



VIRTUAL REALITY MEDICAL SIMULATION

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Protocols/Websites/Network Ports/IPs

SimX VR headset and computer applications communicate via HTTPS websockets with the SimX cloud servers to download assets and synchronize scenario status.

For customers operating on secured networks, it may be necessary to explicitly set the network security systems to allow the catch-all root domain *simx-infra.com*.

For some systems, it may be necessary to explicitly allow all of the individual SimX server URLs. A comprehensive list of these URLs is kept updated here: <https://static-assets.simx-infra.com/simx-allow-list-full.txt>

Bandwidth

We don't generally provide detailed requirements because SimX is very bandwidth insensitive as content is loaded onto devices and rendered on-device with minimal communication with our central server. SimX only requires external connectivity over standard web ports (80 and 443).

The one instance where low bandwidth can cause a sub-optimal experience is during initial loading of content onto headsets, as some are a few hundred mb per scenario.

However, this only needs to occur once with every version of the scenario and then the content is permanently cached on the headset and so we recommend that content for any given session be preloaded onto the headset.