

PiTool

User Manual

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Installation Environment

Preparation before installation:

- **PC Requirement:**

Now support desktop or notebook computers. If the player's computer uses dual screen or multi screen display devices, it is recommended that only one display device be used when using VR.

2、Graphic Driver Requirement:

NVIDIA graphic User: Please use the latest video driver version.

AMD graphic User: Please use 17.12.1 or earlier version of the graphics card driver.

3、OS Requirement:

Support above windows7 SP1 and 64 bit operating system, temporarily does not support 32 bit operating system.

- **Recommended PC configuration:**

Pimax 4K Series

OS: Windows 7 SP1 64bit/Windows 10 64bit

Memory: 4GB or bigger

CPU: Intel i5 or equivalent or later

Output: HDMI 1.4B, USB2.0/3.0

GPU: NVIDIA GTX1050/AMD R9 290 or later

Pimax 8K Series

OS: Windows 7 SP1 64bit/Windows 10 64bit

Memory: 8GB or bigger

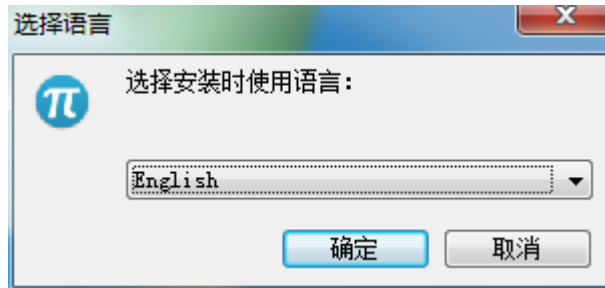
CPU: Intel i5 or equivalent or later

Output: DP1.4, USB2.0/3.0

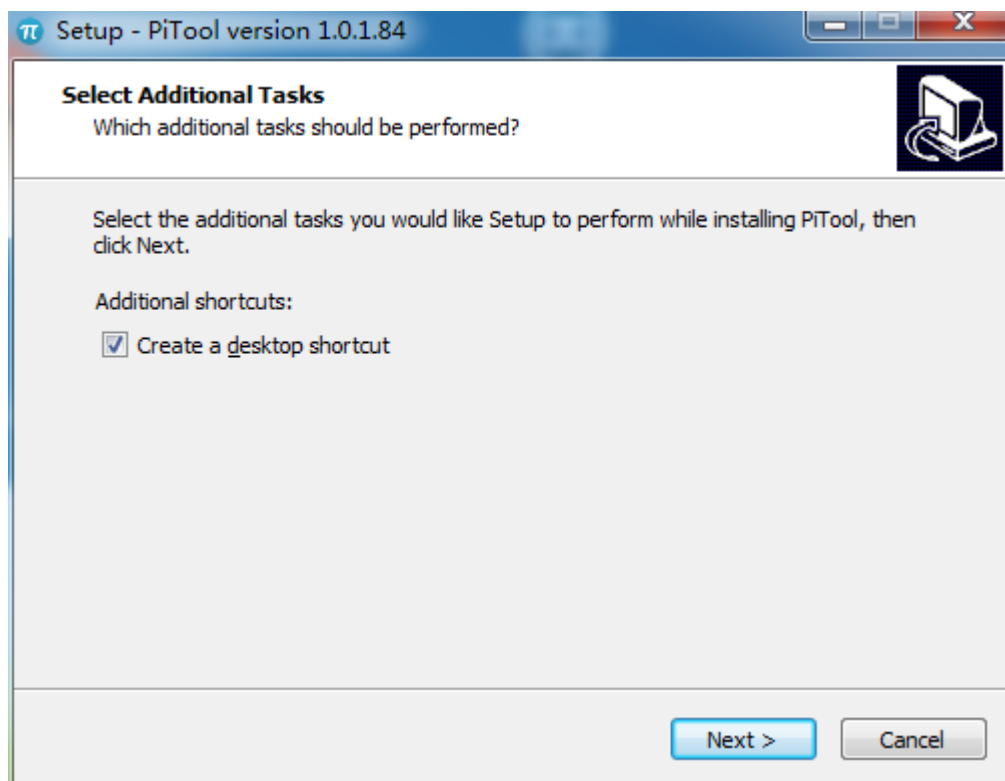
GPU: NVIDIA GTX 1070 or later

- This software currently supports WIN7 SP1, WIN10 (64 bit) operating system. Please check your computer before installation.
- Before you start to install, please close any antivirus/secure software to avoid installation failure.
- If you have installed the old version of PiTool, it will prompt you to uninstall the old version, and install PiTool after unstalling.
- Click and install PiToolSetup, and enter the PiTool installation process

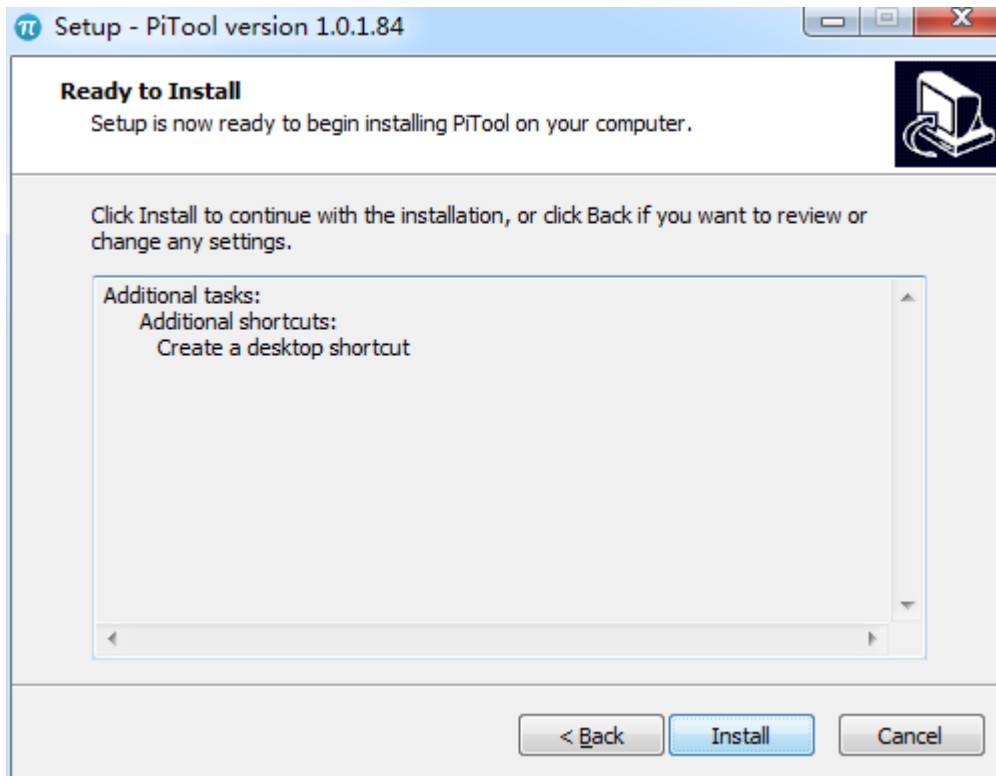
- Select the installation language, click ok



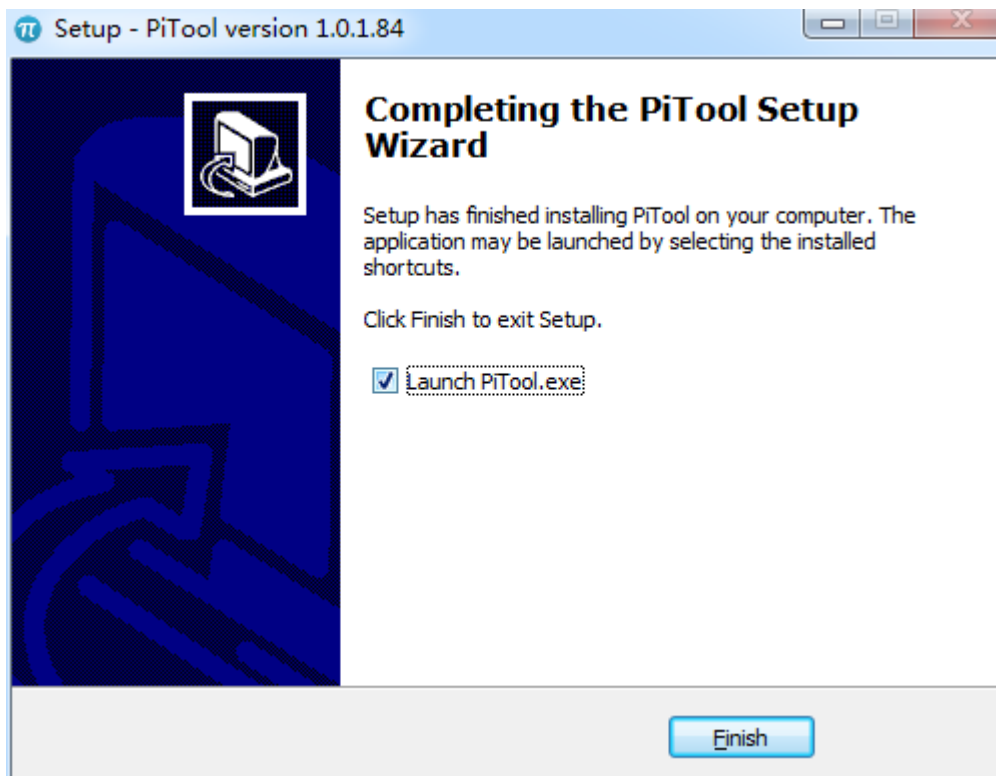
- Check whether to create a desktop shortcut;



- Wait for installation;



- Installation and completion.

