

Practical User Guide

VR Equipment

+ navigation



Guide

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Installing the virtual reality headset

1

Turn the wheel on the back of the helmet to widen the gap between the front and back of the helmet, allowing you to insert the helmet. Tighten with the same wheel to ensure that the helmet fits snugly against your face.

2

If you wear glasses (otherwise go to step 3): increase the space between them and the helmet's optical lenses. Note that testing with glasses will be easier if you tilt the back of the helmet upwards.

Inside the helmet, next to each of the optical lenses, there's a button that you press while pulling the extendable part that rests against your face towards you. There are four positions. Use the same mark on both sides. The glasses should not touch the optical lenses of the helmet.

3

Switch on the headset by pressing the start button for one or two seconds. You should see the Meta logo for the duration of the start-up. If not, press the button for ten seconds to restart.

4

Once the helmet is on, also adjust the strap above your head (with the Velcro) and use the small knob below (to your left) to adjust the distance between the two optical elements. Adjust it for best visual sharpness.

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Using the Controllers and their commands

- 1 **Please put the straps around your wrists**, so you don't risk dropping the levers and, what's more, you'll always have them close at hand even after making adjustments to the helmet with both hands.
- 2 **The triggers** are located on the front and are operated by the index fingers. They are used to point and select or move elements; just like the mouse on a computer.
- 3 **Grip buttons** are used to grip objects. For example, when you want to pick up an object from a table. These buttons are operated with the middle fingers.
- 4 **Thumbsticks** (or Joysticks) can be used to move along axes (lists or paths), but above all they activate "teleportation" in UbiSim simulations.
- 5 **The Meta Button** is very useful, as it allows the control panels to be displayed or not in front of the user. Pressing it for a longer time then recenter them.
- 6 **The other buttons** are less frequently used and are contextual to the application in use.
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Quick settings

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Settings



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Wi-Fi
ccolOT

Passthrough
On

Bluetooth
0 Devices

Boundary
Off

Microphone

Reset view

Night display

Do Not Disturb

Report problem

Travel mode



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Navigating with your headset on

- 1 When **the Meta button** on the right stick is pressed quickly, it displays or removes the virtual control panels. Pressing it for 5 seconds refocuses them in front of you.
- 2 **The control bar** is located at the bottom of the screen and features a number of useful shortcuts to, among other things, the most frequently used applications. The UbiSim icon should also be found here.
- 3 If absent on opening, **the "Quick Settings" panel** is accessible via the control bar, bottom left, where you see the time display. The most important controls are found on this panel. By default, **Wifi should be on the ccolOT network**, otherwise change it by pointing and selecting this tile. You should find it in the list. If not, select the network that's available to you.
- 4 **The "Library" icon** allows you to display the applications panel, should the one you're looking for not be found in the control bar shortcuts.
- 5 **The "Enter Immersive" icon** lets you switch from mixed reality to virtual reality and vice versa. You can also double-tap the sides of the helmet to achieve the same result.