
WELCOME TO A NEW WORLD OF VIEWING

Welcome to a new and exciting world made possible by Virtual i.O's Personal Display System™ Virtual i-glasses!™. Prepare yourself for an audiovisual experience unmatched by any other viewing system available today!

You will find your Virtual i-glasses! lightweight and compact for comfortable and fun viewing of movies on a laserdisc, VCR or on broadcast television, or for playing games with an electronic gaming system or personal computer. Virtual i-glasses! are also portable, with a fold-up design that lets you take them anywhere: to work, on a business trip, or just down the street to a friend's house.

VIRTUAL i-glasses!

*You can now view
video programming,
video games, and
virtual reality
applications in ways
never before possible.*

ABOUT MOVIES

Virtual i-glasses! give you a personal big screen for watching your favorite flicks. No more staring at your TV or a movie screen from the same angle in the same position for hours. With Virtual i-glasses! you can face any direction, even upside-down, and still watch the action in front of you because it moves with you! And the action is intensified in 3-D. *Remember that special programs recorded in stereoscopic 3-D are required for 3-D viewing with your Virtual i-glasses!*

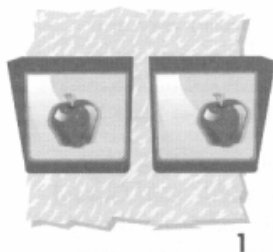
ABOUT GAMES

Games take on a whole new dimension (literally and figuratively) with Virtual i-glasses! Characters will jump out at you. Pathways you explore will challenge and thrill you. This revolutionary gaming tool allows you to use your imagination in new and exciting ways. *Games specially programmed for stereoscopic 3-D and head tracking give maximum effects.*

CONCEPTS

Congratulations!

Congratulations on your Virtual i-glasses! purchase! Your new Virtual i-glasses! are the most innovative viewing device on the planet, so please take a brief moment to familiarize yourself with the specialized Virtual i-glasses! terminology.



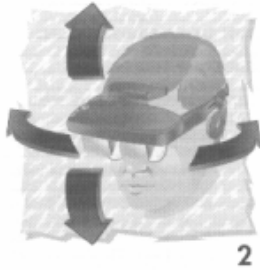
Virtual i.O Personal Display System™ Virtual i-glasses!™ give you a whole new way to view video tapes, laserdiscs, broadcast/cable television, electronic games (Sega™, Nintendo™, Sony™, Atari™, 3DO™, CD-i™, and others), PC games (with PC Interface - included with PC Version or available as an upgrade option), or any video (NTSC) source. In addition, Virtual i-glasses! are 3-D and head tracking capable. An explanation of these terms and more follow.

PERSONAL DISPLAY SYSTEM

Personal Display System is a term created by Virtual i.O to describe a viewing device that you wear on your head and is characterized by the following: 3-D and head tracking capability, compatibility with both video and computer source material, and a lightweight portable design that adjusts to fit anyone, even users wearing prescription eyeglasses. Virtual i.O's Virtual i-glasses! are the first Personal Display Systems on the market. Virtual reality helmets are not Personal Display Systems, as they do not fit all of the above criteria.

3-D/STEREOSCOPIC

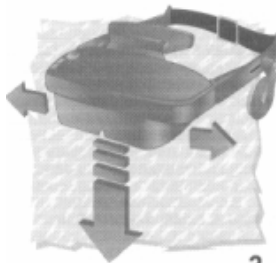
Viewing in true three dimensional space requires each eye to see an object from different perspectives at the same time. Try this to demonstrate: place your finger at arms length at eye level and close your right eye. You view your finger with one perspective. Now open your right eye and close your left. Your finger appears to jump approximately an inch. While your finger does not actually move, you are viewing it from a new perspective. Your brain joins these two perspectives to create the depth you see in 3-D. Your Virtual i-glasses! accomplish this 3-D effect with an advanced technique. Virtual i-glasses! are stereoscopic; which means they have two screens, one for each eye, so each eye can view a different perspective at the same time. **See Figure 1** The game or video content you view must be specially created to include the two perspectives necessary to take advantage of the 3-D capabilities of your Virtual i-glasses! Check the packaging of your video movies and computer games for Virtual i.O compatibility to ensure you are getting true stereoscopic 3-D content that conforms to the Virtual i-glasses! 3-D standards. Please note that your Virtual i-glasses! have a 3D1 and 3D2 setting. Which of the two you use is dependent on how the video or game material was 3-D encoded - starting with the right or left eye. If the picture's depth perception seems backwards, switch to the other setting.