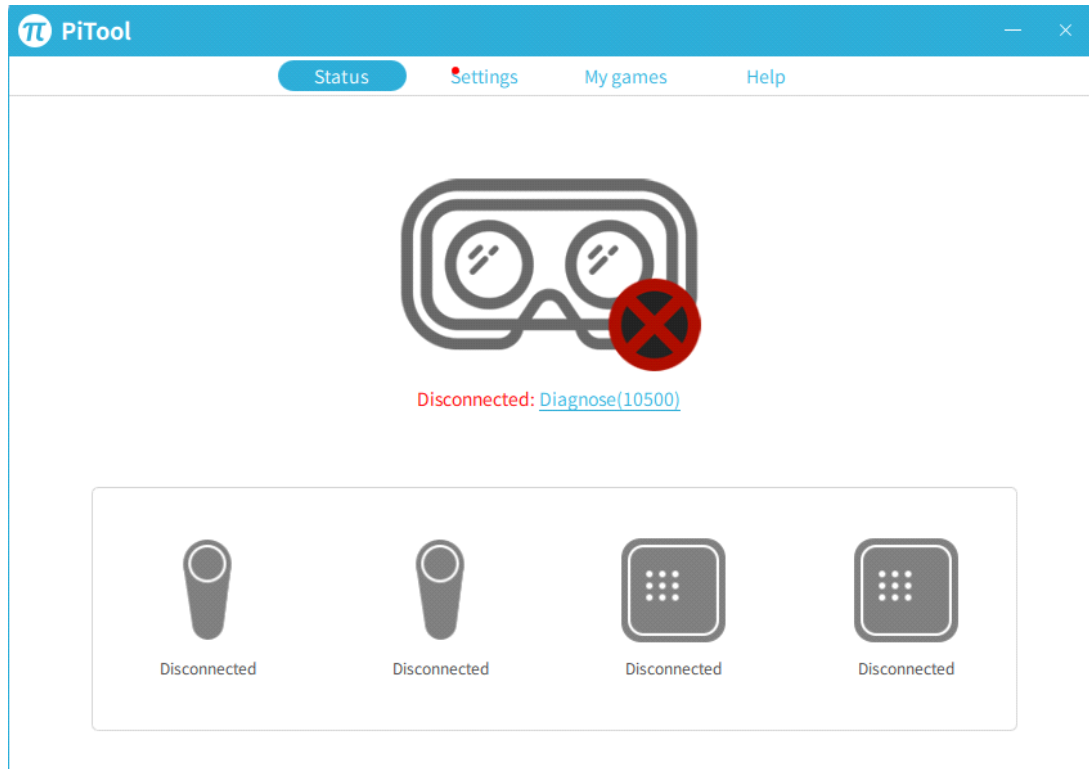


Software Function

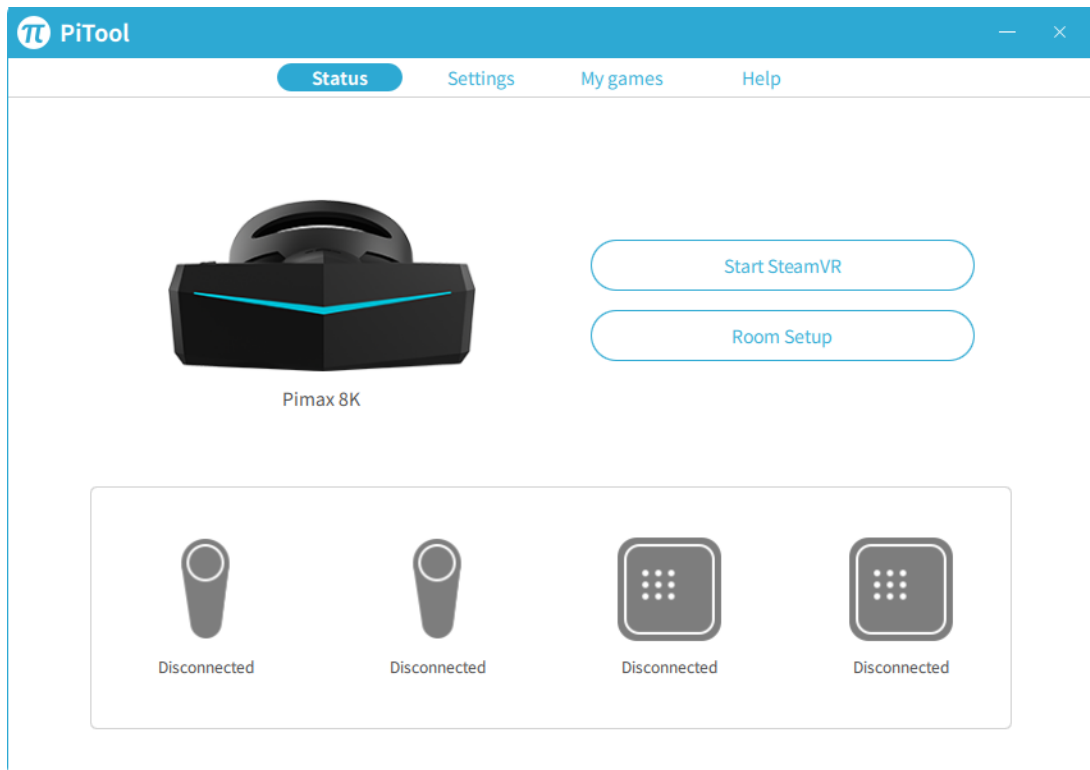
PiTool Function:

- PiTool is mainly divided into four modules: "Connection", "Setup", "My game" and "help". Users can play games conveniently and import or manage local content. The upper right corner minimization, closing options, and connection and settings allow players to set their own settings according to their own circumstances.

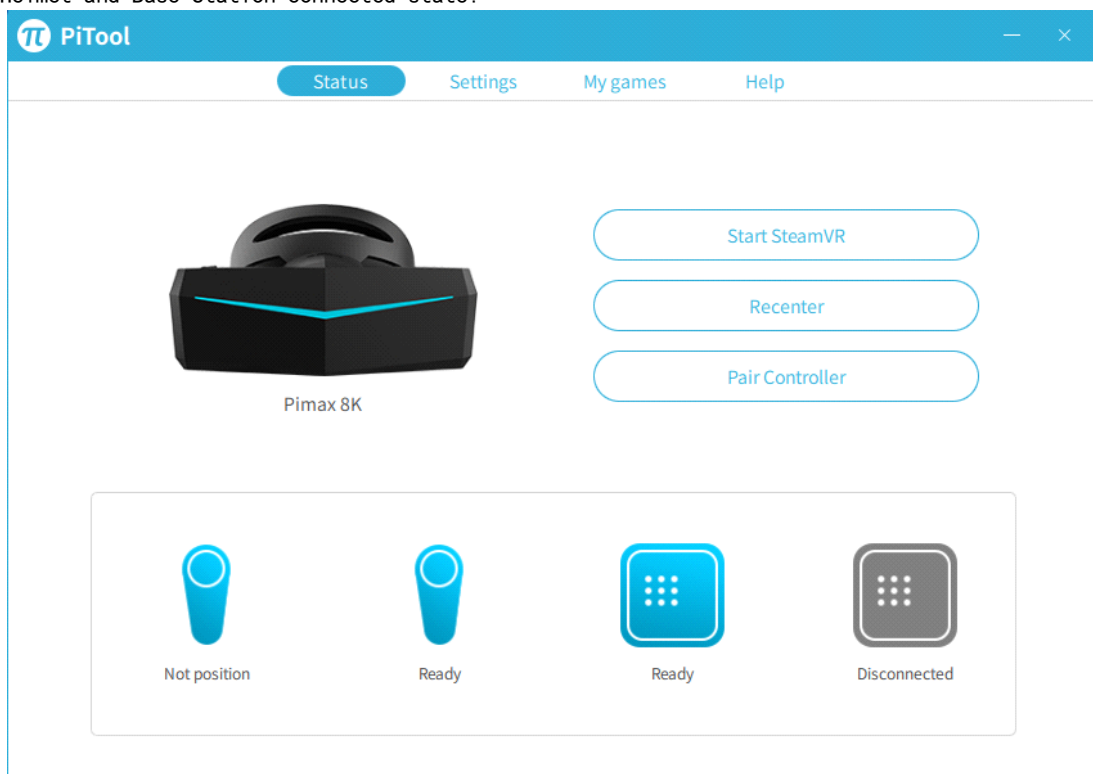
Disconnect state:



