

VIRTUAL REALITY HEADSET AND CASE GUIDE

ClassVR Headset Model Number:
CVR-255-64



SECTION 1

The Storage Case and Headset

1.1. Connecting the power cable to the case of 4 and 8

Open the case by pushing the latch buttons down. Attach the power lead to the back of the case making sure it is fully inserted.



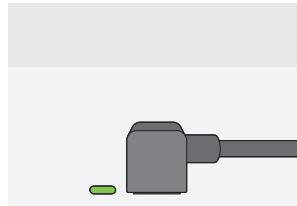
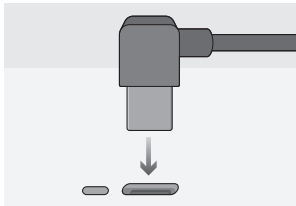
1.2. The USB hub

The USB hub mounted in the top left corner of the case is used to charge each headset via the connected cables. When the unit is charging you will see a green light appear on the hub.



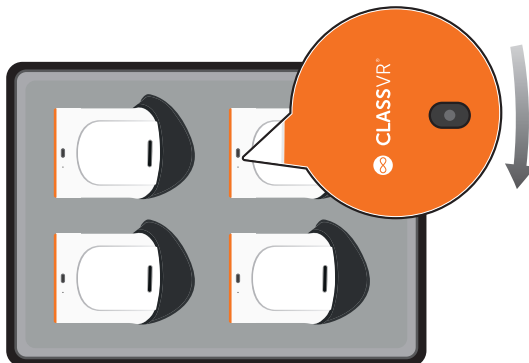
1.3. Charging the headsets

To charge the headsets, carefully place them back into the carry case making sure the USB-C cable within the case is accessible. Then connect the cable to the USB-C port on the bottom of the headset. When each device is charging you will see a light appear on the bottom of the headset.



When the headsets are fully charged, we recommend switching the power supply off at the mains. Make sure the headsets are fully charged before first use.

Make sure that the circle in the ClassVR logo is **facing down** when placed back into the case. This ensures that the USB-C socket will be on the correct side.



1.4. The ClassVR headset at first glance

Once charged, to turn on the CVR-255-64 headset hold the power button down for 5 seconds. To turn the headset off hold the power button down until the pop-up window is shown within the headset. From here select the 'Shut down' option by 'looking' at the on-screen text, and use the action button to select.