2

HEAD TRACKING (INCLUDED WITH PC VERSION, OPTIONAL WITH VIDEO VERSION)

Head tracking gives a computer game the virtual reality feel — turn your head right or left, tilt your head left or right, up or down and the game or world moves with you. The head tracker senses the movement of your head and relays the information to the game program. **See Figure 2** This effect works to some degree with most games that use a mouse for movement. In most cases, you can look left and right in these games. In order to take full advantage of the Virtual i-glasses! head tracking capability, play games that are Virtual i.O compatible. If you purchased the Virtual i-glasses! PC Version you received a head tracker with your set. If you purchased the Video Version of Virtual i-glasses! you can get the head tracker by purchasing the PC Upgrade Pack at any Virtual i.O dealer or directly from Virtual i.O by calling 1-800-646-3759. *Please note that at this time head tracking only operates with computer games designed for head tracking (not electronic games such as Sega, Sony, Nintendo, or Atari).*

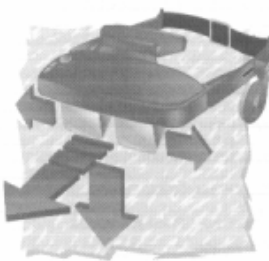


3

IMMERSIVE (WITH CLIP-ON VISOR) VS. SEE THROUGH

Virtual i.O's Virtual i-glasses! allow you to choose between "immersive" or "see through" viewing. With the clip-on visor attached, you cannot see through the lenses. This "immerses" you in the viewing experience. For more casual viewing and augmented reality applications, remove the visor and "see through" the Virtual i-glasses! lenses.

The **immersive** mode is achieved with the visor attached to your unit. This is usually the desirable mode for gaming and video viewing as it blocks out any outside distractions and keeps you transfixed on the images in front of you. You can, however, see down and around. **See Figure 3**



4

When the visor is removed and in **see through** mode your Virtual i-glasses! will allow you to maintain the external environment within your forward field of vision. You can remain in touch with people and events taking place around you while viewing a virtual image. **See Figure 4** The screen appears to "float" in front of you no matter which way you turn.

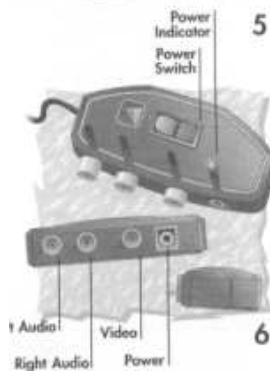
Wearing your Virtual i-glasses! with or without the visor also offers you an external frame of reference, which is important in preventing motion sickness.

The Virtual i-glasses! optical system gives you a fully visible virtual image not obscured or clipped in any way. Images are fully viewable under all circumstances (in both "see-through" and "immersive" modes).

QUICK START FOR USE WITH VIDEO SOURCES

Save Your Box

We have specifically designed the inner packaging to be used as a safe place to store your Virtual i-glasses!



If you are comfortable with consumer electronics equipment and want to get started quickly, follow these steps (If you purchased the PC Version skip this section and turn to page 21 for instructions specific to that version):

■ UNPACK YOUR VIRTUAL i-glasses!

Carefully unpack your Virtual i-glasses! unit and save all packaging. Do not discard the inner part of the box. It was specifically designed to be used as a safe place to store your Virtual i-glasses!

■ UNPACK YOUR ACCESSORIES

Carefully remove the video connector block, power supply, and RCA connectors (exactly like the type used with stereo systems). Lift foam wedge to find these and other accessories.

■ SELECT THE SOURCE

Choose a television, VCR, or electronic game. *Note: If you hook your Virtual i-glasses! up to a TV, it must have RCA video and Audio Output connectors. Otherwise you must use the RCA jacks on your VCR.*

■ CONNECT CABLE TO VIRTUAL i-glasses!

