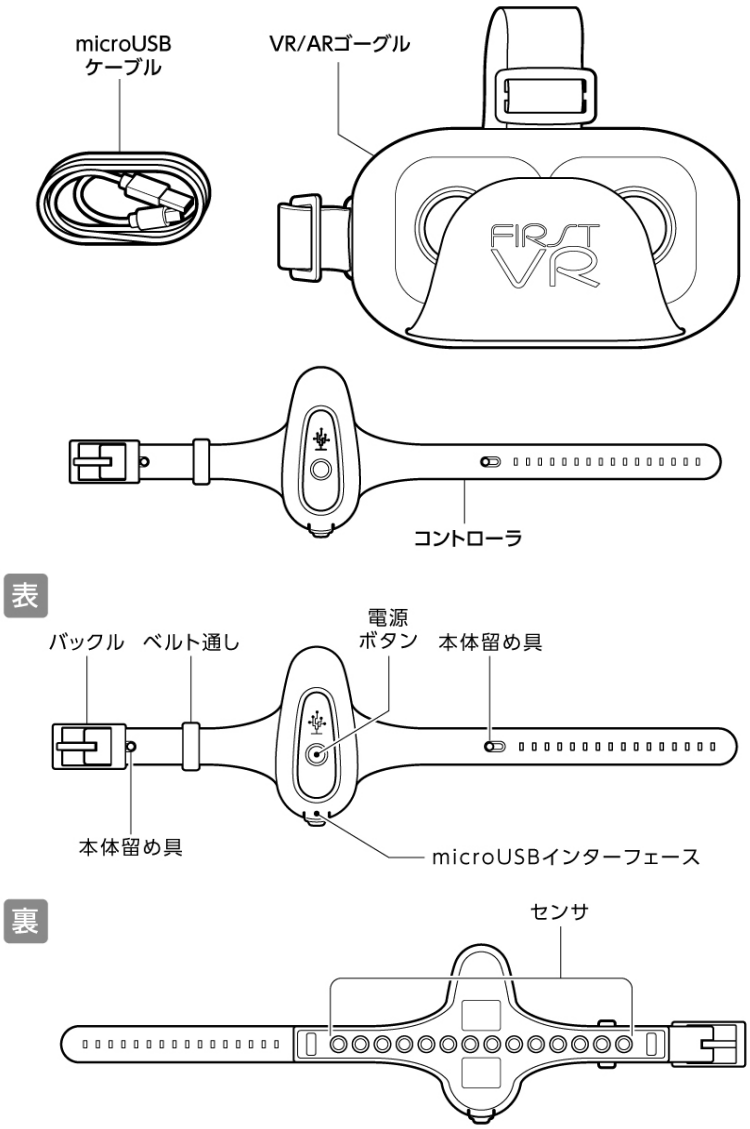
FirstVR QuickStart

Name of Components



FirstVR Compatible Applications

Play Applications

STEP 0: CHARGE THE CONTROLLER

With the microUSB cable included in the package, connect the controller with your computer.
When the device is being charged, the power switch will turn orange.

STEP 1: FIRMWARE UPDATE

[Customers who received FirstVR in 2017/12, will need to perform a software update]

Customers who received FirstVR in December 2017, you are the first ones in the world to own a FirstVR set. We appreciate your support.

Before you use the device, please follow the steps below to perform a software for your device.
For customers who have received FirstVR after 2018/01, go directly to STEP2.

① If you see the power button of FirstVR blinking rapidly, do not charge it and leave it alone for a few hours.
② Charge the device with the microUSB cable. The power button will appear orange.
③ Whilst the microUSB cable is still a connected, press on the power switch and it should turn white.
④ Download the application 「nRF Connect」on either the App Store or Google Play.

⑤ Make sure your smartphone has Bluetooth turned on. Open up the firmware from the URL provided below. Open up the file with the 「nRF Connect」 application.

