

Box Contents

Here is a complete list of everything you'll find inside your Roto VR Boxes. If you find that anything is missing, please e-mail us at customerservice@rotovr.com.

Box 1 - Base

- Base and Cable Magazine (already installed)
- 2. Foot Pedals

- 3. Metal Bracket
- 4. Power Supply + Cable (J)

Box 2 - Chair

- 5. Chair Backrest + Rumble (B)
- 6. Chair Seat + Arms + Rumble (C)
- 7. Chair Headrest
- 8. Chair Seat Cushion
- 9. Base Column
- 10. Left Hinge
- 11. Right Hinge
- 12. Left Hinge Upper Cover
- 13. Left Hinge Lower Cover
- 14. Right Hinge Upper Cover
- 15. Right Hinge Lower Cover 4x M5 Screws M8, M6, M5, M3 Hex Key

Cables:

- (A) Short Power Cable
- (D) Micro USB to USB
- (E) Micro USB to USB
- (F) Micro USB to USB
- (G)Splitter Cable
- (H) Aux Cable
- (I) USB Type C to Type B USB
- (L) USB to USB (PC)
- (M) Vive Cable
- (O)T150 Long Power Cable

Box 3 – Accessories

- 16. Left Side Table
- 17. Right Side Table
- 18. Laptop Table
- 19. Laptop Table Leg
- 20. Arm/Leg Connector
- 21. Racing Wheel Table Support

- 22. Racing Wheel Pedal Support
- 23. Silicon Basket
- 24. Racing Pack Footrest
- 25. Short Extension Arm
- 26. Long Extension Arm

Box 4 – Extras

- 27. Head Tracker + Charging Cable
- 28. Main PCB Box
- 29. Emergency Button + Cable (N)

10 x Velcro Straps USB Extension Cable





Assembly Instructions

TIP: please note we have constructional videos on our website to help guide you through each step. If you have any questions please get in touch at setuphelp@rotovr.com



1. Turn Chair Seat upside down and remove the 4 screws, minisprings and washers



2. Place Bracket onto Chair Seat with the longer side facing the rumble



3. Screw Metal Bracket into place with the 4 screws, with washer and mini-spring in between screw and bracket



4. Place Column into Metal Bracket



5. Remove the bolt on the Central Tube located opposite the Cable Magazine Base Central Tube sockets



6. Place the Touch Pedal Tube (footrest) over the



7. Align the Touch Pedal (footrest) window with the Cable Magazine sockets



8. Screw the bolt back into the Central Tube to secure in place





TIP: aligning and screwing in the Left and Hinge can be a bit fiddly. We highly recommend two people to do this task. Also loosely screw in each of the 4 screws before tightening.









9. Place the Seat into the Base Central Tube

10. Align and screw 11. Align and screw 12. Align and screw the side bolts into the Central Tube and secure in place (tip: wiggle the chair slightly as you screw them in)

the Right Hinge into bottom right side of bottom left side of Chair Seat

Left Hinge into Chair Seat



13. Screw the Right Hinge into the top right side of Chair **Backrest**



14. Screw the Left Hinge into **top** left side of Chair **Backrest**



15. Screw the **Bottom Right Hinge** Cover into place (tip: the screw isn't very long, so please very long, so please press firmly whilst doing so)



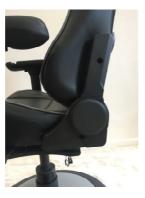
16. Screw the **Bottom Left Hinge** Cover into place (tip: the screw isn't press firmly whilst doing so)







17. Screw Top Right Hinge Cover over Right Hinge



18. Screw Top Left Hinge Cover over Left Hinge



19. Push Headrest into the top of the Chair Backrest (tip: press and hold the button 'in' on the top of the chair whilst inserting the headrest)

WARNING: Any wired device must be connected through the stem and base of the Roto chair.

NEVER hold or mount a wired device that isn't connected through the stem of the Roto chair. Make sure there are no loose wires anywhere on or near Roto.

Please use the velco strips provided to secure all wires.

Accidental misuse can be dangerous and result in serious injury or death.





What is Roto?

Roto has been designed to make 360-degree exploration comfortable, effortless, productive and immersive.

What games does Roto work with?

Roto adds fun and immersion to all types of games and experiences. We will grow a recommended content list on our website, so please share with us your favourite experiences and setups so we can let everyone else know. We'd also love it if you would share any videos of your setups with us.

