



I-FX Virtual Reality Headset Operation Manual HY-VBT

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MADE IN CHINA

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Thank you for purchasing the I-FX Virtual Reality Headset. Please read all instructions carefully before using and retain this manual for future use and reference.

PACKAGE CONTENTS

- VR Headset
- User Manual
- Micro USB Charge Cable
- Weight: 0.99 lb/0.45 kg

KEY FEATURES

- Built-in wireless headphones with immersive sound.
- Fits devices from 4.7" to 6.2" in diagonal screen size.
- Interactive gaming button.
- Built-in volume control and call answer button.
- Adjustable focal point and lens distance.
- Adjustable head strap.

SAFETY INSTRUCTIONS

Keep the unit away from heat sources, direct sunlight, humidity, water and any other liquids.

Do not operate the unit if it has been exposed to water, moisture or any other liquids to prevent against electric shock, explosion and/or injury to yourself and damage to the unit.

Do not use the unit if it has been dropped or damaged in any way.

Repairs to electrical equipment should only be performed by a qualified electrician. Improper repairs may place the user at serious risk.

Do not puncture or harm the exterior surface of the product in any way.

Keep the unit free from dust, lint, etc.

Do not use this unit for anything other than its intended use or purpose. Doing so may damage the device.

This product is not a toy. Keep out of reach of children.

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Do not use the headset at excessive levels as this may damage hearing.

Do not expose batteries, battery pack, or batteries to installed to excessive heat, such as direct sunlight, or open flame.

Take frequent breaks while using the unit. If you experience nausea, discomfort, eye strain, or disorientation, immediately discontinue using the unit.

Do not use this product while driving, walking, or otherwise by being distracted from real world situations that prevent you from obeying traffic or safety laws. Do not drive or operate heavy machinery immediately after using this product if you feel impaired or disoriented.

• If you have had or could be prone to seizures, consult a doctor before using the I-FX Virtual Reality Headset.

• Do not use if you are pregnant, have high blood pressure, or have a fear of heights or crowds.

• If you feel dizzy or sick, stop using the headset for a while.

WARNING

Below are some instructions for what NOT to do with your I-FX VR Headset.

Never leave your I-FX VR Headset face down or outside.

As a mobile VR headset, I-FX is both portable and great to bring with you while you're on-the-go. When setting your VR Headset down on a table, or outdoors, never leave your headset with the lenses facing upwards outdoors. With the front sliding camera slot open, the sunlight may enter the headset and hit the internal lenses at the wrong angle. It may focus the sun's rays on your phone that may cause damage to your camera or your phone device.

Never use your I-FX VR Headset without a phone inside.

Without a phone docked into the headset, the lenses, which usually work to focus your eye onto your phone screen, will remain exposed. If you are wearing the headset without a phone, and accidentally look at a powerful light, you run the risk of damaging your vision as

the rays from the light source will be focused directly onto your eye. NEVER look directly at the sun through a bare VR headset.

Hype is not responsible for any damages to the product or personal injury as a result of improper use of the I-FX VR Headset.

It is recommended that the I-FX VR Headset is not used by anyone under the age of 13. Watching videos or playing games with the I-FX headset for prolonged periods of time may affect the visual development of children.

HEADSET DIAGRAM (Top View)



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HEADSET DIAGRAM (Bottom View)



A	Adjustable Velcro & Nylon Head Strap
B	Built-in Wireless Headphones
C	Deluxe Head Cushion
D	Memory Foam Cushion
E	Adjustable Focal Point Dial
F	Adjustable Lens Distance Knob
G	Next Track Button
H	Previous Track Button
I	Multifunction Button
J	Enclosure Release Button
K	Smart phone Enclosure
L	Adjustable Volume Dial
M	Interactive Gaming Button
N	Micro USB Charge Port
O	LED Indicator Light

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HEADSET SPECIFICATIONS

Bluetooth Version: V2.1
Operating System: iOS® & Android®
Field of View: 120° degrees
Objective Lens: 1.65 in (42mm)
Min. Interpupillary adjustment: 2.28in (58mm)
Max. Interpupillary adjustment: 2.68 in (68mm)
Compatibility: Smart phones up to 6.2" H

OPERATING INSTRUCTIONS

Open the App store on your device and search for Apps using the keyword "VR". The search will show Apps that are compatible with virtual reality.

