

USER MANUAL & Important information



VR PRIMUS V4

Virtual Reality Headset For Smartphones

www.vrprimus.com

THANK YOU FOR CHOOSING A PRODUCT FROM VR-PRIMUS!

Important notes before you start:

Using VR headsets for longer periods can lead to headaches and dizziness, among other things. Wear the headset only for a couple of minutes the first time you use it and take a break every half an hour.

The image quality depends on the resolution and processing power of the smartphone. Nonetheless there will always be visible pixels as the smartphone is very close to the eyes.

The smartphone must have a gyroscope sensor in order to detect head movements during use.

Smartphone requirements:

System: Android (from version 4.1) or iOS (from version 8.0)
Screen size: 4.7" - 6.2"
Sensor: Gyroscope

1. Start Google-Cardboard app

Download the Cardboard app from the Android or iPhone App Store.



2. Scan QR code with the Cardboard app

QR codes adjust the smartphone image to your eye distance.

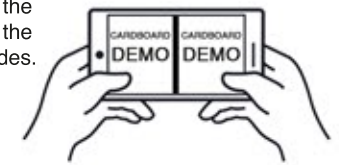


STANDARD QR-CODE
For eye distance: 60mm (2,36")

Image problems? Test more QR codes from the next page ----->

3. Start Cardboard-Demo

Start the "Cardboard-Demo" in the Google-Cardboard-App to test the VR-headset or to try other QR-codes.



4. Place the smartphone exactly in the middle

Position: The upper part of the smartphone should be next to the audio cable.



5. Adjust the sharpness at the side and on top



6. Control VR Apps with the control button



Control button problems? Help is on the last page of this guide.

Image problems? The standard QR code (from step 2) sets the image to an eye distance of about 60mm (2,36") . If you see the image twice, then your eye distance is probably much larger or smaller. Then test these QR codes or further QR codes at <http://QR.vrprimus.com>

Eye distance: 56mm (2,20")



Eye distance: 58mm (2,28")



Eye distance: 62mm (2,44")



Eye distance: 64mm (2,52")



Recommended Apps:

Compatible apps can be found in the Android or iPhone App Store under the keyword "Google Cardboard".

- Movies:** Within VR / YouTube (search for "360 Movies" and click on cardboard icon)
- Games:** InMind VR / Sisters / VR Space Stalker / Wizard Academy VR
- Mediaplayer:** Android: AAA VR Cinema / iPhone: Mobile VR Station
- Other:** Caribbean VR / Cardboard Camera / Google Street View

Problems with the control button:

When the control button is pressed, a rubber inside the VR headset presses on the smartphone screen. The control button does not work if the rubber does not apply enough pressure to the screen (e.g. because some screens are not touch sensitive enough) or if the rubber touches the screen even if the control button is not pressed.

In case of problems please try the following:

- Insert smartphone with or without smartphone case.
- Remove the protective foil from the smartphone screen (if available).
- Moisten the control button rubber.
- Carefully push in or pull out the control button rubber.
- Put something behind the smartphone.
- Pull both smartphones holder (in the VR headset, under the smartphone) together and place the smartphone on the holder.

Health and Safety

VR headsets provide an intense experience that distracts you from your surroundings. Long usage of VR headsets can lead to or intensify nausea, tiredness, loss of orientation, dizziness and headaches. Wear the headset only for a couple of minutes the first time you use it. Take a break for 10-15 minutes every half an hour. Stop using the VR headset immediately as soon as you don't feel well. In case of pregnancy, eye problems, heart problems, mental problems, and symptoms of epilepsy, we recommend that you consult a doctor before use. **Risk of injury:** Use the VR headset only in a safe surrounding and with enough distance to other persons and objects. Do not wear glasses when using the VR headset. Doing so may cause facial injuries. Use contact lenses instead. Do not use the VR headset if parts of the VR headset or the smartphone are damaged.

CHILDREN (IMPORTANT): The VR headset should not be used by children under the age of 13, as young children are in critical period in visual development and should be used by children over the age of 13 only under the supervision of parents. Not suited for toddlers. Contains small parts that could be swallowed.



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Designed in Germany by VR-PRIMUS GmbH - Made in China
VR Primus GmbH, Wöhlerstr. 8, 10115 Berlin, Germany
www.vrprimus.com | service@vrprimus.com

