

Your own virtual world platform.

A complete home for your community: 3D worlds in the browser, desktop, phone and VR, voice chat, events, a marketplace and your own website. Live in minutes, under your name.



Features & how it works

Start today at [INHOUSEXR](https://www.inhousexr.com)

WHAT YOU GET

Everything a virtual community needs, in one place

When you rent a platform you get your own complete, separate copy of the system: its own address, website, viewer, members, worlds, store and administrators. Nothing is shared with other customers except the software.



3D viewer

Opens in any modern browser on desktop, tablet and phone, and in VR headsets. Nothing to install for your visitors.



Your website

Home page, world directory (Codex), events, store, profiles, photobook and wiki, with your logo, colours and texts.



Voice and chat

Spatial voice chat that sounds like the room you are in, text chat, friends, private messages and blocking.



World building

A full scene editor with terrain, materials, lights, media screens, portals, seats and C# scripting.



Events & store

Ticketed events, a marketplace for avatars and items, coins, creator payouts and a Pro membership.



Your brand

Your own domain, or embed the platform in a website you already have. Your members only ever see your name.



Avatars & fashion

An avatar editor with real cloth: upload clothing that drapes and fits any body, wear it, and sell it in your store.



Landscapes

Sculpt and paint terrain, plant forests and meadows, and let the trees and grass move in the wind.



Watch together

Web pages and videos on screens in your worlds, with 3D sound, and YouTube played in step for everybody.

How it works

1

Choose a plan

Plans differ in storage. Pick what fits and pick your platform's name.

2

Pay securely

Checkout through Stripe, or redeem a gift code. Cancel any time.

3

Go live

A few minutes later your platform is online with its own address and your admin account.

4

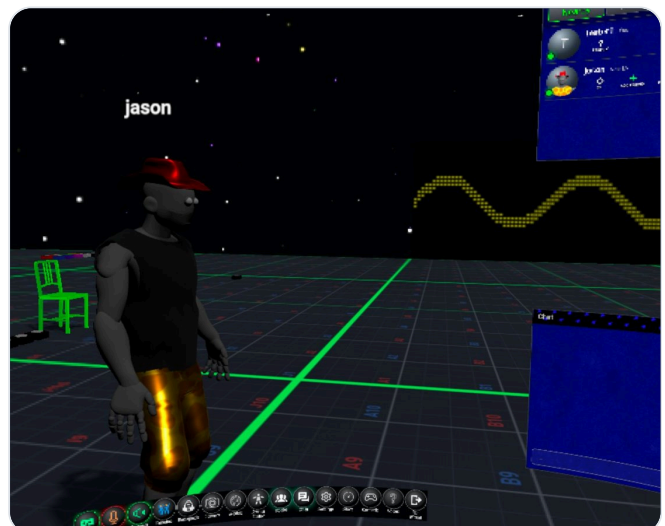
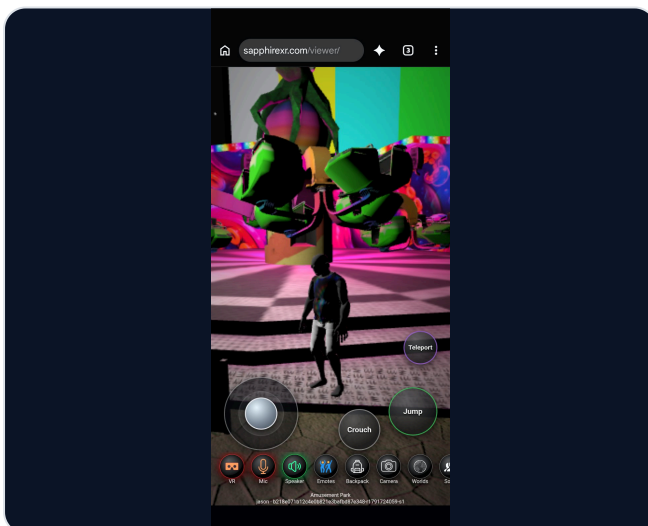
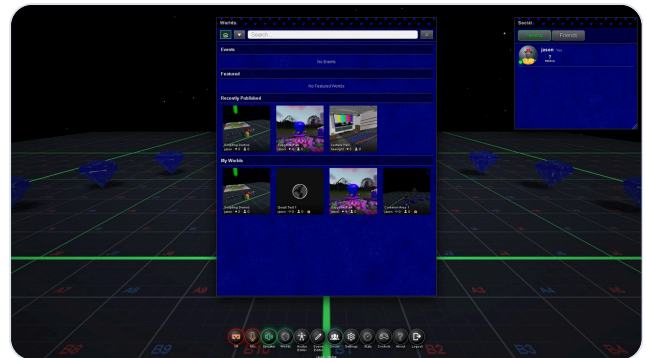
Make it yours

Upload a logo, choose colours, design your pages, invite your people.

