

Welcome! You are now about to embark on an amazing VR experience!

IMPORTANT PARTS & FEATURES



STEP 1 DOWNLOAD APP WORKS WITH VR APPS



- Download our **Dream360** app for Android from the Google Play Store (coming soon for iOS).
- Go to **Dream360.com**
- Browse through the hand selected apps and download to device.
- Note: For more apps, search your app store for VR apps.

STEP 2 PLACE MOBILE DEVICE*

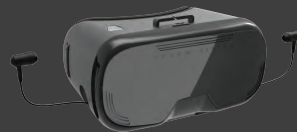
*Remove phone from case, fits up to 6" wide (without a case).



- Open the app on your device.
- Open the cover by pressing the OPEN button. Place your mobile device as shown above.
- Make sure the split line is correctly aligned with the center mark. Close cover.

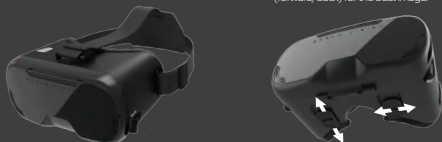
STEP 3 USING THE RETRACTABLE EARBUDS

- Use the provided AUX cable and connect to your smartphone. Open cover to access the retractable cable.
- Pull each earbud out gently until it locks. Do not over extend.



STEP 4 WEAR THE VR HEADSET

- Adjust the straps to fit your head.
- Adjust focus (left/right) and distance (forward/back) for the best image.



Bluetooth® GAME CONTROLLER iOS and Android Compatible



USER MANUAL

Bluetooth® GAME CONTROLLER PAIRING INSTRUCTIONS

Make sure the Bluetooth function is available on your mobile phone. Specific pairing procedures may be different depending on the device. For detailed information, please refer to the User Guide for your cell phone.

- Make sure to install 2 AAA Batteries inside the VR Controller (batteries not included). Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (Ni-Cad, Ni-Mh, etc.) batteries.
- Keep the distance between the mobile phone and the VR Controller within 3 feet (for pairing only).
- Press and hold the **⏻** to turn the VR Controller ON.
- Activate the Bluetooth function on your mobile phone to search for Bluetooth devices. The indicator light on the VR Controller will start flashing BLUE to begin pairing. Look for and select "DV Controller" in the device display list.
- When Bluetooth pairing is successful, the indicator light will stop flashing.
- Your VR Controller is now ready for use.
- If no device connection is made within 5 minutes of the VR Controller switched on, the VR Controller will automatically switch off to save power.
- After a successful pairing, devices will memorize each other and automatically pair the next time.

FAQs

Q: VR image is blurry

A: Check the smart phone screen line is lined up to the center. If phone screen is properly centered, adjust focal distance and object distance until images become clear.

Q: Action button does not work.

A: The action button is app specific, it does not work with all apps. It is up to the app developer to make it work within their app.

Q: VR Controller does not control the game.

A: The included VR controller is programmed to work with most iOS and Android games. Due to different developing methods and protocols, it is not compatible with all games. Please contact the game developer to find out if this controller is supported.

NOTE: We cannot guarantee controller compatibility to any games or apps.

PRECAUTIONS

- Do not drop VR unit as it may damage the device.
- Avoid any strong impact to VR unit as this may damage the device.
- Do not pull apart or dismantle the VR unit in any way.

Works for people with Myopia 600° or less.

TECHNICAL SPECIFICATIONS

Product Name: 3-D VIRTUAL GLASSES

Model: VR REG GEN I

Material: ABS

Resolution: Based on the video source

Color Bit: Based on the video source

HD Lens: 42mm diameter

Zoom-in: 15-2x

Viewing Angle: 70°-90° degrees

Fits Phone Screen Size: 3.5"-6 inches

Compatibility: Supports Android and iOS smart phones

Virtual Viewings: Simulates 100 inch screen display

Focal Distance: Adjustable

Object Distance: Adjustable

Dimension: 7.8" x 5" x 4.2" inches

Frequency Response: 20Hz - 20kHz

Resistance: 32Ω ± 15% Sensitivity: -58 ± 3dB

Earbuds: Fits in ear canal

Input Interface: 3.5mm

Retractable Earbuds Pull-out

Cable Length: 7.5 inches

Cushioning materials:

Foam + Vinyl

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 to this unit 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.

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