

Buying on SimLab VR Store

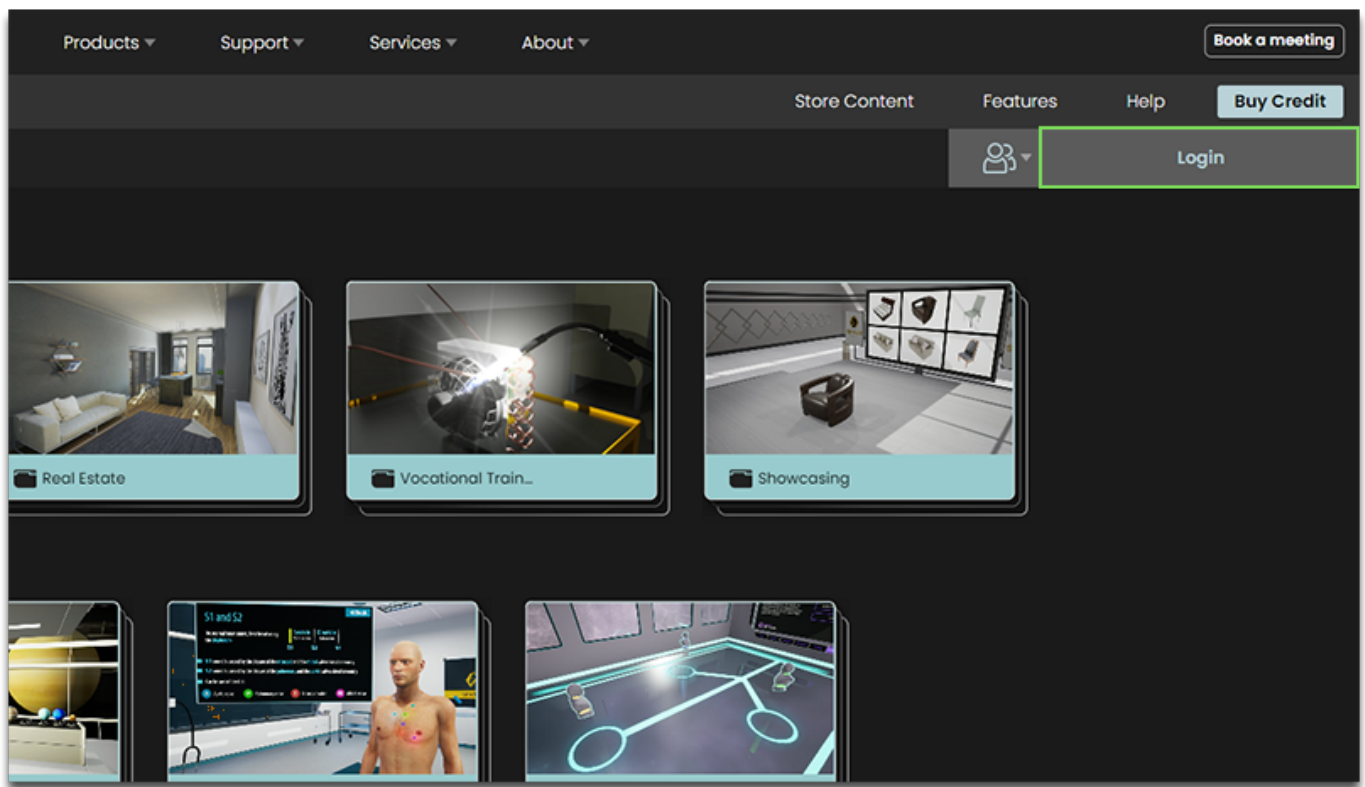


Free and Paid VR

You will find Free and Paid VR Experiences on SimLab VR Store. You can directly download and use FREE VR Experiences, however you need to purchase paid VR Experiences to be able to run them.

Acquiring VR Experiences

- Go to SimLab VR Store webpage.
- Click Login in the top right corner.



- **Login** to your SimLab Account, or click **Register** if you do not have an existing account to create an account for free.