Step inside, on any device

Your members log in once on your website and the viewer opens already signed in. "Open in viewer" on any world page takes them straight into that world.

- **Avatars** with outfits and items from your store, emotes and a camera for photos that land in the photobook.
- **Spatial voice**: people sound closer or further away, with a mixer for voices, media and world sounds.
- **Social**: see who is nearby, send friend requests, see which friends are online, mute someone for the visit or block them for good.
- **Movable panels**: Social and Chat can be moved and resized on desktop and tablet, and remember where you put them.
- **VR**: put on a headset and press VR; hands, seats and menus work in VR too.
- **Build together**: make friends editors of your scene and build it with them at the same time, with live changes and voice.

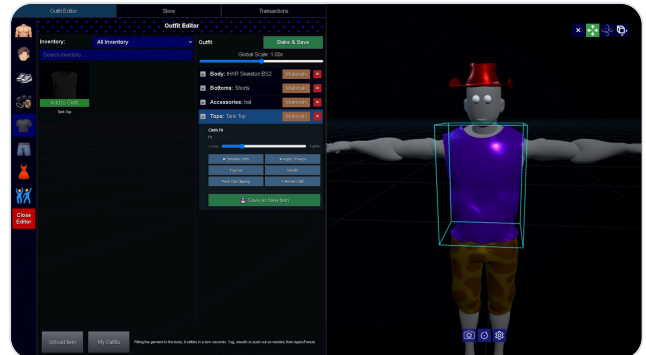


Real clothing for real creators

The avatar editor is a fashion studio in the browser. Clothing is simulated as real cloth and draped onto each avatar, so a jacket, dress or skirt fits every body it is worn on, and creators can make, sell and wear it all in one place.

Clothing that fits

- **Cloth fitting:** press Auto Fit and the garment settles onto the body like fabric, following its shape instead of floating or cutting through it.
- **Fine-tune by hand:** pull fabric out with the tug brush, smooth a patch, push out any clipping, then freeze the result. Stiffness, elasticity and damping set how the fabric behaves.
- **Shoes and hair fit themselves:** shoes snap to the feet (both at once or one at a time) and hair is shaped to the head, with a brush to tug it into place.
- **Movement:** hair, skirts, tails and accessories can swing as you walk and dance.
- **Materials and placement:** change colours and textures, move, rotate and scale any piece, or attach it to a hand, foot or other body part.



Upload

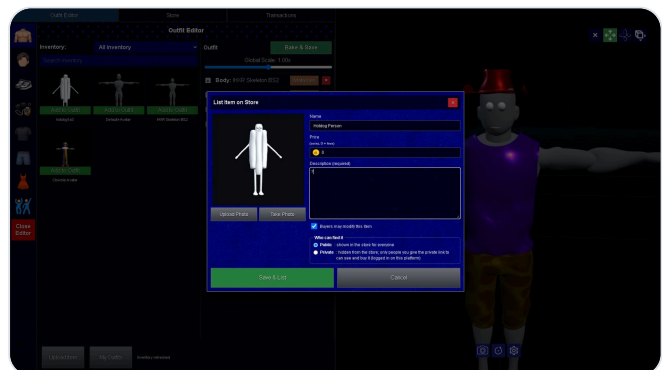
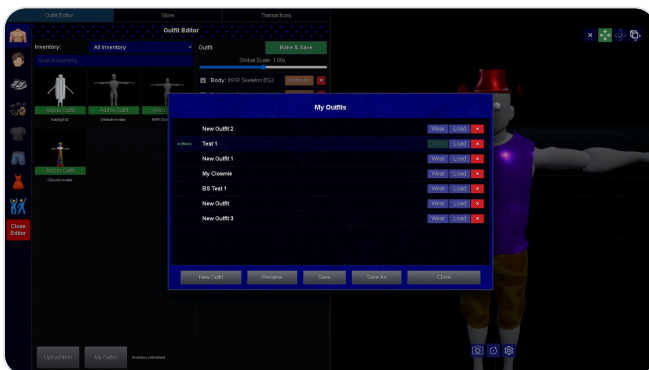
Upload clothing, hair, shoes, accessories and emotes. Items are sorted into tops, bottoms, dresses and robes, shoes, hair and accessories.

