



USER MANUAL

FR/DE/ES - www.vrinsane.com/usermanuals

Model: Engage VR Headset

Please read manual carefully before operation

Content

Start enjoying Engage immediately

At VR Insane, our mission is to keep you entertained with the world of smartphone Virtual Reality. We want to make it as simple as possible for you to find content and start having fun. Our website is continually updated with the latest 360 degree videos and Apps for you to try.

Lots & Lots of Content

Visit our homepage for an interactive list of instantly connectable content.



Scan QR Code Above For
www.vrinsane.com

Must Have Content

Continually updated, we have a variety of editor's picks for you to choose from.



Scan QR Code Above For VR Insane
Editor's Picks

Google Cardboard

Google Cardboard QR code below for the Engage headset.



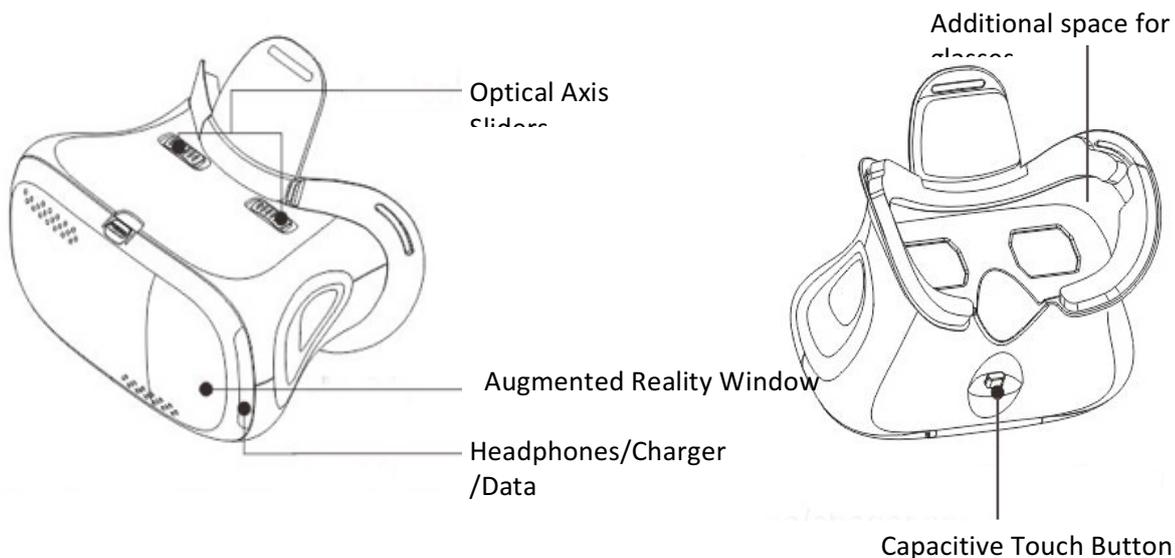
Scan QR Code Above For Google
Cardboard Set-up

Features

With the VR Insane Engage, you can enjoy a variety of Virtual Reality Apps, 3D movies and 360 degree videos in complete immersion.

Feature 1) The optical axis slider enables optimal viewing with larger mobile devices or smartphones.

Feature 2) Engage incorporates a built-in Augmented Reality window, compatible with the majority of smartphones.

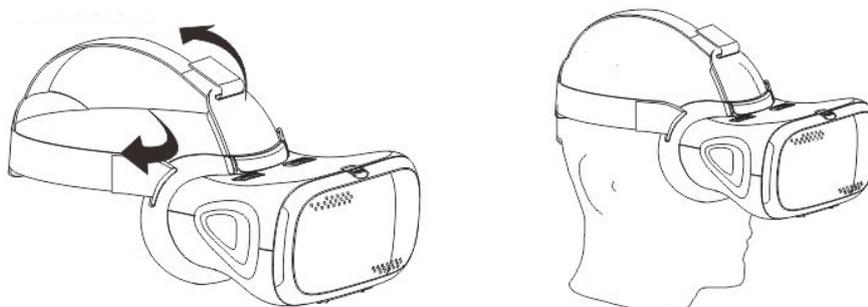


Feature 3) Engage has a built-in capacitive touch button, located underneath the headset. This capacitive touch button can be pressed for interactivity with a wide selection of Apps. In comparison to other interactive buttons (such as a magnetic button), the capacitive touch button on the Engage has a far greater range of compatibility.

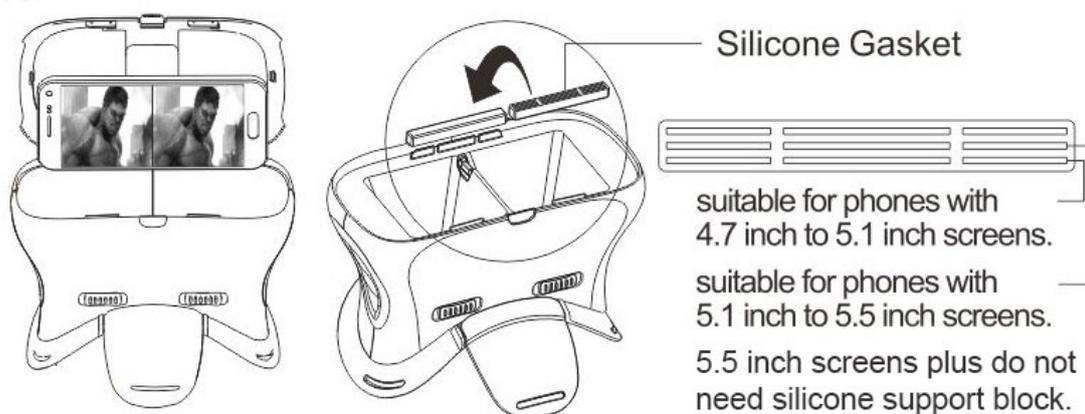
Feature 4) Built in functionality for users who wear day to day glasses. With the Engage there is no more need to remove your glasses while enjoying VR.

