

DK2

Development Kit 2

Quick Start Guide

revised 7/25/2014

Development Kit 2 Contents

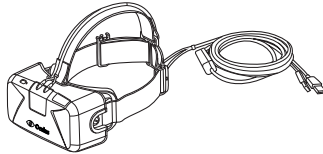
Remove the contents from the box carefully. If any part is missing or damaged, please contact Oculus Customer Support at support.oculusvr.com.

Please read the safety warnings provided in this guide carefully before using the headset.

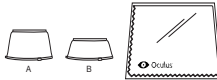
You can find more details on setup and troubleshooting online at: support.oculusvr.com.

The kit contains the following:

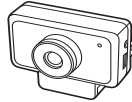
Headset with detachable cable



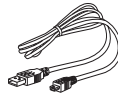
Lenses - 2 sizes and cloth



Positional tracker



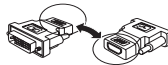
Positional tracker USB cable



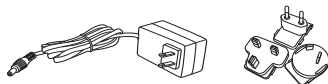
Positional tracker sync cable



1 DVI to HDMI adapter



Power adapter and 4 plugs: US (attached), UK, AU, EU



STEP 1 Install the Oculus Software Development Kit (SDK)

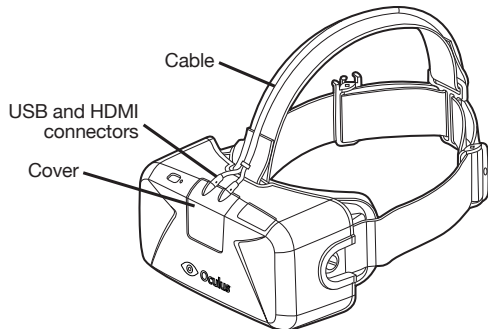
To develop applications for the Rift, you need the Oculus SDK. You can download the SDK by visiting the Oculus Developer Center at developer.oculusvr.com.

After you register, please log in and select the **Downloads** tab to choose the SDK for your operating system.

STEP 2 Set Up the Headset

Remove the cover on the front of the headset to make sure that the cable is securely inserted into the ports on the front of the headset. Please replace the door on the front of the headset.

Do not place stickers or anything else on the front of the headset that could obstruct the LEDs, as this may impact performance.

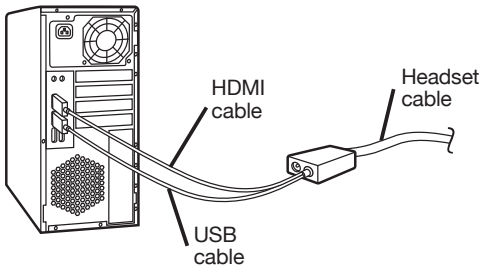


STEP 3

Connect Headset Cable to Computer

Unwrap the cable that is attached to the headset. The end of the headset cable has an HDMI connector and a USB connector. Plug both the HDMI connector and the USB connector into your computer.

If your computer does not have an HDMI interface but does have a DVI interface, use the included DVI to HDMI adapter to connect the HDMI to the DVI port.

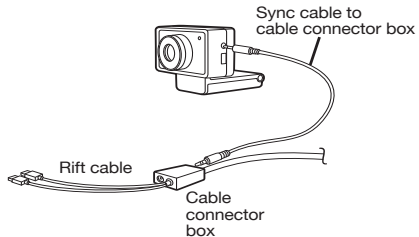


Note: To minimize cable thickness, each DK2 cable is individually calibrated for maximum HDMI signal integrity over the length of the cable. As such, joining multiple HDMI cables via passive couplers is not recommended for use with the DK2 cable as the additional length is not compatible with this calibration.

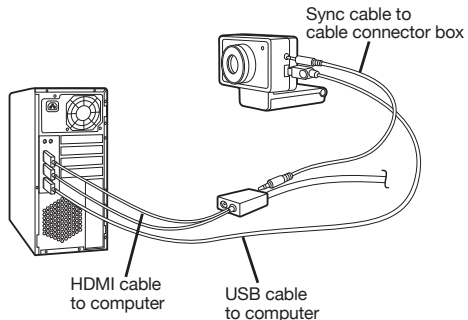
STEP 4 Connect Positional Tracker Cables

Attach the sync and USB cables to the positional tracker.

Positional tracker sync cable - Insert one end of the sync cable to the top connector on the right side of the positional tracker with the positional tracker facing you. Connect the other end of the sync cable to the cable connector box on the headset cable.



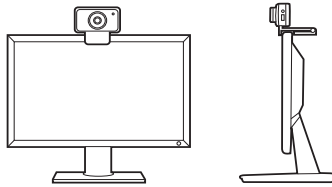
Positional tracker USB cable - Insert the mini USB end of the positional tracker USB cable to the lower connector on the right side of the positional tracker. Connect the other end of the positional tracker USB cable to one of the USB ports on the computer.



