

## HTC VIVE will be the first Virtual Reality headset manufacturer to support VRXF file format

**Munich, GERMANY (October 23, 2024)** - Many enterprises around the globe are eager to roll out Virtual Reality (VR) technology across the organization and establish VR as a standard technology for many use cases. While doing so enterprises are faced with the challenge of selecting and establishing a setup of VR hardware and software that is compatible and provides a great user experience for employees working with VR.

In order to improve the compatibility of VR projects, VRdirect has developed the VRXF file format as a standard for VR project creation and VR project sharing across devices. The VRXF file format was first released for AWE US 2024.

HTC VIVE is the first Virtual Reality headset manufacturer to support the VRXF format by enabling HTC VIVE headsets to open and play VRXF files. Enterprise users using headsets like VIVE Focus Vision and VIVE XR Elite will be able to work with VRXF files and quickly download and install the VRXF player (like the VRdirect app).

This simplifies the adoption of VR technology significantly as the user of a VR project does not have to worry about installing a specific player or consulting the creator of a VR project or general IT support in order to access VR projects. Using the VRXF file format, VR project creators can now easily share VR projects as VRXF files via E-Mail, File Sharing or other cloud services without the need to provide additional information for recipients on how to access and play the VR projects. This will significantly enhance the use of VR projects within enterprise organizations and still keep the security management.

HTC VIVE and VRdirect share the vision to simplify VR adoption for enterprise customers and ensure compatibility and the best user experience of their respective VR hardware and software solutions. Joint customers will greatly benefit from this partnership and technical integration.

**Thomas Dexmier, AVP of Enterprise, HTC VIVE**, said, “HTC VIVE is committed to ensuring open and interoperable ecosystems, which make immersive technology accessible for everyone. This can be especially important for Enterprise, and VRdirect’s initiative to establish a standard for VR project files can help to simplify the use of XR headsets at many enterprises.”

“HTC headsets like the newly released Vive Focus Vision headset are a great choice for many of our enterprise customers. By going to support the VRXF file standard, HTC and VRdirect are now providing a compatible setup of VR hardware and software to improve VR adoption across the organization.”

**Dr. Rolf Illenberger**  
CEO and Founder of VRdirect

## About HTC VIVE

HTC VIVE is the premier Extended Reality (XR) platform and ecosystem that creates true-to-life XR experiences for businesses and consumers. The VIVE ecosystem is built around premium XR hardware, software, and content. The VIVE business encompasses best-in-class XR hardware; VIVEPORT platform and app store; VIVE Enterprise Solutions for business customers; VIVE X, a US\$100M VR business accelerator; and VIVE ARTS for cultural initiatives. HTC's business also includes the spatial collaboration platforms VIVERSE and VIVERSE for Business, the VIVE Mars CamTrack virtual production system, and our G REIGNS 5G connectivity solutions. For more information, please visit [www.vive.com](http://www.vive.com).

## About VRdirect

The Munich-based tech company VRdirect ([www.vrdirect.com](http://www.vrdirect.com)) is an enterprise-grade, no-code Virtual Reality platform that helps large companies easily create, manage, and share immersive VR content for internal training and communications as well as external sales, marketing, and customer support use cases. VRdirect's platform facilitates seamless VR content sharing and consumption across environments and devices and hence mitigates the challenges for enterprises that want to take advantage of the Metaverse but are faced with a fragmented and incompatible hardware and ecosystem market.

VRdirect supports enterprise customers along the entire process of developing and implementing global-scale VR strategies and roll-out.