FlipVR

Online manual

Preparation / Before Using

1. Introduction

Thank you for choosing FlipVR.
Please read this manual well, follow the precautions and use FlipVR properly and safely.
Please read " [Safety Precautions](#)" before use.

1.1 Safety Precautions

Please be sure to keep the following items in mind.

Danger:

The following have a high risk of death or serious injury.

- Use FlipVR for only its intended purpose. Doing otherwise may result in damage to the equipment, accidents, death or serious injury.
- Be sure to provide sufficient play space when using the product. Using the product with objects around it may cause damage to the equipment, accidents, or injury.
- Exposing the product to water may result in electrical shock. Do not use in the kitchen, laundry room, bathroom, outside in the rain, or any place where there is the presence of water. Electrical shock can result in serious injury or death.

Warning:

The following have a risk of death or serious injury.

- Do not disassemble or modify the product. Modifications, including placing metal objects inside the product, may result in malfunction, burns, fire, death or serious injury.
- Radio waves emitted by the product may affect the operation of cardiac pacemakers. Please keep the product at least 6 inches away from any pacemaker.

- Do not use the product near automatic control devices such as automatic doors or fire alarms. Radio waves emitted by the product may affect automatic control devices causing accidents due to malfunctions.
- Do not use in hospitals or places where electrical medical equipment are in use.
- Radio waves emitted by the product may affect electrical equipment causing accidents due to malfunctions.
- Do not allow foreign objects, including water and other liquids, to enter the unit. A short circuit or overheating may cause a fire, electrical shock, or malfunction. Be especially careful with children.
- Beware of:

  ・Smoke, unusual smell or sounds.

  ・Water or foreign matter inside the product.

  ・Damage to the main unit.
- If you experience any unusual physical symptoms such as breathlessness, dizziness, headache, or nausea during use, discontinue use immediately and seek medical attention.
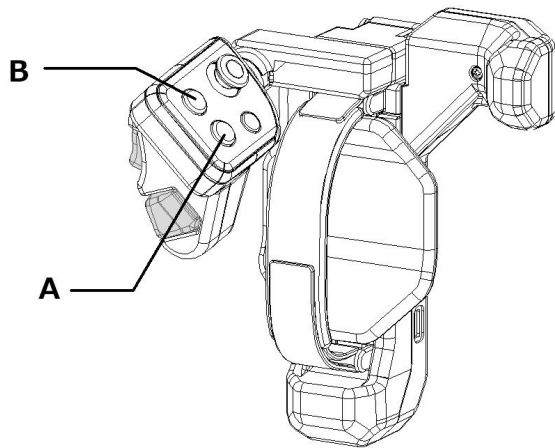
Caution:

The following may result in minor injuries or property damage.

- Do not use the product in any place with high humidity, steam, oil smoke, or dust. Doing so may cause fires or electrical shock.
- Do not place heavy objects on top of the product. The objects may fall and cause injuries. It may also deform the outer case or the plug of the cord and damage the internal parts, resulting in fires or malfunctions.
- Do not leave the product in places of high temperatures. Do not leave inside car's, especially in hot weather. Doing so may result in fires. Undue heat may also cause deterioration of the outer case and internal parts.
- Do not use the product while sleeping. Doing so may cause damage to the product, accidents, or injuries.
- Unplug the product from the power plug when not in use for an extended period of time. Doing so may result in fire.
- Do not place the product near infants or children. It may cause accidental ingestion of parts, other unexpected accidents, or injuries.
- Do not use the product with the USB cable wrapped around your body.
- If you feel any abnormality on your skin through direct contact with the product, stop using immediately. Continued usage of the product may cause irritation or rashes.
- Use the fitting method described in the online manual for installation.
- Be sure to use the product in the correct fitting condition for comfort and safety, and check the fit periodically during use.
- Do not over-tighten the bands.
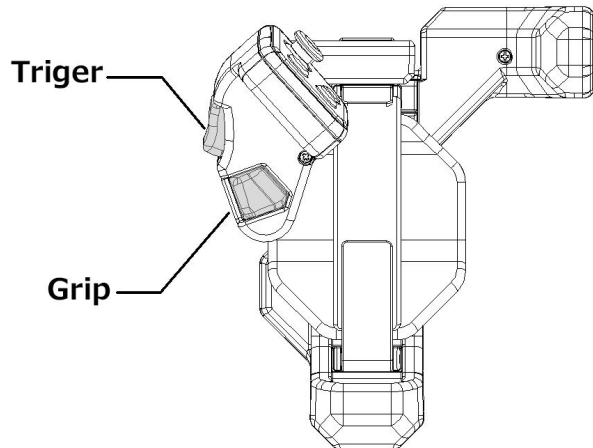- Do not pinch your fingers when fitting the band.