Sell

Save a fitted piece as a new item, take its photo, name and price it (or make it free) and list it in your store. Buyers get exactly that version.

Wear

Buy from the store and wear it straight away. Mix pieces into outfits, save as many outfits as you like and switch between them.



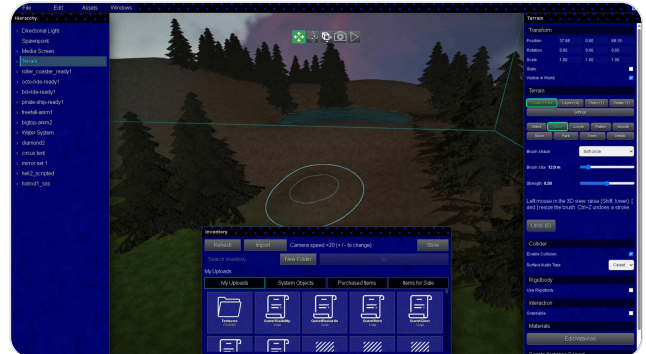
Creators earn coins for every item sold and can cash them out; see [How your platform earns real money](#).

Build anything

The scene editor runs in the viewer. Place models, lights and effects, set materials, add behaviour with scripts and publish with one click.

Terrain

- Sculpt hills, valleys and cliffs with brushes: raise, lower, flatten, smooth and noise, in several brush shapes, with a live brush outline.
- Paint up to eight texture layers, each with its own normal map. Grass, dirt, ground rock, mountain rock, sand, gravel, forest floor, mud and snow are built in; swap in your own texture at any time and the painted ground updates.
- Paint trees and grass. Grass is drawn only near the camera, so big landscapes stay fast.
- Walk on it: the terrain is solid ground for avatars.



Wind in the leaves

Any tree or plant can sway and flutter in the wind (Material Editor → Foliage Wind). Trunk and leaves move together, and only near the camera.

Media screens

Show web pages and videos in the world with 3D sound and a hearing distance you set per screen. Choose who may change each screen.

Watch together

Type *lyt* and a YouTube link: everyone sees the same moment, latecomers join in step, and at the end the screen says it has ended.

Scripts

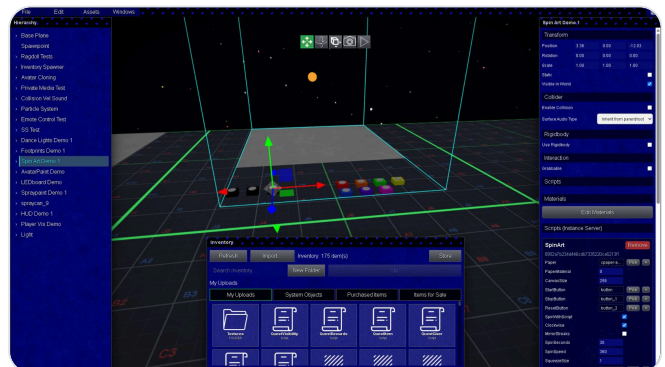
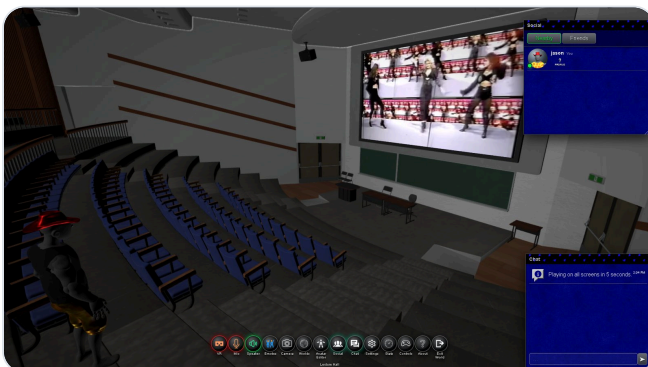
Gadgets, interactive objects, games, vehicles — you name it, with C# scripts and a fully documented Script API.