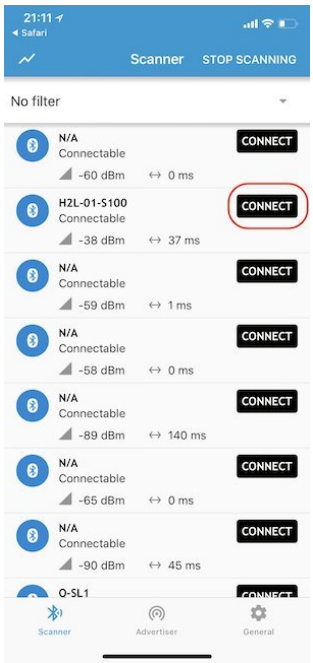
[URL of latest firmware]
https://www.dropbox.com/s/7nb71kfigy9ilqm/fvrFW.zip?dl=0

You will see this upon clicking the URL

Download from the URL directly

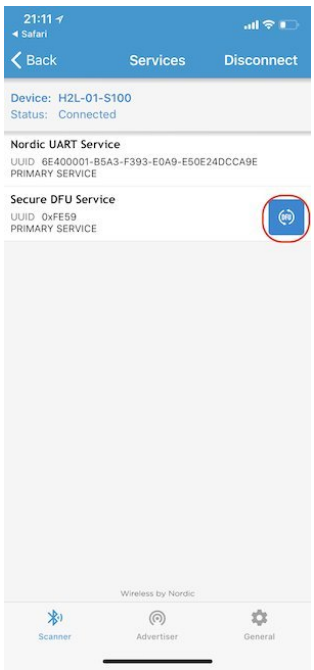
Open the file with 「nRF Connect」

If it happens that you cannot select 「nRF Connect」 then open it up from "Others".



⑥ In the 「nRF Connect」application, select the device "H2L-01-S100" and

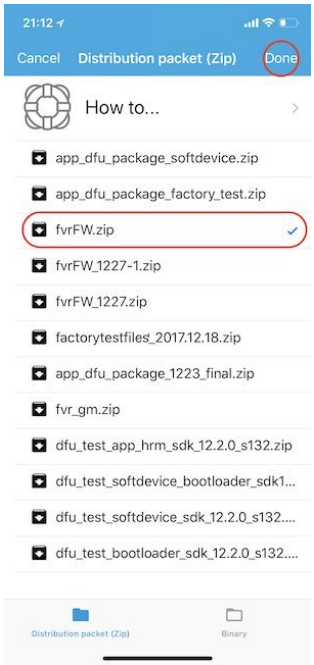
prepare to perform the update.



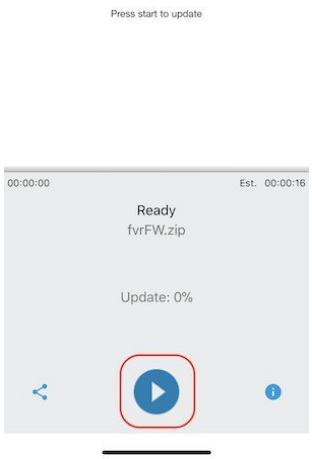
⑦ Select DFU service

No saved firmware found

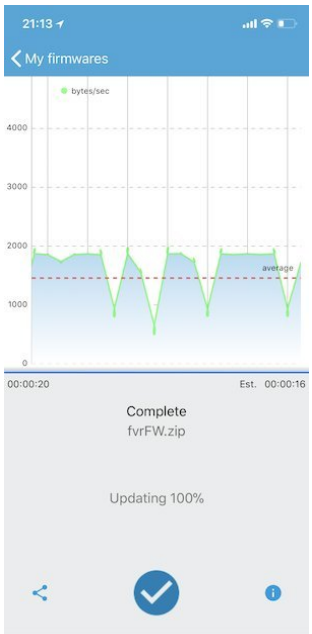
⑧ Add the latest firmware



⑨ Select the latest firmware named 「fvrFW」then press DONE



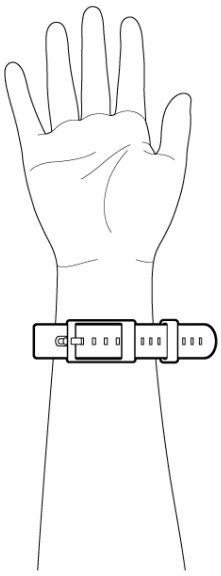
⑩ Place the FirstVR controller near your smartphone and press the play button. Doing this, the firmware update process should be initiated. The Power switch will also cease to be lit.



