**, **Camera**, **Visuals**, and **System**.
- **Visuals** groups visual settings such as XR Passthrough, Display, Sun/Moon, Graphics, Anti-Aliasing, and HDR Output.
- **System** contains the remaining application settings and utility actions.
- The side panels can be collapsed and resized. Their widths are saved between sessions.

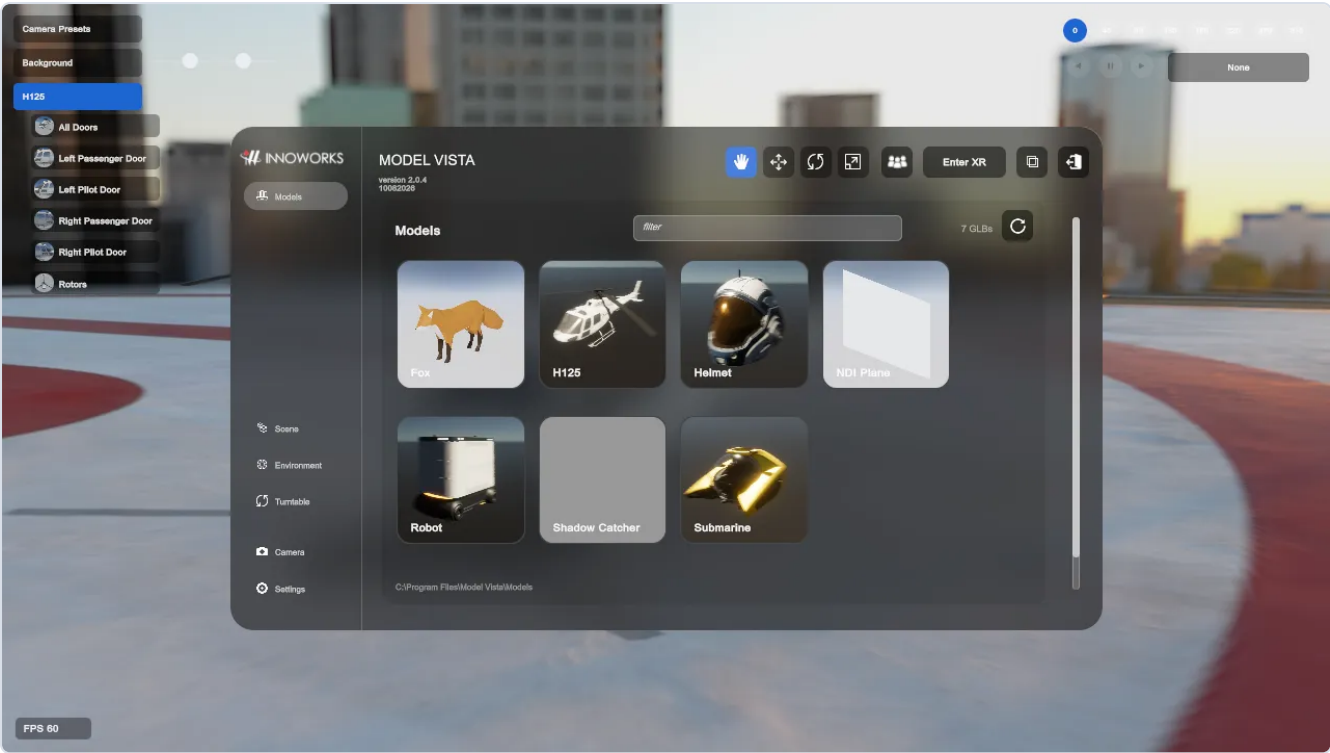


Licensed Modules can add navigation entries, settings sections, controls, or dialogs after the Module is licensed and enabled. Module workflows are documented separately.

Top Bar

- **Hand, Move, Rotate, Scale:** Select the desktop interaction tool. The shortcuts are **Q**, **W**, **E**, and **R** when a text field is not focused.
- **Multi User:** Create, discover, join, or leave local-network review rooms.
- **Enter XR / Exit XR:** Start or stop XR mode when a supported runtime is available.
- **Fullscreen / Window:** Toggle the desktop window mode.
- **Exit Application:** Close Model Vista after confirmation.

The presentation overlay can show compact state, background, camera-preset, and performance controls without keeping the main panels open. Configure these controls under **Settings > User Interface**.



Desktop And XR Modes

Desktop Mode

Desktop mode is the default mode.

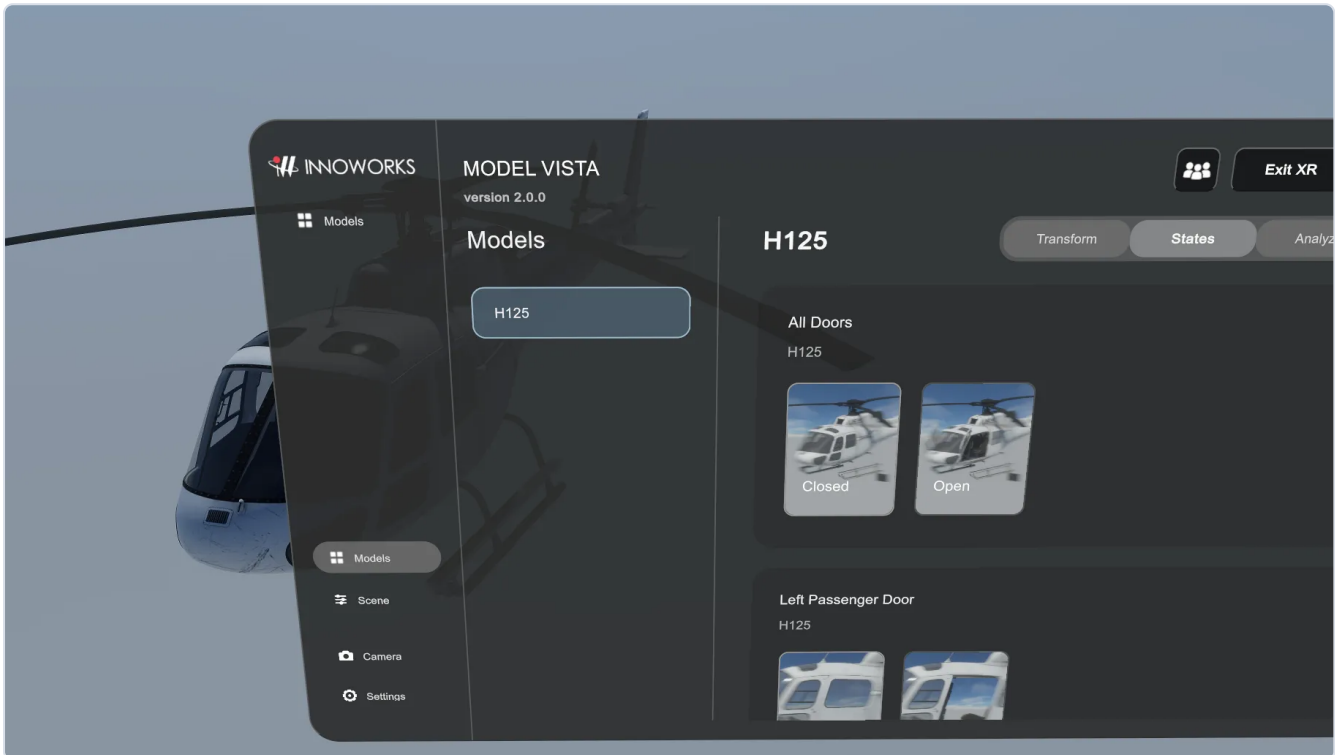
- Press **Esc** to hide or show the UI panel.
- Press **0** or use **Camera > Perspective Mode** to toggle perspective and orthographic projection.
- Adjust **Camera > Field of View** in perspective mode.
- Adjust **Camera > Size** in orthographic mode.
- Hold **Shift** while using the mouse wheel for fine zoom.
- Press **F** to fly the camera to the selected model or scene object.
- Selecting a loaded model in **Scene** selects it and flies the desktop camera to it.
- Use the top bar buttons or **Q/W/E/R** to choose **Hand**, **Move**, **Rotate**, or **Scale** interaction.
- In desktop mode, the visible browser panel blocks camera/model input, but transparent screen edges remain available for scene interaction.
- **Alt + left mouse** is reserved for camera orbit. **Ctrl + left mouse** and middle click are reserved for camera fly-to/navigation behavior.
- Runtime setting changes support undo/redo with **Ctrl+Z**, **Ctrl+Y**, and **Ctrl+Shift+Z** where supported.

