

3001AD
TRIMERSION
First Person Shooter Game Accessory



PACKAGE CONTENTS:

1. 1 GUN CONTROLLER
2. 1 BASE STATION
3. 1 HEAD MOUNTED DISPLAY (HMD)
4. RCA cables to connect BASE STATION
5. Mini Stereo to RCA ADAPTER
6. Instruction Manual

SYSTEM FEATURES:

Wireless GUN CONTROLLER
Wireless Audio and Video transmission from BASE STATION to HMD
QVGA (640 x 480) Color LCD display in HMD
1Watt Audio Amp in HMD
Gyro Head Motion Tracker in HMD
All standard controls of a gamepad on GUN CONTROLLER
Macro programming on GUN CONTROLLER
BASE STATION works with a PC or Mac USB, Playstation, Xbox and Game Cube game controller connectors
BASE STATION has video through (IN/OUT) for connecting a TV while TRIMERSION is in use
GUN CONTROLLER and HMD run on (4) AA Batteries

DIRECTIONS FOR PLAY:



BASE STATION CONNECTION:

To make it easier to setup the Trimersion when hooking it to a console game system, start the game as normal with the original controller then when the game is going, unplug the controller, plug in the Trimersion base station to the controller port then turn on the gun. Do not plug in the USB connector into anything but a computer USB port. Even though game consoles have USB connectors on them; the one on the base station is not intended to be used for that purpose, only the controller connectors.

FOR PC/MAC with NTSC VIDEO OUT RCA JACK:

Your computer must have a NTSC video out jack – hook up supplied RCA cable to VIDEO OUT and other end to VIDEO IN on Base Station. Plug in Mini Stereo to RCA adapter to AUDIO OUT on computer and the other end to the RCA jacks of Left and Right AUDIO IN.

If your computer doesn't have a NTSC VIDEO OUT RCA JACK, please purchase a VGA to NTSC converter.

If you would like to see the same video that is displayed in the HMD, connect a TV to the VIDEO OUT on the BASE STATION.



Plug USB connector from BASE STATION into USB jack on computer.
Computer recognizes BASE STATION as a keyboard and mouse.
Power to the BASE STATION comes from USB connector.

Sit the HMD on a level surface and turn the POWER SWITCH on the GUN CONTROLLER to "ON".



The HMD must sit level and “TOP UP” without moving as it is turned ON.



Pick up the HMD and rotate it, the cursor on the PC screen should move in the same direction.

To verify correct operation of the GUN CONTROLLER, open a program like “Notepad” and push buttons on the gun, you will see characters typed across the screen.

Start the First Person Shooter (FPS) game.

The default GUN CONTROLLER macro is preset to a “QUAKE” configuration.

If you need a different configuration you have two options:

1. Change the preset macros by following the MACRO ASSIGNMENT INSTRUCTIONS.
2. Open the keyboard binding menu in the software configuration menu of your FPS game and manually program each button.

The Mouse Look function of the FPS game should function with the movement of the **HMD** the same way it does by using a mouse.

The TRIMERSION will not interrupt the mouse or keyboard functionality but will work in combination with it.

FOR XBOX, PLAYSTATION OR GAME CUBE GAME CONSOLE CONNECTION:

Plug VIDEO and LEFT and RIGHT AUDIO OUT from the Game Console to the VIDEO and LEFT and RIGHT AUDIO IN on the back of the BASE STATION.

If you would like to see the same video that is displayed in the HMD, connect a TV to the VIDEO OUT on the BASE STATION.



Plug the appropriate GAME CONTROLLER connector from BASE STATION into the GAME CONTROLLER port on the game console system.

Power to the BASE STATION comes from GAME CONTROLLER port on the game console system.

The GUN CONTROLLER has all the same buttons as the game console gamepad controller.

Sit the HMD on a level surface and turn the POWER SWITCH on the GUN CONTROLLER to “ON”.

POWER LED has three indication modes:

STEADY ON – Connected to BASE STATION

SLOW FLASH – Low battery

FAST FLASH – Connecting to BASE STATION



The HMD must sit level and “TOP UP” WITHOUT MOVING as it is turned ON.



Start the First Person Shooter (FPS) game.

The default GUN CONTROLLER macro is preset to a “Quake” configuration.

If you need a different configuration you have two options:

3. Change the preset macros by following the MACRO ASSIGNMENT INSTRUCTIONS.
4. Open the gamepad button binding menu in the software configuration menu of your FPS game and manually program each button.

The Mouse Look function of the FPS game should function with the movement of the HMD the same way it does by using a joystick.

To verify the HMD is communicating properly with the BASE STATION the **LINK** light on the **BASE STATION** will be a solid green. If the LINK light is flashing, it is not communicating with the GUN CONTROLLER.



