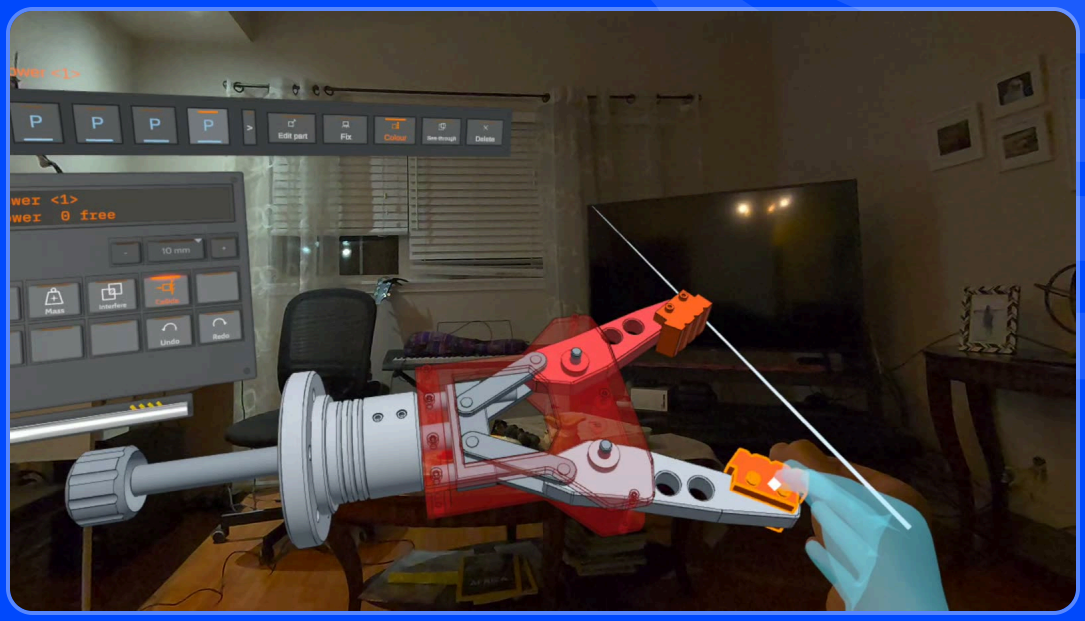
SpaceSuit XR

SPACESUIT CAD · PLAYTEST

Playtester Guide

Install it, make your first part in about ten minutes,
and tell us where it got in your way.



BUILD
2026.11.9

DEVICE
Meta Quest 3 or 3S · hands or controllers

CONTACT
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1 Welcome, and installing

Thanks for testing. Here is what you're getting into.

SpaceSuit CAD is parametric CAD that runs standalone on a Meta Quest 3 or 3S, with a PC version in the works. You sketch a shape, give it exact dimensions, and turn it into a solid; every step stays editable on a timeline. It all happens in passthrough, so the part sits in your room, at any size, including its real one.

It's a work in progress. Expect rough edges, and please tell us about them: that's the point of the playtest.



In your own room: seated at a desk, turning the sample valve's wheel in passthrough (mixed-reality capture).

Installing

1. **Open the invite link we emailed you**, in a browser signed in to the same Meta account as your headset, and accept the invite.
2. **Wait for our approval.** We approve testers by hand, usually within a day.
3. **Install from the headset.** SpaceSuit CAD then shows up among your apps on the Quest. If you can't find it, open the invite link again in the headset's own browser.

Before you start

- **Sit at a desk or table** with a clear space in front of you. Everything is within arm's reach; you don't need to stand or walk around.
- **Hands or controllers:** both work. If you use your hands, make sure hand tracking is on in the headset's settings, put the controllers down out of reach so the headset doesn't switch back to them, and keep the room well lit.

Pressing keys

Rest on any key for a moment and a one-line tip says what it does.

To	With hands	With controllers
Press a key	Touch it with a fingertip, or point at it from where you are and pinch	Point the ray at it and pull the trigger
Move a panel	Pinch the bar under it, carry it, let go	Hold the grip on the bar, carry it, let go
Move and turn the part	Pinch it and move your hand	Hold the grip on it
Resize the part	Pinch it with both hands and pull apart	Grip with both controllers and pull apart

2 Your first part

The guide in the app walks you through it, step by step.

The first time you open SpaceSuit CAD, a guide panel appears under the console. It shows each step with a moving ghost hand, and moves along with your work. You can always bring it back with VIEW then Guide. In short, it goes like this:

1 · Meet the console

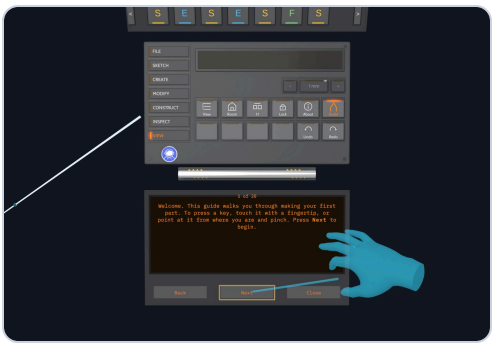
The dark panel is the console. The keys down its left are the mode keys; press one and its buttons appear on the right. Pinch the long bar under it to move it where it's comfortable.