Plug the video cable to the Virtual i-glasses!. The connection can be found on the left bottom portion of the main body of the unit (side opposite the buttons). Use both cable guides on the arm to secure the cable. Use care when inserting the plug. **See Figure 5**

■ CONNECT RCA CABLES TO BLOCK

Plug the RCA connectors and power supply into the connector block. **See Figure 6**

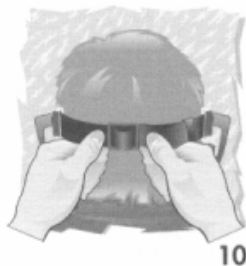
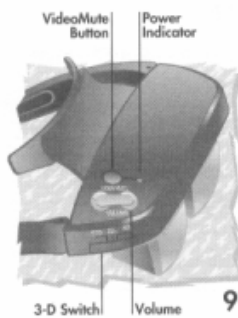
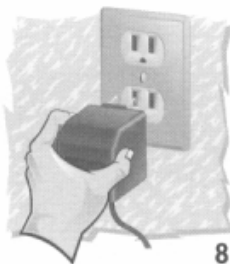
yellow video red right audio white left audio

■ CONNECT RCA CABLES TO SOURCE

Plug the RCA connectors into your television, VCR, or electronic game system's RCA outputs. **See Figure 7** *If there are not two RCA Audio Outputs (stereo) you will need to use an RCA "Y" connector. Some game platforms require a special adaptor for RCA jacks: please refer to your game manual. Virtual i-glasses! will not connect directly to RF (antenna) jacks.*

Video User's Guide

Put on your new Virtual i-glasses! and watch your Video User's Guide videotape. This is an excellent "hands-on" way to learn! And check out the sample 3-D section!



■ PLUG 'EM IN & TURN 'EM ON

Plug the 6 volt power supply into your household AC power outlet. **See Figure 8** Be sure to use a voltage adaptor if outside the United States. Flip the power switch on the video connector block to "on". Power indicator light on connector block will glow. **Refer to Figure 6**

■ SET THE 3-D SWITCH

Set the 3-D switch to the correct setting: STD (Standard), 3D1 (3D - right field first), or 3D2 (3D - left field first). **See Figure 9** Check your game or video manual for the correct 3D setting. See the *Concepts* section for a full explanation of 3D. Use the 3-D settings only for games and video cassettes that are Virtual i.O compatible, as standard (non 3-D) images look best when viewed in the STD setting.

■ PUT 'EM ON

Put the Virtual i-glasses! on and adjust the strap until snug and comfortable. **See Figure 10** Children may need to swap the foam forehead pad for the thicker one included in the set. If you wear eyeglasses, you can keep them on.

■ TURN ON THE SOURCE

Turn on your television, VCR, or electronic game.

■ VIDEOMUTE™

Press the blue VideoMute button if you are not yet receiving a picture. Power indicator light on unit will glow: red - 3-D switch on standard, or green - 3-D switch on stereo (3-D). The VideoMute button disables the video and audio signals to the unit. **See Figure 9**

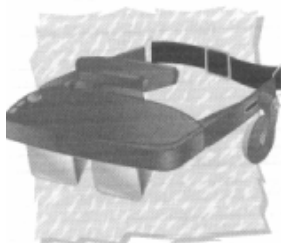
■ ADJUST VOLUME

Adjust volume level as needed. Press forward (marked +) to increase, back (marked -) to decrease. **See Figure 9**

■ ENJOY YOUR NEW VIEWING EXPERIENCE!

■ STAY CONNECTED

Fill out and mail your registration card to receive free technical support and information about new and exciting products from Virtual i.O. You can reach Virtual i.O's technical support several ways. Please refer to page 42 for numbers and addresses.

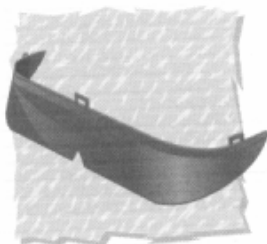


VIRTUAL i-glasses!