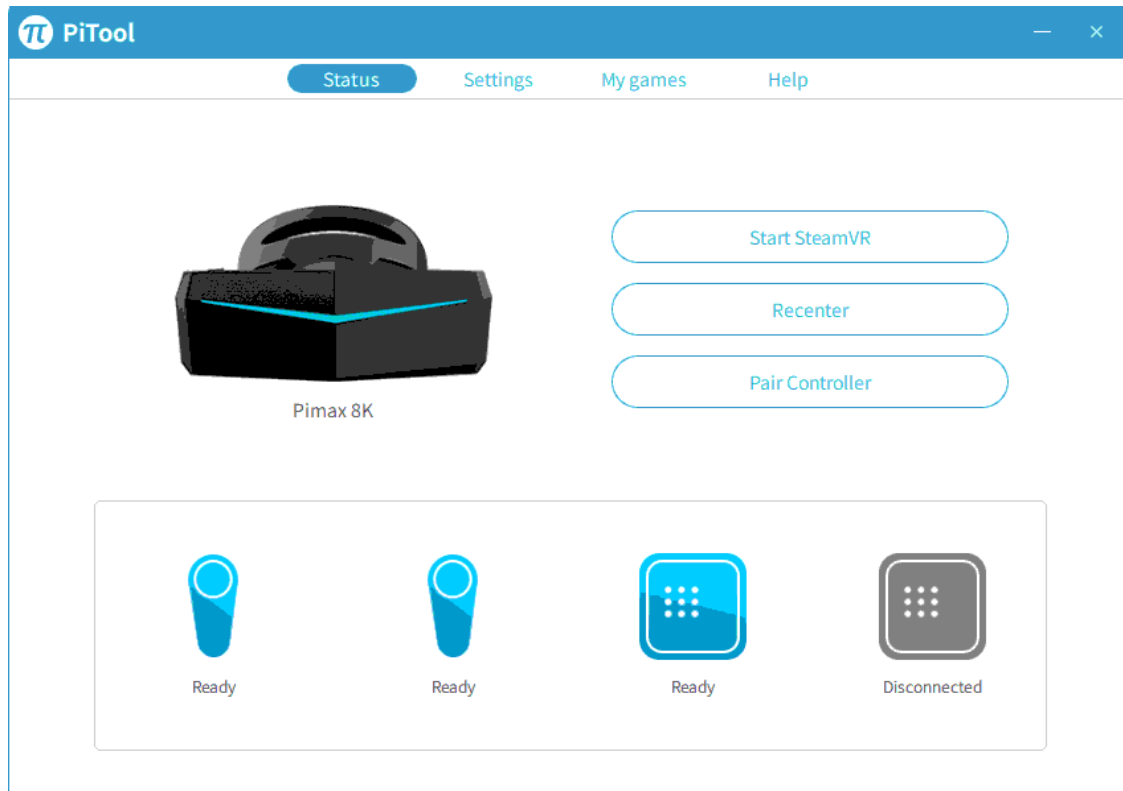
Helmet connected State:



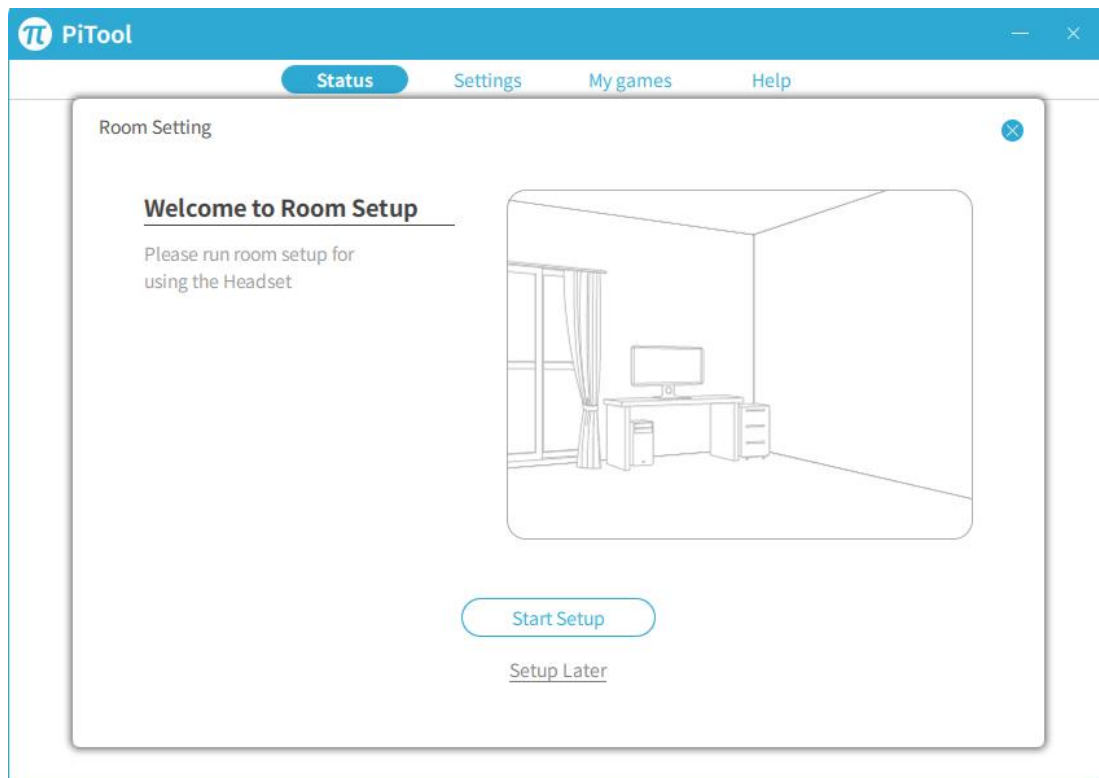
Helmet and Base Station connected state:



Helmet/controller/base station connected state:



- when the helmet is connected at the first time, it prompts the room setting of PiHome (from recommendation 80-150). After entering, click the calibration. ;



PiTool [Close] [Minimize]

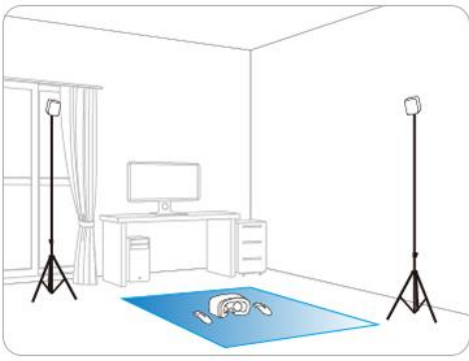
Status Settings My games Help

Room Setup [Close]

Establish tracking

Place the headset in a location visible from the Base Stations.

- Headset Ready



BACK NEXT

PiTool [Close] [Minimize]

Status Settings My games Help

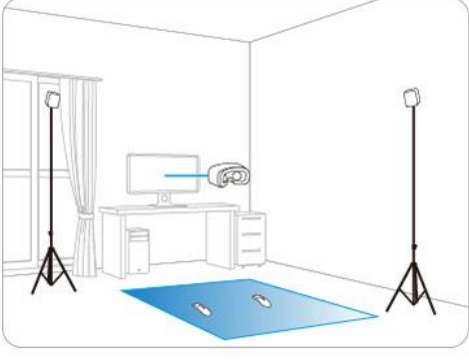
Room Setup [Close]

Calibrate your space

Stand in the middle of your cleared space while holding the Headset so that it is facing the default direction you want to face in VR.

Then click the Calibrate Center button or Trigger, and remain still while calibration completes.

CALIBRATE CENTER



BACK NEXT

Π PiTool [Close] [Minimize]

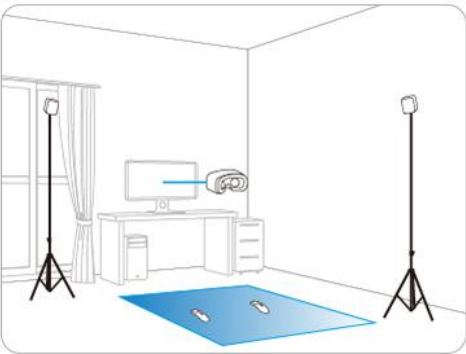
Status Settings My games Help

Room Setup [Close]

Calibrate your space

Stand in the middle of your cleared space while holding the Headset so that it is facing the default direction you want to face in VR.

Then click the Calibrate Center button or Trigger, and remain still while calibration completes.



