



Null Boundaries

— *GAMING* —

Welcome to the getting started document
for Null Lights Sports - Baseball

How to run the game

#1 Make sure you have the headset plugged in and connected to the computer.

#2 Go to the folder you have unzipped the game files to, and double click on the file named "Null Lights Sports - Baseball" (it's the one with the null boundaries gaming logo)

#3 At this point you should see two gloves, these are your VR hands. You should also be standing in the home field with 5 different menus.

#4 Refer to the menu description below on how to use the menus. The first step is to set the weather, graphics settings and selecting the game mode, using the main menu. Next you will use this menu flow for the following game mode.

Batting: batting menu to build a bat -> batting configuration menu to configure the pitcher settings.

Pitching: Pitching menu

Catching: Catching menu

#5 Once you have filled out the correct menus, Press the secondary button (top button for the valve index) on the right controller to get started.

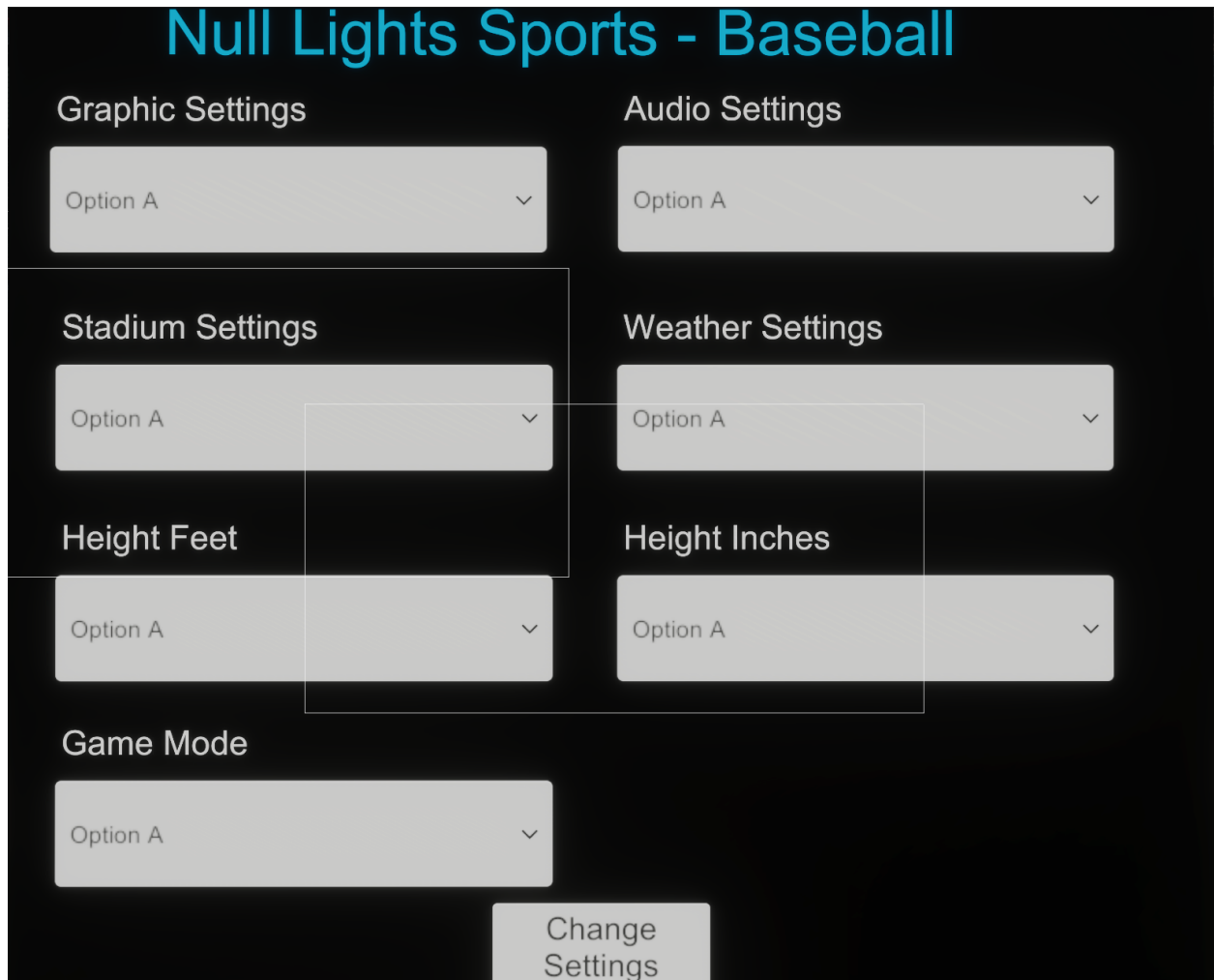
Controls

Left Joystick: move

Lasers out of wrist: You can select any menu setting

Menu Descriptions

Main Menu



Use the main menu to change game settings (Note you need to fill this out before playing any game mode)

Graphic Settings

Description: Set the graphics quality

Available Options: "Default", "Very High", "High", "Medium", "Low"

Audio Settings

Description: Turn the audio on or off

Available Options: "True", "False"

Stadium Settings

Description: Select what stadium you want to play in

Available Options: "Home Stadium", "Away Stadium", "Home Park"

Weather Settings

Description: Set the weather

Available Options: "Sunny", "Overcast", "Evening", "Sunset"

Height Feet

Description: Set the height of the player (your height) for batting game mode

Available Options: "3", "4", "5", "6", "7"

Height Inches

Description: Set the height of the player (your height) for batting game mode

Available Options: "0", "1", "2", "3", "4", "5", "6", "7", "8", "9", "10", "11"