The Virtual i.O Virtual i-glasses! come with a reusable storage wedge. Carefully open your Virtual i-glasses! package and check the contents against the following list. Some items can be found underneath the wedge. If any of these items are missing, contact your dealer. The Virtual i-glasses! package should contain:

■ **VIRTUAL i-glasses!**

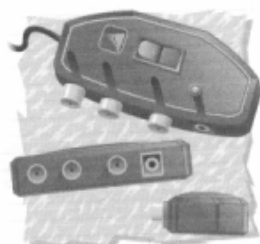
Virtual i-glasses! Personal Display System with adjustable forehead mount and earphones.



CLIP-ON VISOR

■ **CLIP-ON VISOR**

Removable visor comes attached to the Virtual i-glasses! Remove the protective covering on the visor before using the unit.



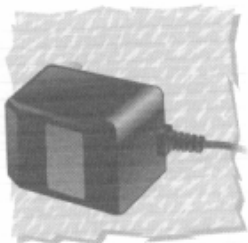
VIDEO CONNECTOR
BLOCK

■ **VIDEO CONNECTOR BLOCK WITH CABLE**

Cable with custom Virtual i-glasses! connector on one end and video connector block with RCA audio, video and power connectors on the other end.

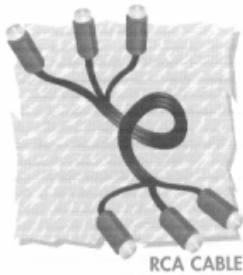
■ **6 VOLT AC POWER ADAPTER**

Use this power supply only; others may damage the unit.



6 VOLT
AC POWER ADAPTER

(Continued On Next Page)



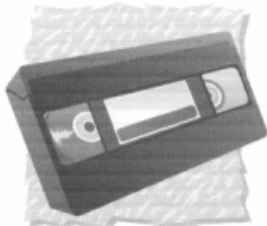
RCA CABLE

■ **RCA CABLE**

A cable with three male connectors on either end.

■ **LINT-FREE CLEANING CLOTH** (NOT PICTURED)

Use to remove dirt and dust from the Virtual i-glasses! optical lenses.



USER'S GUIDE VIDEO

■ **EXTRA FOAM FOREHEAD PAD** (NOT PICTURED)

A thicker foam forehead pad for a comfortable fit on children.

■ **USER'S GUIDE VIDEO**

Video cassette in VHS format containing installation and care instructions, and sample 3-D footage.



USER'S MANUAL

■ **USER'S MANUAL**

This booklet.

■ **PRODUCT REGISTRATION CARD**

Found inside your Virtual i-glasses! packaging.



PRODUCT
REGISTRATION CARD

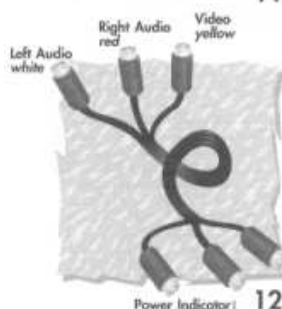
Please fill out and mail your registration card now. Serial numbers are located inside the Virtual i-glasses! forehead mount. As a registered user you will receive important product support, updated information and free software. You will also receive announcements about exciting new products from Virtual i.O.

If your dealer is unable to supply you with any of these items, call Virtual i.O.'s Customer service line at 1-800-646-3759. Or contact Virtual i.O. e-mail at info@vio.com or web site at <http://www.vio.com>.

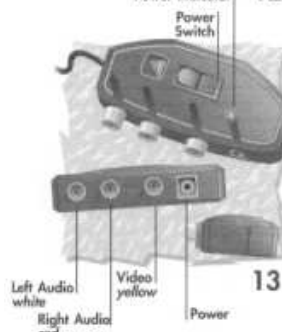
HOOKING UP TO A VIDEO SOURCE



11



12



13



14

It is important to know that your Virtual i-glasses! cannot be connected to the RF port (antenna) on any piece of electronic equipment. A special video connector block and cord is provided for connections to your TV, VCR, laserdisc, or game console. These use RCA (male) jacks. A special VGA to NTSC converter interface is needed to hook your Virtual i-glasses! up to a computer and is included with the Virtual i-glasses! PC Version (or you can get it as an upgrade at your dealer). Instructions for hooking up the PC converter box are in the *Virtual i-glasses! PC Version/Upgrade* section beginning on page 23.