XR Mode

XR mode starts from **Enter XR**.

- Use **Exit XR** or **Shift+Esc** to leave XR mode.
- Press **Esc** to hide or show the UI panel while in XR.
- Right controller stick click toggles the floating browser menu.
- XR grabbing and two-hand scaling are available for interactive loaded models.
- Background GLBs are visual background assets and do not support model interaction.
- In XR, use either controller as a pen. On Meta/Quest Touch controllers, hold **A** on the right controller or **X** on the left controller and move the controller tip to draw. Release the button to finish the stroke.
- Press **B** on the right controller or **Y** on the left controller to delete the most recent local stroke.
- Passthrough and occlusion options appear only when the active platform/runtime supports them.
- If **Use Spatial Data When Available** is enabled but the runtime cannot provide the needed spatial planes or anchors, XR mode can show an **XR Spatial Data Unavailable** information dialog. **Do Not Show Again** suppresses future warnings.

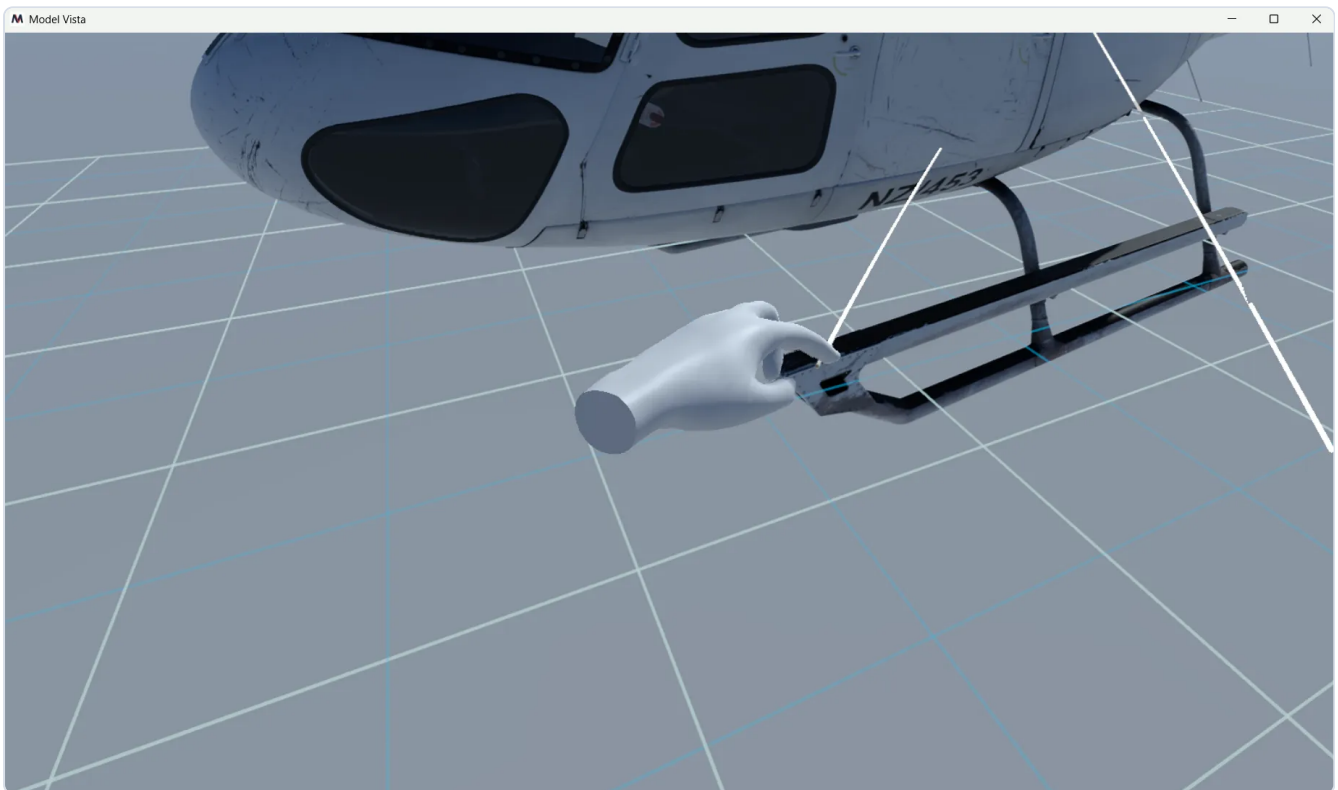
- When spatial data is unavailable, the app falls back to scene-origin alignment and fallback passthrough shadows for that XR session.
- Path tracing and Depth Of Field are desktop-only and are hidden or disabled while XR mode is active.
- **Disable Upscaling In XR** is enabled by default, so XR mode uses the selected camera anti-aliasing mode instead of advanced upscaling unless the experimental XR option is intentionally enabled on a supported system.



XR Alignment Presets

The **XR Alignment Mode** toggle and **XR Alignment Presets** dropdown are on the **Camera** page.

- Left controller stick click toggles XR Alignment Mode while in XR.
- Turn alignment mode on to adjust the runtime content root relative to the player.
- Select **Default** to reset XR alignment to the default pose.
- When the adjusted pose no longer matches a saved preset, the dropdown shows **Custom**.
- Use the options button beside **XR Alignment Presets** to save changes, save as new, rename, duplicate, or delete saved presets.
- The **Default** preset cannot be edited or deleted.
- Presets persist in `Settings/ModelVistaXrAlignmentPresets.json`.
- **Settings > XR Passthrough > Use Spatial Data When Available** lets supported runtimes use spatial plane/anchor data for alignment and mixed-reality shadow stability.



Model Libraries

Model Vista reads model and background sources from `Settings/ModelVistaLibraries.json`. A missing user file can be seeded from `DefaultSettings/ModelVistaLibraries.json`.

Browse And Load A Model

1. Open a model library:
 - In the Default interface, select the configured library name in the navigation.
 - In the Experimental interface, select **Models**, then select a source from the library selector.
2. Select a GLB tile.
3. Review the source filename in the confirmation dialog and select **Load Model**.
4. Wait for the progress dialog to finish.

Standard model loads receive initial box-style interaction colliders. To generate detailed colliders, select the loaded model, open **Transform**, and select **Create Complex Colliders**. Select the action again to return to box colliders.