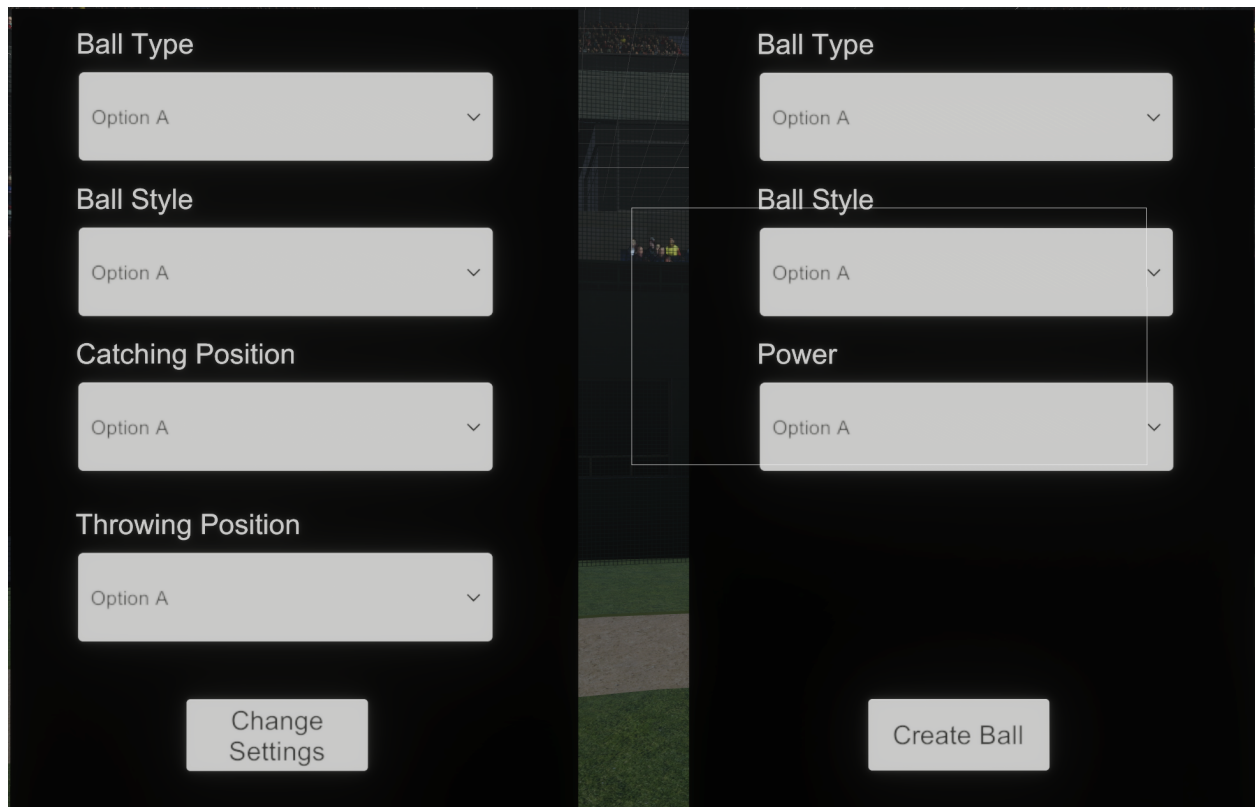
Game Mode

Description: Select what game mode to play

Available Options: "Batting", "Pitching", "Catching"

Press the "Change Settings" button to save the settings.

Catching Menu (the one on the left)



Use the catching menu if you want to play the catching game mode.

Ball Type

Description: Select your ball type you want to pitch

Available Options: "Baseball", "Cricket Ball", "Field Hockey Ball", "Golf Ball", "Lacrosse Ball", "Racquet Ball", "Reduced Impact Baseball", "Rubber Bouncy Ball", "Softball", "Tennis Ball"