THE VIDEO CONNECTOR BLOCK

The Virtual i-glasses! video connector block consists of a cord with a small rectangular plug on one end and a black block on the other. The block has three standard RCA jacks (like those used for home stereo systems), a power connector, a power switch, and a power indicator light. The three RCA jacks consist of right and left audio, and video. A RCA cable with three connectors is included with the Virtual i-glasses!

HOOKING UP

■ CONNECT VIDEO CONNECTOR BLOCK TO VIRTUAL i-glasses!

Connect the rectangular plug from the video connector block to the Virtual i-glasses! The connection can be found on the left bottom portion of the main body of the unit (opposite side from the buttons). **See Figure 11** Use care when inserting the plug. Make sure it is in straight and all the way in. Use both cable guides built into the Virtual i-glasses! to secure the cable.

■ PLUG RCA CABLE AND POWER SUPPLY TO CONNECTOR BLOCK

Plug the RCA cable **See Figure 12** and power supply into the connector block. Yellow is video. Red is right audio. White is left audio.

See Figure 13

■ PLUG RCA CABLE TO SOURCE

Plug the RCA connectors into your TV, VCR, or electronic game system's RCA outputs. **See Figure 14** If there are not two RCA Audio Outputs (stereo), you will need to obtain a mono to stereo "Y" adapter from your electronics dealer. **See Figure 16** Simply plug the single end

into your single (mono) Audio Output and the other two plugs into the Virtual i-glasses! video connector block. Some game platforms require a special adapter for RCA jacks: please refer to your game system manual.



15



16

VIDEO SCHEMATIC

■ PLUG IN THE POWER SUPPLY

Plug the 6 volt power supply into your household AC power outlet. See Figure 15

■ TURN VIDEO CONNECTOR BLOCK SWITCH TO "ON"

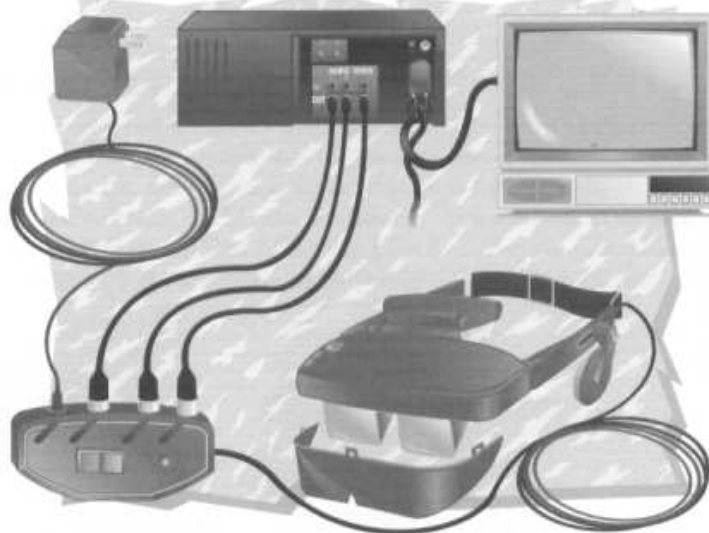
Power indicator light will glow. See Figure 13

■ IF YOUR TV DOES NOT HAVE RCA JACKS

Many older television sets do not have RCA jacks built in. If this is true with your television and you wish to watch broadcast television with your Virtual i-glasses!, you must use your VCR's RCA jacks instead. Keep your television and VCR cable antenna hooked up as they are now. Then simply plug your Virtual i-glasses! into your VCR's RCA output jacks, set your VCR to "VCR" (not "TV") and use the tuner on your VCR to select the station.

■ IF YOUR TV AND VCR DO NOT HAVE RCA CONNECTORS

If neither your television or VCR has RCA connectors, you need to purchase a coax-to-video adapter at your local electronics dealer.