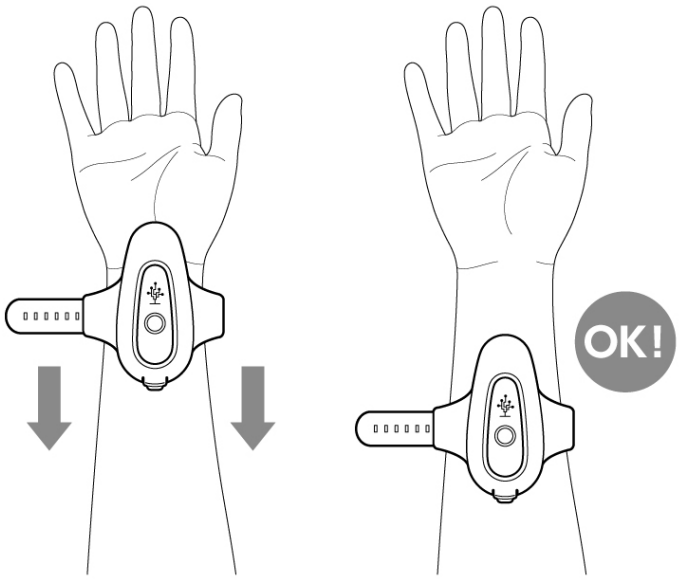
YOU ARE DONE.

When you see the power button turn back to white in color, the firmware update is complete.

STEP 2: WEAR THE CONTROLLER ON YOUR ARM



The buckle side of the device should be aligned with the palm side of your hand. Wear the FirstVR controller on your wrist. Allow about 0.5 cm between your arm and the belt.



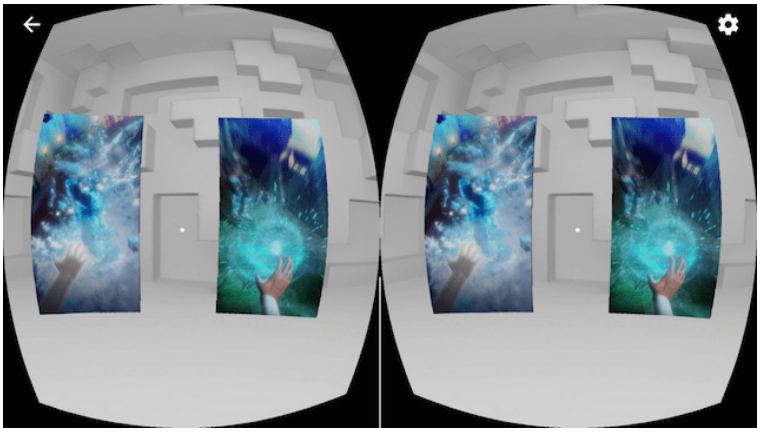
Rotate the device so that the main case is now facing upwards. Slide the device up towards your forearm until the sensors are tightly fitted to your arm.

STEP 3: Turn on the device by pressing on the power button.

STEP 4: Start up the Application

Install FirstVR compatible applications here.

STEP 5: Pairing the Smartphone and Controller



Before connecting the controller to the smartphone through Bluetooth Low Energy, make sure the device is fully charged.

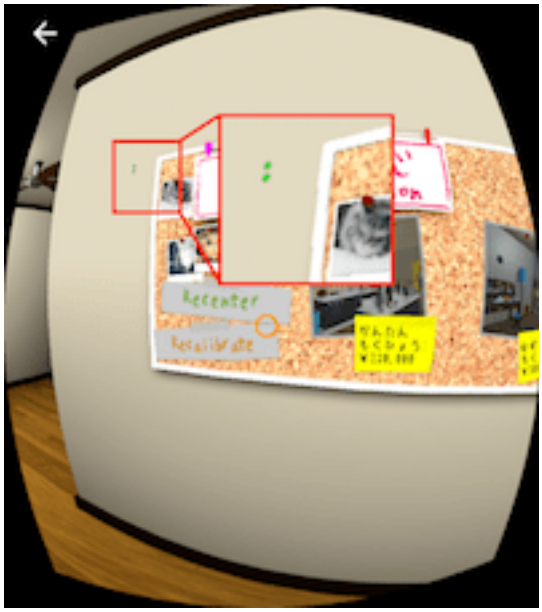
Launch the FirstVR applications after downloading and installing them.