Portals and seats

Link worlds with portals, triggers and interactive objects. Add sit points to anything, from chairs to ride seats.

Skies & weather

Living skies with clouds, sun, moon, stars, rain, snow and lightning, in sync for everyone. Or a starfield or 360° picture.



Ticketed events, start to finish

Concerts, meetups, classes, launches and parties: any world can host an event, free or ticketed. Tickets are paid in coins, so the whole flow stays inside your platform.

1

Create it

In the viewer, open your worlds and add an event: name, world, start and end time, a picture, players per instance, and a ticket price in coins (0 = free).

2

It is listed

The event appears on your website's Events page and in the Events row of the viewer, with its picture, time and price.

3

People buy tickets

Members buy a ticket with their coins on the event's page (buying a coin pack first if they need to). One ticket per person; it shows under their tickets.

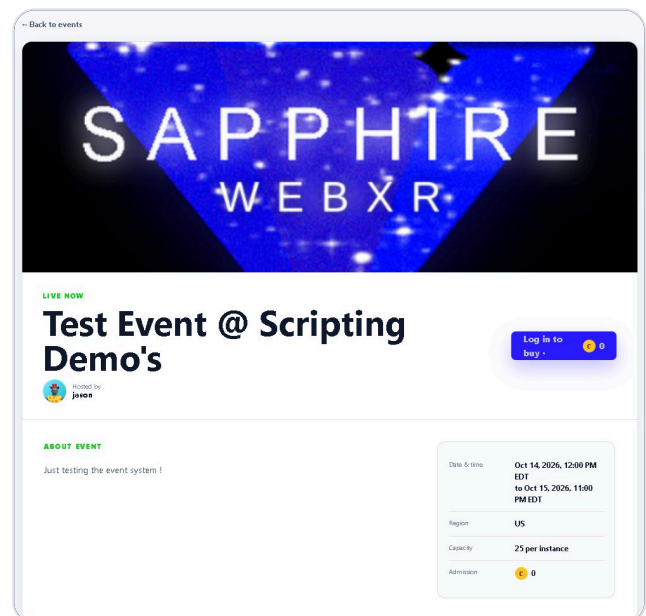
4

Doors open

Only ticket holders get into a ticketed event world; the host and your administrators always can. The coins go straight to the host.

Good to know

- The host keeps the full ticket price in coins, and can cash them out for real money (see the next page).
- Big crowds are split into instances of the size you choose, so every room stays lively and fast.
- Stream music and video into the event on media screens, in step for everybody with *lyt*.
- Your administrators can edit, hide or switch off any event on your platform.
- You decide the rules for refunds when an event is cancelled.



How your platform earns real money

Payments on your platform are handled for you: members pay by card through Stripe, and your share is collected in your Earnings balance and paid out to you in US dollars.



1. Pro memberships: your club fee

You set the monthly price. Use it like a club fee for whatever your platform and community offer. Every membership payment adds your share to your balance, every month it renews.



2. Pro-only worlds & events

Make any world or event open to your Pro members only, with one checkbox in its details in the Scene Editor. Everything is open to everyone unless you tick it.



3. Paid event tickets

Restrict entry to an event with a paid ticket. The host keeps the coin earnings from every ticket sold and cashes them out like any creator.



4. You choose who can build

Decide who gets the Scene Editor: everyone, Pro members only, or only your administrators and the people you pick.

Coins are the same on every platform: 1 US cent = 1 coin (\$5 = 500 coins up to \$100 = 10,000 coins). They are sold and cashed out by us, so you never carry the cost of coins your members buy or creators cash out.

How the money moves

Your share	Every Pro membership sold on your platform: you keep your share of the sale (70% at our current rate); our share covers card processing, the service and hosting.
Coins & cashouts	Members buy coin packs from us and spend them on tickets and items. Creators, including you, turn earned coins back into money at 100 coins = \$1, minus a 30% cashout fee that covers card and payout costs, once they reach the minimum cashout. Cashouts never come out of your balance.
Your payout	Your Earnings tab shows every Pro membership sale and payout, and the balance we owe you. We pay it to you by bank transfer or PayPal on our payout schedule.