[Redacted]

BACK NEXT

Π PiTool [Close] [Minimize]

Status Settings My games Help

Room Setup [Close]

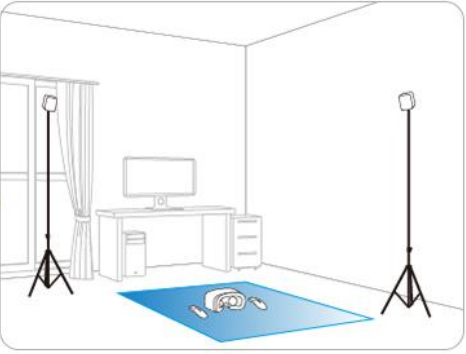
Locate the floor

Place the Headset on a stable surface and click the Calibrate Floor button. Then measure the vertical distance between the surface and the floor and enter it below.

Enter your height. If you place your Headset floor, enter 0.

cm

CALIBRATE FLOOR



BACK NEXT

PiTool Status Settings My games Help

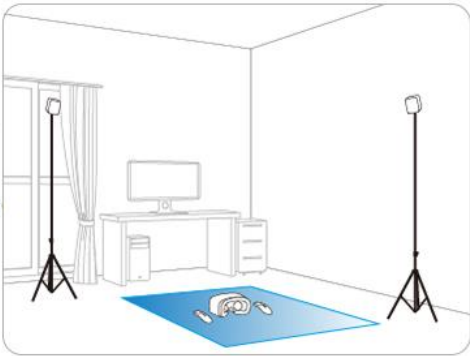
Room Setup

Locate the floor

Place the Headset on a stable surface and click the Calibrate Floor button. Then measure the vertical distance between the surface and the floor and enter it below.

Enter your height. If you place your Headset floor, enter 0.

cm




BACK NEXT

PiTool Status Settings My games Help

Room Setup

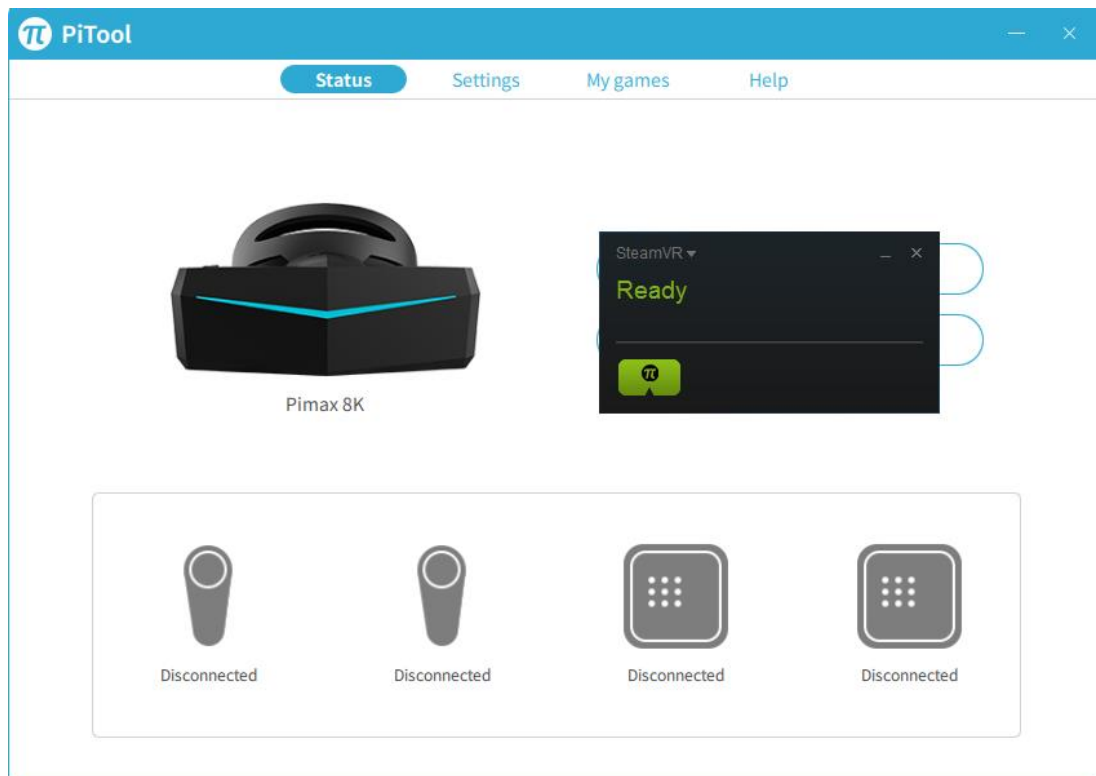
Setup complete

You've successfully completed room setup and your configuration has been saved!

