FinchShift 6DoF VR/AR controller and armband user manual

Installing the power source (batteries)

- Take the controllers and armband modules out of the box. To carry out the next steps, you need 3 AAA batteries.
- Take the controller and open the battery slot by pressing on the lid and sliding it to the side.
- Extract the battery compartment.
- Install two batteries as described on the lid, making sure each pole of the battery is in the assigned position (the “+” pole is to be placed in the region with the greater circumference described in the diagram, whereas the “-” pole is assigned to the region with the smaller circumference). Return the battery compartment to its initial position.
- Take the armband module and open the battery slot by pressing on the lid and sliding it to the side.
- Insert a single battery as described in the diagram of poles on the lid of the module.
- Close the battery compartment.

Ensuring the correct setup of the power source

- To ensure that the batteries were installed correctly, the following steps must be carried out
- For the controller:
    - Take the controller and hold the home button down for 2-3 seconds to turn on the device. If the batteries were installed correctly, the controller should vibrate briefly and an indication of the device being powered on should appear (the LED lights in the controller will light up white)
- For the armband module:
    - Take the armband and hold the home button down for 2-3 seconds to turn on the module. If the batteries were installed correctly, the controller should vibrate briefly and an indication of the device being powered on should appear (the LED lights in the controller will light up white).

Connecting the controllers to the smartphone

- Launch the FinchShift 6-DoF Demo
- One by one, activate all four devices of the FinchShift set by holding down the oval button for 2-3 seconds. Bring all four devices as close to the headset as possible.
- Wait for all four devices to automatically connect to the smartphone (the Bluetooth menu displays the connection status of each device). Make sure that the connection indication is correct (all LEDs on the devices should be lit up white)
- If all is correct, the controllers and armband modules are ready for use
- If the automatic connection described in Step 3 does not occur after 20 seconds, close the application and repeat all the steps once again

Putting on the devices

Armband modules

- Take a FinchShift™ armband module
- Put on the armband module as such that the module is five centimeters above the elbow and that the oval button is facing towards the user's head
- Secure the module using the Velcro's, so that the armband module sits tightly on your arm. For the most comfortable experience, make sure that the Velcro is attached in the direction of the user's body.

Controller

- Grab the FinchShift™ controller as such that the index finger is located on the trigger, and the middle finger is located on the "grip" button

Calibration of the devices

By default, when the 'gaming mode' is launched a calibration of the FinchShift controller is offered for further use. It is important to carry out the calibration process precisely as described in the instruction, to minimize tracking inaccuracy.

- Carry out the calibration instructions strictly as described on the screen:
- Extend your arms forward while holding the controllers, making sure they are on neck level and that the elbows are in the straightest position possible
- While holding this pose, press down on the oval buttons of both controller until a vibration occurs. The calibration is complete.
- If you wish to calibrate the controllers through optical calibration (which produces more accurate result), press the 'App' button during the standard calibration method.

*If during use, the tracking of arms is significantly inaccurate compared to the arms' actual position, it is possible to recalibrate by completing steps 1 and 2

We are happy that you successfully completed the controller installation process! Enjoy your use of the controllers!

FCC Regulations:

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.

This device 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 radiated 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.

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RF Exposure Information

This device meets the government’s requirements for exposure to radio waves.
This device is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government.
This device complies with FCC radiation exposure limits set forth for an uncontrolled environment.