1. Head Strap

2. Headset Buttons

3. Camera

4. Microphone

5. Volume Up/Down
6. Microphone

7. Micro USB Slot

8. 3.5mm Headphone Out

9. Power Button

10. Face Padding
11. Left Headset Lens

12. Proximity Sensor

13. Right Headset Lens

14. Left Speaker

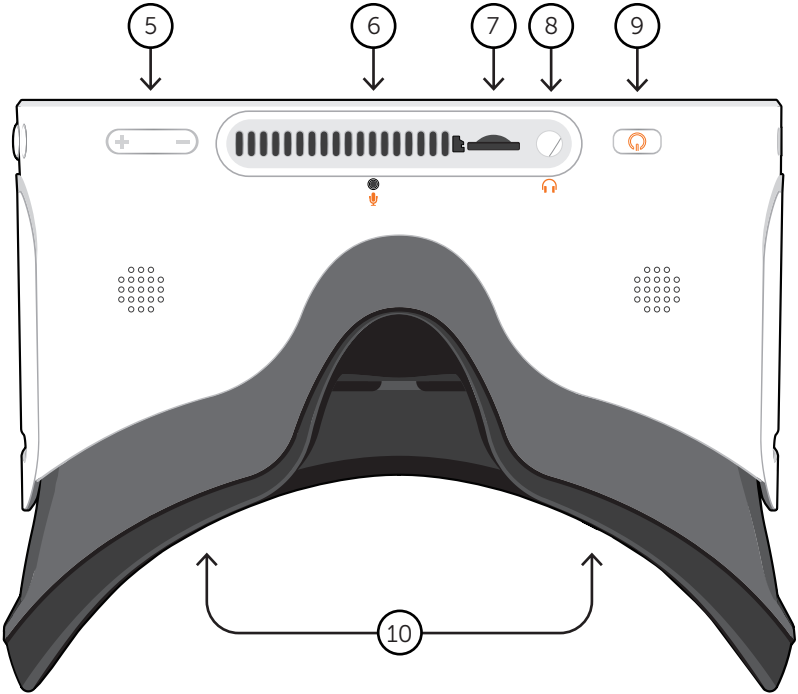
15. Right Speaker



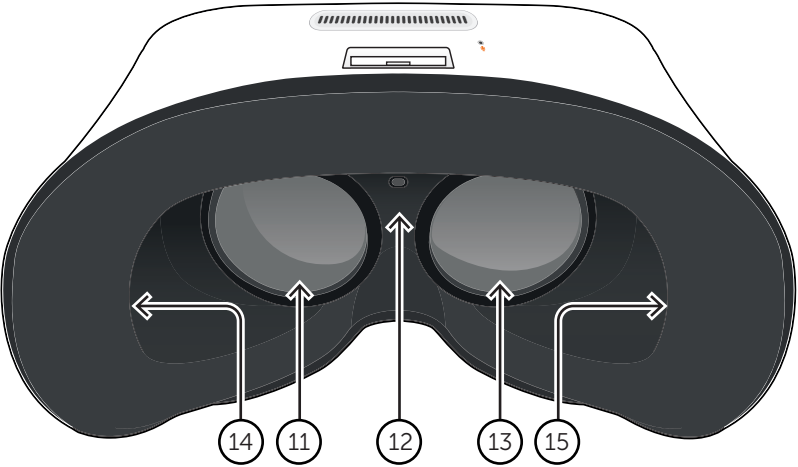
Button Controls

- Volume Up
- Select/Action Button
- Power Button
- Volume Down
- Menu Button
- Back Button

ClassVR headset connection ports



ClassVR headset face padding



1.5. The ClassVR hand controller

1. Trigger/Action Button
2. Navigation Controller
3. Option Button
4. Back Button
5. USB-C Cable
6. USB-C to USB-A Adapter
7. Textured Body Grip

The USB hand controller can be connected to a ClassVR headset via the supplied USB cable. Being solely powered by the headset during use, the hand controller doesn't need to be charged.

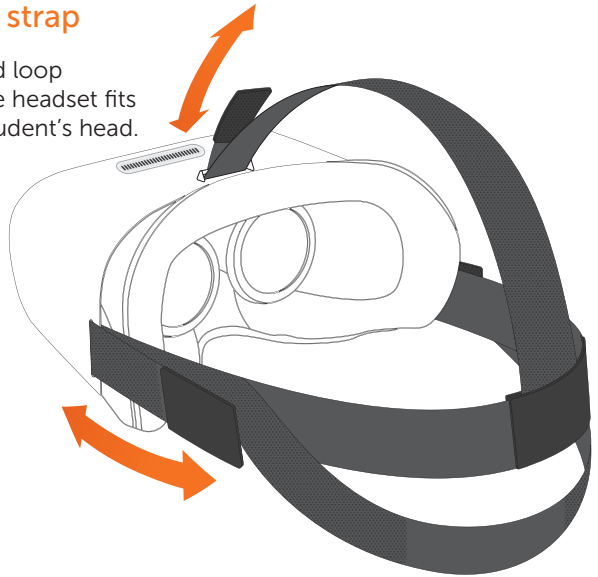
When fitting to a CVR-255-64 headset the USB-A adapter isn't required so please remove before use.



All Avanti's World explorable scenes can be accessed and viewed with ClassVR headsets. The optional controller empowers students to intuitively explore the virtual environment with a new found fluidity and complete control.

1.6. How to adjust the head strap

Pull the straps, then use the hook and loop fastenings to tighten the straps so the headset fits securely and comfortably on each student's head.



1.7. How to replace the padding

Pull the foam face rest gently away from the headset housing taking care around the two lenses. Replace the foam in the desired position, making sure the soft fabric is tucked behind the two lenses and the proximity sensor is visible.



1.8. How to clean the headset and controller

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset or the controller with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset and the controller should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfibre cloth for the lenses.