Set-up

- 1) As displayed below, push the head straps through the appropriate holes of the Engage and adjust until comfortable.



- 2) Once head straps are installed and fitted correctly, please install the silicone support block as shown below (if not installed already). Two positions are available depending on which model of smartphone you use. Smartphones with a larger distance between the edge of the phone and the display screen should opt for a lower positioning to accommodate this and vice versa.

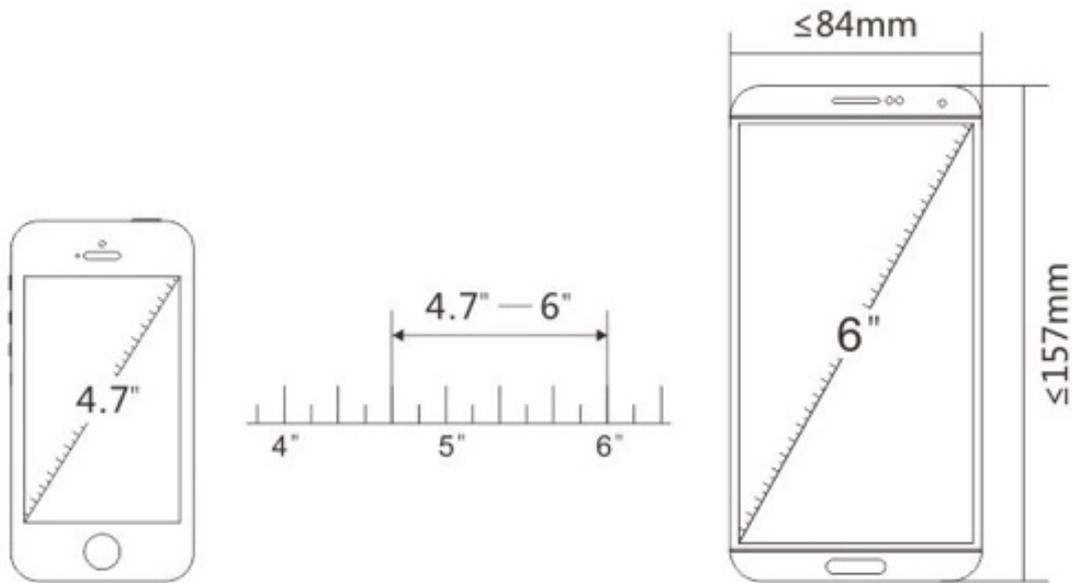


- 3) Now that you're ready to go, you can start watching content instantly by visiting the VR Insane website. Visit www.vrinsane.com through the browser of your smartphone, or scan one of the VR Insane quick QR codes which are featured on page 2 of this manual, on the Engage packaging, or on the top of the Engage headset.

Note: While using Apps developed for Google Cardboard (either from the Google Cardboard App itself, or featuring the Google Cardboard logo), you may be asked to configure your smartphone to the correct VR viewing device. Do this by scanning the QR code (with glasses symbol) on page 2 of this manual, on the Engage packaging, or on top of the Engage headset. Alternatively, if you have not been prompted to enter the settings, you can optimize your Google Cardboard App by going to the setting of your app and following the on-screen instructions to change the default VR viewer. For any questions, please don't hesitate to contact info@vrinsane.com.

Compatibility

- 1) Engage is usable while wearing most styles of glasses, however we suggest you try viewing content with and without your glasses to find which provides the most optimal viewing experience.
- 2) Engage is designed for smartphones with screen sizes from 4.7 to 6 inches. The maximum length and width of the smartphone is 6 3/16" X 3 5/16" (157mm X 84mm) respectively.



Users: Pupil distance 53mm - 72mm

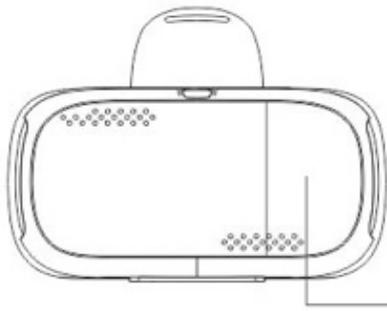
Capacitive Touch Button

The capacitive touch screen button on the Engage headset (illustrated) can simulate a human's finger as a simple touch to the screen of the smartphone. It is fully compatible with Google Cardboard 2, which means that all of the games that are available for Google Cardboard 2 are compatible with the Engage.

The capacitive parameters of phones are different, so if finding the touch button is not overly sensitive, try pressing harder. Alternatively, depending on the content being viewed, adverts or App settings may be positioned in proximity to where the touch button presses the screen. In this case, attempt to re-position the silicone support block to the lower position as shown on page 3 so the button is pressing above these areas.



Augmented Reality Window



AR Window

Augmented Reality is based on merging the content of an App with the real world scenery around you. Using Augmented Reality in headsets such as the Engage is done by utilising the camera on your smartphone. The Augmented Reality window on the Engage is built into the front lid and does not need removing.

Warning

Cleaning: The front lid and enclosed lenses are acrylic. When cleaning please use pure water and a soft cloth. If still dirty, natural detergent can be used to help but be sure to remove all the detergent when finished as this can lead to future damage.

Keep out of direct sunlight: The lenses are convex and direct sunlight can become intensified through the lenses, creating a very high magnification which could result in fire.

FAQ & Support

For further support queries and a list of frequently asked questions, visit <http://www.vrinsane.com/engage-faq>. Alternatively, please feel free to contact us at support@vrinsane.com.