2 · Handle a sample

A valve appears, cut open to show its inside. Bring it close, turn its wheel to open it, resize it with both hands, and turn it with your wrist.

3 · Start your own part

FILE then New, then SKETCH: a drawing board opens in front of you.



The console, its mode keys down the left, the guide under it.



A rectangle on the board, its side typed on the keypad: 60.

4 · Draw and size a rectangle

Press Rect and touch two opposite corners. Press Dimension, touch a horizontal side, type **60** on the keypad, OK. Then a vertical side, **40**, OK.

5 · Make it solid

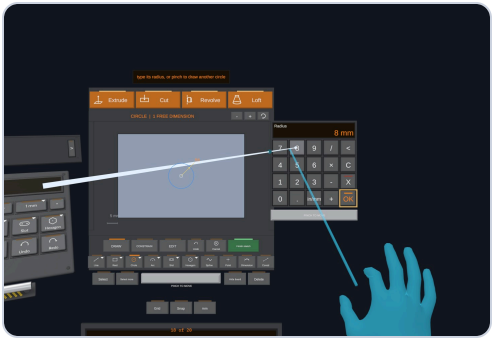
Press the big orange Extrude at the top of the board. Pinch the orange arrow, pull it up to about 20, and press OK.

6 · Cut a hole

Make the part bigger with both hands. Press SKETCH and touch the part's top face. Press Circle, touch the centre and then a little away, type **8**, OK. Press the big orange Cut, type **30**, OK: the hole goes right through.

That's the whole loop

Draw, size, extrude, cut. Your part is saved under FILE. From here, explore: change a dimension and watch the part rebuild, try the other tools, or open the sample assemblies.



A circle on the part's top face, sized 8 on the keypad.

3 Tell us how it went

Ten minutes of honest feedback is worth more than a polished report.

What helps us most

- **Where you got stuck or confused,** especially in the first few minutes, and what you expected to happen instead.
- **Whether pinch, point and grab felt reliable,** or your hands lost tracking at any point.
- **Anything hard to read or out of comfortable reach** while seated.
- **Anything that felt slow or jerky.**
- **What you'd want to design with it,** and what's missing for that.

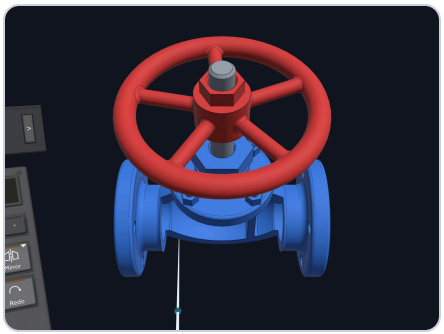
A screenshot or a short recording from the headset helps a lot, as long as nothing private is in view: passthrough recordings show your room.

How to send it

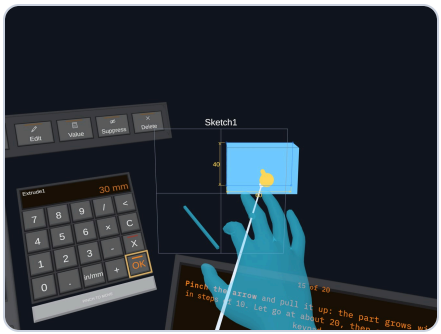
- **Email:** spacesuitxr@gmail.com, or reply to your invite email.
- **The Meta developer forum:** reply to the SpaceSuit CAD playtest post, if that's where you found us.

Good to know

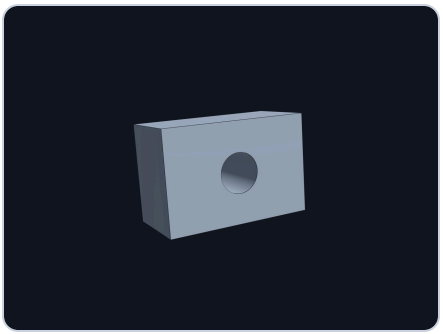
- **Your models stay on your headset.** SpaceSuit CAD doesn't send your parts or files anywhere. Details: spacesuitxr.com/privacy.
- **It saves as you go,** including undo history, and reopens where you left off.
- **Builds update through the store.** When we post a new playtest build, your headset picks it up like any app update.



The sample valve, its wheel turned open.



Extrude: pull the arrow, then OK on the keypad.



Done: 60 by 40, with an 8 hole right through.



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