Configure Libraries

Open **Settings > Libraries** to edit **Model Libraries** and **Background Libraries**.

- Select **Add Model Location** or **Add Background Location** to add a row.
- Set **Storage** to **Local** for a filesystem source. Enter or browse to its location.
- Set **Storage** to **Unity Cloud** for an Asset Manager source. Sign in, then select the organization, project, and collection or folder exposed by the current account.
- Enable **Streaming Assets** when the location should be resolved relative to the installed application content.
- Enable subfolder searching when nested folders should be included.
- Select **Save Changes** to validate and store the edited libraries. Invalid local locations are rejected.
- Select **Revert** to discard unsaved edits.
- Select **Restore Samples** when the installed sample-library entries are available and need to be restored.

Changing pages with unsaved library edits prompts you to save or discard them. Closing the page by itself is not the save action.

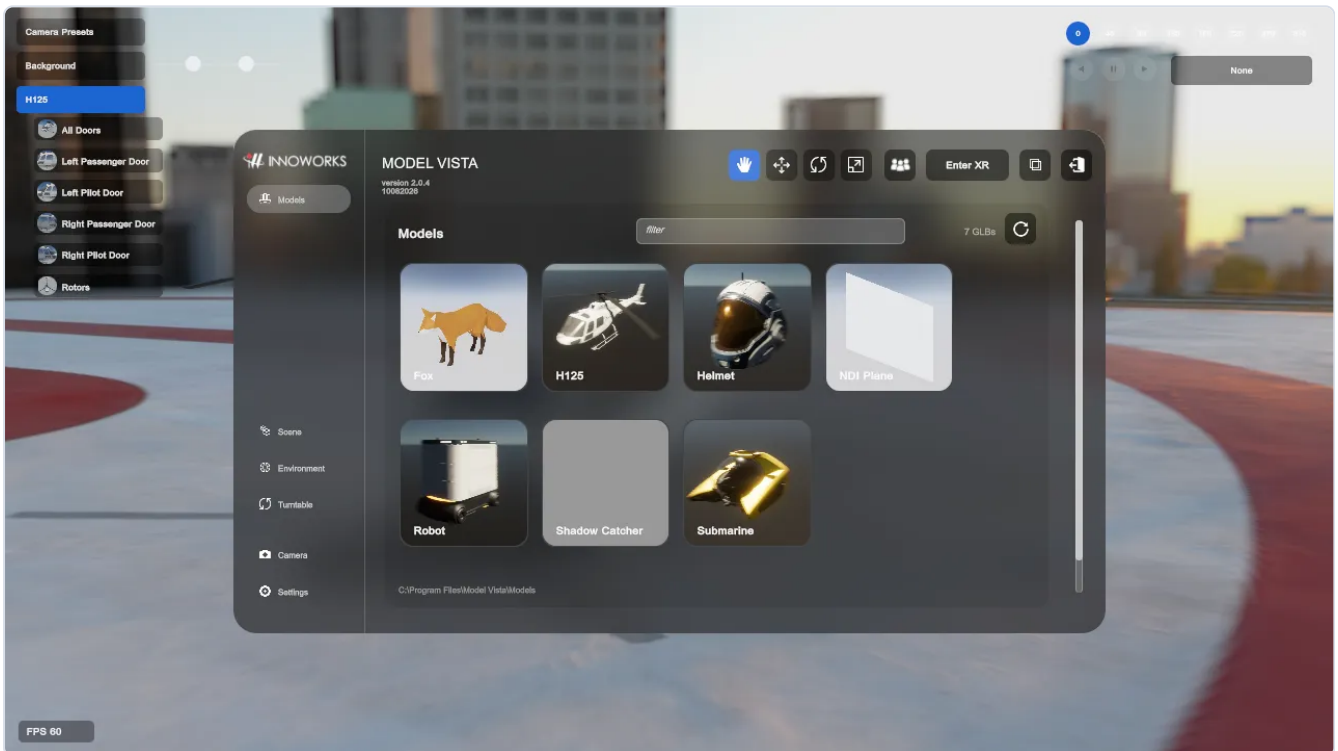
Refresh Libraries

Use **Refresh** after adding, removing, or updating model files, background files, or thumbnail sidecars. Refresh is unavailable while Model Vista is loading content, generating colliders, or transitioning XR mode.

Background GLBs

Place environment/background GLBs in a configured background library instead of a model library.

- In the Default interface, browse them under **Environment**.
- In the Experimental interface, browse them under **Backgrounds**.
- Selecting a background GLB replaces the current background GLB and skips model interaction and collider generation.
- Model-library GLBs are treated as regular models; filename suffixes do not change that behavior.



Scene And Model Properties

The **Scene** list manages loaded GLB instances. In the Default interface, the list and properties share the **Scene** page. In the Experimental interface, select the model under **Scene** and use the **Properties** panel.

Select And Manage Models

- Select a loaded model to make it the active scene object.
- Press **F** in the scene to fly the desktop camera to the selected model.
- Delete the selected model when it is no longer needed.
- Licensed Modules can add model actions after the Module is enabled. Those actions are documented in the Module manual.

Transform

The **Transform** tab exposes position, rotation, and scale fields. Each axis has a lock toggle, and the scene gizmos can manipulate the selected model directly.

- **Reset Transform** restores the initial placed transform or moves the model to world origin while retaining its initial scale, depending on the model's placement context.
- **Create Complex Colliders** replaces the initial box colliders with detailed generated colliders. Select it again to restore box colliders.
- **Settings > Models > Lock Scale by Default** controls whether newly loaded interactive models start with their scale axes locked.

States

When a GLB contains Model Vista configurator extension data, the **States** tab exposes its configured groups and options.