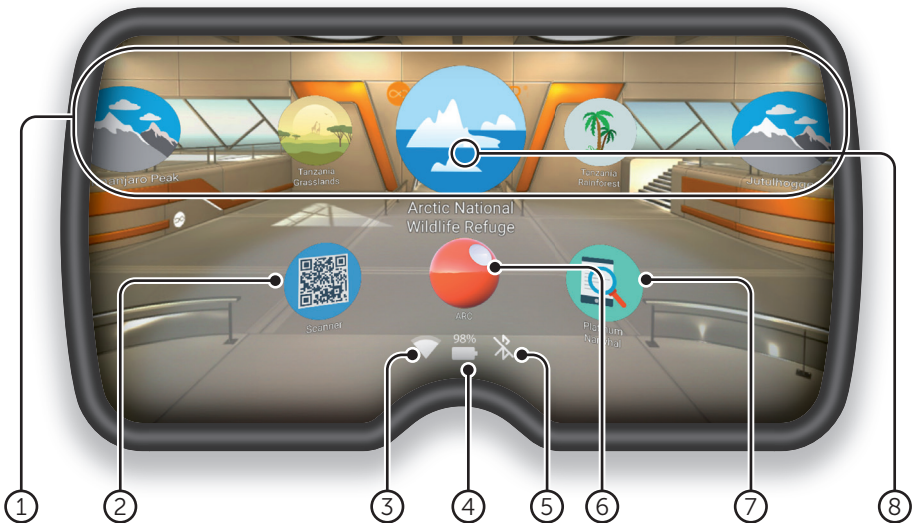
SECTION 2

Learn the Basics: How do the ClassVR headsets work?

2.1. Turning your headset on

To turn your ClassVR headset on, simply press and hold the power button on the bottom right of the headset for five seconds. You will see the ClassVR logo appear followed by the menu screen.

To conserve power, the screen will turn off when the headset is not in use. Simply place the headset on your face to activate the sensor and the screen will turn on again.

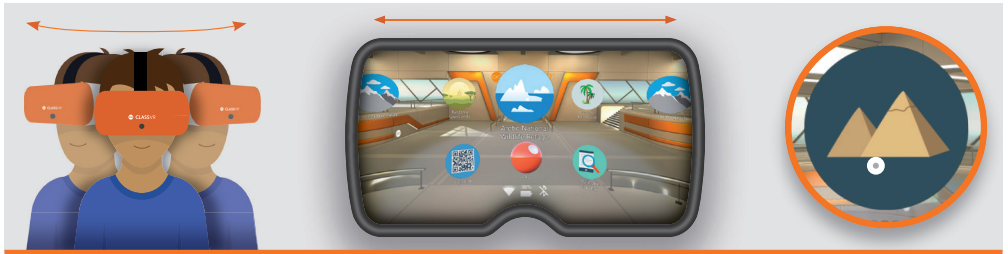


- ① **VR Experiences** Immerse your class in a huge variety of Virtual Reality experiences, either from the provided collections or create your own using the ClassVR Portal.
- ② **QR Code Scanner** Used to quickly switch between collections of VR experiences.
- ③ **Wi-Fi** This icon indicates connectivity.
- ④ **Battery Level** Shown as a percentage.
- ⑤ **Bluetooth** This icon shows if Bluetooth is enabled (disabled in some regions).
- ⑥ **ARC App** Load up preconfigured Augmented Reality activities.
- ⑦ **Device Information** Quickly display information about the headset.
- ⑧ **White dot (reticle)** Treat this dot as your select tool to highlight items you wish to open.

2.2. Navigation controls

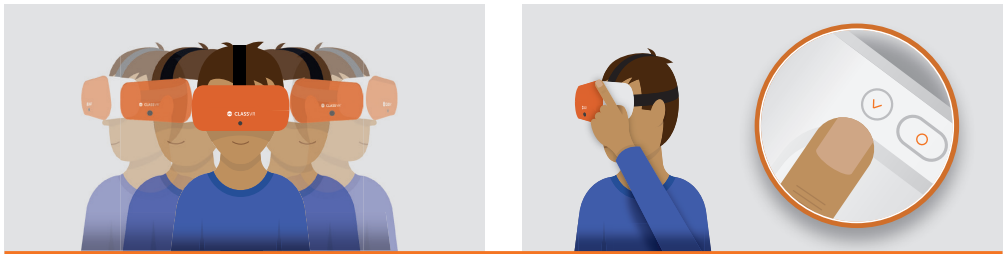
While students are wearing the ClassVR headset and it is not being controlled by the teacher, they can navigate using their head and the action button.

To select an experience



Turn your head to find the icon you would like to select. Look at the icon. You should see a white dot in the location of your gaze.

To go back to the menu screen



While wearing the headset, shake your head smoothly from side-to-side, or press the menu button on the top right side of the headset.