HOW TO PLAY:

1. To move player through game field use the front left D-Pad
2. To look around the game field move your head or use the right front D-Pad.
3. For game features such as "LEVEL VIEW" or "CENTER VIEW" use the buttons located along the barrel of the Control Gun.
4. Use the Triggers for Primary and Secondary Fire.
5. To Aim "Look at your target using the cross hairs to aim and shoot".

MACRO ASSIGNMENT INSTRUCTIONS:

Only the two TRIGGERS are programmable.



1. To program either TRIGGER, push the MACRO button one time. The POWER LED will flash slowly.
2. Then press either the TOP TRIGGER or BOTTOM TRIGGER one time. The POWER LED will flash quickly.
3. Push the desired BUTTON you want to assign to the TRIGGER one time. The POWER LED will go back to solid.
4. This BUTTON is now assigned to the selected TRIGGER.

5. You can assign ANY of the BUTTONS on the GUN CONTROLLER to either of the TRIGGERS.



TRIGGER ASSIGNMENT CLEAR:

1. Push the MACRO button one time.
2. Push the either the TOP TRIGGER or BOTTOM TRIGGER one time.
3. Push the M. CLEAR button one time.
4. The selected TRIGGER is now RESET to its DEFAULT configuration.

ADJUSTMENT CONTROLS:



ADJUSTMENT CONTROLS for the **HMD** are located on the bottom of the unit. Adjustments for **VOLUME**, **CONTRAST** and **BRIGHTNESS** are available.

The **TRACKER ON/OFF** switch controls the functionality of the **GYRO** Motion Tracker in the **HMD**. This is useful for troubleshooting the device or using the HMD as a video viewer only.

Video Channel Selector:

The Trimersion is capable of using 1 of 4 different video channel frequencies. If you are running multiple **TRIMERSIONS** with in range of each other, you can set each unit on a different frequency.

To change the frequency set the **DIP** switches on the **HMD** and **BASE STATION** to the same number.

TRACKER/LOOK FUNCTION JOYSTICK ASSIGNMENT:



If your game uses a different joystick for LOOK in the game, you can FLIP the joystick assignment by moving the JOYSTICK FLIP SWITCH on the front of the GUN CONTROLLER. This will change the MOVEMENT and LOOK function of the GUN CONTROLLER from the LEFT side and RIGHT side respectively to the RIGHT and LEFT side.

In other words, in NORMAL mode, the movement control is with the LEFT joystick and the LOOK function is controlled by the RIGHT joystick and the GYRO. In FLIP mode, the movement control is controlled by the RIGHT joystick and the LOOK function is controlled by the LEFT joystick and GYRO.

This is also useful in changing the operation of the gun for right or left-handed people.

GUN CONTROLLER KEY MAPPING:



Gun Default KEYS TAB (PS2&PC)

GAME CONSOLE	PC
○	Next Weapon(I)
×	Jump(Spacebar)
□	Previous Weapon(J)
△	Attack(Ctrl)
SELECT	ESC
START	ENTER
L1	Flashlight(F)
L2	Center View(End)
L3	Object/Source(Tab)
R1	Grouch(C)
R2	Strafe(Alt)
R3	Walk(Shift)
Left Analog Stick	W . D . S . A
Right Analog Stick	Mouse Move
Fire(R1)	Fire(Mouse Left Key)
Reload(R2)	Reload(R)
Macro	Macro
Macro Clear	Macro Clear
Left D Pad	Arrow Keys

TROUBLESHOOTING:

If you are getting static lines in the HMD LCDs and a pulsing sound in the headphones, make sure you turn off any radio interference or wireless communications sources near the Trimersion visor.

Known interference can be caused by Wi-fi enabled laptops and network hubs and some cell phones and PDAs.

One solution may be to change to an alternate RF frequency using the VIDEO CHANNEL SELECTOR instructions.

If the LCD display in the HMD has no picture but you still have audio, it normally is an indication that the batteries are low.

Federal Communications Commission (FCC) Statement

RADIO FREQUENCY INTERFERENCE BTATEMENT

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 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 correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into and outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Any special accessories needed for compliance must be specified in the instruction manual.

You are cautioned that changes or modifications not expressly approved by the party responsible for compliance could void your authority to operate the equipment.

“This device must be operated to provide a separation distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter. “

CE Safety Statements

This device has been tested and found to comply with the requirements set up in the council directive on the approximation of the law of member states relating to EMC Directive 89/336/EEC, Low Voltage Directive 73/23/EEC and R&TTE Directive 99/5/EC

Warning



Core

These cores are EMI components, do not remove