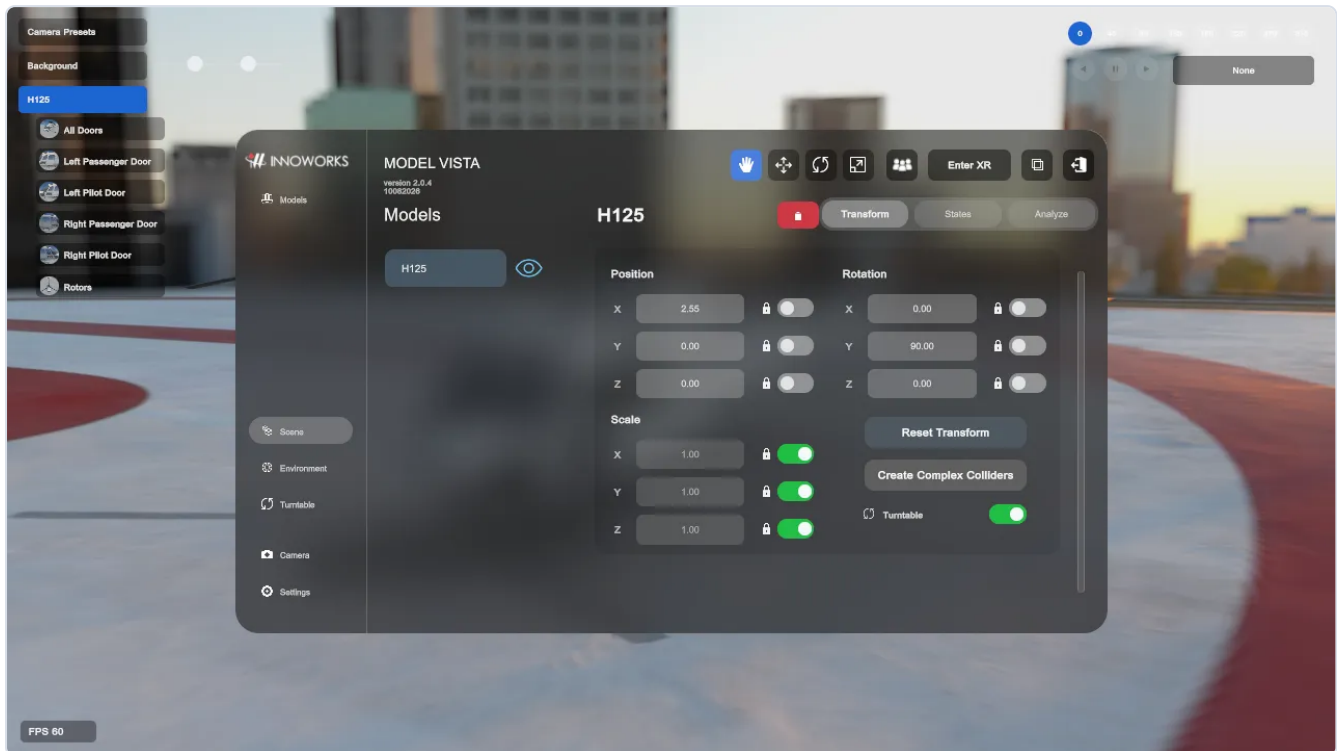
- State changes can control object visibility, material assignments, and other authored review options.
- Material-backed options use the material/state selection dialog where the importer provides the required data.
- A GLB without Model Vista extension data still loads normally, but it has no configurator States.

Analyze

The **Analyze** tab shows file and runtime details for the selected model, including source information and collider status.

On supported desktop HDRP systems, **Wireframe** highlights the selected model and **Thickness** adjusts the overlay line width. This wireframe analysis view is not available in XR.

Background GLBs are visual environment assets and do not create model grab interactables or colliders.



Camera

The **Camera** controls manage desktop lens settings, saved camera presets, mixed-reality controls, XR alignment presets, and image adjustments. Open **Camera** from the Default navigation or from the Experimental right panel.

Lens And Mixed-Reality Controls

- **Perspective Mode:** Switches the desktop camera between perspective and orthographic projection.
- **Field of View:** Adjusts perspective lens width in desktop mode.
- **Size:** Adjusts orthographic size in desktop mode.
- **Passthrough Mode:** Enables supported XR passthrough.
- **Occlusion Mode:** Enables supported XR occlusion when exposed by settings.
- **XR Alignment Mode:** Enables alignment controls for runtime content in XR.
- **XR Alignment Presets:** Select, save, rename, duplicate, overwrite, or delete XR alignment presets.
- Licensed Modules can add Camera controls after the Module is licensed and enabled. Those controls are documented in the Module manual.

Camera Presets

Camera Presets store Non-XR camera position, rotation, projection mode, field of view, orthographic size, and thumbnail path.

- Select **Default**, **Custom**, or a saved camera preset from the Camera page.
- The options dialog can save changes, save the current view as a new preset, rename, duplicate, overwrite, or delete saved presets where available.
- The **Show Presentation Camera Preset Controls** setting can expose compact Non-XR camera preset buttons without reopening the full browser panel.

To save a repeatable documentation view:

1. Frame the model and set **Perspective Mode**, **Field of View**, or **Size** as needed.
2. Select the options button beside **Camera Presets**.
3. Enter a preset name and select **Save as New**.
4. Select the saved preset, then use **Generate Thumbnail** if you want to replace its preview image.
5. After changing the selected preset's view, use **Save Changes** to overwrite it.

Camera Adjustment Presets

Adjustment Presets store camera image settings such as white balance, color curves, color wheels, exposure, exposure compensation, bloom, and Depth Of Field.

- The options button is disabled for **Default**.
- For **Custom**, the options dialog can save the current values as a new preset.
- Saved presets can be renamed, overwritten with current values, duplicated, or deleted.

Depth Of Field

Depth Of Field is available in compatible desktop HDRP builds. It is not available in XR mode.

- **Enabled** toggles the HDRP Depth Of Field override.
- **Quality** selects the supported HDRP quality level.
- **Near Range Start/End** and **Far Range Start/End** control the manual focus ranges.
- **Auto Focus** moves the active focus envelope with the desktop camera's navigation focus.
- Switching to XR automatically disables or hides Depth Of Field controls.

Use Auto Focus

1. Enable **Enabled** under **Depth Of Field**.
2. Set **Near Range Start/End** and **Far Range Start/End** to define the width and transitions of the sharp region.
3. Enable **Auto Focus**.
4. Click a model or background point to make it the camera navigation focus.

Model Vista smoothly centers the existing focus envelope on the navigation focus. If no focus exists when Auto Focus is enabled, Model Vista requests a focus at the center of the view or in front of the camera. Click another visible point whenever you want to change the target. A point behind the camera or closer than the camera near clip plane cannot be used.

The manual range controls are read-only while **Auto Focus** is enabled. Turn **Auto Focus** off before entering exact range values. Editing a manual range also disables Auto Focus so the entered values are not immediately replaced.

Camera adjustment presets include the Auto Focus state and the four focus-range values. Selecting a preset can restore both the focus envelope and whether it follows the navigation focus. Model Vista also saves the current Auto Focus preference with its camera quality settings.

If the target does not become sharp, confirm that **Enabled** and **Auto Focus** are both on, widen the gap between **Near Range End** and **Far Range Start**, and confirm that the active scene provides an HDRP Depth Of Field override.