We find the best experiences with Roto are in 360 degrees in VR. Roto's Headtracking feature enables comfortable viewing with all 360-degree content (Roto auto-turns to wherever you look), whilst the rumble packs add immersive feeling with haptic (vibration) feedback. Roto has lots of other features to explore including Touch Pedals underneath each foot (for walking in VR) which will need developer support before being able to use them.

We're excited by the possibilities of how developers make use of Rotos expansive and unique features. If you're a developer, please do get in touch.

What should I wire up?

How you wire up your Roto depends on which particular features or functions you wish to use at any particular time.

Whilst Roto supports many different types of headsets and accessories, we recommend to wire up as little as possible at any given time, as some PCs and software are not great at handling too many USB devices simultaneously.

If you experience any problems, we recommend disconnecting and then reconnecting all connections, especially the last USB cable which goes into your PC as it then reconfigures all the USB devices.





Using HTC Vive or Oculus with Roto

Set up your VR Headset and PC normally, as if you didn't have a Roto. Once the headset is fully operational and you can see the menu (or game) inside the headset, then you are ready to set up Roto.

Tip: Please see the setup videos for on our website.

- 1) Disconnect the Headset from (if using Oculus) or Vive Breakout Box (if using Vive)
- Connect the cables (and 12.5V power connector for Vive) into the Cable Magazine sockets inside the Central Tube of the Roto chair. Connect the Vive USB male connector into the USB Socket labelled B (the data line) **or** into Side B of the Control Box (ensure the control box is connected to the Cable Magazine using Cable E).

Roto VR Headtracker

Headtracking Mode is great for exploring 360 degree content. Roto will auto-turn to wherever you look.

- 1) Charge the headtracker using a USB-micro cable provided.
- 2) Pair the Headtracker with the Roto base by pressing the Mode button on the side of the Headtracker whilst also pressing the Bluetooth Pairing button on the Roto

 Base.

Bluetooth Pair/Mode button



USB charge



securely positioned.

Once the Headtracker is paired it will beep and show a green flashing light.

3) Attach the headtracker to the Headset. Clip of the Headtracker to your Headset by sliding the Headtracker vertically over the Headset side. Each headset offers different locations to clip onto. Please ensure the Headtracker is





Please do not stress the clip too much by attaching to thick plastic. The clip itself will eventually start to deform.

- 4) Find the Mode button on the side of the Headtracker. Get ready to press it once you've put on the Headset.
- Looking straight ahead, put on the Headset, press the Mode Button (on the Headtracker) and wait for two beeps. Please make sure you are looking straight and with your head still during this process. The second Beep signifies Roto is calbirated and will auto-turn to wherever you look.
- Recalibrate any time by pressing the Mode Button twice (once to exit Headtracking Mode, the second to re-enter Headtracking Mode).

NOTE: The Headtracker will only switch into Headtracking Mode if the Headset is actually on the users head. If the user removes their headset, Headtracking Mode will be disengaged automatically. This is a safety feature.

<u>Stow</u> the Headtracker inside the recess area of the chair arms for protection and to reduce accidental loss.

We like playing all sorts of experiences in Headtracking Mode, including adventure games, 1st person shooters and watching movies. Check out www.rotovr.com for a list of our favourite titles we recommend with Roto.

Cockpit Mode: connect a gamepad*, wheel* or HOTAS*

Cockpit Mode is for great for games and experiences where it doesn't make sense to turn around 360 degrees with Headtracking. Flying and Racing games are examples of what we call Cockpit Games, where the player is usually 'drawn' inside a cockpit environment.

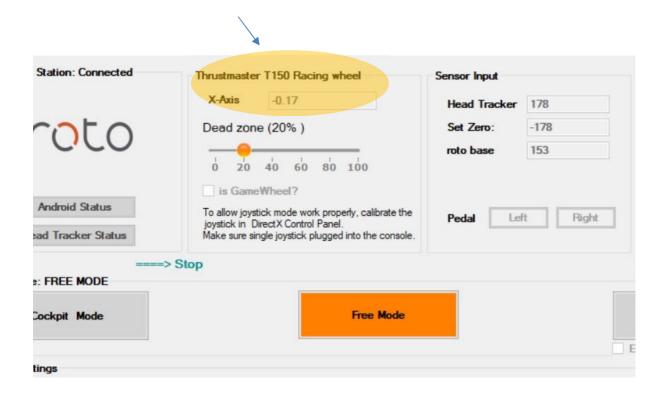
In Cockpit Mode, Roto's motorised turns are controlled directly by the game controller - and the chair movements are limited to 30 degreees left and right. This keeps the user facing the in correct general direction for the game whilst also offering massive immersive benefits.