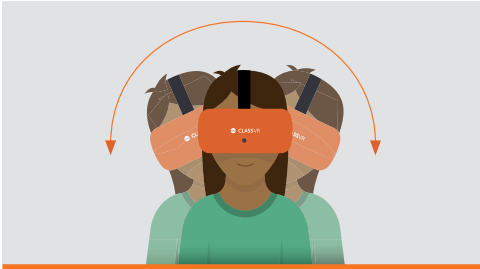
To navigate left and right without turning around



Tilt your head to the left to scroll towards the left of the screen. Tilt it to the right to scroll right.

2.3. Using controls within an experience

While viewing a 360 picture



Tilt your head to pan from side to side without turning around.



Press and hold the select button to zoom in.



2.4. To access Virtual Reality experiences

Simply open the QR Scanner app on the headset and look at the QR Key on the relevant lesson plan. You will hear a beep and the related VR experiences will become available.



2.5. To access Augmented Reality resources

When you see the ARC logo on a plan or worksheet, that means you can launch Augmented Reality content simply by looking at it! First open the ARC app from the home screen of your VR headset, then look at the image on the teaching resource to bring it to life.

SECTION 3

Health and Safety Information

Before using the headset

- Read and follow all setup and operating instructions provided with the headset.
- Review the hardware and software recommendations for use of the headset. Risk of discomfort may increase if recommended hardware and software are not used.
- Your headset and software are not designed for use with any unauthorised device, accessory and/or software. Use of an unauthorised device, accessory and/or software may result in injury to you or others, may cause performance issues or damage to your system and related services.
- To reduce the risk of discomfort, adjust the viewing focus for each user before use of the headset.
- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: Tired; need sleep; under emotional stress or anxiety; or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.
- We recommend seeing a doctor before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or other serious medical conditions.
- To charge the headsets, carefully ensure they are placed within their supplied case, with the USB cable connected to each headset. When the case is connected to the mains using the supplied power cable, the light on each headset should illuminate to show that it is charging. When the headsets are fully charged, we recommend switching the power supply off at the mains.

Children

Adults should make sure children use the headset in accordance with these health and safety warnings including making sure the headset is used as described in the Before Using the Headset section and the Safe Environment section.

Adults should monitor children who are using or have used the headset for any of the symptoms described in these health and safety warnings (including those described under the Discomfort and Repetitive Stress Injury sections), and should limit the time children spend using the headset and ensure they take breaks during use.

Prolonged use should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the headset for any decrease in these abilities. We recommend that ClassVR is used for no more than 15 minutes in any one lesson. Short VR sessions are very engaging and are the perfect way to open a topic or reinforce a key point. The ClassVR player includes a notification to the teacher when any student has been in VR for longer than this recommended time, which is also the limit recommended for children by optometrists.

Seizures

Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching 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. Such seizures are more common in children and young people under the age of 20. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. Anyone who previously has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.

General precautions

To reduce the risk of injury or discomfort you should always follow these instructions and observe these precautions while using the headset:

- 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 before beginning use and while using the headset. Use caution to avoid injury and remain seated unless your content experience requires standing.
- Use of the headset may cause loss of balance.
- Remember that the objects you see in the virtual environment do not exist in the real environment, so don't sit or stand on them or use them for support.
- Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset.
- Take special care to ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames, ceiling fans or light fixtures or other items that you can bump into or knock down when using - or immediately after using - the headset.
- Remove any tripping hazards from the area before using the headset.
- Remember that while using the headset you may be unaware that people may enter your immediate area.
- 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.
- Make sure the headset is level and secured comfortably on your head, and that you see a single, clear image.
- Make sure any headphone cables if used are not tripping hazards.
- 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. Looking around when first entering virtual reality can help you adjust to any small differences between your real-world movements and the resulting virtual reality experience.
- Do not use the headset while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.
- Take at least a 10 to 15 minute break every 30 minutes, even if you don't think you need it. Look away from the screen and move your eyes when resting. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
- If using headphones, 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 and reduce the risk of hearing damage.

Discomfort

Immediately discontinue using the headset if any of the following symptoms are experienced: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or other visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; lightheadedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.

Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.

- Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms

could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any symptoms.

- 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.
- Be mindful of the type of content that you were using prior to the onset of any symptoms 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.

Repetitive Stress Injury

Using the device may make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while using the headset or its components, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before using it again. If you continue to have any of the above symptoms or other discomfort during or after use, stop use and see a doctor.

Electrical shock

To reduce risk of electric shock:

- Do not modify or open any of the components provided.
- Do not use the product if any cable is damaged or any wires are exposed.

Damaged or broken device

- Do not use your device if any part is broken or damaged.
- Do not attempt to repair any part of your device yourself. Repairs should only be made by Avantis Systems Ltd.