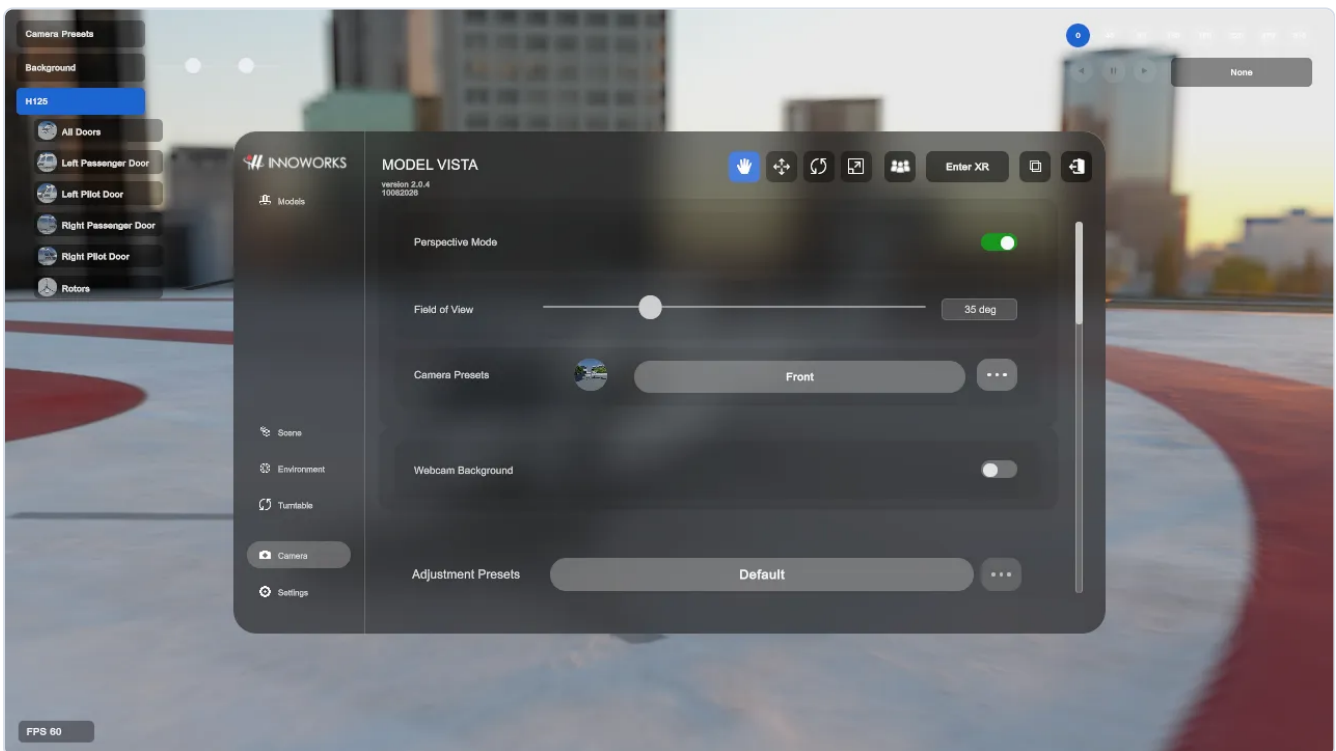
Exposure, Bloom, White Balance, Color Curves, And Color Wheels

- **Auto Exposure** toggles automatic exposure.
- **Exposure** controls manual exposure when Auto Exposure is off.
- **Limit Min** and **Limit Max** constrain automatic exposure.
- **Exposure Compensation** adjusts the HDRP exposure compensation value from **-10 EV** to **20 EV**.
- **Bloom Amount** controls HDRP bloom intensity where the active profile supports it.
- **White Balance** controls temperature and tint.
- **Color Curves** opens the curves editor for master, red, green, and blue curves.
- Color wheel controls cover Shadows/Midtones/Highlights and Lift/Gamma/Gain when the active profile supports them.

Color Adjustment Volumes

Color adjustment volumes apply named camera adjustment presets inside configured volume boxes.

- Enable **Show Setup Boxes** to inspect volume placement and size.
- Each volume can be enabled/disabled, positioned, scaled, and assigned to a saved adjustment preset.
- The camera must be inside an enabled volume for that volume to apply.



Backgrounds And Environment

In the Default interface, open **Environment**. In the Experimental interface, use **Backgrounds** to browse and select a background; its contextual controls appear in **Properties**.

Sun / Moon And Lighting

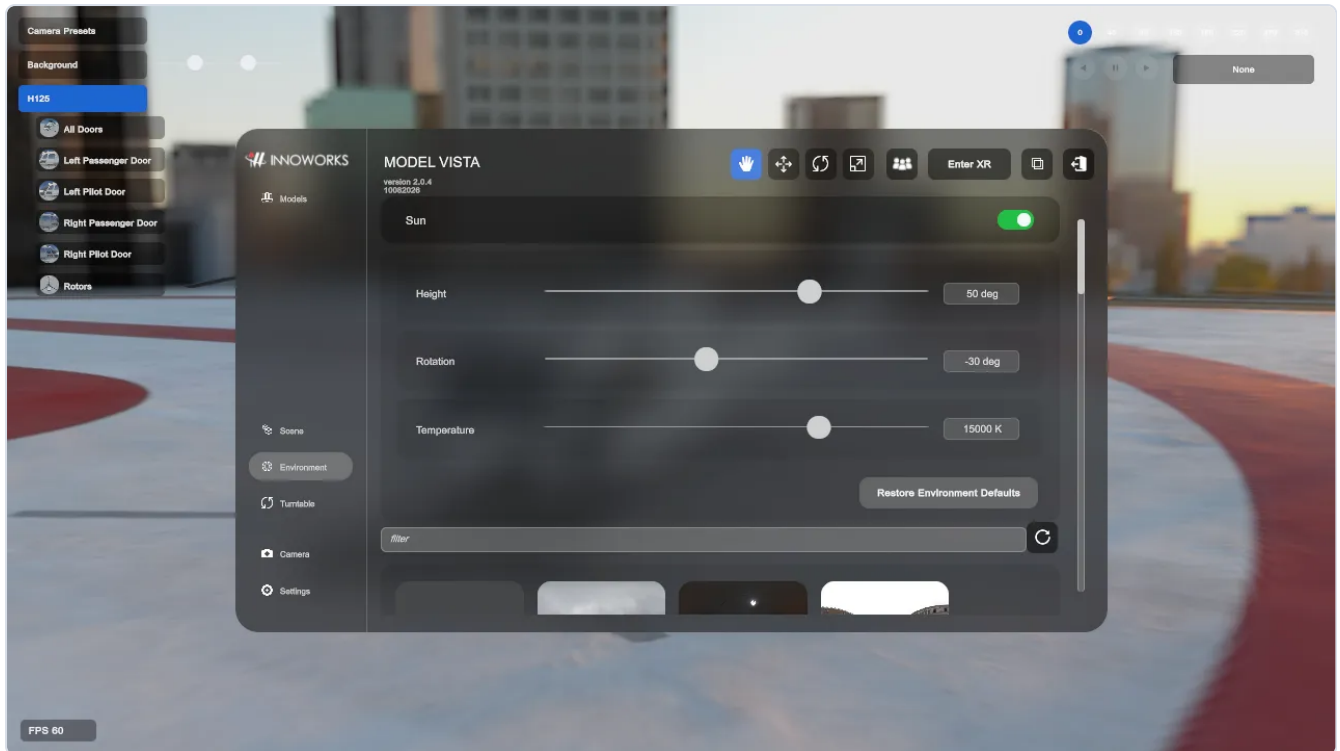
- Under **Sun**, **Height**, **Rotation**, and **Temperature** control the directional light and sky lighting relationship.
- In the Experimental interface, related visual settings are grouped under **Visuals**. The persisted values are shared between interface designs.

Backgrounds

- The **Background** grid can show procedural, HDRI, and GLB backgrounds from configured background folders.
- Selecting a background updates the active environment and persists the last background selection.
- HDR thumbnail sidecars should be `.jpg` files with the same base filename as the `.hdr` file.
- GLB thumbnails can use embedded Model Vista thumbnail data or `.jpg` / `.png` sidecars.
- In the Experimental interface, the background inspector uses **Environment**, **States**, and **Analyze** tabs when they apply to the selected background.
- Licensed Modules can add background types or controls after the Module is enabled. Module behavior is documented separately.

Procedural And HDRI Settings

- Procedural backgrounds use sky, cloud, and fog settings from the app.
- HDRI backgrounds use sidecar settings in `<background>.modelvista.json`.
- HDRI settings include exposure compensation, sky rotation, backplate settings, texture offset/rotation, and an optional camera adjustment preset selection.
- Graphics snapshot sidecars use `<background>.modelvista-graphics.json`, or `ModelVistaProceduralBackground.modelvista-graphics.json` for the procedural background.



Settings

The **Settings** page contains application-wide controls and utilities. In the Experimental interface, visual categories appear under **Visuals** and the remaining categories appear under **System**.

