

3D Launcher™ Utility Quick Start Sheet

eMagin's 3D Launcher Utility lets you enter and save your preferred viewing settings for each simulation program or game and to launch these programs with a one-button command. automatically setting resolution, stereovision, headtracking and other features.

Installing 3D Launcher Utility

Insert the set-up CD in your computer's CD drive. Installation should start automatically. If not, select the CD and double click autorun.exe.

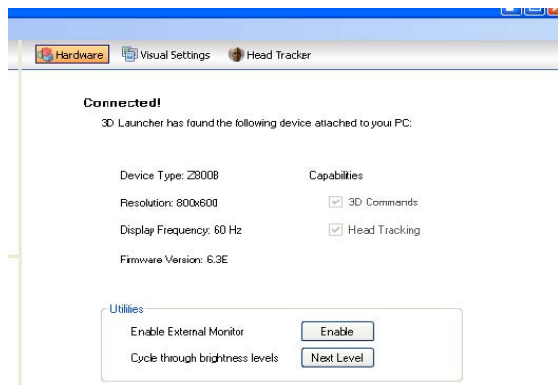
Launching 3DLauncher Utility

IMPORTANT: Your Z800 3DVisor should be connected and placed on the computer desk, facing toward the monitor. *Do not move it.*

Double-click the 3D Launcher Utility shortcut on the desktop or open the application from your Start Menu. When the application detects and initializes the Z800 3DVisor correctly, the main window should display information about the Z800 3DVisor. If not, double check your Z800 connection and position.

Adding Applications

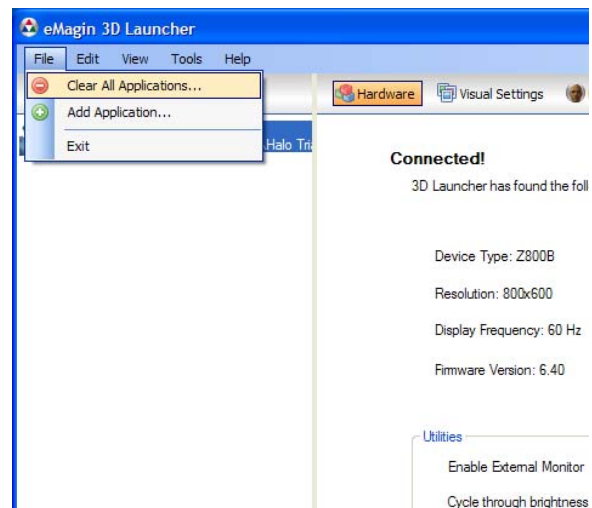
Select 'Add Application' from the pull-down 'File' menu and browse to the executable (.exe) file for your program or to its short cut



on your desktop.

Setup

If the '3D Commands' and 'Head Tracking' boxes are checked, the application will support such features as automatically as enabling stereovision or swapping left and right display images.



Clicking the 'Next Level' button on this page toggles the brightness levels of both displays. Clicking the Enable button adjusts the brightness level of an external monitor that you connected to the computer.

Visual Settings

Under the Visual Settings tab, check "Use native resolution" to ensure that 3D Launcher will automatically reset your screen settings at the beginning of a session for your Z800 3DVisor and will restore them when you conclude the session.

Check "Ensure headset stays on in application" to keep the built-in screen saver from turning the headset off while a launched application is running.

To maximize the application screen, check the "Force application to full screen" box. 3D Launcher will force the launched application to the maximum size.

Similarly, check "nVidia 3D drivers" to have 3D Launcher automatically enable NVIDIA's 3D stereovision mode when the application is launched. NOTE: NVIDIA stereovision drivers must already be installed.

Check "Native stereovision support" to recognize the 3DVisor when 3D Launcher launches an application.

You can also adjust the brightness level of displays from this screen.

The Head Tracker

If "Native head tracking" is checked, headset's mouse emulation will be turned off and headset will be disconnected. If "Mouse emulation" is checked, mouse emulation will be turned on.

Mouse Emulation



If "Invert X axis direction" is checked, it inverts mouse emulation movement in x direction.

If "Invert Y axis direction" is checked, it inverts mouse emulation movement in y direction. Changing "Sensitivity X" or "Sensitivity Y" will change the mouse emulation movement speed in X or Y direction.

Motion Mapping

eMagin's 3D Launcher Utility provides functions to emulate gestures such as jumping, crouching, nudging left, nudging right, moving forward and moving backward. If "Enable" is checked, its corresponding gesture will be enabled.

NOTE: Since Motion Mapping works generically and externally for games and simulation applications, effectiveness of specific motions will vary depending on the input timings of the application.