To activate Cockpit Mode:

- 1) Download and install the Roto PC Desktop application from our website www.rotovr.com
- 2) Connect Roto to the PC via USB (allow for any auto-installations)
- Connect your gamepad, wheel or joystick (can be anything Windows recognises as a USB HID game controller device). The device should show up in the Roto application.







4) Using your mouse, tick the Cockpit Mode box

Use accessories such as the Racing Pack mounts or Tablettes to set up your Roto devices as comfortably as possible. Before turning on Roto, ALWAYS check every wire is safely connected and there are no loose wires anywhere.

When using a wheel or joyatick, ALWAYS ensure the accessory is firmly secured, screwed or clamped in position before turning Roto on.

NEVER connect a device that's atop the Roto chair to anything off the chair. ONLY connect devices to the Control Box and through the stem of the Roto central pole. Use the USB cable from the Roto base to the PC to connect all the devices that are connected on the chair.

DANGER: Cables will start to 'wind up' extremely quickly if not secured properly, which can lead to serious property and personal injury. Roto VR Ltd accepts no responsibility or liability for any harm or damage caused through misuse.

*As recognised by Windows/PC as a games controller, such a steering wheel, joystick, HOTAS etc.





Freeplay Mode:

The features are exactly the same as Cockpit Mode except Roto can turn 360 degrees continuously. Tick the Free Mode box in the Roto PC Desktop Application to activate.

Programming with Roto

Experienced developers can download our free SDK to create Roto-optimised experiences. Please share with our Roto community at www.rotovr.com/developerportal.

Care and Maintenance

Your device is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to protect your warranty coverage:

- Keep your device out of the reach of small children, pets and indeed anyone or anything that might be in danger of contact during usage (bearing in mind the user cannot or hear (real life surroundings) once play has begun.
- Keep the device dry. Precipitation, humidity and all types of liquid or moisture can contain minerals that will corrode electronic circuits. If your device does get wet, allow it to dry completely.
- Do not use or store the device in dusty, dirty areas, as moving parts and electronic components of your device can be damaged.
- Do not use or store the device in hot areas. High temperatures can shorten the life of electronic devices, damage batteries and warp or melt certain plastics.
- Do not use or store the device in cold areas. When the device returns to its normal temperature, moisture can form inside the device and damage electronic circuit boards.
- Do not drop, knock or shake the device. Rough handling can break internal circuit boards and fine mechanics.
- Do not use harsh chemicals, cleaning solvents or strong detergents to clean the device. All of the previous suggestions apply equally to your device, battery, charger or any enhancements.





Troubleshooting

Please go to www.rotovr.com/troubleshooting

Helpline Information:

The helpline is a one-to-one live service.

Hours: 9.00am - 5.00pm Monday to

Thursday

9.00am - 5.0pm Friday

Tel: +44 (0) bla bla

Email: customerservice@rotovr.com

Website: www.rotovr.com

To ensure that your call is handled quickly and efficiently please check that you have the product serial number (located on underside of the Roto base) and any other relevant information regarding your product at the time of your call.

For the most up to date instructions please go to www.rotovr.com/instructions
Please share your favourite Roto moments at www.rotovr.com/seemespin
Developers can download our SDK from www.rotovr.com/DeveloperPortal





Before operate the Roto

The socket-outlet shall be installed near the equipment and shall be easily accessible.

Roto shall be used with the included adaptor model GST280A24 only (Mean Well).

Safety of Head Tracker Lithium rechargeable battery

CAUTION: Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

FCC and IC Statement

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.

CAN ICES-3(B)/NMB-3(B)

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

FCC/IC RADIATION EXPOSURE STATEMENT:

This equipment complies with FCC/IC RSS-102 radiation exposure limits set forth for an uncontrolled environment.

DECLARATION DE LA FCC ET D'IC

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) L'appareil ne doit pas produire de brouillage; (2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.





DÉCLARATION IC RELATIVE À L'EXPOSITION AUX RADIOFRÉQUENCES:

Cet appareil est conforme aux limites d'exposition aux radiofréquences prévues par la norme RSS-102, établies pour un environnement non contrôlé.

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.

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

