

LUMETO . INVOLVEXR

Super user sheet

A quick reference for building InvolveXR learning experiences: patient profiles, environments, character tags, and the animation prompt library.

AVATARS

Patient profiles

These profiles have the full set of clothing options available.



Allen Cole
Patient A



Jason LeFreniere
Patient B



Jane Dame
Patient C



Noah Martin
Patient D



Zara Ahmad
Patient F



Maria G
Patient G

SETTINGS

Environments

Eight settings you can place a scenario in.



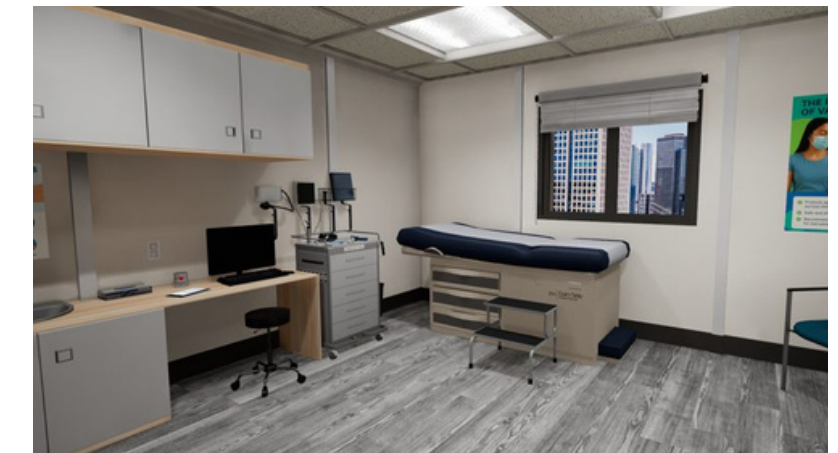
Emergency room



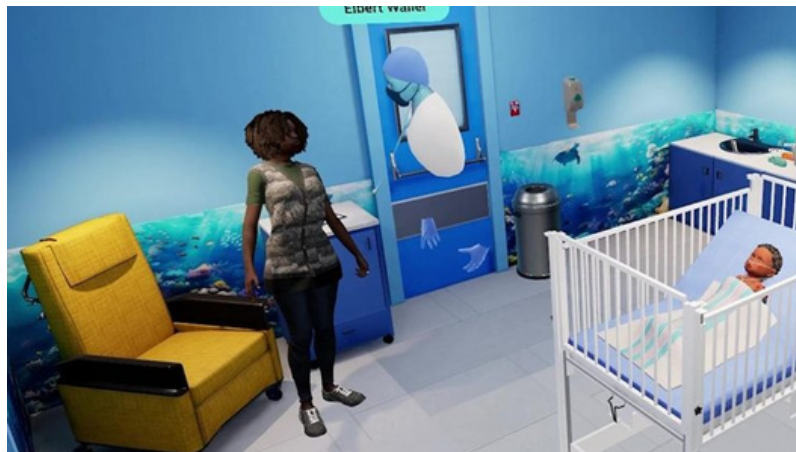
Patient room



Hospice room



Clinical exam room



Pediatric emergency room



Skilled nursing facility



Homecare room



Meeting room

SETUP

Character tags

Character tags tell the system which avatar is which, so it can tell a patient apart from an NPC.

Patient model	Name	Tag
Patient A	Allen Cole	4001
Patient B	Jason LeFreniere	4000
Patient C	Jane Dame	4004
Patient D	Noah Martin	4003
Patient F	Zara Ahmad	4009
Patient G	Maria G	4007
Patient W		4008

NPC	Tag
Alex	9001
Jane	9002
Mira	9003
Shelly	9004
Mahir	9005

Adding a tag with each case is best practice, though a single patient with no NPC will run without one. Setting up NPCs uses a lua script plus prompt updates, so the Lumeto team can handle that with you. **We are an email away.**

Arms, legs and arm drift

Copy the tag into your prompt. The end tag clears the state where one applies.