Ball Style

Description: Select normal or high visibility ball style

Available Options: "Regular", "High Visibility"

Catching Position

Description: Select where you want to catch the ball

Available Options: "Left Field", "Center Field", "Right Field", "Shortstop", "First Base", "Second Base", "Third Base", "Catcher"

Throwing Position

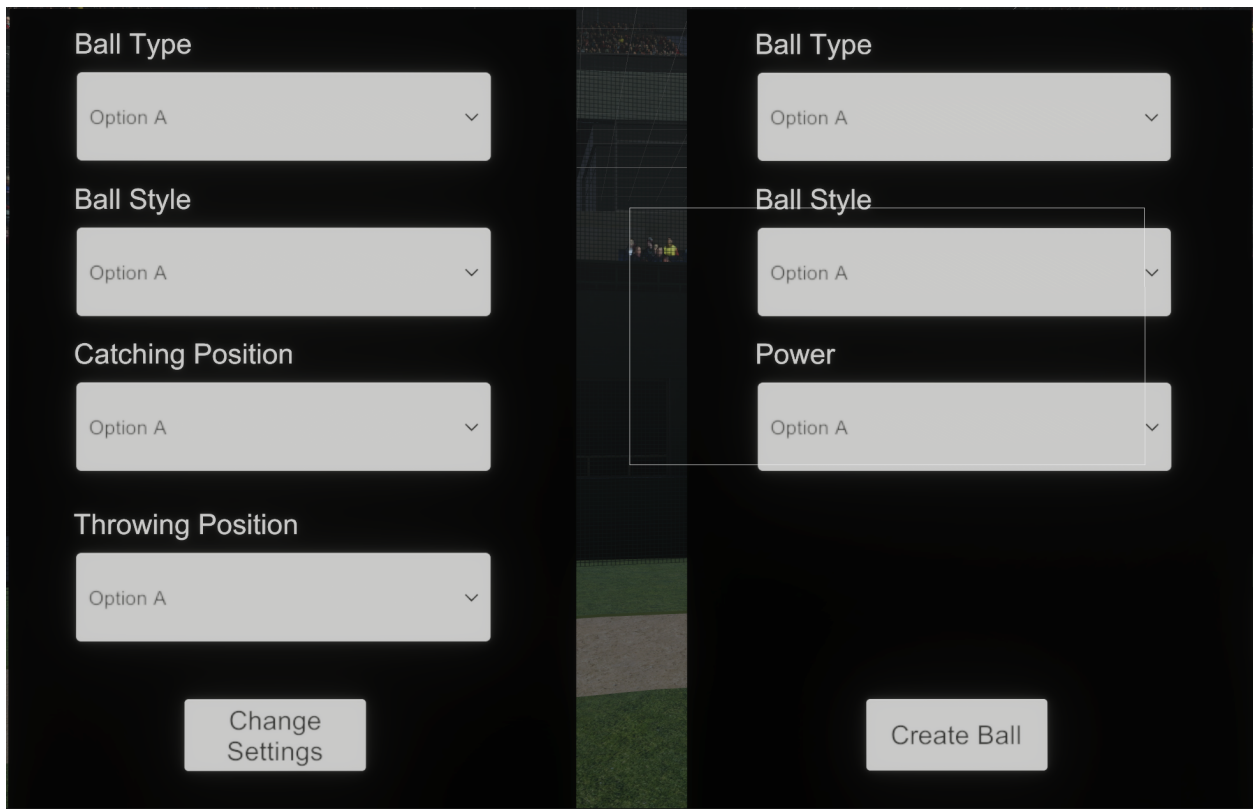
Description: Select where the ball is being thrown to you from