Applications Here

Hold the smartphone horizontally and let the bottom left of the phone be closest to the controller.

If the Sample application has successfully connected to your device, the two red dots at the left of the billboard should turn green.

Before the connection is complete, the dots are red in color.
(Image taken from Mom's Distraction Application)



After the connection is made, the dots will turn green.

If the connection is broken, you can try restarting the application or try resetting the controller before trying again.

MOM'S DISTRACTION GUIDE

This is a guide of the 「Mom's Distraction」 application.

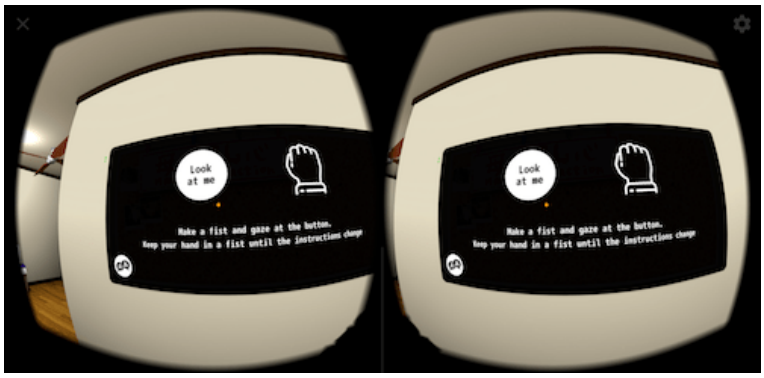
The player's point of focus is represented by the orange dot in the middle of the screen. It can be moved around by moving your head.

Follow the steps below to ensure that the game is properly paired with the game.

1. Point your arm forward in parallel with the floor and look at the sign that says "Look at me".

2. Register your gestures (calibration)

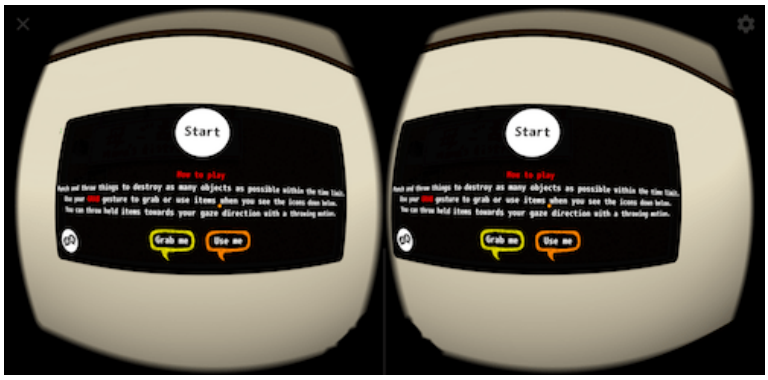
While still raising your arm, grip your hand gently into a fist. Look then at the "Look at me" sign once again.



Release your hands that all fingers are spread out, and look at the "Look at me" sign to proceed.

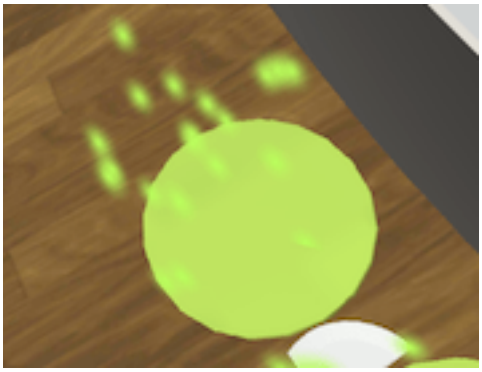
3. STARTING SCREEN

There will be a short game description. Stare at the "Start" sign to move to the next menu.



4. IN-GAME SCREEN

The time limit for each stage is 1minute and 30 seconds.



Stare at the green mats on the floor
to move around the room.

Hand Controls

When your hand comes into contact with an object, it will cause it to move.

When the object falls on the floor, it will also break and shatter.

You can also grab an object and chuck it to break it.

In order to grab an object, you will have to come close to an object, stare at it until a "Grab me" sign comes up, and finally grip your hand to pick up the object.

When the player tries to grab objects that are out of range, there will be a sound effect that to remind the player.

When you see a "Use me", a special action can be triggered by holding a fist.

FCC Regulatory Information

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.

Warning: 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 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.