STEP 5 Attach Positional Tracker to Tripod or Monitor

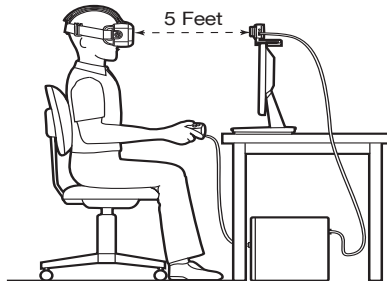
The positional tracker is used for tracking the position of the headset in 3D space.

Attach the positional tracker to a tripod or the top of your monitor, or rest it on your desk. Make sure the positional tracker lens is facing you. The positional tracker must be stable, as shaking the positional tracker can cause the image rendered on the display panel to shake even if you are sitting still.



Ensure there is a direct line of sight from the positional tracker to the headset.

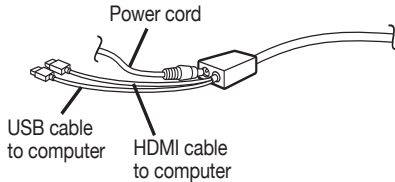
For optimal performance, position yourself about 1.5 meters or 5 feet away from the positional tracker.



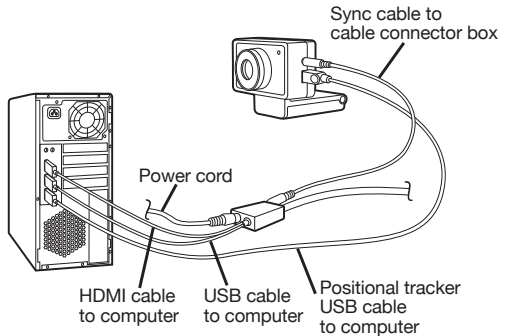
STEP 6 Connect Power to the Cable Connector Box (optional)

The power adapter is used to allow use of the USB accessory port on the headset. Plug the barrel connector of the power cord to the cable connector box.

You must plug the power adapter with the appropriate country plug to a power source. Make sure that you use only the power adapter supplied with your headset.



When all the cables are connected, the setup will look like the following:

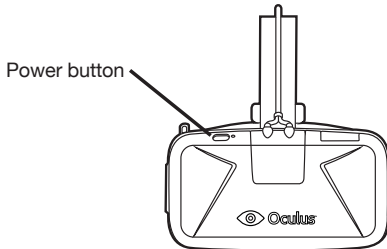


STEP 7 Power On the Headset

The headset is on by default on plug in. The screen in the headset should be on.

If the headset does not turn on, please check to make sure all cables are firmly and properly connected. If the LED on the headset is illuminated orange, the headset is powered on, but does not have a video signal. If the LED is illuminated blue, the headset is powered on and is receiving a video signal.

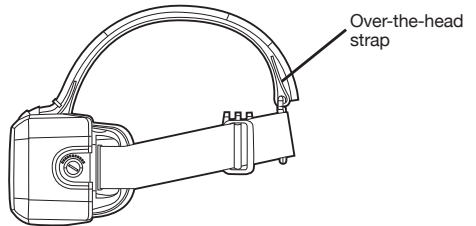
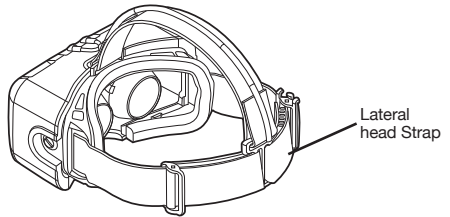
If you are still having trouble, please check our support site at support.oculusvr.com for additional information.



STEP 8 Adjust Head Straps

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Adjust the lateral and over-the-head straps so that the headset fits snugly and comfortably.

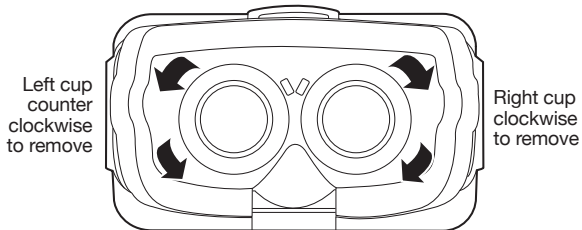
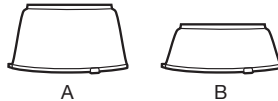


STEP 9 Headset Lenses

Two different pairs of lenses are included. The taller set (A) is designed for moderately nearsighted users or users with normal vision. The shorter set (B) is designed for very nearsighted users. The lenses are designed to be swapped using an insert-turn and lock-in-place mechanism. The A set comes installed in the headset.

If you wish to wear glasses while using the headset, please use lens set A, and adjust the side screws of the headset to allow additional clearance. Do not wear bifocals when using the headset.