Contagious conditions

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfibre cloth for the lenses.

Skin irritation

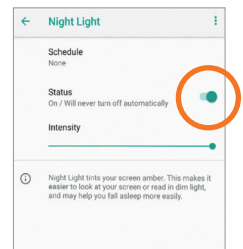
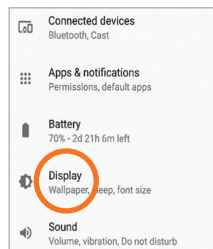
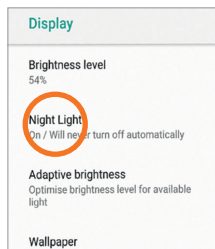
The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation or other skin reactions. If symptoms persist, contact a doctor.

Blue Light Reduction

Looking at blue light in the evening and late at night can interfere with your sleep patterns, it can also cause eye fatigue. Night Light reduces the amount of blue light screens emit by increasing warmer, amber tones. Your device can reduce the effects of blue light by activating the Night Light mode.

How to enable Night Light

Access the settings menu by clicking the 'Settings' icon or by scanning the QR code below. Click on 'Night Light', and within the settings menu, click on 'Display' and then click on the slider to enable or disable Night Mode.

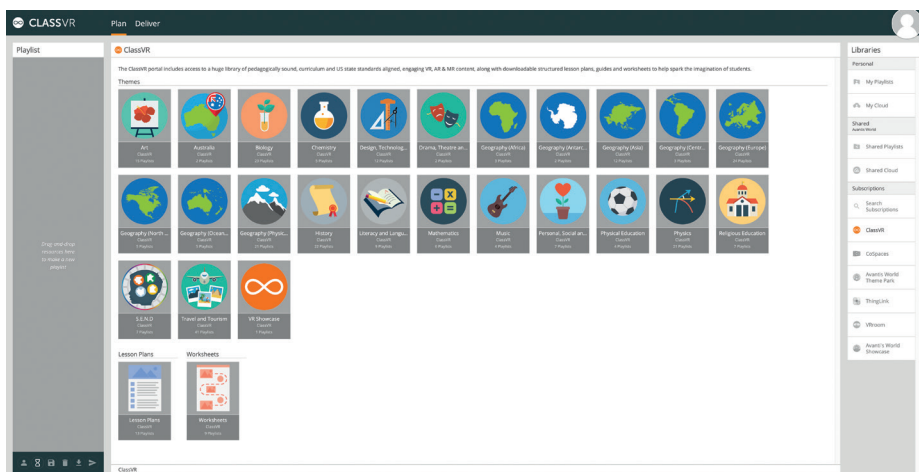


SECTION 4

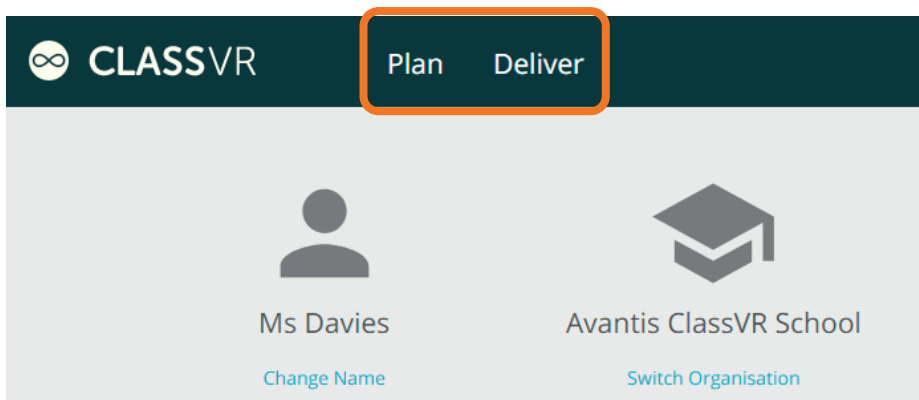
Using the ClassVR Portal

To access the ClassVR Portal, visit <http://portal.classvr.com>. You will see a login screen. Enter your email address and password. If you are the Key Contact for your school, Avantis will send you an email inviting you to join. Otherwise, your Key Contact should send you an invitation.