User Interface

- **Language** changes localized UI text where translations exist.
- **Interface Design** switches between the Default and Experimental layouts.
- **Size** adjusts desktop interface scale.
- **Show Presentation State Controls** displays compact Non-XR state controls for the selected model when visible state options are available.
- **Show Presentation Background Controls** displays compact Non-XR background controls, including the background selector and sun sliders.
- **Show Presentation Camera Preset Controls** displays compact Non-XR camera preset controls.
- **Show Presentation FPS Overlay** displays performance information in the presentation overlay.
- The adjusted and non-adjusted Non-XR and XR move-speed controls set navigation speed for their respective modes.

Models

- **Lock Scale by Default** controls whether newly loaded interactive models start with scale axes locked.
- Model placement controls define default placement behavior for imported or opened models.

XR Passthrough

- **Use Spatial Data When Available** lets supported runtimes use spatial plane/anchor data for alignment and mixed-reality shadow stability.
- **Passthrough Shadow Opacity** adjusts fallback mixed-reality shadow opacity.
- **Show Hand Mesh In Passthrough Mode** controls hand mesh visibility when supported.

XR Passthrough settings appear only on supported runtimes.

Display And Graphics

- Display settings control display selection, resolution, fullscreen/window mode, vertical sync, and frame-rate caps.

- Graphics settings include ray tracing, path tracing, screen-space global illumination, screen-space reflections, and recursive rendering where the active HDRP configuration supports them.
- Anti-Aliasing settings include camera anti-aliasing and supported upscaling, dynamic-resolution, and frame-generation options.
- HDR Output controls configure HDR presentation on supported displays.
- Path tracing and HDR output are not currently supported together; enabling path tracing disables HDR output.

Display controls are unavailable in XR. Anti-Aliasing and HDR Output settings are not exposed in the Quest standalone build.

Upscaling And Frame Generation

The **Anti-Aliasing** category exposes advanced upscaling in supported Windows HDRP builds.

Advanced Upscaling

- **Enable Advanced Upscaling** turns hardware-supported temporal upscaling on or off. When it is off or unavailable, the selected **Anti-Aliasing Mode** is used instead.
- **Upscaling Technology** provides **Automatic**, **NVIDIA DLSS 4**, **AMD FSR 4**, and **AMD FSR 3**.
- **Automatic** tries NVIDIA DLSS 4, then AMD FSR 4, then AMD FSR 3 according to hardware support. DLSS 4 requires a supported NVIDIA GPU; FSR 4 requires a supported AMD GPU. FSR 3 is also used as a compatibility fallback where supported.
- If an explicitly selected technology is unavailable, Model Vista tries another supported provider. Check **Active Technology** to see the provider actually in use and whether it is a fallback.
- **Use Custom Upscaling Quality** exposes **Native AA**, **Ultra Quality**, **Quality**, **Balanced**, **Performance**, and **Ultra Performance**. When custom quality is disabled, **Quality** is used.
- NVIDIA DLSS 4 uses **Quality** when **Native AA** or **Ultra Quality** is selected because those modes are not reliably supported by the current provider.
- **Upscaling Sharpening** applies additional sharpening after upscaling. It is temporarily suspended while XR passthrough is active so the passthrough image alpha remains valid.
- **Disable Upscaling In XR** is enabled by default. Turning it off allows experimental advanced upscaling in XR on supported systems.

Frame Generation

- **Enable Frame Generation** is available in supported Windows x64 HDRP standalone builds using Direct3D 11 or Direct3D 12 on AMD hardware.
- The current implementation uses AMD FSR 4 Frame Generation with an automatic FSR 3 fallback.
- Frame Generation is unavailable while XR is active.
- While Frame Generation is active, Model Vista temporarily forces vertical sync off and restores the previous preference when Frame Generation is disabled.

- **Active Technology** reports whether upscaling and Frame Generation are off, starting, active, using a fallback, or unavailable.

Web Remote

- **Enabled** starts or stops the Exposer REST server used by browser-based remote operation.
- **Port** sets the TCP port. The default port is `8730`, and valid values are `1` through `65535`.
- Stop Web Remote before changing the port.
- Web Remote settings are disabled while XR mode is active.

Multi User

- Configure the local display name and color used for Multi User rooms.

Libraries

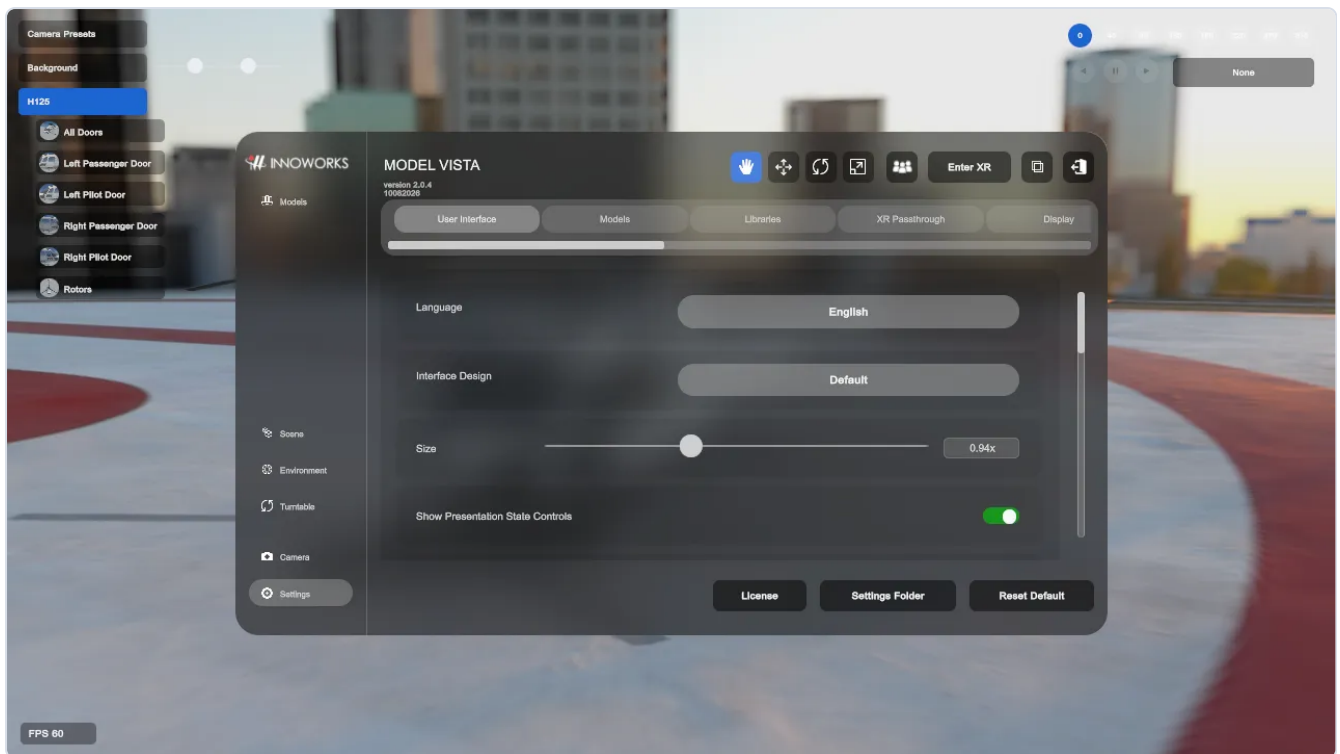
- Edit model and background library sources.
- Choose Local or Unity Cloud storage and configure Streaming Assets and subfolder search where applicable.
- Use **Save Changes** to commit edits or **Revert** to discard unsaved edits.

