BeBop Sensors Forte Data Glove QuickStart Guide

The data glove is a high-performance augmented reality and virtual reality controller that can communicate over USB or Bluetooth. This guide is meant to help you get started with the data glove Unity SDK as quickly as possible.

How to Wear and Operate the Glove:
In order to get the best performance from the glove, it's important to make sure the glove is worn properly - this means 1. your palm passes underneath the **haptic strap**, 2. your thumb passes through the **thumb loop** and 3. the glove is firmly secured with the **wrist strap** and your fingers are properly seated in the finger caps**.**

Note: Break in Period:
While your glove should perform accurately from the first time you put it on, note that each glove has a wear in period of about *5 - 10 hours* and will become more comfortable with subsequent use.

To Turn On the Glove:
Press the power button once. After a short startup sequence, a **green LED** should confirm that the glove is powered on and waiting to be connected.

To Turn Off the Glove:
Push the Power Button on the back plate of the glove for approximately 2.5 seconds. The **LED should turn off** to indicate that the glove has powered down.

Charging the Glove:
Plug in a powered USB-C cable to the port in the back plate.

Calibrating the Glove:
The glove may require occasional recalibration. The full calibration process is done through the provided software.

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Frequently Asked Questions / Troubleshooting

How do I contact support?

If you have any problems, please email *support@bebopsensors.com*.

Where's the full documentation?

Check out our full API documentation here: https://bebopsensors.com/api/data-glove/

Why is the hand model not responding?

If the hand object isn't responding to the Data Glove, first check to make sure that the glove is powered on. If it is, try power-cycling the glove and restarting the program.

Also make sure that the USB cable is plugged into your computer or, if using Bluetooth, make sure that your computer's Bluetooth capabilities are enabled. If the battery is dead, the glove will not turn on.

Why doesn't the hand model match the pose of my hand?

Sounds like a calibration issue. Follow the calibration instructions in the earlier calibration section.

FCC Warning:

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

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

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