



VIRTUAL REALITY GLASSES USER MANUAL



VIRTUAL REALITY GLASSES

Adsorption type switch

Pupil distance adjusting knob



The object distance
adjusting knob

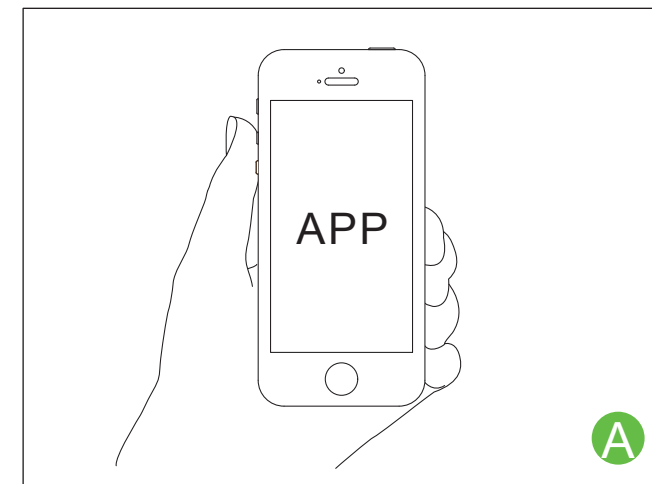
Removable adsorption front cover



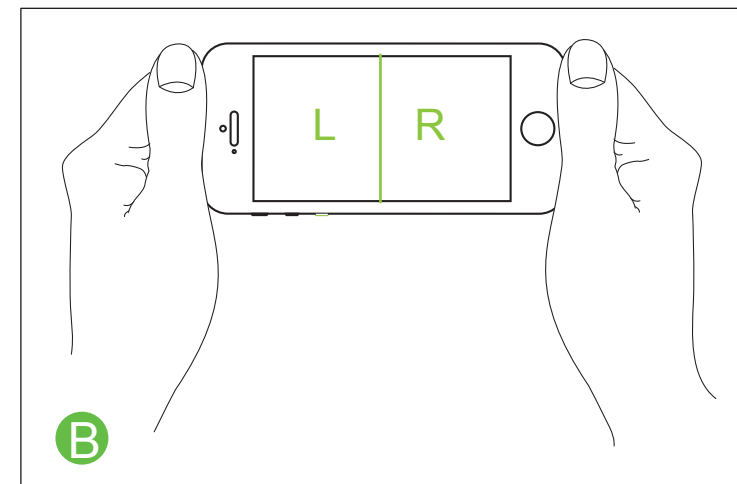
Human body engineering
cortical patch

Optical glasses

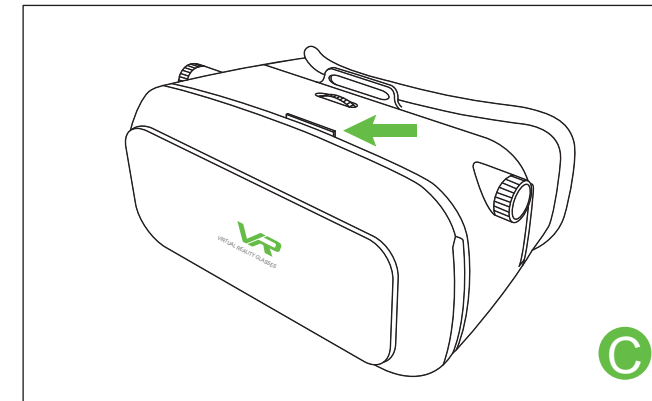
Focus adjustment knob



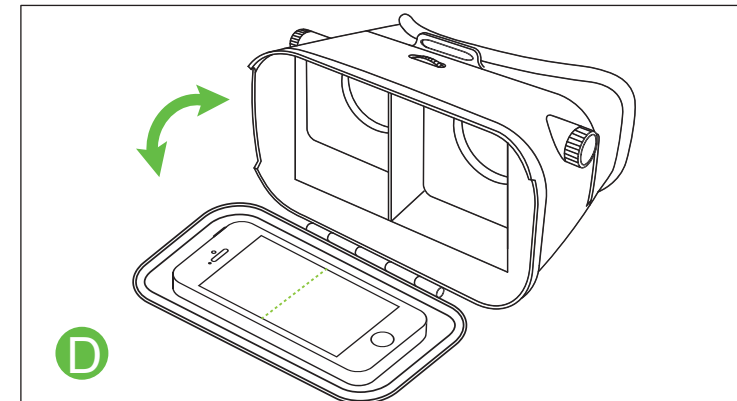
A



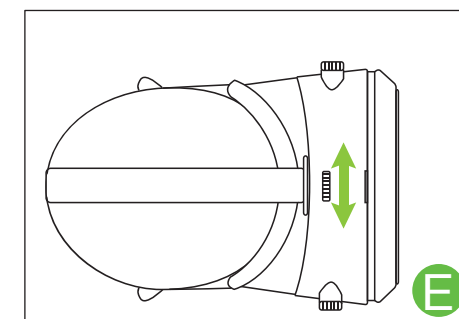
B



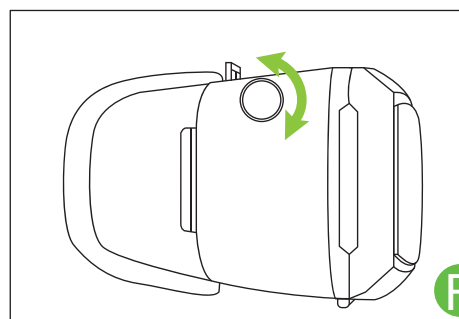
C



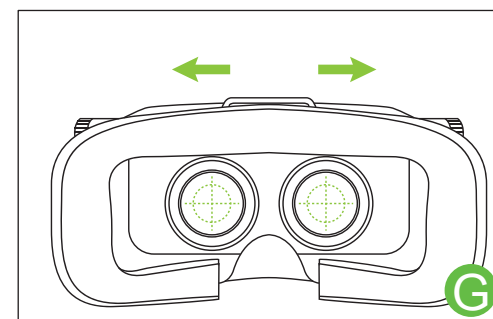
D



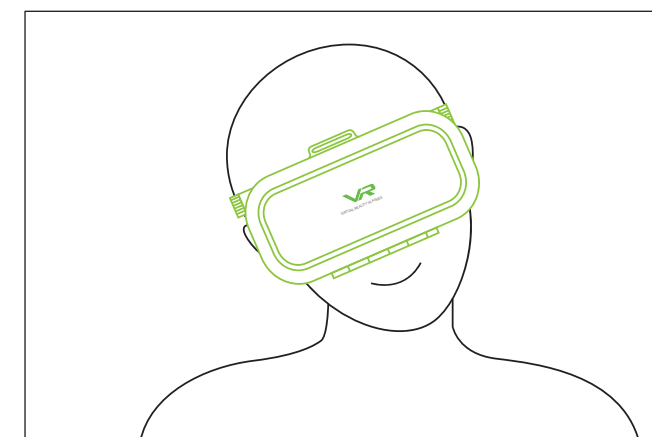
E



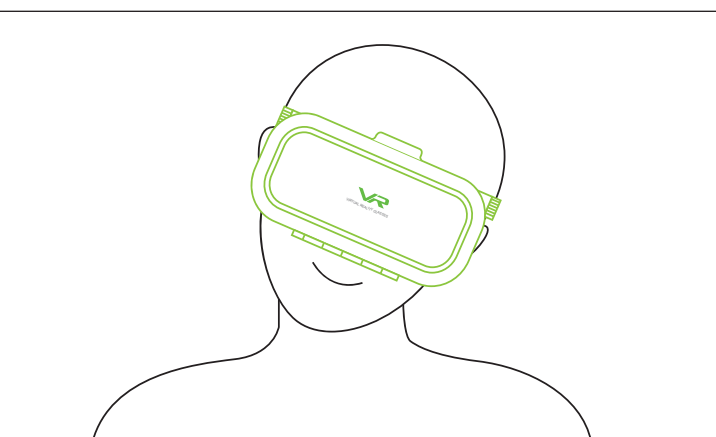
F



G



H



1. Download and play test video

Please use a mobile phone to get into App download interface(as shown in picture A,suggested in WiFi environment), Based on the game menu to select installation a video player or game software, test if it supports Left-and-Right split screen display (as shown in picture B) and full-screen display.

