

Innoactive.

XR CMS & App Streaming

Innoactive Portal is a comprehensive extended reality (XR) Content Management System (CMS) with built-in XR streaming, specifically designed to make Industrial Metaverse applications effortlessly accessible to users.

One-click to stream XR:

An intuitive, easy-to-navigate UI allows end users to discover apps through a Netflix-style XR portal or start any app stream via deep-links from any other system such as Calendar Invites

Cross-Platform Compatibility

Access your PC VR apps across platforms: Develop once, stream them to any standalone XR headset

Easy Administration & Management

For administrators, Innoactive Portal offers an extensive suite of application management features, plus integrations with other enterprise (XR) solutions. These include Single Sign-On (SSO), LMS Integration, Digital Rights Management (DRM), Analytics, and Version Control.

Seamless CloudXR Integration

Stream PC VR apps to standalone VR devices via embedded NVIDIA CloudXR technology and AWS/Azure/GCP GPU cloud services. It also allows your users to run any Desktop 3D app from within their web browser.

Remote Assistance and Interaction

Remote interaction with XR streaming users in directly from a browser. Use this to assist users in XR and control the application from anywhere.

Enterprise-grade security and IP protection

With XR streaming, your applications and 3D data never leaves the secure server environment. Additionally, applications can be protected in order to provide even additional protection in case that they are downloaded. Use SSO and our built-in permission management in order to manage access. Deploy our software in your own IT infrastructure for maximum security.

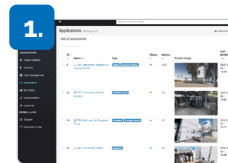
Works with leading technologies

Portal was built for the needs of large enterprises that need to rely on seamless integration of various solutions. That's why Portal works with leading XR hardware and software and is easy to integrate with your Single-Sign-On, MDM, LMS systems. Supported systems include e.g.:

Vision Pro Devices	Bentley Applications	Cesium Multi-User	CESIUM Applications	AWS XR Streaming Tech
Cintoo Applications	Unity 3D Engines	UNREAL ENGINE 3D Engines	NVIDIA Omniverse NVIDIA Omniverse	ENSCAPE Applications
Twinmotion Applications	VREX Applications	AUTODESK VRED Applications	Motive.io Authoring & Creation	MindPort Authoring & Creation
Meta Devices	VIVE Devices	PICO Devices	AWS Cloud Infrastructure	Microsoft Azure Cloud Infrastructure
NVIDIA CLOUDXR XR Streaming Tech	omnissa MDM	Microsoft Intune MDM	ArborXR MDM	ManageXR MDM
cognitive3D XR Analytics	photon Multi-User	madXR Authoring & Creation		

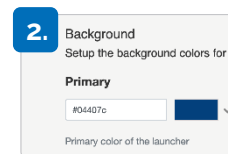


How it works:



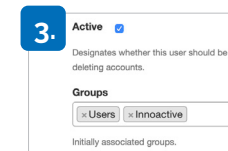
1. Upload your apps

Create your corporate catalogue of VR training applications



2. Configure look & feel

Set corporate colors and upload your company logo



3. Invite your users

Grant access permissions to ensure controlled distribution of your apps.



Technical specifications

Supported application types	<ul style="list-style-type: none"> Windows-based PC VR (.exe) Windows-based Desktop 3D (.exe) Android Standalone VR (.apk)
Supported 3D engines and applications	<ul style="list-style-type: none"> Unity Unreal Engine NVIDIA Omniverse Enscape TwinMotion Autodesk VRED
Supported XR headsets	<ul style="list-style-type: none"> Streaming to Standalone XR: Meta Quest (Pro), HTC Vive Focus 3/Elite, Pico Neo 3/4, Lenovo VRX, and AndroidXR (end 2025). Download to PC-based VR: HTC Vive (2,3,Pro) Oculus Rift, Varjo Apple Vision Pro
HMD pairing mechanism	<ul style="list-style-type: none"> Users authenticate via Innoactive Portal website, e.g. using corporate SSO Users connect a XR HMD by entering a 6-digit PIN shown within the headset
Hosting options	<ul style="list-style-type: none"> Managed service by Innoactive on AWS, GCP and Azure public cloud On-Prem license for own hosting / private cloud available
Multi-user / XR collaboration	<ul style="list-style-type: none"> Compatible with any Multi-user framework such as Photon Engine Innoactive Portal will provide APIs to get authenticated user and Session ID on app level Send links to a collaboration session within a specific application
XR streaming	<ul style="list-style-type: none"> Stream PC 3D apps to the browser Stream PC VR apps to Standalone VR via integrated NVIDIA CloudXR technology Interactive web-based spectator view with mouse/keyboard interaction with PC app on cloud server Bandwidth requirements: 50Mbps for VR stream, 15 Mbps for 3D app stream to browser
Branding customization	<ul style="list-style-type: none"> Upload company logo, set background and call-to-action color Define Portal name (e.g. Innoactive Portal > [Your Brand] VR Academy) Define own terms and conditions for your users
Identity and access management	<ul style="list-style-type: none"> Set permissions to view, download, stream, edit app Manage access and set permissions on user, group or/and organizational level Limit access by expiry date
Multi-Organization support	<ul style="list-style-type: none"> Create isolated organizations to separate users from external customers or separated departments Define organization admins who can manage organizations user access and applications Share applications across organizations or keep them dedicated to each organization
DRM / Content protection	<ul style="list-style-type: none"> 2-staged access control system: First protection for unauthorized download, second protection against unauthorized use after download For second stage protection, we offer Portal Access Control plugin for Unity/Unreal (PC/Windows and standalone VR) and provide OAuth secrets per application
Single sign-on (SSO)	<ul style="list-style-type: none"> Integrate single sign-on with your SSO provider (e.g. Azure AD, Google) or any third party SSO provider using SAML, OpenIDConnect or OAuth 2.0
LMS integration	<ul style="list-style-type: none"> Supported LMS systems: most LMS (supporting external content deeplinking): Cornerstone, SuccessFactors, SABA, Degreed, etc.. Integration via deep-linking from assignments to start the application Configure one-click launch on specified device type (PC VR, standalone VR, In-browser stream) Pass/fail data backchannel via supported protocols: xAPI, SCORM LMS backchannel via 3rd party tools
Supported MDM/UEM systems	<ul style="list-style-type: none"> Meta Quest For Business, ManageXR, ArborXR, Ivanti, Intune, Workspace One, Vive Business Device, and Management System.
Analytics and Audit log	<ul style="list-style-type: none"> Dashboard with daily sessions, cloud streaming usage, (average) session length, top apps Audit log to track all changes to users / permissions / applications Compatible to 3rd party XR Analytics tools such as e.g. Cognitive3D
System components	<ul style="list-style-type: none"> Innoactive Portal web service (Docker image for on-prem deployment) Innoactive Portal client for Standalone XR Innoactive Portal client for Windows Innoactive Portal Access Control plugin for Unity/Unreal (PC/Windows and standalone VR)