Download and install the VR Apps you would like to use with the VR headset.

On your smart phone's App store, download and open a VR compatible App. Once open, it may give instructions before you can use it with the headset. Follow those instructions.

Press the device cartridge button. Once open, insert your device into the cartridge up against the lens holes and plug the AUX cable into your headphone jack. Close the device cartridge until it securely clicks shut.

Put the headset on and adjust the headstraps until the headset sits comfortably on your head.

NOTE: The VR headset works best with smart phones sizes 4.7 in. to 6.2 in.

SETTING DEVICE PROFILE

Some Apps will request you scan a QR code to set the profile of your headset. Use the code on the next page.



Android Phone

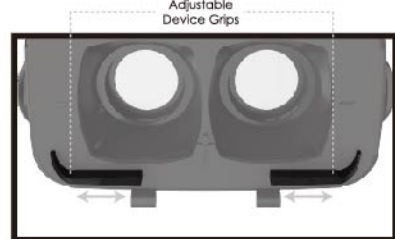


Cardboard Qrcode

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LOADING YOUR SMART PHONE INTO HEADSET

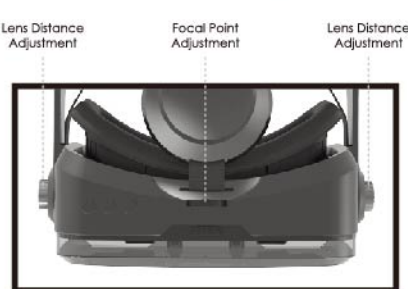
Press the enclosure release button. The enclosure will open. You will need to adjust the device grips to fit your smart phone. Simply slide each grip left or right until your smart phone sits securely in them.



Close the enclosure once you have adjusted the device grips to fit. The enclosure will make a "click" sound when fully closed.

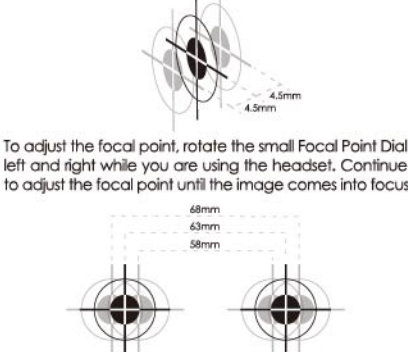
ADJUSTING THE VIEW

Before you can experience VR Apps or movies, you will need to ensure the image is focused. Each wearer of this headset may need to adjust the focal point and lens distance to accommodate their eyesight.



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To adjust the lens distance, simultaneously rotate the Lens Distance Knobs forward and backward while you are using the headset. Continue to adjust the Focal Point until the image comes into focus.



CHARGING THE I-FX VR HEADSET

The VR Headset comes with a built-in rechargeable battery. Before using it for the first time, we recommend you charge the battery fully. Only use the supplied USB cable to charge the headphones.

Connect the USB cable to a computer USB port and the Micro USB plug to the charging jack of the headset. The red LED light inside the headset will illuminate while the headset is charging.

A full charge of the battery takes up to 2 hours. When the battery is fully charged, the red LED turn off. Disconnect the headset at this point. The headset will then be ready for use.

When the battery is low, the LED will flash red and emit three tones every 20 seconds. When this occurs, please recharge the headset. When using your headset with an iPhone, the top right corner will indicate your headset's battery life.

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VOICE PROMPT

The VR headset will notify you during "Power On," "Power Off," and "Pairing Successful" with the sound of a beep.

TURNING VR HEADSET ON/OFF

Power On: Press and hold the multifunction button for 5 seconds until the red and blue LED flash alternative.

Power Off: Press and hold the multifunction button for 3 seconds until the red & Blue LED stops flashing.