SimLab Account Login

Email

Email

Password

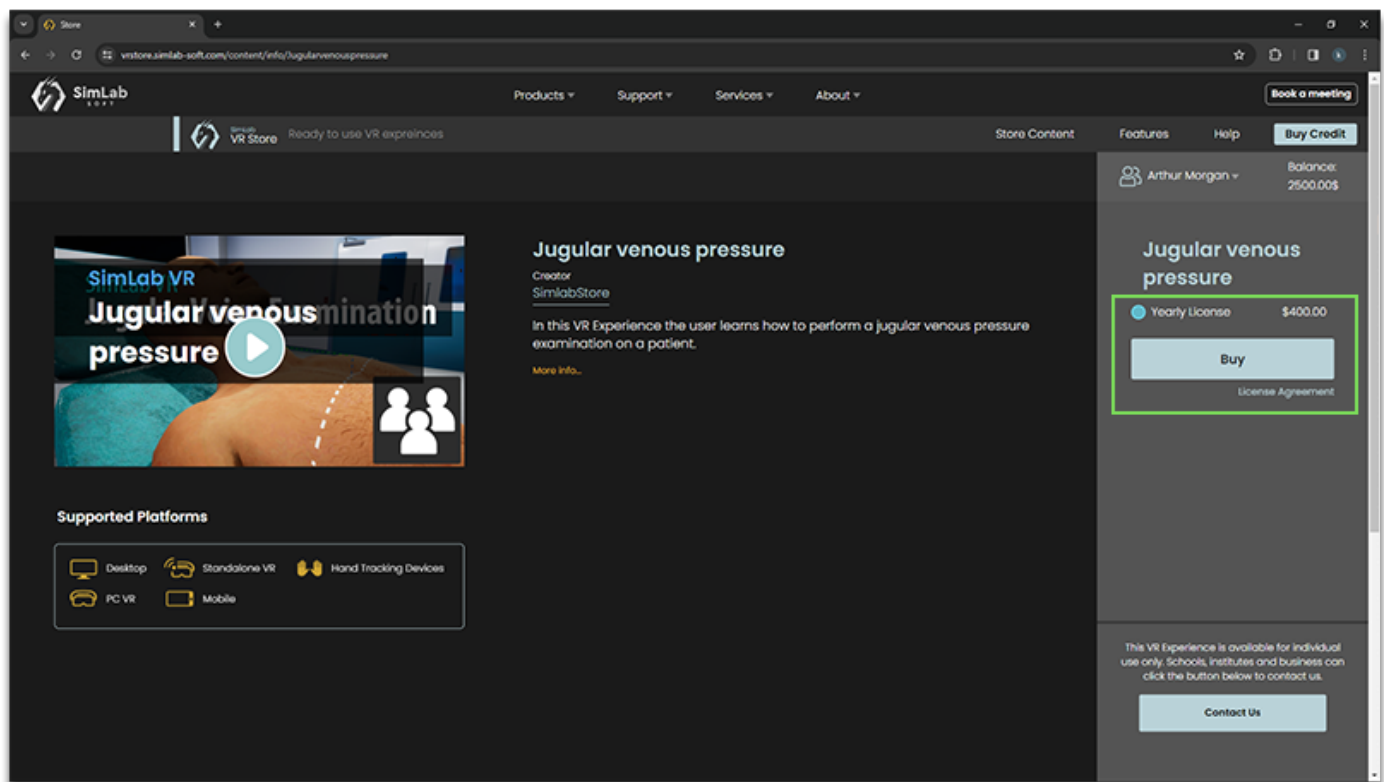
Password

Forgot Password?

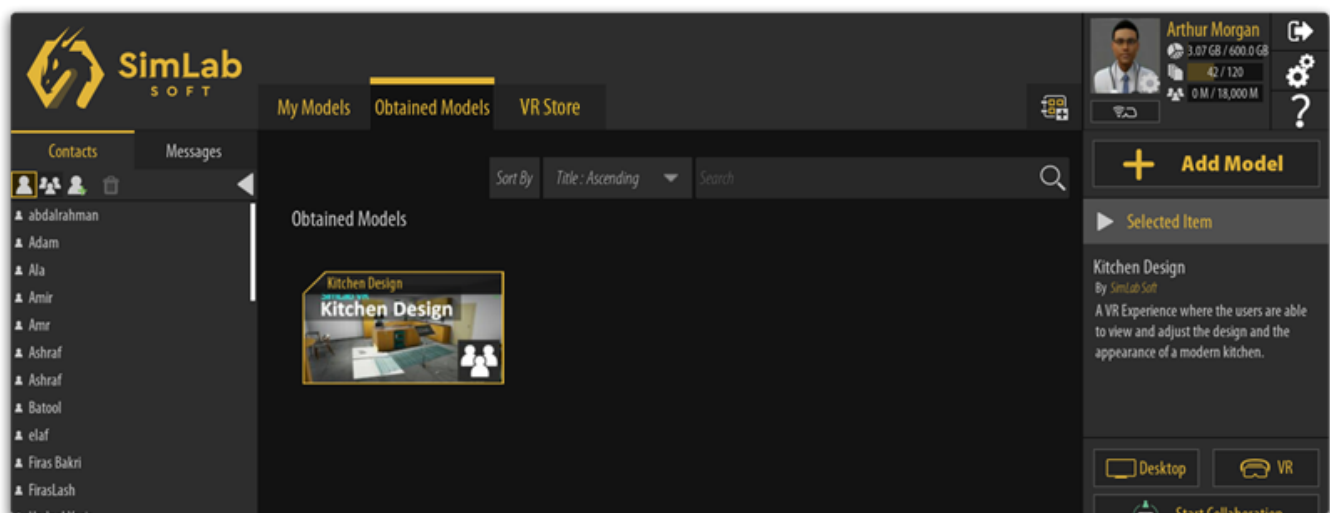
Login

Not a member yet ? [Register Now](#)

- Browse the available catalogs and click on the VR experience you wish to purchase, then select a licensing plan and click **Buy** from the panel to the right.