HOOKING UP MORE THAN ONE PAIR OF VIRTUAL i-glasses! TO A SINGLE SOURCE

You can use RCA “Y” connectors **See Figure 16** to allow simultaneous viewing from the same source with two pair of Virtual i-glasses! If you wish to use more than two pair of Virtual i-glasses! with the same source, we recommend the use of a distribution amplifier. Follow these instructions when using “Y” connectors.

- Purchase three “Y” connectors from your local electronics supply store.
- Plug the “single” end of each “Y” connector into the video, right audio, and left audio port of your source.
- Follow the regular instructions, using one connector from each “Y” for each pair of Virtual i-glasses!
- The picture quality to each pair of Virtual i-glasses! will be slightly diminished due to the splitting of the signal.

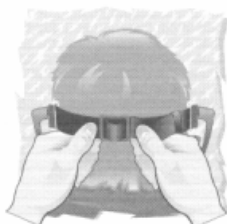
WEARING THE VIRTUAL i-glasses!



Virtual i.O has designed Virtual i-glasses! with a soft padded forehead support and an adjustable head strap for an easy fit on your head. This head-mounted design allows a comfortable fit for all head sizes and shapes without bulky plastic straps or difficult adjustment mechanisms, like those found on helmets. In addition, the unit can be worn comfortably over prescription glasses. **See Figure 17**

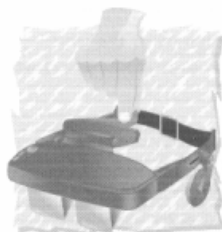
PUTTING THEM ON

Slip the unit on your head by first placing the forehead brace on your forehead. Then pull the strap behind your head. Slide the lenses in front of your eyes to a comfortable viewing angle. Adjust the elastic band on the back of the unit so it is snug and comfortable. **See Figure 18** A person with a small-sized head can switch the velcro attached forehead pad to the thicker pad included with the set for a better fit. **See Figure 19**



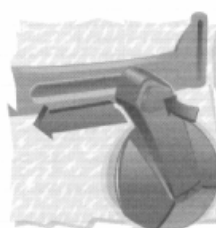
ADJUSTING THE EARPHONES

The earphones will accommodate all head sizes. Adjust the earphones so that the foam pieces fit gently and comfortably over your ears. On the top of each earphone stem there is a button that allows you to slide the earphones to a comfortable position. Press the button to pivot or slide the earphones back and forth. Release the button to lock them in place. **See Figure 20**

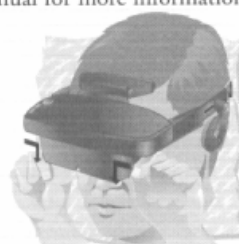


CLIP-ON VISOR

Your unit comes with the visor already attached. The visor blocks out any distractions while the headset is in use for television or game playing. To remove the visor, simply release the notches on the shield at the three connection points on the headset. **See Figure 21** You will need to remove the protective cover on the visor before using the unit. See the *Concepts* section at the beginning of the manual for more information about the visor.



20

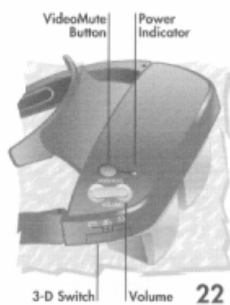


21

CONTROLS

Always use the STD setting except when stereoscopic source material is viewed.

Standard video movies, video games, and television broadcasts cannot be made to appear 3-D by setting this switch to a 3-D position. Leave the switch in the STD position for non-3-D content.



On the top right corner of your headset is a set of control buttons and a power indicator light. **See Figure 22** The following list describes what each of these controls do, and how to use them to achieve maximum effects.

POWER INDICATOR

Once the power supply is attached to the video connector block, the switch on the block is turned on, and you press the VideoMute button, the power indicator light on the Virtual i-glasses! will glow. This lets you know your unit is on. **See Figure 22** The light changes color to indicate you have your unit in standard (red) or stereo 3-D (green) mode.

VOLUME

Next to the power indicator is the volume control rocker switch.

See Figure 22 Press and hold the end nearest your head (marked -) to decrease the volume. Press and hold the end furthest from your head (marked +) to increase volume.