Once you have logged in, you will see the ClassVR Portal page:

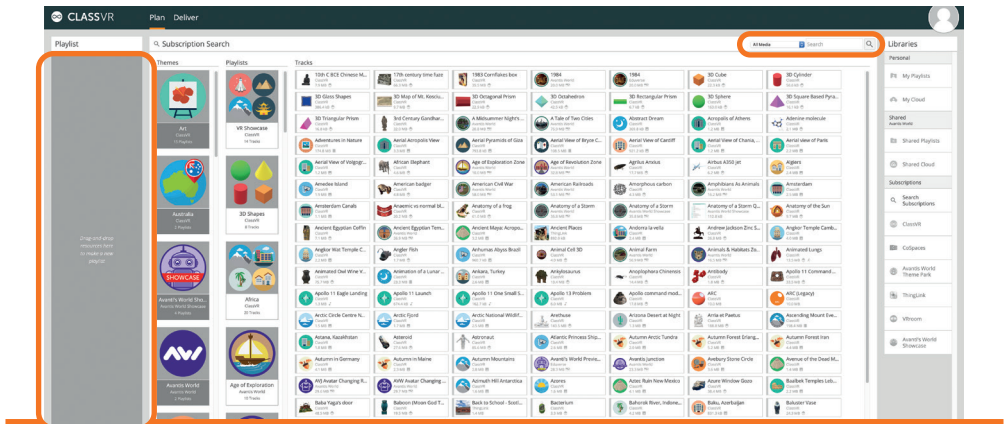


The portal has two main tabs: the first helps you to plan the content you'd like to use in your lesson, and the second to deliver it to student headsets.

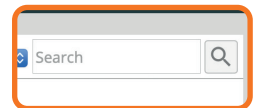









3.1. Plan

In the Plan section, you can create your own custom 'Playlist' of VR experiences that you can send to your devices. You can select 'Tracks' which are individual resources, or pre-made Playlists that centre around a certain theme or topic.



It's easy to find experiences that are relevant to your lessons in the ClassVR Library; simply use the search box to find what you need. To use them, simply drag and drop them into the Playlist pane on the left. To remove a Track, drag it outside the Playlist pane.



-  To clear the playlist, click this icon.
-  To save the playlist, click this icon.
-  To send the playlist, for your students to explore independently, click this icon.
-  This icon allows students to explore scenes by themselves.
-  This icon allows students to explore in group mode and generate a shareable link for the scene to access from any device, in a pre-emptive download.
-  To cache content to your device prior to a lesson use this icon
-  To send your students to a neutral 'waiting room' experience, click this icon.

To the right of the page, you'll see the Libraries pane. From here you can access other sources of content. By default, all subscribing schools will be able to use the 1000+ experiences in ClassVR, and upload their own content via cloud storage.

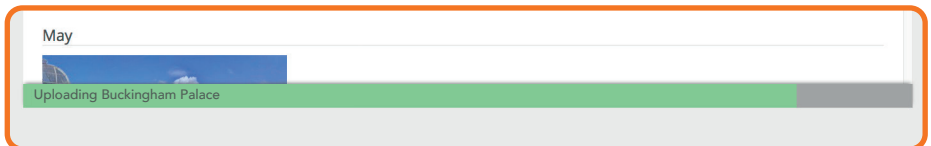
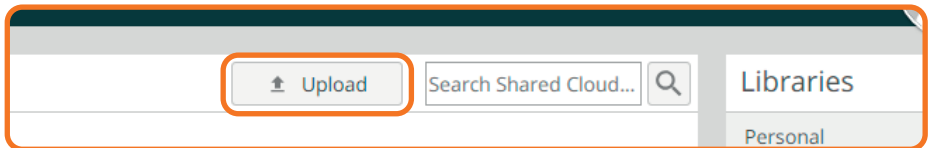
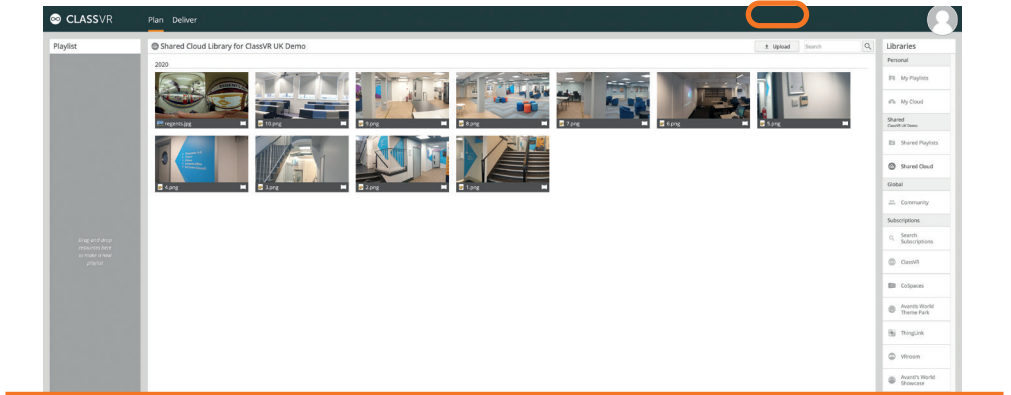
Your saved playlists will be stored in the 'My Playlists' pane on the left. To use a playlist, drag it to the playlist pane and then either:

- A. Click the Send icon to allow students to explore the playlist independently.
- B. Switch to the Deliver section and press play to step your students through the playlist in real time.



3.2. Adding your own content to the cloud

Choose whether you would like to upload content to your own personal My Cloud, or to your organisation's Shared Cloud. Click the relevant Library to begin adding your own VR content. Click the Upload button to browse through your computer and select files. Just click 'Open' to add them or drag images from your desktop and drop them anywhere on the main pane. File size can affect the time it takes to cache the content to the devices and also playback, be aware of the total size of your playlist when sending to your devices.



The following file types are supported by ClassVR headsets:

- f Equirectangular JPG and PNG images
- f Equirectangular MP4 videos
- f 3D models in .GLB or .STL format

Once you have uploaded the files to My Cloud or Shared Cloud, drag and drop the 'Tracks' into the playlist as before.

Files you upload to My Cloud can only be seen by you; Shared Cloud files can be seen by all users in your organisation. Please note that uploading files with large file sizes can affect upload times and playback quality.

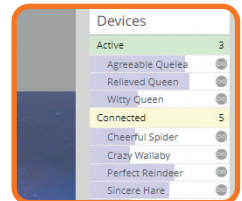
3.3. Deliver

In the Deliver section, you'll see three panes: your Playlist at the left, a list of your school's ClassVR headsets at the right, and the currently-selected VR experience from the Playlist in the centre:



You'll notice that the devices on the right are greyed-out when you first open the Deliver section. This gives you an opportunity to explore and preview your Playlist without sending any files to your headsets. Click the Devices pane to unlock it.

To begin your teacher-led virtual reality session, simply press the play button to send the current image, video or model to all headsets simultaneously. If this is the first time the tracks have been sent to the devices you may need to wait for the loading bars to complete prior to playing the content. Once you have pressed play, students will not be able to use the 'back' button or gesture to leave this experience – you have control.



Once in the experience, your students will be able to look around independently. Look for the VR goggle icons that appear on your preview image; these show you exactly where your students are looking, in real-time:



To direct your students' attention to a specific part of the image, simply click on the point of interest on your preview. An eye will appear in this spot; inside your students' headsets, they'll see a dotted line guiding them towards that point:

Teacher view



Student view



Don't forget, you'll be able to see on your preview image whether your students are looking at the point you've specified, using our focus tracking technology.

Playing video resources

With video resources, you can make use of all the same controls, but you also have the ability to pause and resume the video on all selected headsets simultaneously, or to scan to a particular point in the video.

By default, headsets will stay in sync with the teacher's video preview. The headset speakers will also be muted to allow any sound to play via the teacher's computer speakers.

If your network performance is slow, you may wish to toggle these features off or on using these buttons:



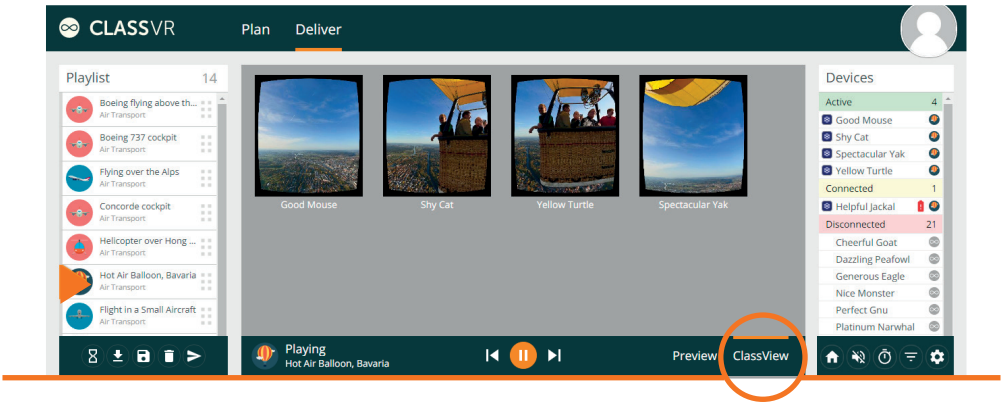
Unmute/mute headsets



Unsync/sync headset playback to teacher preview

You can also easily select and send any item on the playlist by clicking its icon.