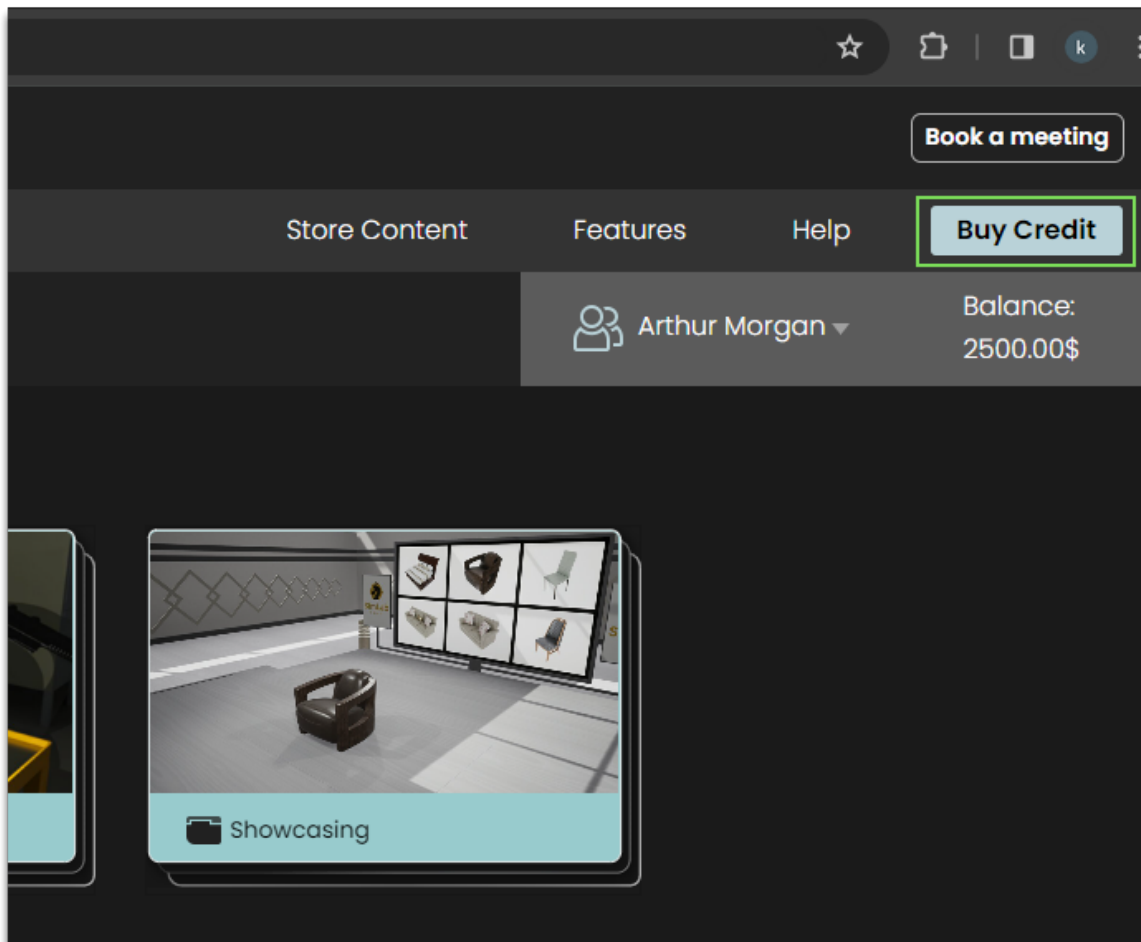


- To access purchased items, run SimLab VR Viewer and log into your SimLab account, then go to the **Obtained Models** tab where you can find purchased VR Experiences and those that were shared with you by other users.



Buying and Adding Credits

- The easiest method to top up your credit is to click on **Buy Credit** at the top Right corner to access Balance Management.



- In the Balance Management page, move the slider to determine the amount of credit you wish to purchase, then click on **Buy SimLab Store Credit**.
- You will receive a key or multiple keys in the amount of credit you have purchased which you need to paste into the Activating Credit field, then you need to click **Activate Credit Keys**.

Balance Management

Buying Credit

- 1 To top up your balance, specify the amount of credit you wish to buy then click "Buy SimLab Store Credit", then proceed to receive a Key or multiple Keys.

Choose Quantity

25

1000

Total Price:
\$25

Buy SimLab Store Credit

Activating Credit

- 2 Fill in the Key/Keys you have received in the below field and click "Activate Credit Keys" to top up your Balance with the credit value you have purchased.

SimLab Credit Keys

xxx-xxx-xxxxxx-xxx

Activate Credit Keys

Revision #7

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