2. How to use the device

Gently open the adsorption type switch at the top (as shown in picture C), hold the mobile screen facing inwardly, gently touch scale adjustment card slot, place your cell phone, and then close the cover plate (as shown in picture D). If you find the picture is upside down, please adjusting the direction of mobile phone.

3. The lens adjustment function

PD adjustment (as shown in picture E): Adjust the PD of lens

Object distance adjustment (as shown in picture F): Object distance adjustment can adapt myopia, without wearing myopia lens.

Focal adjustment (as shown in picture G): For the best clarity, you can adjust the lens focal length from left and right

4.The body sensuous control

Viewing screen choice: Put the mobile phone into the device, you can choose the video screen by shaking your head from left and right in the video list (as shown in picture H). VR games: playing 3D games also can be controlled through the body sensuous(as shown in picture H).

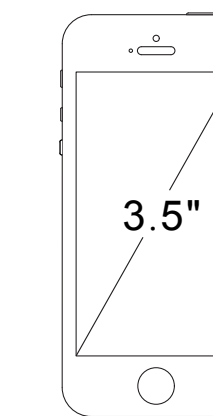


Using the device is strictly prohibited when the mobile phone is under charging, the consequences for improper use shall be borne by the user.

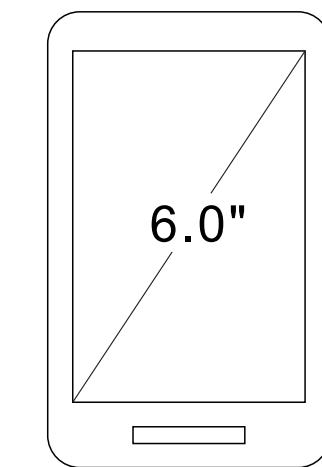
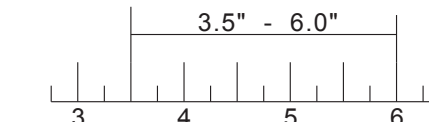
Warm prompt: In order to improve the viewing comfort, we suggest that the angle of back and seat is 60°. In order to protect your vision, it is recommended that the viewing time should not be more than 30 minutes.

5. Compatible with different sizes of smartphones

Virtual Reality glasses is compatible with 3.5-6.0 inch Smartphones. (Lmax: 154mm; Wmax: 82mm)



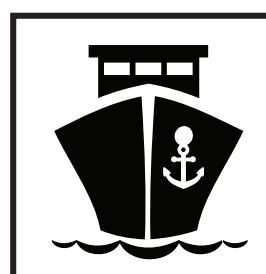
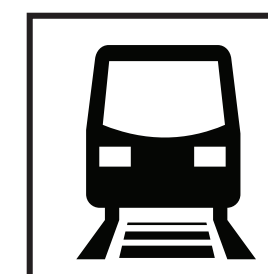
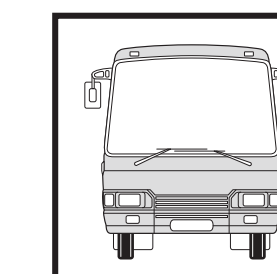
3.5"



6.0"

6. Be free to enjoy 3D movies anytime anywhere

Virtual Reality glasses , you can be free to have 3D movie or gaming fun anytime anywhere.



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RoHS