License Dialog

Use **Settings > License** to review Module entitlements, enable or disable licensed Modules for this app, and copy the Machine ID for support workflows. A Module may add its own settings category after it is licensed and enabled.

Utilities

- **Settings Folder** opens the runtime user settings directory.
- **Reset Default** resets the selected settings category to its startup defaults after confirmation.
- In **Libraries**, **Reset Default** restores installed default library entries without deleting model or background files.



Web Remote

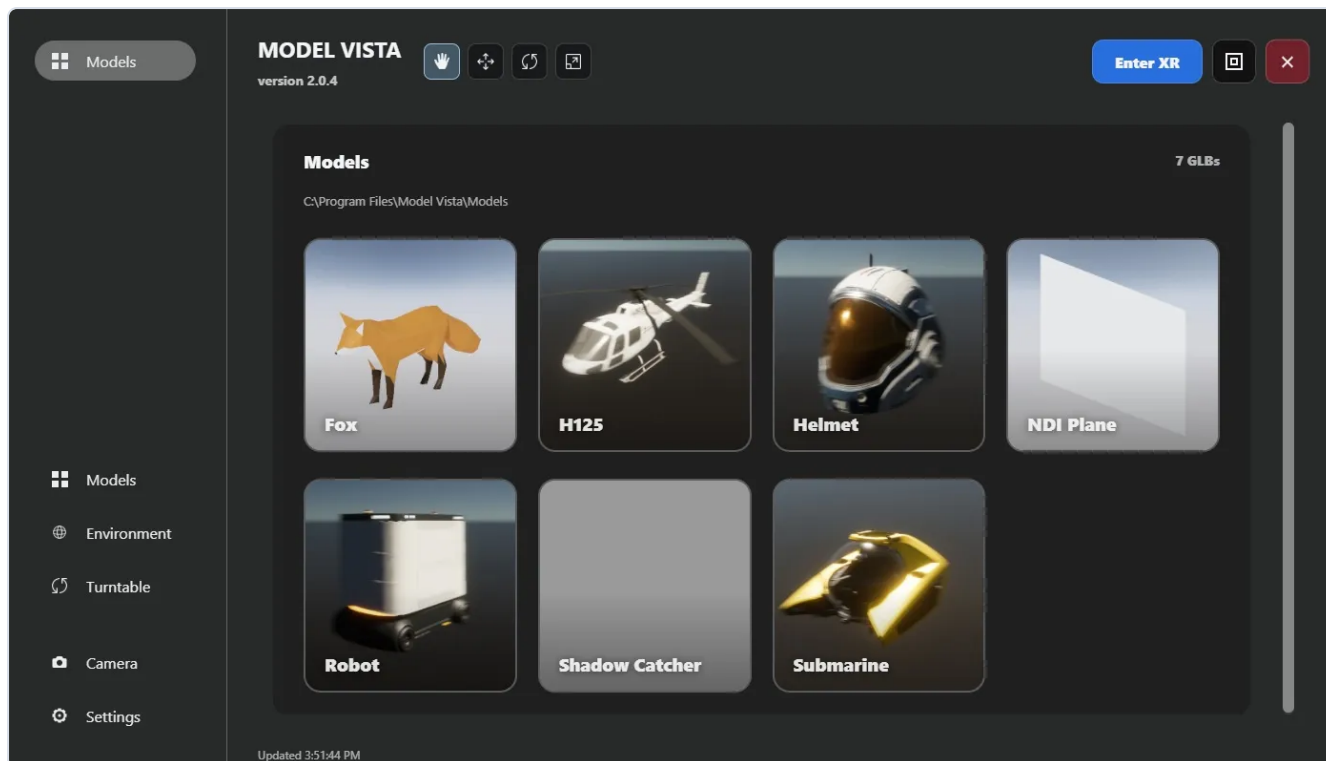
Web Remote provides browser-based controls for a running Model Vista application. The browser layout places application navigation on the left, the active page in the central work area, and the available interaction and application controls across the top.

Open Web Remote

1. In desktop mode, open **Settings > Web Remote**.
2. If you need a different TCP port, turn **Enabled** off before changing **Port**. The default port is **8730**.
3. Turn **Enabled** on.
4. To open Web Remote on the Model Vista computer, select **Control Page** under **Pages**.
5. To connect from another device that can reach the Model Vista computer, open `http://<host-name-or-ip>:<port>/Control/` in a web browser. With the default port, for example, use `http://<host-name-or-ip>:8730/Control/`.
6. Confirm that the Model Vista name and version appear in the browser header.

Navigate The Remote Interface

- Use the left navigation to open the pages currently available in the running application.
- Use the central work area to browse libraries and change the controls on the selected page.
- Use the top bar for the available interaction tools and application actions. The red **Exit Application** button closes Model Vista itself; close the browser tab instead if you only want to stop using the browser interface.
- To stop remote access, return to **Settings > Web Remote** and turn **Enabled** off.



Multi User

Use **Multi User** from the top bar for local network review rooms.

Create Room

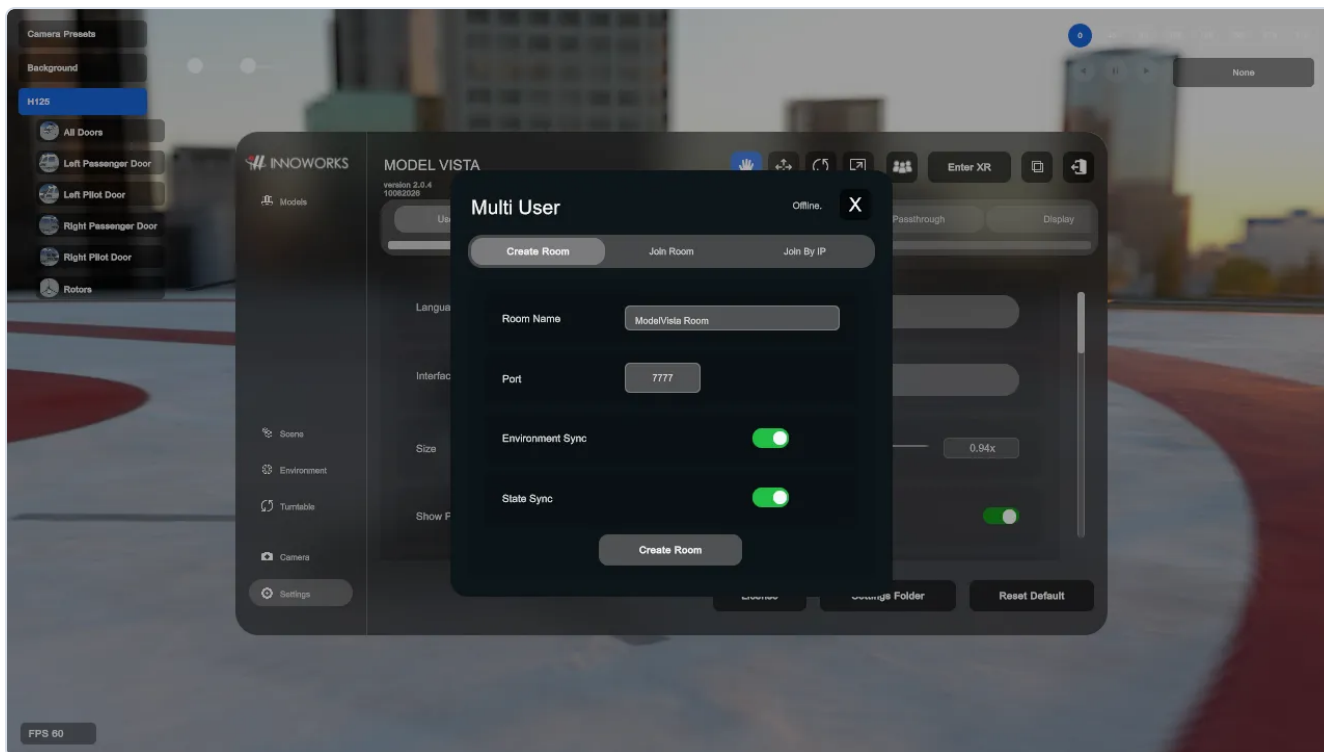
- Set **Room Name** and **Port**, default `7777` .
- **Environment Sync** is enabled by default and synchronizes the active environment and supported environment settings.
- **State Sync** is enabled by default and synchronizes supported Model Vista States for loaded content.
- Click **Create Room** to host.