Available Options: "Left Field", "Center Field", "Right Field", "Shortstop", "First Base", "Second Base", "Third Base", "Catcher"

Press the "Change Settings" button to get started.

You should then be moved to your catching position. To start and stop the automatic throwing, press the secondary button (top button for the valve index) on your right controller, and the balls should automatically start throwing towards you from your selected throwing position.

Pitching Menu (the one on the right)



Use the catching menu if you want to play the catching game mode.

Ball Type

Description: Select your ball type you want to pitch

Available Options: "Baseball", "Cricket Ball", "Field Hockey Ball", "Golf Ball", "Lacrosse Ball", "Racquet Ball", "Reduced Impact Baseball", "Rubber Bouncy Ball", "Softball", "Tennis Ball"

Ball Style

Description: Select normal or high visibility ball style

Available Options: "Regular", "High Visibility"

Power

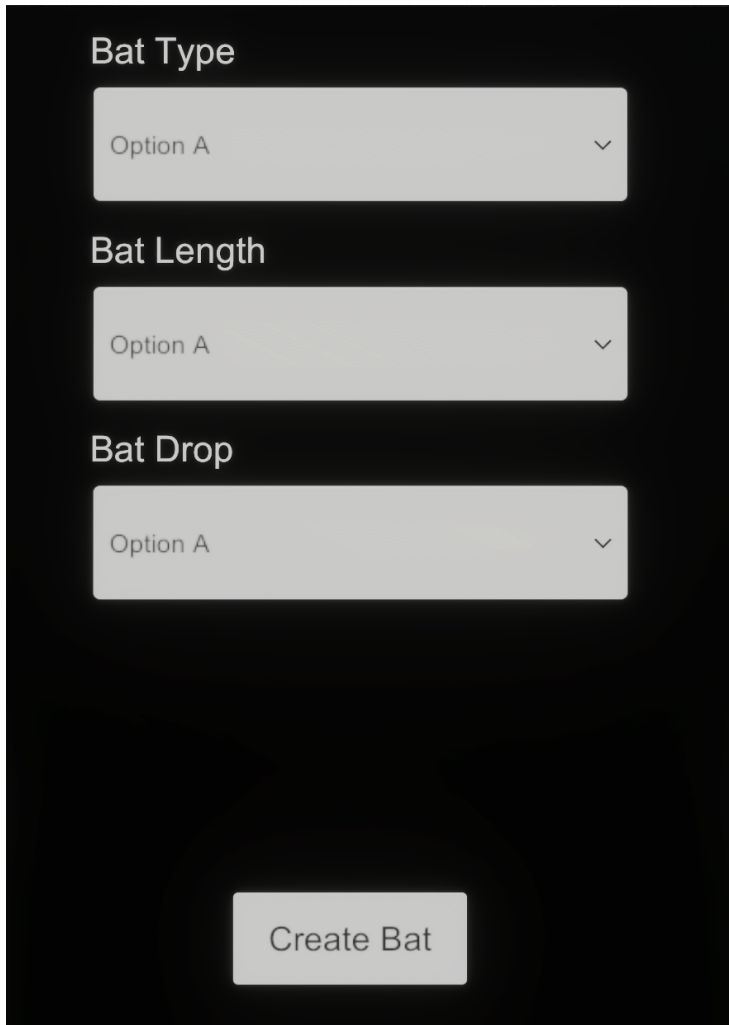
Description: Select if you want extra force to be applied on top of your throwing force, for faster pitches at longer distances

Available Options: "Default", "Low", "High", "Very High", "Maximum"

Press the “Create Ball” button to get started.