1.2 Contents

- FlipVR   2pcs (L/R)
- Safety Precautions / Warranty 1pc(s)

1.3 Names of Parts

Right hand from angled view

Right hand from the side

1.4 Chaging

Before using the product, connect it to a PC or a commercially available AC charger to charge the battery.
The battery can be charged when the room temperature is between 10°C~35°C(50℉~95℉).

1.4.1 Charging method

1. Charge the battery by connecting the USB terminal of the PC or a commercially available USB output AC adapter to the charging terminal of the controller.
2. The LED lamp lights continuously green during charging.
3. When charging is complete, the LED lamp will turn to white or green.

Make sure the USB charging cable is facing the right way, and plug it in and out straight, holding the plug. Inserting the cable at an angle or reversing the direction may cause deformation of the terminals, resulting in malfunction.

How to use FlipVR

FlipVR is a VR controller that supports the SteamVR standard communication method.
- Hardware other than the controller is sold separately and must be purchased separately.
- The controller has a sensor that the base station uses for tracking. The sensor is sensitive, so please do not block or damage the exterior of the controller.

2. Installing the driver

2.1 Download the driver

Please download the driver from here.
[Download the FlipVR driver](#)

- An Internet connection is required for downloading.

2.2 Install

Double-click the downloaded file "flipvr_driver.msi" to install the driver.

- Windows 10 or later is the required operating system.

3. How to turn on/off the power

3.1 How to turn on

To turn on the controller, press and hold the power button until you hear an electronic tone.

3.2 How to tur off

Press and hold the power button on the controller to turn it off. The controller will also automatically turn off when you exit the SteamVR application.

Cautions：
- Please turn off the power with the power button when not in use.
- After approximately 30 seconds of not communicating with SteamVR, FlipVR will automatically turn off.

4. How to pairing

1. Start SteamVR
Start SteamVR on your PC.

2. Turn on the controller
When the power button on the controller is pressed, the LED light turns blue and the device enters the pairing standby state.

3. Pairing
Start the SteamVR app, ☰ tap the hamburger menu, then select Devices > Pairing Controllers.
On the screen to select a controller type, select one of the controllers.
The above steps will complete the pairing process.

After pairing is complete, pair the other controller in the same manner.

Cautions：
- When connecting the controller to SteamVR, use the USB dongle already connected to your PC.
- Use the communication dongle that came with your HMD or use the X2dngle provided by Shiftall.

5. Using FlipVR

5.1 Controller status LED

The meaning of each color of the status LEDs has the following specifications.

Green	The controller is normal mode
Blinking Red	The battery is low

Blinking Blue	Paired with a HMD
Blue	Connected with a HMD
Green	Charging and connected
Green	Charging completed and connected
Yellow-Green	Charging and disconnected
white	Charging completed and disconnected

For other troubleshooting, please refer to the [FAQ](#) .

How to install FlipVR

6. Use strap

This product can be used safely and comfortably by attaching the included strap and adjusting the tightness.

6.1 Names of parts

6.2 How to install the strap

6.3 How to install FlipVR

7. Disclaimer and Regulatory Information

7.1 Use and storage location

Do not leave the product in direct sunlight or places exposed to high-temperatures.
Do not drop, hit, or otherwise subject the product to strong shocks. Doing so may cause a malfunction.
Do not use or store the product in dusty environments, please exposed to continuous motion, or humid places such as bathrooms.
If the product will not be used for a long period of time, recharge the battery approximately every 3 months.