Join Room

- Use **Search** to discover local rooms over UDP discovery port `47777` .
- Select a room and click **Join Room**.
- Use **Join By IP** with host IP and port when discovery is blocked.
- Use **Disconnect** before creating or joining a different room.

Notes

- Joining a room may remove local models from the joining device before connecting, so the room state can be synchronized from the host.
- Firewall policy must allow the room port and, for discovery, UDP `47777` .
- Multi User identity is configured from **Settings > Multi User**.



Runtime Settings Files

The app creates, seeds, or upgrades JSON files as needed. Use **Settings Folder** to open the runtime user settings directory. Back up files before hand-editing them.

Default Settings And User Settings

- Runtime user settings are stored under the app user settings folder when available.
- Deployment defaults are read from `{AppRoot}/DefaultSettings`.
- When a user settings file is missing, the app looks for a file with the same filename in `{AppRoot}/DefaultSettings` and copies it into the user `Settings` folder.
- After a user settings file exists, that user file overrides the default seed file. Changing `{AppRoot}/DefaultSettings` later does not overwrite existing user settings automatically.
- This is intended for shared or centrally deployed installs: an IT admin can place first-run defaults in the app `DefaultSettings` folder, while each user keeps their own overrides.

Seedable Base Filenames

Supported base user/default filenames include:

- `ModelVistaLibraries.json`
- `ModelVistaAppSettings.json`
- `ModelVistaCameraSettings.json`
- `ModelVistaXrAlignmentPresets.json`
- `ModelVistaCameraPresets.json`
- `ModelVistaAdjustmentPresets.json`
- `ModelVistaColorAdjustmentVolumes.json`
- `ModelVistaProceduralBackground.modelvista.json`
- `ModelVistaProceduralBackground.modelvista-graphics.json` Module-specific settings and schemas are documented in the separately delivered Module manuals.

Troubleshooting

XR Mode Does Not Start

- Confirm the headset runtime is available before launching XR.
- Check that the platform supports the requested XR features.
- Use desktop mode if the runtime is unavailable.

Passthrough, Hand Tracking, Or Occlusion Is Missing

- Confirm the platform supports the feature.
- Confirm the app has required permissions.
- In the Meta Horizon Link desktop app **Developer** tab, enable **Developer runtime features** and **Passthrough over Meta Horizon Link**.
- Confirm hand tracking is enabled on the headset when hand tracking is expected.
- Check the **Camera** page mixed-reality section for feature availability.

Mixed-Reality Shadows Appear On The Wrong Surface

- In Quest Link / Meta Horizon Link, check **Spatial Data over Meta Horizon Link**.
- When this setting is enabled, surfaces detected in Horizon Space Setup receive mixed-reality shadows.
- When this setting is disabled, mixed-reality shadows fall on the XR floor height.
- Use **Settings > XR Passthrough > Passthrough Shadow Opacity** to adjust shadow opacity.
- If shadows appear too high, too low, or on an unexpected plane, confirm this setting before changing XR alignment or app shadow settings.

Color Adjustment Volumes Do Not Apply

- Confirm the camera is inside an enabled volume box.
- Confirm the volume points to the intended camera adjustment preset.
- Enable **Show Setup Boxes** from **Camera > Color Adjustment Volumes (Advanced)** to inspect placement and size.
- If a saved adjustment preset was deleted, confirm the volume did not fall back to Default.

Path Tracing, HDR Output, Or Depth Of Field Is Missing

- Path tracing and Depth Of Field appear only in desktop mode and only when the active HDRP volume/profile contains the corresponding override support.
- Path tracing and HDR output are not currently supported together; enabling path tracing disables HDR output.
- Depth Of Field is hidden or disabled while XR mode is active.

Web Remote Does Not Start

- Confirm **Settings > Web Remote > Enabled** is on.
- Confirm desktop mode is active; Web Remote settings are disabled while XR mode is active.
- Confirm the configured port is between **1** and **65535** and is not already in use.
- Stop Web Remote before changing the port.
- If no Exposer server is available in the scene, Web Remote cannot start.

Multi User Rooms Do Not Appear Or Connect

- Confirm all machines are on the same local network.
- Confirm the selected port, default **7777**, is allowed through the firewall.
- Confirm UDP discovery port **47777** is allowed when you want automatic room discovery.
- Use **Join By IP** when discovery does not find a local room.
- Disconnect before creating or joining a different room.

Background Thumbnails Are Missing

- For HDR backgrounds, confirm the sidecar image uses the same base filename as the **.hdr** file and uses **.jpg**.
- For GLB backgrounds, confirm the GLB has embedded thumbnail data or a matching **.jpg / .png** sidecar.
- Click **Refresh** after adding thumbnail files.

Module Controls Are Missing

- Open **Settings > License** to confirm the installation is licensed and the Module is enabled for this app.
- Module tabs and controls are hidden when the license is missing, disabled by the user, or still refreshing.

- Restart the app after licensing changes if controls do not appear after the license status refresh.

How To Revert To Factory Defaults

Deleting the settings files removes all customized settings. Back up the files first if you may need to restore them.

1. Open **Settings** and select **Settings Folder** to open the runtime user settings folder.
2. Close Model Vista.
3. Delete all `.json` files in the settings folder.
4. Reopen Model Vista. The app recreates the settings files from its defaults.

Default Settings Do Not Apply

- Default seed files are only copied when the matching user settings file does not already exist.
- Existing files in the user `Settings` folder override `{AppRoot}/DefaultSettings`.
- To reseed a file from defaults, back up and remove or rename the matching user settings file, then restart the app.
- Confirm the default file is placed directly in `{AppRoot}/DefaultSettings` and uses the exact supported filename.

Settings Revert Or Upgrade Unexpectedly

- The app upgrades older settings files when new fields are introduced.
- Invalid or missing fields are reset to defaults.
- Some settings are split across app, camera, preset, library, background, graphics snapshot, sidecar, and Module JSON files; check the specific file for the control you changed.
- Back up JSON files before editing them manually.