PATIENT

Cue	Trigger tag	End tag
Arms and legs		
Raise right arm	[animation.raise_right_arm]	[animation.un_raise_right_arm]
Raise left arm	[animation.raise_left_arm]	[animation.un_raise_left_arm]
Raise right leg	[animation.raise_right_leg]	[animation.un_raise_right_leg]
Raise left leg	[animation.raise_left_leg]	[animation.un_raise_left_leg]
Fold arms	[animation.fold_arms]	[animation.unfold_arms]
Fidget Slowly	[animation.slowfidget_start]	[animation.slowfidget_end]
Fidget Frantically	[animation.franticfidget_start]	[animation.franticfidget_end]
Arm drift		
Right arm drift	[animation.raise_right_arm_drift]	[animation.unraise_right_arm_drift]
Left arm drift	[animation.raise_left_arm_drift]	[animation.unraise_left_arm_drift]

Mouth, tongue and smile

Copy the tag into your prompt. The end tag clears the state where one applies.

PATIENT

Cue	Trigger tag	End tag
Mouth and tongue		
Open mouth	[animation.open_mouth]	[animation.close_mouth]
Stick out tongue	[animation.stick_out_tongue]	[animation.unstick_out_tongue]
Stick out tongue, right	[animation.stick_out_tongue_right]	[animation.unstick_out_tongue_right]
Stick out tongue, left	[animation.stick_out_tongue_left]	[animation.unstick_out_tongue_left]
Smile		
Smile	[animation.smile_full]	[animation.unsmile_full]
Smile, left	[animation.smile_left]	[animation.unsmile_left]
Smile, right	[animation.smile_right]	[animation.unsmile_right]

Brow, cheek and face droop

Copy the tag into your prompt. The end tag clears the state where one applies.

PATIENT

Cue	Trigger tag	End tag
Brow and eyebrows		
Furrow brow	[animation.furrow_brow]	[animation.unfurrow_brow]
Raise both eyebrows	[animation.eyebrowraise.both]	[animation.eyebrowraise.both_end]
Raise left eyebrow	[animation.eyebrowraise.left]	[animation.eyebrowraise.left_end]
Raise right eyebrow	[animation.eyebrowraise.right]	[animation.eyebrowraise.right_end]
Cheek		
Release right cheek	[animation.cheekpuff.right_end]	
Face droop		
Face droop, left	[animation.face_droop_left]	[animation.unface_droop_left]
Face droop, right	[animation.face_droop_right]	[animation.unface_droop_right]

Cough

Copy the tag into your prompt. The end tag clears the state where one applies.

PATIENT

Cue	Trigger tag	End tag
Cough		
Cough covered, once	[animation.cough.covered.single]	
Cough covered, multiple	[animation.cough.covered.multi]	
Cough open, once	[animation.cough.open.single]	
Cough open, multiple	[animation.cough.open.multi]	

NPC animations

Copy the tag into your prompt. The end tag clears the state where one applies.

NPC

Cue	Trigger tag	End tag
Posture and expression		
Fold arms	[animation.fold_arms]	[animation.unfold_arms]
Smile	[animation.smile_full]	[animation.unsmile_full]
Frown	[animation.frown]	[animation.unfrown]
Pace back and forth	[animation.pacing]	[animation.unpacing]
Emotion (triggered by what the learner says)		
Stay calm	[animation.emotion.calm]	
Panic or distress	[animation.emotion.uncalm]	
Worry	[animation.emotion.worry]	
Reassured, concern addressed	[animation.emotion.unworry]	

Toddler cues

Copy the tag into your prompt. The end tag clears the state where one applies.

TODDLER

Cue	Trigger tag	End tag
Toddler cues		
Snotty nose	[animation.snotnose]	[animation.unsnotnose]
Cry	[animation.cry]	[animation.uncry]
Babble	[animation.babbling]	[animation.unbabbling]

NEED A HAND?

We're an email away

The Lumeto team can help you add NPCs, set up prompting, and get the most out of InvolveXR.