VIDEOMUTE™

The VideoMute button is the round, blue button next to the volume control. **See Figure 22** It turns off the video and audio signals to the unit. This allows you to see through the eyepieces when the visor is not attached.

STEREO (3-D) SWITCH

The word "stereoscopic" means there are two sources for seeing, one for each eye. We get our depth perception from this type of vision. Virtual i.O's Virtual i-glasses! bring you stereoscopic vision in the headset by using two Liquid Crystal Displays to display images. Most software and video tapes are not stereoscopic. Leave the switch in the STD position for non-3-D content. Check the package for Virtual i.O compatibility for the best effects from your Virtual i-glasses! In order to view stereoscopic content you need to set the stereo switch to the correct setting. The stereo (3-D) switch is positioned on the right side of the Virtual i-glasses! below the volume control switch.

See Figure 22 The switch is marked STD, 3D1 and 3D2. 3D1 and 3D2 are used for specially recorded programs and games that use field sequential 3-D encoding. 3D1 and 3D2 refer to how the Virtual i-glasses! decode 3-D material - either starting with the right eye or the left. When using stereoscopic video tapes or games, refer to the game or video manual for the correct 3-D setting to use. See the *Concepts* section for more information on 3-D and stereoscopic.

CARE & CLEANING

Please follow these simple guidelines when caring for and cleaning your Virtual i-glasses! and head tracker units.

- Store your Virtual i-glasses! in the foam package in which they came. It was specially designed to serve as a safe, dust-free storage place. Do not store your Virtual i-glasses! in a humid place, on the floor, or in any location where they may collect excessive dirt, lint, or dust.
- Use care when transporting your Virtual i-glasses! We recommend you use the storage box and keep the immersive visor on the unit to protect it from shock and scratches during transportation.
- A lint-free cloth is provided for cleaning your Virtual i-glasses!. Use this cloth, or one comparable (like those used to clean camera lenses, found in camera supply stores), to clean the glass lenses. Note: Paper towels or other household cloths may be too harsh and leave scratches on the Virtual i-glasses! lenses.
- Never immerse your Virtual i-glasses! under liquids and avoid using cleaning solutions. Use isopropyl alcohol to clean the plastic parts.
- The foam forehead pads can be removed at the Velcro attachments for maintenance and cleaning. We suggest using isopropyl alcohol to clean the foam pads.
- Always keep your Virtual i-glasses! out of the sun and away from other sources of extreme heat or extreme cold.
- Do not drop, hit, bend, or otherwise abuse your Virtual i-glasses! or accessories.
- Do not leave your Virtual i-glasses! turned on for extended periods of time, or when they are not in use.
- Do not disassemble or try to repair your Virtual i-glasses! in any way. Doing so will void your warranty.
- Do not use any power supply other than the AC adapter included with your Virtual i-glasses! set. When disconnecting any plugs from the Virtual i-glasses! unit, first turn the unit off (VideoMute button). Carefully pull the plug itself rather than the cord.

TROUBLESHOOTING

If you have trouble operating your Virtual i-glasses!:

- Consult this manual, the Video User's Guide, and other materials that accompany the product.
- Check the connections and peripherals.
- Check your VCR, TV, or game hardware.
- Look for your particular problem in this section of the manual.
- If you still cannot alleviate the problem, contact your dealer or Virtual i.O's Technical Support at 206-382-4558.

Do not attempt to take the unit apart or repair the unit yourself. It will void your warranty. Refer servicing to qualified personnel only.

Q: NO POWER TO VIRTUAL i-glasses! - Virtual i-glasses! light is not illuminated

- Check to ensure that the wall-mounted power supply is plugged in.
- Check that the power light on the connector block is on and, if not, switch it on.
- Press the VideoMute button.
- Check the cable connection on the Virtual i-glasses! - make sure it is firmly seated. Remove and reinsert.
- Call technical support.

Q: VIRTUAL i-glasses! POWER LIGHT IS ON, BUT NO VIDEO SIGNAL

- Make sure your source device (VCR, PC, electronic game, television) is on and functioning properly.
- Make sure the RCA plug is connected to the source video output.
- Check all connections to be sure they are plugged in.
- Call technical support.