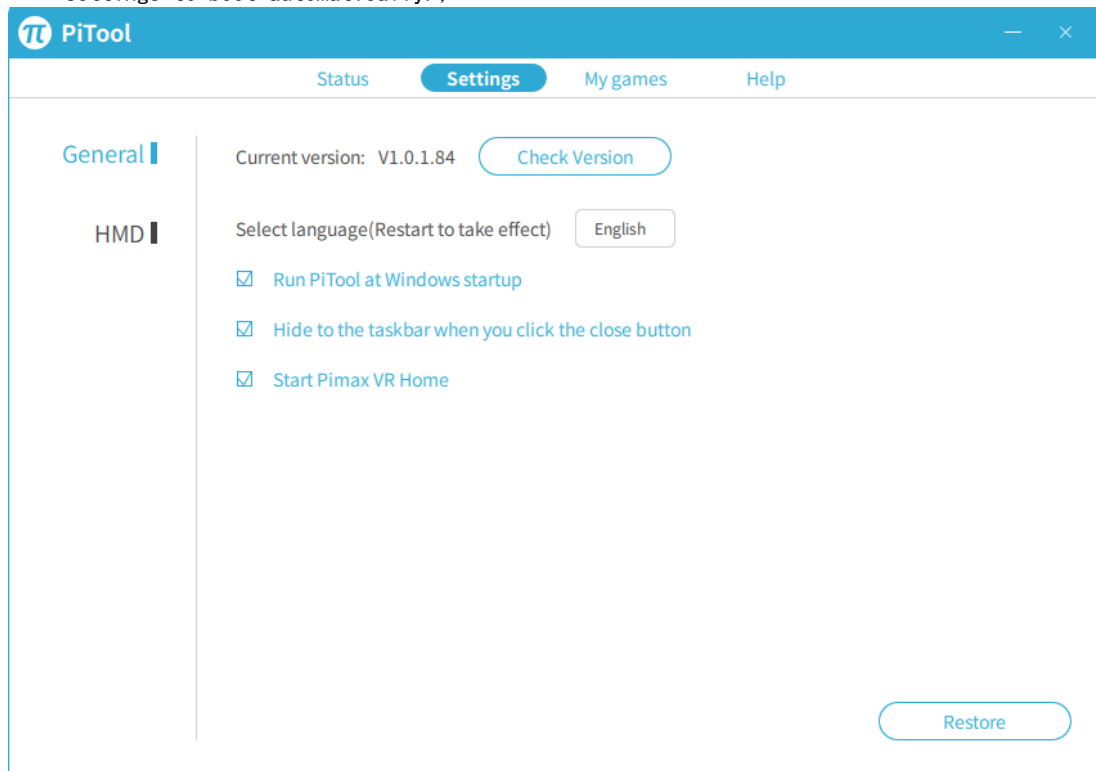


BACK DONE

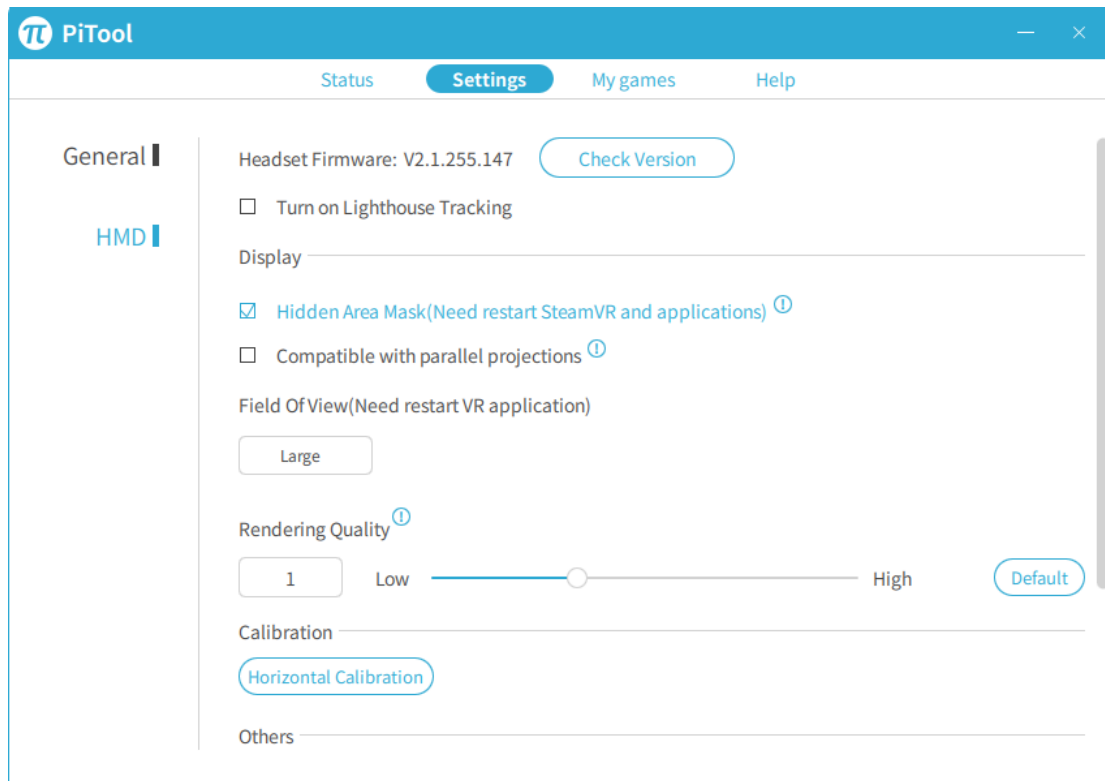
- click button and quickly start steamvr (need to install steamVR ahead of time)



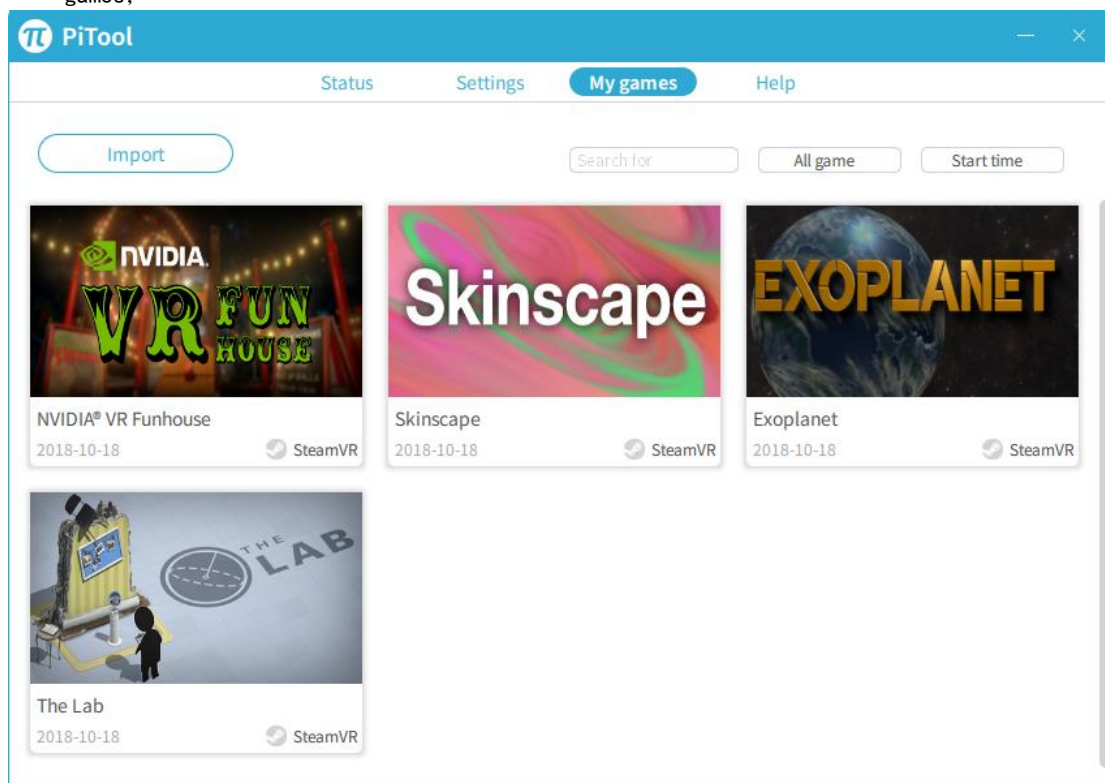
- the general interface can be set to see PiTool version number, language switch and settings to boot automatically.;



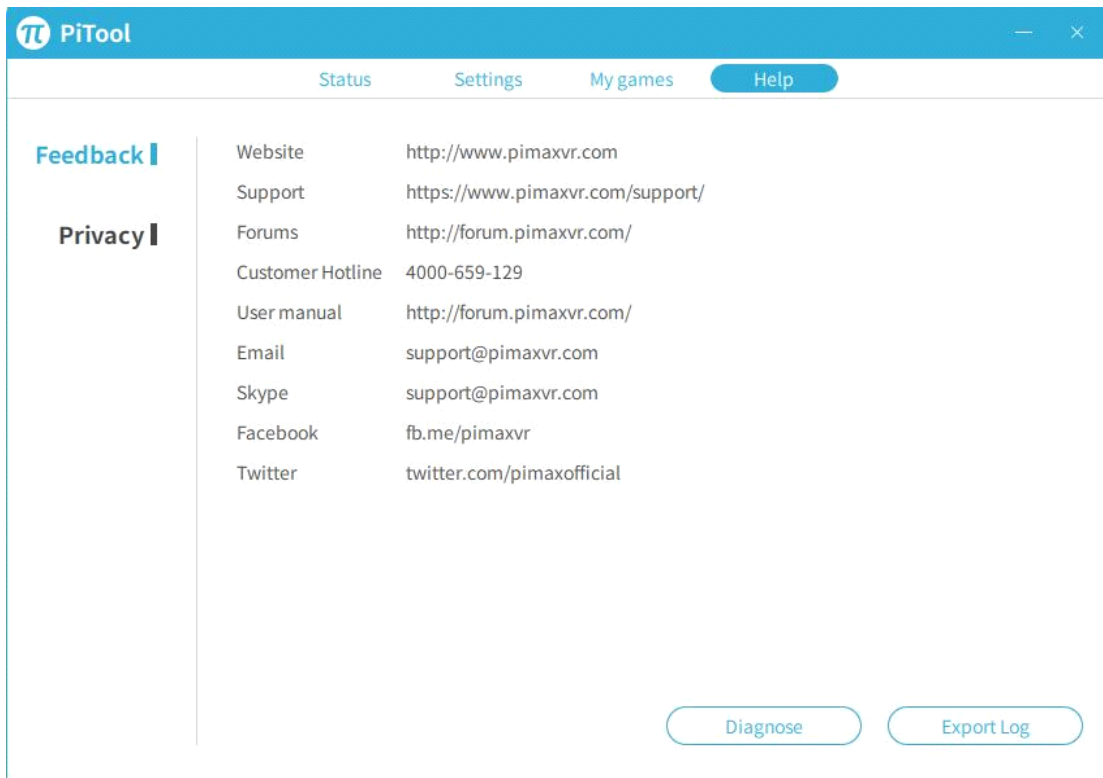
- the helmet interface can see the firmware version of the helmet (supporting update firmware), PiHome's room settings, and other functions.



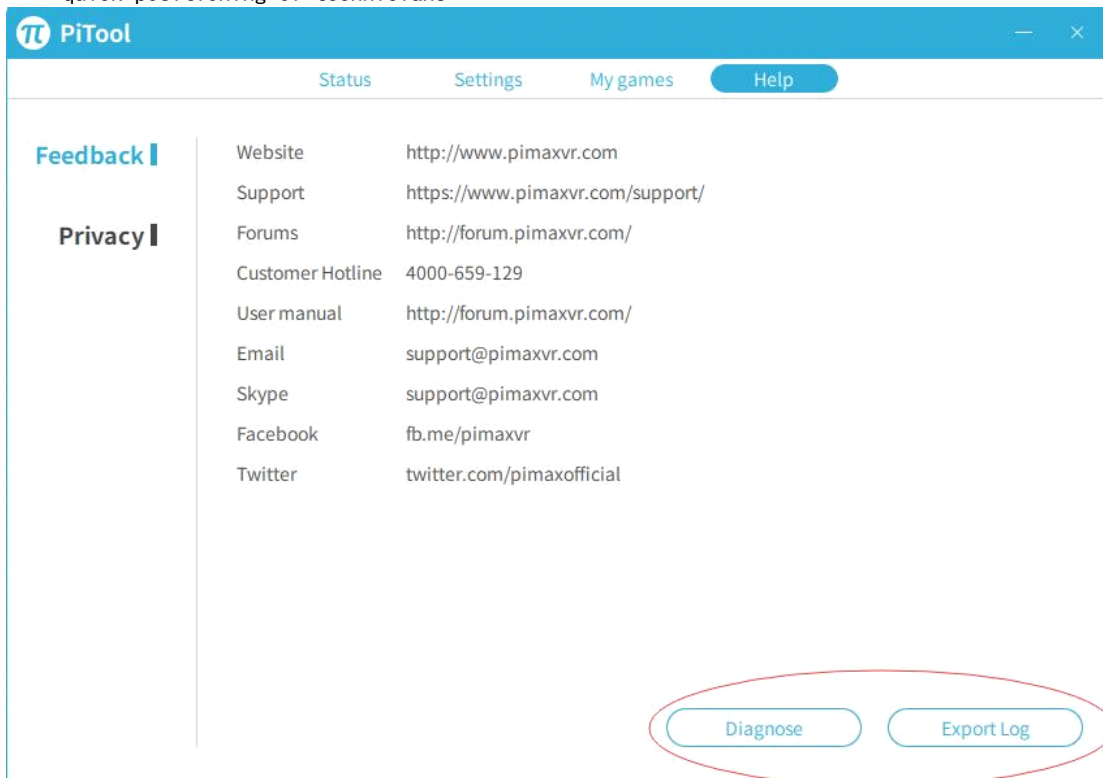
- My game interface supports local importing games and automatically importing downloaded games;