PAIRING THE I-FX VR HEADSET

1. Ensure the headset is turned off. If it is not, please turn off the headset first before pairing.
2. Press and hold the multifunction button for 5 seconds until the red and blue LED flash alternative. This will indicate your headset is now in pairing mode.
3. Place the headset and the Bluetooth device to which you would like to pair it within the operating distance. We recommend keeping the two devices no further than 3 feet apart.
4. Ensure Bluetooth is enabled on your device. Refer to the manufacturer's instructions for how to enable Bluetooth on your device.
5. Once you have activated Bluetooth on your device, select the headset "HY-VBT" from the list of available Bluetooth devices.
6. If required, enter the PIN code "0000" and confirm the entry.

Note: If pairing is unsuccessful, turn off the headset first and re-pair following the aforementioned steps. Once you have paired the headset with a device, the headset will remember this device and will pair automatically when the device's Bluetooth is activated and in range. You do not need to re-pair any previously connected devices.

VIEWING YOUR PHOTOS & VIDEOS IN 3D

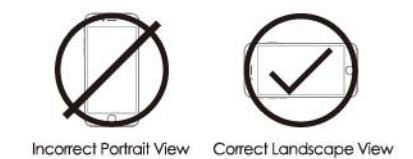
To view your personal photos & videos in 3D, you must first download a VR viewing App such as VR Viewer. Load your photo/video into the VR Viewer App using the instructions below:

1. Launch the VR Viewer App and tap the goggle icon

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1. Ensure the headset is turned off. If it is not, please turn off the headset first before pairing.
2. Press and hold the multifunction button for 5 seconds until the red and blue LED flash alternative. This will indicate your headset is now in pairing mode.
3. Place the headset and the Bluetooth device to which you would like to pair it within the operating distance. We recommend keeping the two devices no further than 3 feet apart.
4. Ensure Bluetooth is enabled on your device. Refer to the manufacturer's instructions for how to enable Bluetooth on your device.
5. Once you have activated Bluetooth on your device, select the headset "HY-VBT" from the list of available Bluetooth devices.
6. If required, enter the PIN code "0000" and confirm the entry.

Note: For videos, you must tap the screen to play your video before placing the device cartridge back into the VR headset. Photos and videos should be in landscape format before using this App.



VOLUME CONTROL

Move the volume dial left to increase volume, move the dial right to decrease volume.

Press volume button to switch between AUX or BT mode.

USING FOR PHONE CALL

Answering a call

Press the multifunction button once to answer the incoming call.

Reject an incoming call

Press and hold the multifunction button for 2 seconds to

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reject the incoming call.

Ending a call

Press the multifunction button once to end the current call.

Call-waiting

If there is an incoming call while a call is in progress, press the multifunction button shortly to accept the waiting call and end current call.

LISTENING TO MUSIC

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.

Skip to next track

Press the next track button once to skip to the next track.

Skip to previous track

Press the previous track button once to skip to the next track.

INTERACTIVE GAMING BUTTON

This button is located on the bottom of the headset opposite of the volume button. This button is used for Apps that require a button press while your headset is on. Simply press the button once to use execute an action in certain Apps.

WATCHING 3D VIDEOS

Videos must be in split screen format to be compatible with the VR headset. Select and launch a VR App with split screen video compatibility.

CARE AND MAINTENANCE

- Do not expose the unit to excessive heat or humidity to avoid damage to the product's internal circuitry.
- Do not use abrasive cleaning solvents to clean the unit.
- Do not expose the unit to extremely high or low temperatures as this will shorten the life of the electronic device, destroy the battery, and/or distort certain plastic

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parts.

- Do not dispose of the unit in fire as they may explode or combust.
- Do not expose the unit to contact with sharp objects as this will cause scratches and damage.
- Do not let the unit fall from high places, as doing so may damage the internal circuitry.
- Do not attempt to disassemble the unit.

FCC STATEMENT

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 INSTRUCTIONS FOR A CLASS B DIGITAL DEVICE OR PERIPHERAL

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.