Sapphire WebXR (Live)

Open site Open viewer Open admin area

Overview Branding Viewer scenery Store Website Domain & embeds Users Admins & access Quotas Payments **Earnings** Billing

Pro membership sales: \$0.00
InHouseXR commission: \$0.00
Paid out to you: \$0.00
Balance owed to you: \$0.00

Ledger
Every Pro membership sold on your platform, the commission and the payouts you received. Coin packs are not included; coins are bought from and cashed out by InHouseXR, the same on every platform. The balance is what InHouseXR still owes you; questions go to support@virtualworldsystems.com.

DATE	TYPE	DESCRIPTION	AMOUNT
No sales yet.			

Payments on your platform
Payments on Sapphire WebXR are handled by InHouseXR. Your users pay for Pro memberships and coin packs through a secure checkout; you never handle cards or need a payment account of your own. Creator cashouts (users turning their coins into money) are processed by InHouseXR as well. You earn 70% of every Pro membership sold on your platform; InHouseXR keeps 30% for payment processing and running the service. Your earnings are paid out to you by InHouseXR; see the Earnings tab for the running balance.

Pro membership
A monthly membership that gives your users more storage and premium features. Set the price to 0 to switch it off.
Monthly price (USD)
5.00
Current price: \$5.00 / month.

Coin packs
Coins are the currency for the marketplace and events. The packs are the same on every platform: 1 US cent = 1 coin, with no discounts, so coins keep the same value everywhere.

- \$5.00 = 500 coins
- \$10.00 = 1,000 coins
- \$25.00 = 2,500 coins
- \$75.00 = 7,500 coins

Pro can also be given away with gift codes for 1 day up to forever; gifts are free for the member and earn nothing.

Design every page

-
- The top screenshot displays the Unreal Engine 4 interface. On the left is the 'Content Browser' showing a hierarchy of assets. The central 'Viewport' shows a 3D scene with a character in a red and white striped shirt. The right side features the 'Details' panel for the selected character, showing various properties and settings. The bottom of the interface includes the 'Outliner' and 'Log' panels.
- The bottom screenshot shows the Unreal Engine 4 interface with a different scene. The 'Content Browser' on the left shows a hierarchy of assets. The central 'Viewport' displays a 3D scene with a character in a red and white striped shirt. The right side features the 'Details' panel for the selected character, showing various properties and settings. The bottom of the interface includes the 'Outliner' and 'Log' panels.

Your platform's own content drops into your design as live widgets that always stay up to date. Each one has its own parts (header, lists, cards, filters, facts, buttons) that you can restyle, rename or hide, and you can build your own sections above and below it.

The world directory and every world's page: picture, facts, visitors and "Open in viewer".

Upcoming events and each event's page with its picture, time, price and ticket button.

Your marketplace: item cards, item pages and buying with coins.

Every member's profile page, in
your style.

Photos taken in your worlds,
with a page for each picture.

Help pages and your Terms,
ready to use or turned into your
own fully editable pages.

- Your own domain with a free certificate, or embed the platform in the website you already have.
- Remove any section with one click and bring it back any time; earlier versions are kept, and a "coming soon" page covers the site while you work.

You run your community

Admin tools

Manage members, worlds, events and cashouts, make members administrators, ban people from a world or the platform, and see every admin action in an audit log.

Member safety

Members can block people (they disappear from view, and their messages are marked) or mute them for a visit. Screens and building can be limited to owners.

Storage you can see

A storage bar on your dashboard and notifications at 80 % and 95 %. Upgrade in a minute when you grow.

Always up to date

New features arrive automatically. Your worlds, members and pages are kept safe while we update.

Plans and billing

- Plans are priced by storage. Change plan at any time; the difference is settled on your next invoice.
- **Your price is protected:** if prices go up, a subscription that is already running keeps the price it started at.
- Cancel any time; your platform stays online until the end of the period you paid for.
- Received a gift code? Redeem it when you order and pay nothing while the gift lasts.

Questions

Do my visitors need to install anything?

No. The viewer runs in the browser on computers, tablets, phones and VR headsets.

Do I need technical knowledge?

No. Everything is done from your dashboard and your website's admin pages. We run the servers.

Can I use my own name and domain?

Yes. Your members see your name, logo and address, not ours.

Who writes the rules for my community?

You do. You publish your own terms and community rules and moderate your platform; our terms cover the service we provide to you.

Features and prices may change over time. See our website and Terms of Service for the current plans.