- help interface have related links to facilitate users to get service quickly. ;

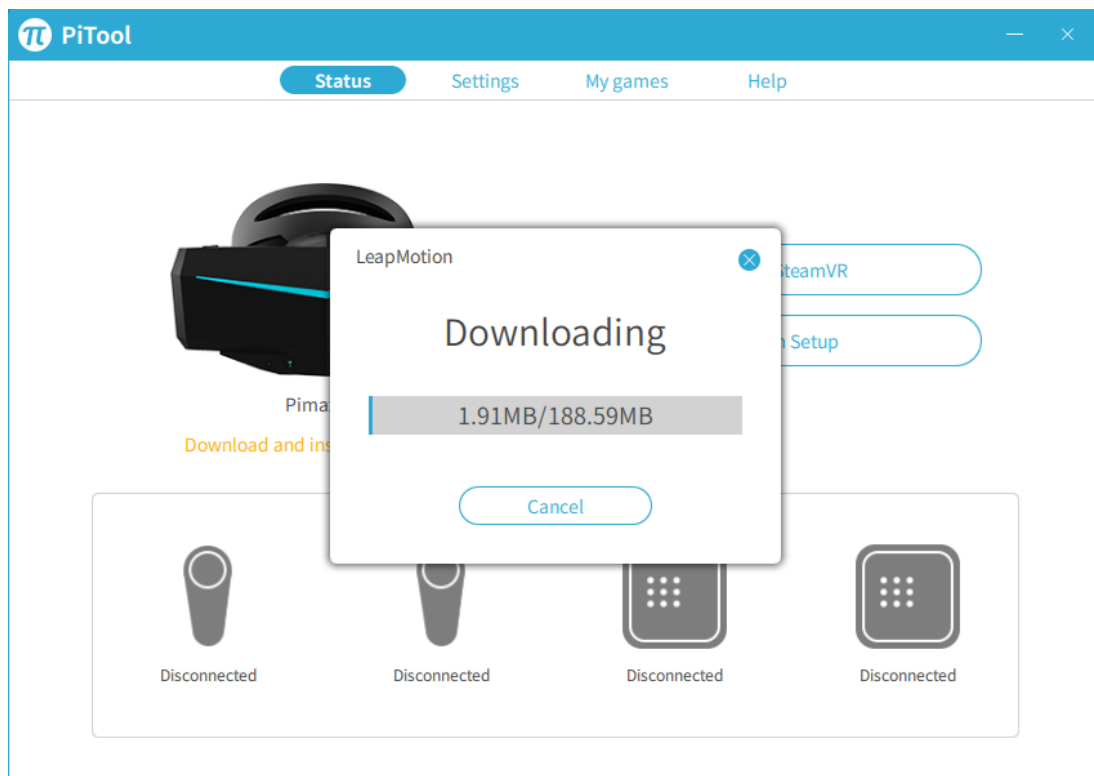
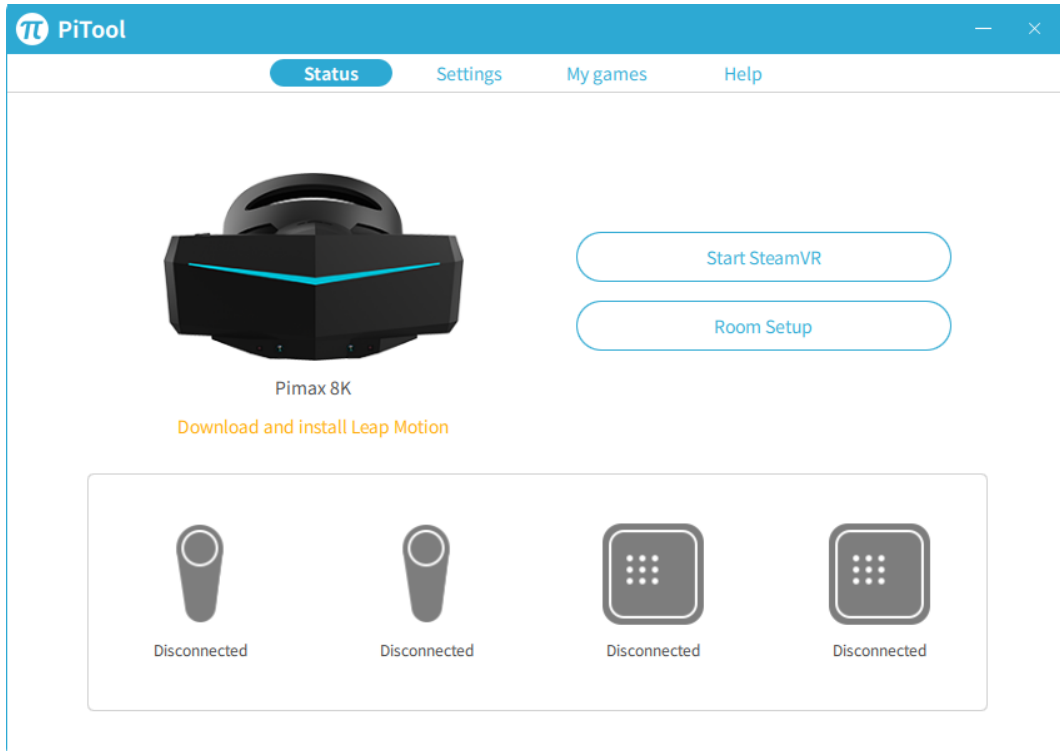


- environmental diagnosis is used to test computer environment; export logs facilitate quick positioning of technicians

