



MOZILLA HUBS BASICS GUIDE

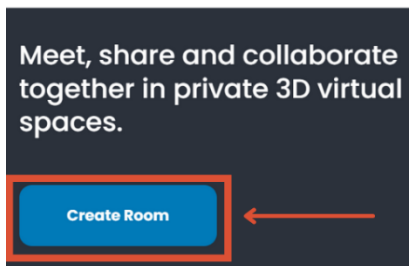
WHAT IS MOZILLA HUBS?

Mozilla Hubs is an open-source virtual collaboration platform, allowing you to create fully customizable and interactive virtual 3D spaces. The tool is easy to navigate and compatible with most devices (e.g., web browsers, mobile devices, VR headsets). No software download is required, and creating an account is both simple and optional.

Mozilla Hubs is an excellent and engaging tool for students and faculty, to use for a variety of opportunities and experiences. You can create and customize virtual classrooms, group study rooms, conference spaces, exhibits, and more!

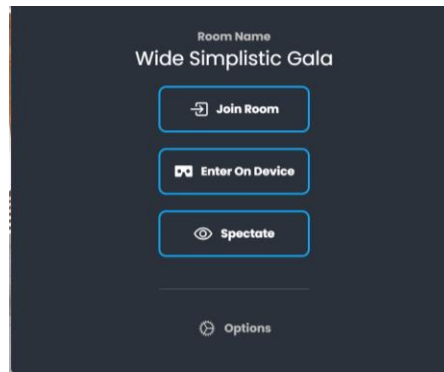
GETTING STARTED

1. On your preferred device, go to <https://hubs.mozilla.com/>
2. Click “Create a Room”

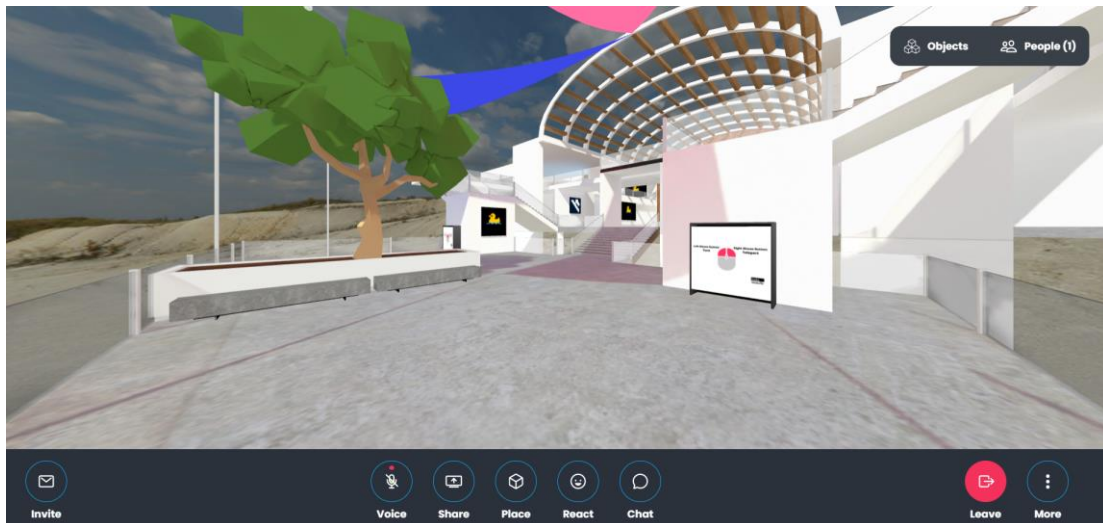


3. A room will be randomly generated. Click “Join Room” to enter the room. Test and adjust mic/audio settings as needed.

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CONTROLS AND FEATURES



- **Invite (Mail Icon)** – Share the room’s URL, room code, or embed code with others
- **Voice (Mic Icon)** – Mute and unmute your microphone
- **Share (Desktop Icon)** – Share contents of your device screen or camera
- **Place (Cube Icon)** – Create and share PDF and image files, links, videos, 3D models, and more in the room
- **React (Emoji Icon)** – Share emojis in room

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- **Chat (Speech Bubble Icon)** – Communicate with others via text
- **Leave (Exit Icon)** – Exit room
- **More/Menu (Three Dots Icon)** – Opens menu with additional options and settings
- **Objects (Three Cubes Icon)** – Displays a list of items generated in the room
- **People (Two Persons Icon)** – Displays a list of users in the room

Keyboard and Mouse Controls

- **Move** – W, A, S, D or Arrow Keys
- **Turn** – Left Mouse Button or Q and E keys
- **Fly Mode (Toggle)** – G Key
- **Move Faster** – Press and Hold Shift
- **Show Object Menu** – Space Bar

Touchscreen Controls (Mobile Devices)

- **Move** – Pinch
- **Rotate** – Single-finger drag
- **Open Object Menu (Toggle)** – Two-Fingered Tap

Oculus Controls (Quest 2)

- **Move** – Left Controller Thumbstick
- **Turn** – Right Controller Thumbstick
- **Move Faster** – B or Y Buttons
- **Show Object Menu** – Hold A or X Buttons

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COMMON TROUBLESHOOTING TIPS

Getting Stuck in Room Loading Screen

A room may be slow to load due to the number and complexity of objects existing in the room, and/or your chosen device. Computers typically perform better than mobile devices and VR headsets. If the room is loading for an extended period of time, try refreshing the browser or changing to a different device.

Audio is Cutting in and out

There may be a connectivity issue on your end, prompted by the number and complexity of objects in the room. Try refreshing the browser, or changing to a different device (computer, ideally).

Objects Disappeared After Leaving Room

If you are not logged into Mozilla Hubs, any object that you create in a room will disappear after you exit the room. Log into Mozilla Hubs (simple email verification) and “pin” the objects that you want to remain existing in the room after you exit.

FOR MORE INFORMATION AND ASSISTANCE

Visit the [guides created by Mozilla Hubs](#) for additional features and settings

For assistance, contact the USAHS Library by email at library@usa.edu

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