WARRANTY INFORMATION

The condition of this warranty and our responsibilities

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under this warranty are as follows:

Supplier's warranty is non-transferable. And this warranty is limited to the original purchaser only.

- * You must be able to prove the date of original purchase of the unit with a dated receipt.
- * The warranty is not applicable if the product has been subject to physical abuse, improper installation, modification or repair by unauthorized third party.
- * The responsibility of supplier's products shall be limited to the repair or replacement of the product as its sole discretion.
- * Specifically exempt from any warranty are limited-life consumable components subject to normal wear and tear such as batteries, decorations and other accessories.
- * A supplier will not take any responsibility if the failure of the unit has resulted from accident, abuse, misuse, or any unauthorized repair, modification or disassembly.
- * Modification and repair of the unit should be done by authorized and qualified service personnel. Center or returned to the manufacturer.
- * This warranty gives you specific legal rights, and you may also have other rights which vary under local laws. The following conditions comprise the requirements and scope of our warranty conditions and do not affect our legal and contractual warranty obligations. We offer a warranty on our products in accordance with the following conditions:

1) Hype™ products are covered by a 12 month warranty. We will resolve damages or defects on Hype™ products free of charge within 12 months of the purchase date under the following warranty conditions. For any damage or defect determined later than 12 months after the purchase date, proof of a manufacturing fault must be submitted for repair under warranty.

2) The warranty does not cover batteries and other parts, which are considered consumables, parts that break easily such as glass or plastic or defects based on normal wear and tear. There is no warranty obligation in the event of marginal differences compared to the target appearance and workmanship provided these have a

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negligible effect on the product's fitness for use, in the event of damage caused by chemical or electrochemical effects, by water or generally from abnormal conditions.

3) The warranty will be performed in such a way that we shall decide whether to repair the defective parts or to replace them with working parts free of charge. Hype™ reserves the right to exchange the product for a replacement product of equal value if the product sent in cannot be repaired within a reasonable time or at a reasonable cost. Requests cannot be made for repairs to be carried out on site. Parts that have been replaced or exchanged become our property.

4) The warranty claim does not apply if repairs or other work is carried out by unauthorized persons or if our products are equipped with additional parts or accessories that are not approved for our product.

5) Warranties that have been activated do not cause the warranty period to be extended, nor do they trigger a new warranty period. The warranty period for any replacement parts installed ends with the warranty period for the entire product.

6) Any other further claims are excluded, especially those for replacement due to damage caused to the outside of the product, provided there is no obligatory legal liability. We therefore accept no liability for accidental, indirect or other consequential damage of any kind, which leads to usage restrictions, data loss, and loss of earnings or interruption to business.

Asserting a warranty claim:

1) To make use of the warranty service for hardware issues, you must contact the Hype™ Service Center by email at support@dgusa.com.

2) Hype™ will try to diagnose and solve your problem. If it is determined that a warranty claim exists, you will be given an RMA number (Return Material Authorization) and will be asked to send the product to Hype™.

IMPORTANT: Hype™ will only accept parcels that have an RMA number.

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Please observe the following when sending the product:

- 1) Send the product suitably packaged with carriage and insurance paid. Do not enclose any accessories with the product (cables, chargers, manuals, etc.) unless the DGL Service Center specifies otherwise.
- 2) Mark the RMA number on the outside of the package in such a way that it is visible and clearly legible.
- 3) You must enclose a copy of the sales slip as proof of purchase.

4) Once Hype™ has received the product, it will meet its warranty obligations in accordance with the warranty conditions and will return the product to the sender with carriage and insurance paid.

SERVICE OUTSIDE OF WARRANTY

Hype™ can refuse any service claim made that is not covered by the warranty.

If Hype™ agrees to provide a service outside the warranty, the customer will be invoiced for all repair and transport costs. Hype™ will not accept any packages that have not first been approved by Hype™ by means of an RMA (Return Material Authorization).

DGL Group guarantees the quality of this product.

For questions or comments, please feel free to contact us via email at support@dgusa.com.

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

FCC Radiation Exposure Statement:

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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