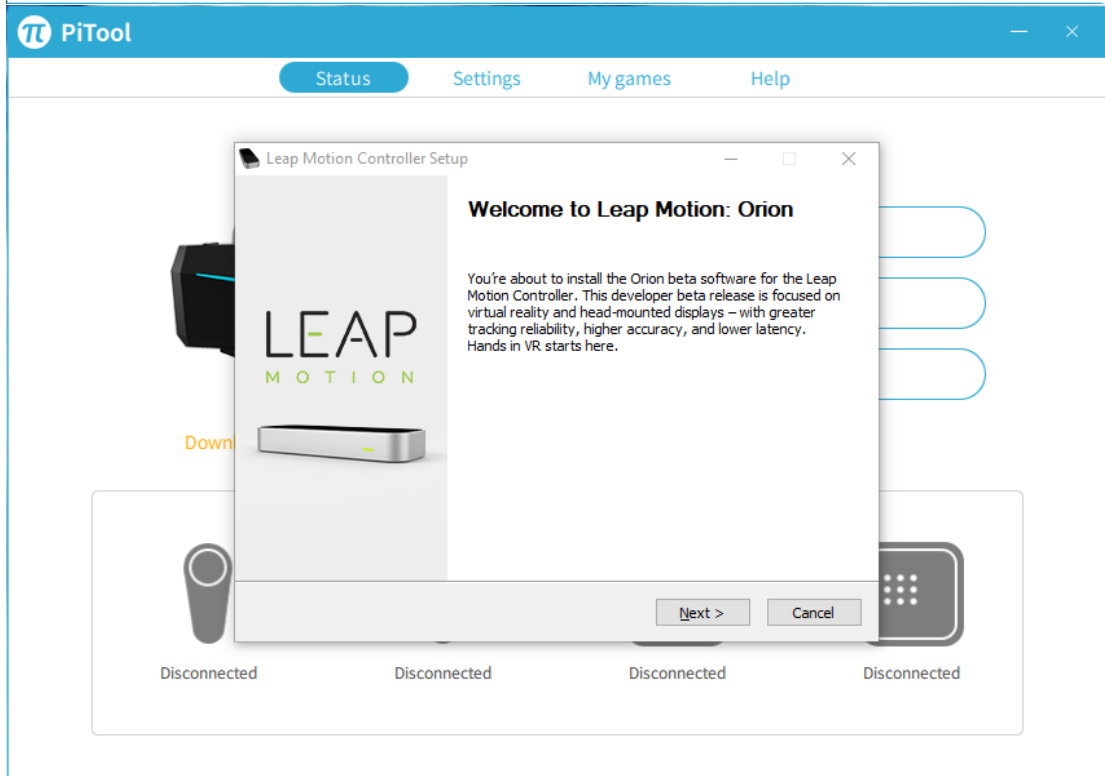
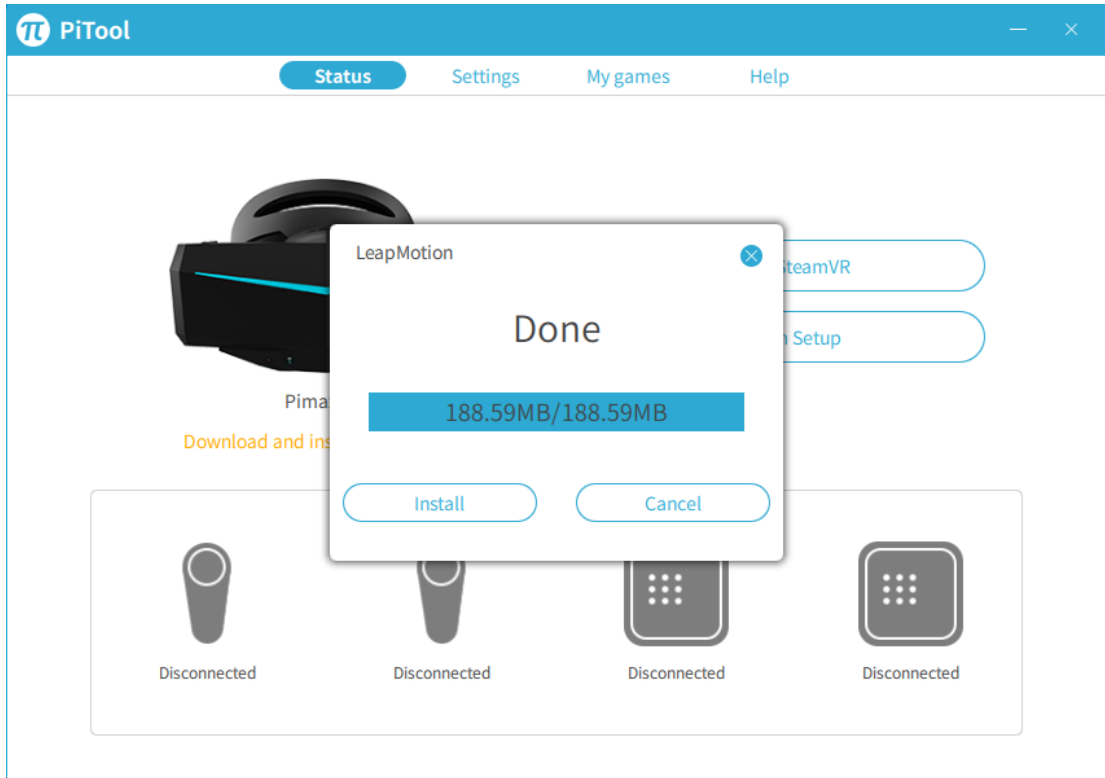


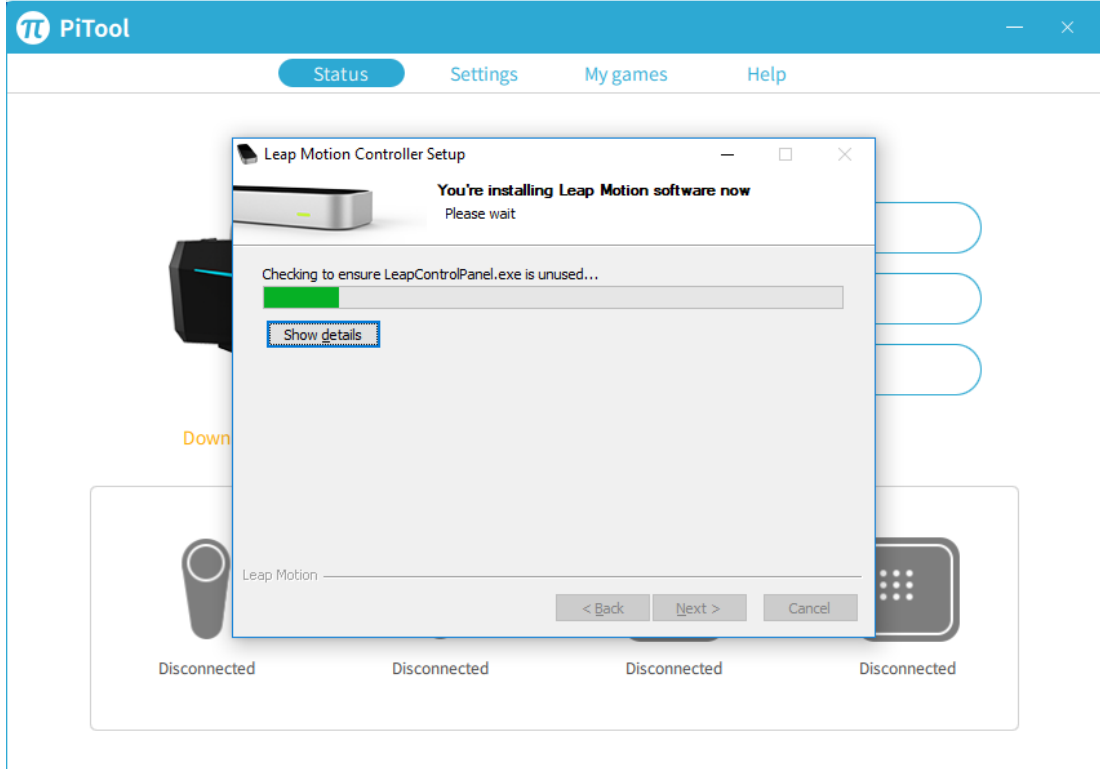
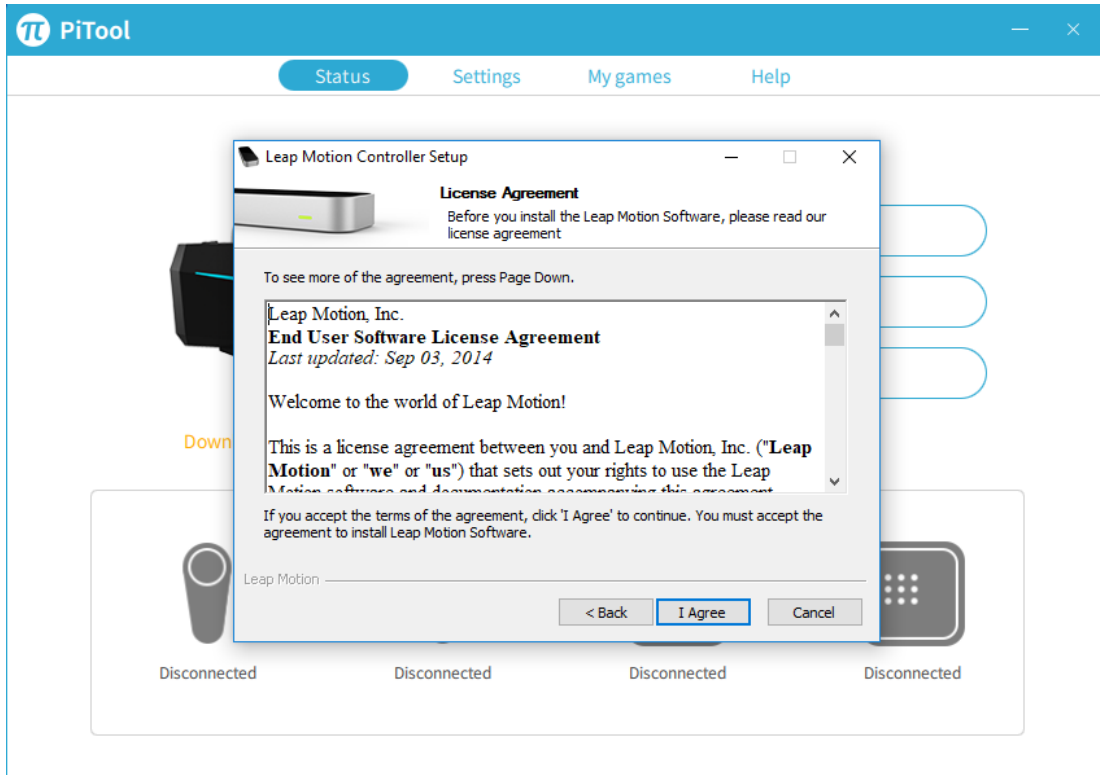
Leap Motion User Guide