Q: VIDEO ONLY APPEARS IN ONE EYE

- Let the unit warm to room temperature if cold.
- Recycle power at VideoMute switch by pressing and releasing the button twice. Wait a full 60 seconds.

- Make sure the 3-D switch is on the STD setting.
- Unplug the power supply from the wall and then reconnect.
- Call technical support.

Q: POWER ON, VIDEO ON, BUT NO AUDIO SIGNAL IN VIRTUAL i-glasses!

- Press forward and hold the volume up (+) switch.
- Check the audio connections on the video connector block, or PC Interface Module, and on the source device.
- Be sure the main cable is fully inserted into the Virtual i-glasses!
- Check the sound control software in your computer, or the volume on your TV, to make sure the volume is turned up.
- Call technical support.

Q: AUDIO SIGNAL ONLY IN ONE EAR

- Check to ensure that both source cables are inserted into the video connector block (video).
- Check the mini-plug to ensure that it is fully inserted into your PC's sound card and the PC Interface (PCI). Also, be sure you are using the stereo mini-plug and not the mono microphone mini-plug. The stereo mini-plug has two plastic bands on the plug, the mono mini-plug has one.
- Be sure the main cable is firmly inserted into the Virtual i-glasses! and the speakers cover both ears.
- Turn off the Virtual i-glasses! at the video block and turn back on.
- Call technical support.

Q: MY VIDEO MOVIE OR GAME ISN'T IN 3-D?

Most movies and games on the market at this time were not recorded or developed in 3-D or have not been specially encoded for field-sequential 3-D decoding. If the movie or game does not indicate that it is compatible with Virtual i.O's products, or have any other indication of field-sequential 3-D compatibility, you must set the 3-D switch to STD. Standard (non 3-D) images look best when viewed in the STD setting. Contact Virtual i.O for information regarding current 3-D movie titles and 3-D games.

Q: THE GAME DOESN'T FOLLOW MY HEAD MOVEMENTS?

The head tracker unit is necessary to enable you to experience the head tracking effects. If you purchased the Video Version you did not receive the head tracker. The unit is included in the PC upgrade kit available at any Virtual i.O dealer.

If you are using the head tracker and the game is not following your head movements at all, or is only following your 'pitch' and/or 'yaw' movements, you may be playing a game that is not fully compatible with the Virtual i.O head tracker system. Purchase games that are compatible with Virtual i.O's products to ensure full head tracker compatibility.

If you are playing a Virtual i.O compatible game and the head tracker isn't working, check that all connections are fully plugged in and secure. Check your software and head tracker driver setup.

Q: WHY CAN'T I CONNECT MY VIRTUAL i-glasses! TO MY PC?

Virtual i-glasses! is available in two versions – Video and PC. If you purchased the Video Version you cannot hook your Virtual i-glasses! to a PC without also purchasing the PC Upgrade Kit available at your Virtual i.O dealer. The upgrade contains the PC Interface which facilitates hooking your Virtual i-glasses! up to a PC, the Virtual i.O head tracker, cables, software, and more! Call 1-800-646-3759 to order directly from Virtual i.O or for the dealer nearest you.

Q: WHY IS THE VIDEO IMAGE FUZZY?

- Check the video connectors to be sure they are clean and fully inserted.
- Put the 3D switch in STD.
- Virtual i-glasses! use LCD panels for imaging, not CRT rasters like those used by your computer monitor. Virtual i-glasses! use the highest resolution, small format LCD panels available on the market today, but they simply cannot give the resolution you may be used to from your computer monitor.
- If you hook up more than one pair of Virtual i-glasses! to a single source via a splitter you will see a degradation in image quality due to the splitting of the signal. A distribution amplifier (available at electronics stores) may help.

Q: THE BROW PIECE POPPED OUT, DO I NEED TO RETURN THE UNIT?

Sometimes putting on and taking off the Virtual i-glasses! can cause the brow piece to pop out of its guides. If the pegs haven't broken you can easily snap the brow piece back into position by firmly pressing it into the brow piece guides on the Virtual i-glasses! main body.