You should be moved to the pitching mound, and see the strike zone at the home plate. You should also have your selected ball appear on your lower right and left side. You can take a ball from here and try to throw it through the strike zone. The ball will keep appearing every time you take one from your lower side.

Batting Menu

A screenshot of a 'Batting Menu' interface. It features three vertically stacked dropdown menus, each with a light gray background and a dark gray border. The first menu is labeled 'Bat Type' and shows 'Option A' with a downward arrow. The second menu is labeled 'Bat Length' and also shows 'Option A' with a downward arrow. The third menu is labeled 'Bat Drop' and shows 'Option A' with a downward arrow. At the bottom center of the menu is a light gray button with the text 'Create Bat' in dark gray.

Use the catching menu if you want to play the catching game mode.

Bat Type

Description: The type of bat

Available Options: "Metal", "Ash", "Birch", "Maple"

Bat Length

Description: The length of the bat

Available Options: "18", "19", "20", "21", "22", "23", "24", "25", "26", "27", "28", "29", "30", "31", "32", "33", "34", "35", "36", "37", "38", "39", "40", "41", "42", "43", "44", "45"

Bat Drop

Description: The bat drop. This is the weight of the bat calculated using this formula: $\text{Bat length} - \text{Bat drop} = \text{Bat weight (in ounces)}$

Available Options: "-15", "-14", "-13", "-12", "-11", "-10", "-9", "-8", "-7", "-6", "-5", "-4", "-3", "-2", "-1", "0"

Press the "Create Bat" button to get started.

You will now need to fill out the batting configuration menu

Batting Configuration Menu

Automatic Option A	Pitch Speed (4 seam fast ball) Option A	Curve Ball 12-6 Option A	4 Seam Fast Ball Option A	Slider Option A
Pitcher Option A	Ball Type Option A	Curve Ball Option A	Change Up Option A	Slurve Ball Option A
Pitcher Style Option A	Pitch Spin Option A	Knuckle Curve Ball Option A	Knuckle Ball Option A	Splitter Option A
Pitch Position Option A	Ball Style Option A	Cutter Option A	Screw Ball Option A	2 Seam Fast Ball Option A
			Fork Ball Option A	Sinker Option A
			Change Settings	

Use the batting configuration menu to select how the balls will be pitched to you.

Automatic

Description: If you want the pitches to keep being thrown or you want to manual press a button for each pitch

Available Options: "True", "False"

Pitcher

Description: The type of pitcher

Available Options: "Baseball", "Baseball Sidearm", "Baseball Underhand", "Softball", "Softball Sidearm", "Softball Underhand"

Pitch Position

Description: If you want all balls to be strikes, or have it be mixed with balls and strikes

Available Options: "Regular Pitching", "Strikezone Only Pitching"

Pitch Speed (4 seam fastball)

Description: The pitch speed for a 4 seam fastball. The pitch speed for other pitches will be calculated from this value.

Available Options: "40 MPH", "45 MPH", "50 MPH", "55 MPH", "60 MPH", "65 MPH", "70 MPH", "75 MPH", "80 MPH", "85 MPH", "90 MPH", "95 MPH", "100 MPH", "105 MPH", "110 MPH"

Ball Type

Description: The ball type to be pitched

Available Options: "Baseball", "Cricket Ball", "Field Hockey Ball", "Golf Ball", "Lacrosse Ball", "Racquet Ball", "Reduced Impact Baseball", "Rubber Bouncy Ball", "Softball", "Tennis Ball"

Pitch Spin

Description: The amount of spin

Available Options: "None", "Low", "Medium", "High", "Very High", "Maximum"

Ball Style

Description: Regular or high visibility

Available Options: "Regular", "High Visibility"

EACH PITCH

Description: The probability of this pitch occurring vs the other pitches

Available Options: "None", "Low", "Medium", "High", "Very High", "Maximum"

Press the "Change Settings" button to get started.

Now move to the home plate, and press the secondary button (top button for the valve index) on your right controller, and the pitcher should pitch the ball (he will keep pitching if you have the automatic settings on)