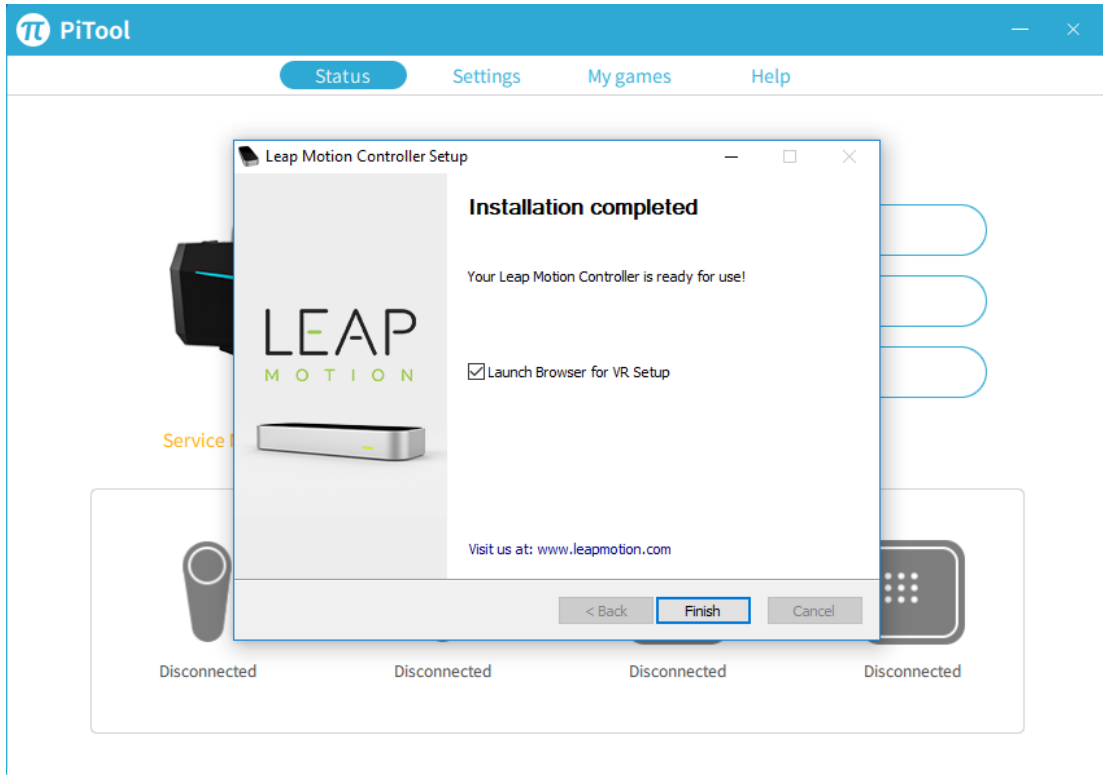
- when you plug in the module, you will prompt to download and install Leap Motion.



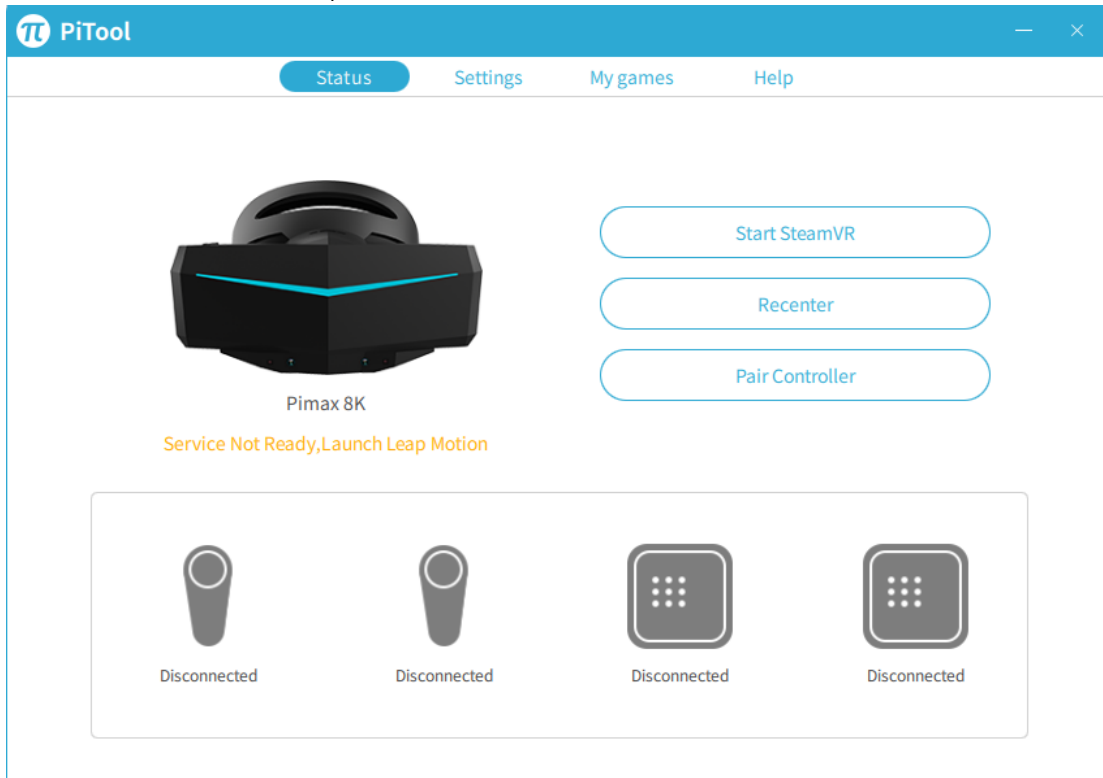
- Click to install immediately after downloading



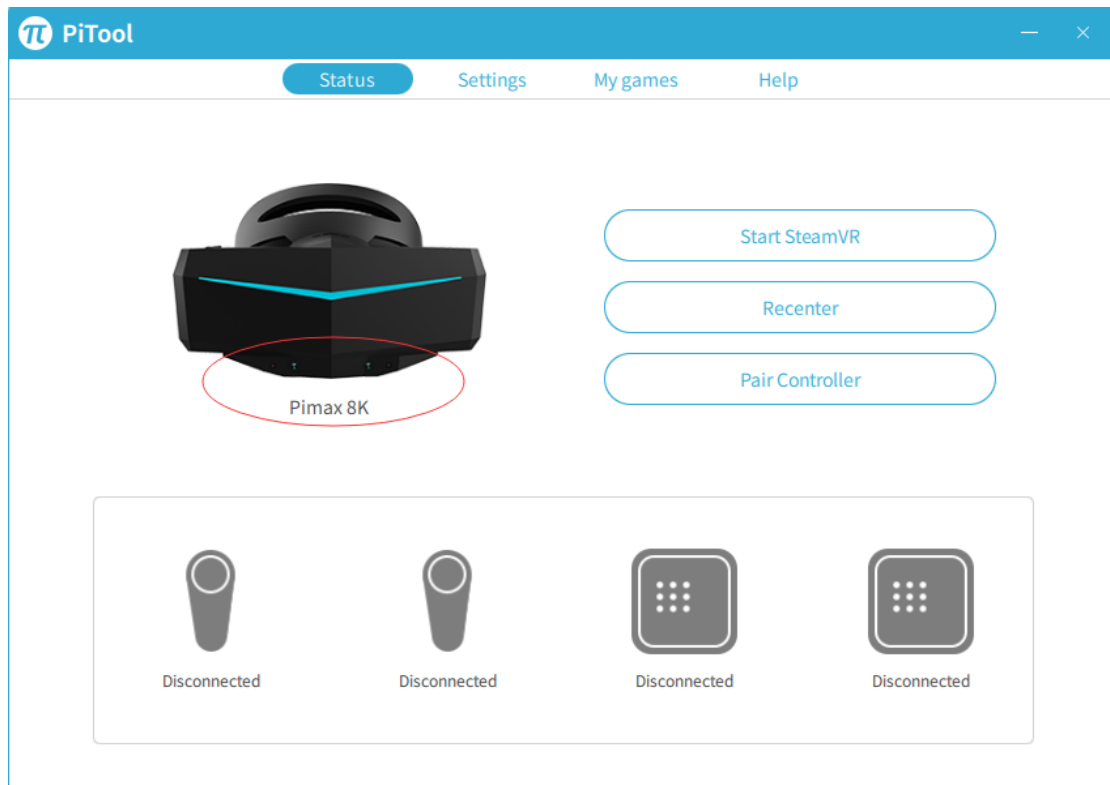




- Please click to run Leap Motion service, and the service will be launched.



- after successfully starting the service, you can see the Leap Motion module in the device diagram.



5 Click on the Leap Motion icon of the taskbar at the lower right corner of the computer desktop to view the device.

