GLIDE VR INSTRUCTION MANUAL

English. Rev. 0

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FREEFLY VR

Customer Support
support@proteusvr.com

HEALTH & SAFETY WARNINGS:

Safe Use Summary

Take a break every 10 minutes

Remain seated during use

Discontinue use if you experience motion sickness

Mind your head

Mind your surroundings

Use in an open space

HEALTH & SAFETY WARNINGS:

WARNING: All users of the Freefly VR head set and *Glide VR* gamepad should read these instructions carefully before using the head set. Failure to follow these instructions may result in serious injury.
Save these instructions.

Thank you for purchasing the *Glide VR* Bluetooth controller; begin your virtual reality experience to jump to the next level.

Suitability

Virtual reality is not suitable for everyone. Use of virtual reality equipment can cause dizziness, disorientation and other symptoms. If you have any doubt whether it is safe for you to use virtual reality products, please consult your doctor.

The user should NOT take the product apart and we bear no responsibility for liability nor product guarantee.

HEALTH & SAFETY WARNINGS:

Suitability (cont.)

Do not give the *Glide VR* to small children. Keep out of reach of children, when the device is not in use.

Storage

The *Glide VR* can be stored in the Freefly case along with the Freefly VR headset.

Store the *Glide VR* controller in a dry, room temperature area, out of the way of direct sunlight.

Disposal and Waste Recycling

Controller should not be disposed of in general waste. Device can be taken to your local recycling centre or returned to supplier.

Internal battery is rechargeable, replacing or disposing is not required. If the product fails to charge, the supplier should be contacted for repairs or replacement.

HEALTH & SAFETY WARNINGS:

Damage or Repairs

User should not attempt to repair or modify controller. This could result in product malfunction or effected game play and we bear no responsibility for liability therein.

If the product is damaged, broken or malfunctioning, user should contact suppliers for replacement or repairs.

Usage on Aircraft

Before boarding ensure the controller is fully switched off and only activated the allowed on flight. The products Bluetooth signal could interfere with aircrafts whilst on take-off and landing.

SETTING UP YOUR GLIDE VR:

Modes

For virtual reality applications, 'Game' mode will need to be selected. In this mode the *Glide VR* will behave as any console controller would. Any custom button mapping will be accessible within the game's settings.

If you want to use the *Glide VR* for other features not within virtual reality games, 'Key' mode will need to be selected.

For game play the controller can be held in the horizontal position and be held with both hands if user desires. This will give optimal game play experience, allowing the user to control the joy pad with one hand and the command buttons with the other.

SETTING UP YOUR GLIDE VR:

Modes (cont.)

As each app and Smartphone is programmed differently. The *Glide VR* button setup can vary between devices and apps.

VR is an emerging technology; there are no industry standards and Freefly VR cannot control these differences.
Some trial and error may be required.

Charging

To charge the *Glide VR* connect it via a USB cable to suitable charging point. The front facing LED will flash from red to magenta to indicate that the device is charging and a solid red to indicate full charge.
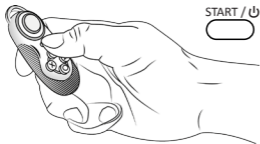
SETTING UP YOUR GLIDE VR:

Step 1: Smartphone Requirements

The *Glide VR* is compatible with iOS and Android smartphones with Bluetooth compatibility. For an up-to-date list of recommended smartphones visit freeflyvr.com;

Step 2: Turn on your Glide VR

Hold down Start button until the blue light comes on;

START / ⏻

SETTING UP YOUR GLIDE VR:

Step 3: Enable Bluetooth

AFTER the light starts flashing, enable Bluetooth on your smartphone and scan for devices. TIP: turning the controller on first will ensure a much quicker connection;

Step 4: Search for 'Freefly VR Glide'

The controller should be detected within 10 seconds and will have the name: 'Freefly VR Glide' followed by 4 characters;

Step 5: Pair to 'Freefly VR Glide'

Tap the name of the controller to connect it to your phone.

FREQUENT CONTROLS:

NB: Disclaimer

Reminder: VR is an emerging technology; there are no industry standards and Freefly VR cannot control these differences.
Some trial and error may be required.

These instructions are for _Android_ for iOS instructions, go to freeflyvr.com.

Step 1: Charging

Ensure the Glide VR has sufficient charge before use. The device will have some charge on delivery, but may require additional charging;

FREQUENT CONTROLS:

Step 2: Game Mode

The _Glide VR_ has two function modes, 'Key' and 'Game'. Most VR games will use the 'Game' function, so switch it to that mode now. To do this, turn the switch on the left hand side of the _Glide VR_ to 'Game' mode;

Game / Key

Step 3: Landscape

In 'Game' mode, you must hold the _Glide VR_ two-handed horizontally;

FREQUENT CONTROLS:

Game/Key

Choose Game mode for VR, and Key mode for other Smartphone functions.

Game / Key

Joypad (Game)

The Joypad works as directional in Game mode.

FREQUENT CONTROLS:

Accept (Game)

The Start, Square and Triangle buttons all work as *accept* most of the time in Game mode.

START / ⏻

Back (Game)

The X and Circle buttons all work as *back* most of the time in Game mode.

TROUBLESHOOTING:

This is a development kit controller, so there are issues that need some initiative or experimentation to solve. If you find a solution, or would like aid in finding a solution, contact support@proteusvr. com. Thankyou in advance for your understanding and help!

Ensure the device has charge before use. Charge the device before use. This gives the controller the full amount of power required for game play.
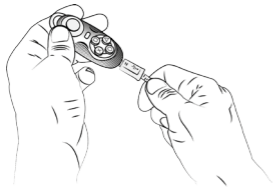
TROUBLESHOOTING:

If the controller isn't discovered, turn off your smartphone's Bluetooth and turn it on again.

To turn off the controller, simply hold down the start button until the light goes out. This will happen automatically after 5 minutes if not connected to a Bluetooth device, or 10 minutes of inactivity if connected to a Bluetooth.

If the device becomes unresponsive there is a pinhole reset on the rear of the device. Use an extended paperclip and depress this button.
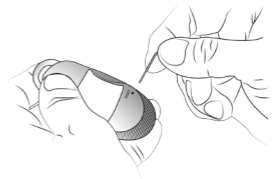
CONTROLS:

This is a dev kit, so there are no fully defined controls. Use this page to note down what controls you find work, or even program.

START / ⏻

X ▢ △ ◯