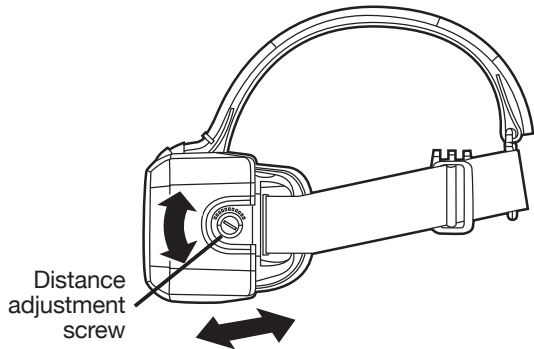
Avoid scratching the lenses or screen, and please make sure to keep the lenses free of dirt and smudges.



STEP 10 Headset Adjustment

For comfort, you can adjust the distance between your eyes and the lenses by turning the screws on either side of the headset using a coin. Adjust both sides equally.

Note: Not all glasses may fit while wearing the Rift and you may risk scratching your lenses. If you are nearsighted, we recommend you use contact lenses.



STEP 11 Begin Your Experience

Launch an application and begin your virtual reality experience, or navigate to share.oculusvr.com to browse available virtual reality content.

End User License Agreement

Oculus VR, Inc. ("Oculus") is pleased to provide to you the enclosed version of the Oculus Rift virtual reality headset display (the "headset"). You have also been provided with the Oculus Rift firmware (the "Firmware") and the Oculus Rift software development kit (the "SDK") to enable and facilitate your creation and development of interactive software applications to be used in connection with the headset. The Firmware comes with your headset, and the SDK can be downloaded at developer.oculusvr.com.

Please read the safety warnings below carefully before using the headset.

The use of the headset and Firmware (together, the "Product") is also subject to the Terms and Conditions set forth below. The use of the SDK is subject to the Oculus Rift Development Kit License Agreement, which is located at oculusvr.com/license (the "SDK License Agreement").



HEALTH & SAFETY WARNINGS: Please read the warnings below carefully before using the headset to reduce the risk of personal injury, discomfort or property damage.



Before Using the Headset:

- Read and follow all setup and operating instructions provided with the headset.
- The headset should be configured for each individual user by using the configuration software before starting a virtual reality experience. Failure to follow this instruction may increase the risk of discomfort.
- We recommend seeing a doctor before using the headset if you are pregnant, elderly, or suffer from a heart condition or other serious medical condition.



Seizures: Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.

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Children: This product is supplied solely to facilitate the creation and development of interactive software applications to be used solely with the headset, and should not be used by children.



General Instructions & Precautions: You should always follow these instructions and observe these precautions while using the headset to reduce the risk of injury or discomfort.

- **Use Only In A Safe Environment:** The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings. Always be aware of your surroundings when using the headset. Remain seated whenever possible, and take special care to ensure that you are not near other people, objects, stairs, balconies, windows, furniture, or other items that you can trip over, bump into, or knock down when using—or immediately after using—the headset. Do not handle sharp or otherwise dangerous objects while using the headset. Never wear the headset in situations that require attention, such as walking, bicycling, or driving.
- Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality.
- Do not use the headset when you are tired, need sleep, are under the influence of alcohol or drugs, as this can increase your susceptibility to adverse symptoms.
- Take a 10 to 15 minute break every hour, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best.
- Listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Due to the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain awareness of your surroundings.



Repetitive Stress Injury: Playing video games can make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again. If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.



Sunlight Damage: Do not leave the headset in direct sunlight. Exposure to direct sunlight can damage the headset.



If you experience discomfort:

- **Immediately Discontinue Use** if anyone using the headset experiences any of the following symptoms: seizures; loss of awareness; eye or muscle twitching; involuntary movements; altered, blurred, or double vision; feeling detached from your body or from reality; dizziness; disorientation; disrupted balance; nausea; lightheadedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.
- Do not use the headset until all symptoms have completely subsided for several hours. Make sure you have properly configured the headset before resuming use.
- Do not drive, operate machinery, or engage in other high-consequence activities (i.e., activities in which experiencing any symptoms could lead to death, personal injury, or damage to property) until you have fully recovered from any symptoms you experience.
- Be mindful of the content that you were using prior to the onset of any symptom because you may be more prone to symptoms based upon the content being used.
- See a doctor if you have serious and/or persistent symptoms.



Radio Frequency Interference:

The headset can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers. If you have a pacemaker or other implanted medical device, do not use the headset without first consulting your doctor or the manufacturer of your medical device.



Electric Shock:

To reduce risk of electric shock:

- Do not expose the power adapter to water or moisture.
- Unplug the power adapter before cleaning, and clean only with a dry cloth.
- Keep the power adapter away from open flames and other heat sources.
- Do not modify or disassemble any of the components provided.
- Do not use the product if any cable is damaged or any wires are exposed
- Use only the power adapter provided with the headset.

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FCC INFORMATION

This equipment has been tested and found to be within the limits for a class B digital device, pursuant to part 15 for 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.

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.

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

Oculus Rift™ Development Kit 2, Oculus VR, LLC.
Model No.: DK2

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Not for resale.

oculus.com

Developed in the United States.

Made in China



Korea approval info:

Manufacturer: Oculus VR, LLC.

Model Number: DK2

Country of Origin: China

Certificate Number: MSIP-REM-OCL-DK2