7.2 Care and Maintenance

Wipe the unit with a soft, dry cloth. If the unit is very dirty, first wipe off the dirt with a slightly damp cloth, then wipe with a dry cloth.
Do not allow contact with solvents such as paint thinner, alcohol, benzine, kitchen, or cloth detergent.
Exposure to chemicals may change the quality of the unit or cause the paint to peel off.

7.3 Disclaimers

For use in Japan, and the United States only.

7.4 Disporsak

Dispose of the product according to local environmental regulations. Do not dispose of it along with normal household waste.。

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8. Copyrights, etc.

- Windows is a registered trademark or trademark of Microsoft Corporation in the United States and other countries.
- All other names, company names, product names, etc. mentioned herein are trademarks or registered trademarks of their respective companies.

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9. Specifications

Product name	FlipVR
Part number	SVP-FCL1BB
Battery life	8hours or more
Charging method	USB Type-C
Connection	SteamVR standard
	Connects directly to Valve Index, HTC Vive/Vive pro, and dedicated Valve compatible dongles.
	Can also be connected to the X2 dongle that accompanies MeganeX.
Tracking	SteamVR Tracking
	*Base Station is compatible with both Valve and HTC versions 1.0 and 2.0.
Inputs	Windows 10 or later
	Four buttons (AB or XY + System + Thumbstick)
	Thumbstick
	Trigger
	Grip,
	Touch sensors (AB or XY, Thumbstick, Trigger)

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10. FAQ

Q	A
What is the warranty period for the product?	The warranty period is one year from the date of purchase. If you have made a pre-order, it is one year from the date of shipment of the product.
There is no store name or other information on the warranty card, is that OK?	If you purchased on the Shiftall website, we will know the date of purchase and will omit the warranty form. If you purchased it at a store, you can receive the warranty within the

	warranty period by providing a document that proves the date of purchase, even if the name of the store and the date of purchase are not written down.
What if my controller is not tracked?	To resolve the problem, try the following 1. Make sure the controller is positioned within the play area. 2. Turn the controller off and then back on again to see if tracking resumes. 3. Restart the SteamVR application. If the error still appears, restart your computer and reopen the SteamVR app.
How do I know which controllers are being tracked?	If you are sure that your controller is not being tracked, follow these steps 1. Open the SteamVR app on your computer. 2. Place your cursor over the icon of the untracked controller. 3. Click on the specific controller. 4. The controller's status light will flash a quick white light.
What if the controller's trackpad sensitivity is too high?	Check if there is a firmware update available for the controller. Then re-calibrate the controller using the following method 1. From your computer, open the SteamVR app. 2. Right-click on the " Calibrate Controller" button and click "Calibrate Controller". 3. Follow the on-screen instructions to complete the calibration.
What should I do if the controller will not turn on?	Refer to the following troubleshooting guide ● Press and hold the power button for at least 5 seconds to see if the controller turns on. ● Try charging the controller using a different cable and adapter, and plug the adapter into a different outlet. ● Check the SteamVR Dashboard to see if the controller is detected. If the controller is detected but the LED light is off, there may be a problem with the LED.
My controller turns off automatically. What should I do?	Follow these steps to resolve the problem 1. Make sure the controller is charged. 2. Check that the status light on the controller is green. Indicates that it is paired with a head mounted display. 3. Try connecting the USB cable from the link box to another USB 3.0 port on the computer. 4. Try updating the USB drivers on the computer manually. You can also download and install the official driver update from the motherboard or USB port manufacturer's website.

For all other inquiries, please contact Shiftall Customer Support.

Shiftall   Support   Contact   Form

https://forms.gle/WMU54Jz6RN5dU84XA

11. FCC CAUTION

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-Reorient or relocate the receiving antenna.
-Increase the distance between the equipment and receiver.
-Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or an experienced radio/TV technician for help.

The device has been evaluated to meet general RF exposure requirements. The device can be used in portable exposure conditions without restriction.

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