QUICK START GUIDE

eteeTracker SteamVR
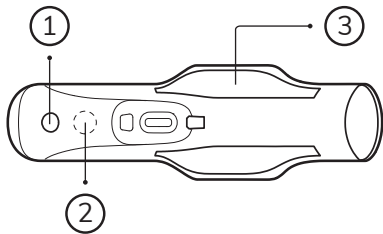
1 Inside the box

x1   x1   x1

Note: There are 2 types of dongle.

eteeDongle (with transparent lens) is for eteeController.
eteeDongle SteamVR (with gold tip) is for eteeTracker SteamVR and other SteamVR devices.
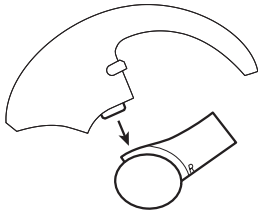
2 Overview

1. Power button
2. Tap zone
3. LED

3   How to attach eteeTracker SteamVR?

1

2
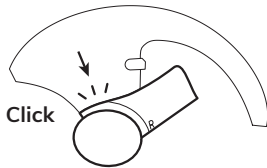
Click

Note: You should hear a **distinct click** when the tracker is connected properly.
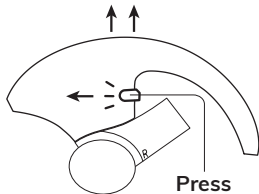
① **Press**

②
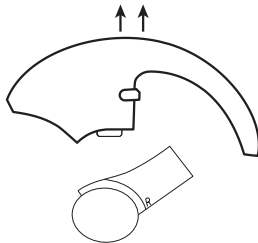
5   How to power-on/off eteeTracker SteamVR?

①

Power-ON: Press and hold the power-button for **2s**.

②

Power-OFF: Press and hold the power-button for **5s**.

6   eteeTracker SteamVR LED status

1. **Solid blue:** Device is not paired to anything or in stand-by.

2. **Blink blue:** Device is in pairing mode.

3. **Solid green:** Device is paired to a SteamVR device.

4. **Blink red:** Device is low in battery.

⑤   🟡   **Solid yellow:** Device is charging.

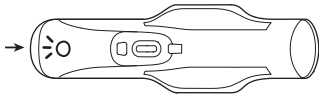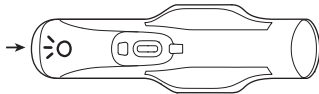⑥   🔵 or 🟢   **Solid blue or solid green:** Once fully charged, the LED status will default to either blue or green depending on it's pairing status.

Note 1: The device will automatically power-on when plugged-in to a power source.

Note 2: The device will charge together with eteeController when they are plugged in for charging. Make sure to securely attach the tracker to the controller for this feature to work properly.

7   Hardware compatibility & requirements

eteeTracker SteamVR is only compatible with the SteamVR eco-system and requires below products to work.
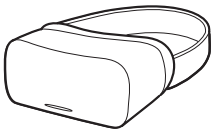
SteamVR Headset
(Not included)

SteamVR Basestation (1.0 or 2.0)
(Not included)

8 Set up SteamVR

① **Install Steam** via https://store.steampowered.com/about/
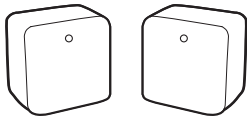
② **Install SteamVR** via https://store.steampowered.com/app/250820/SteamVR/

③ **Install eteeConnect** via https://store.steampowered.com/app/1590110/eteeConnect/
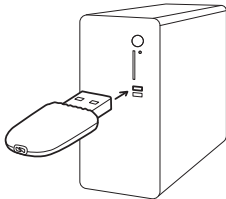
‼ Note: eteeConnect and SteamVR cannot be run simultaneously.
Please run only one application at a time.

9 Pairing eteeTracker SteamVR

①

**Plug the eteeDongle SteamVR
to PC and open SteamVR.**

②
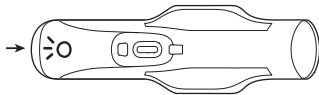
Turn on device.
Press and hold the power-button for **2s**.

③
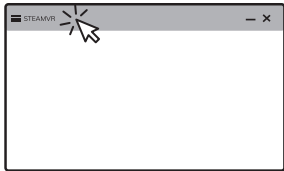
Right click on SteamVR
status windows bar.

④
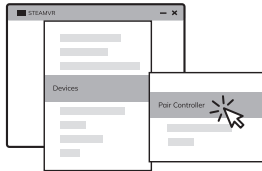
Select "Devices"
& click "Pair Controller".

⑤

Select your controller type
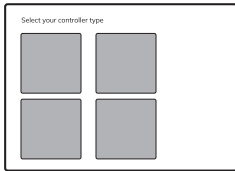
Select any of the 4 options.

⑥
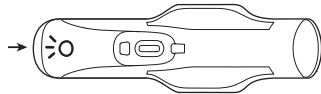
Put device into pairing mode. Press and hold the power-button for **3s**. LED will blink blue for pairing then solid green when paired.

10 Further informtion

Quickstart Guides   Knowledge Base   YouTube   Discord

Further information and guides can be found by scanning the QR code above
or visiting https://eteexr.com/pages/guides
We hope you enjoy your new eteeTracker SteamVR!

Supplier's Declaration of Conformity

Unique Identifier
Trade Name: TG0
Product Name: eteeTracker SteamVR
Product Number: 6003-01-00-01
eteeDongle SteamVR P/N: 6504-02-00-01
etee Tracker P/N: 4003-01-00-01

Responsible Party-U.S. Contact information
US Company name: UGK-LVM UNITED INC
Address: 6547 N Academy Blvd #2266, Colorado Springs, CO 80918
Contact: Jimmy Chen
Tel: 001-323-5104660

CAUTION
Risk of explosion if the battery is replaced by an incorrect type disposal of a battery into fire or a hot oven, or mechanically crushing or cutting of a battery, that can result in an explosion; leaving a battery in an extremely high temperature surrounding environment that can result in an explosion or the leakage of flammable liquid or gas; a battery subjected to extremely low air pressure that may result in an explosion or the leakage of flammable liquid or gas.

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.

FCC Compliance Statements

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. 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 separation between the equipment and receiver.
-- Connect the equipment into 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.
Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.