To view what each of your students can see in real-time, use the ClassView option at the bottom right of your preview image. This opens up a dashboard view of all the headset screens:



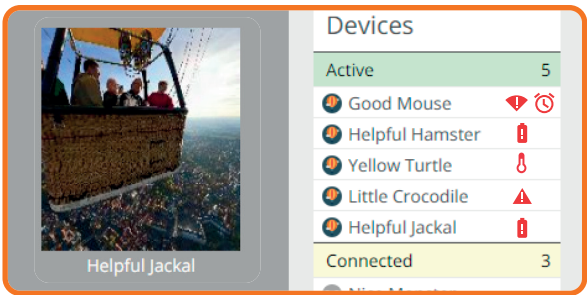
To return to the head-tracking image, simply click Preview.



To check all your ClassVR headsets are functioning correctly, take a look at the Devices pane to the right of the screen.

From here, you can tell if your devices are connected to the network. Once they are in use (being worn), they will show as Active.

This pane also displays any device warnings:



- Wi-Fi latency high
- Low battery
- Device in use for more than 15 minutes
- Software out of date - needs updating
- High battery temperature

To return your headsets to student-directed mode, press the home button. This will return the headset to the menu screen, where students can use gesture controls to open specific experiences or apps. Scan a QRKey from one of our VR lesson plans to switch the available experiences.



To send your students to a neutral 'waiting room' experience, click the hourglass.



3.4. Finding resources

Your ClassVR subscription comes complete with a range of lesson plans and Augmented Reality worksheets. You can find PDF versions of these resources on the ClassVR portal.

Lesson plans are located at the bottom of the portal. Click ClassVR Lesson Plans to view thumbnails of all the available PDFs.



At the top of the page, you'll find cross-curricular lesson plans written by qualified teachers. Further down the page, you'll find interactive Augmented Reality worksheets, plus our printable ARcubes for use with 3D models.

Simply click the thumbnail to open or download the PDF you require.

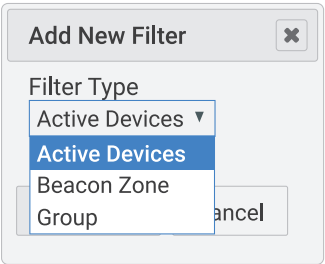
3.5 Controlling a Subset of ClassVR Headsets

If you have a large number of ClassVR headsets enrolled in your Organisation or need to control smaller subsets of headsets separately, you can do this via the ClassVR Portal.

In the Deliver section, look for the Devices pane on the right.



At the bottom of this pane, you will see the filter button. Clicking on it gives you some filtering options.



Active Devices

If you select this filter, you will only see headsets that are actively being worn and are connected to the local network; all others are hidden.

Groups

This allows you to create your own Groups and assign devices one by one.

First, you'll need to create a new Group by clicking the filter icon and selecting the Group option.

Once your Group has been created, right-click on the device name in the Devices pane to add it by selecting your Group from the dropdown menu.

Now that you have some headsets in your Group, you can apply a filter so that only your Group is shown and controlled. Click the filter icon at the bottom of the devices pane, select Group as the filter type, and pick your Group from the dropdown menu. Then click Add Filter.

You'll see that only the headsets in your Group appear. If you press Play or send a Playlist, the change will only affect headsets in this Group.

You'll also notice a QRKey icon at the top of the Devices pane, next to the name of your Group filter. Clicking this will bring up a QRKey in the Preview pane. This gives you another way to add headsets to the Group. On the headset, open the Scanner app and look at the QRKey until the screen turns green.

Add New Filter

Filter Type

Group

Group to show

<No Group>

Create [New Group](#)

Add FilterCancel

Devices

Active	0
Connected	9
Yellow Turtle	
Spectacular Yak	
Spectacular Yak	
at	
ul Jackal	
Mouse	
Spider	
iful Butterfly	
Dazzling Peafowl	

CLASSVRPlanDeliver

Playlist14

Boeing flying above the clouds

Boeing 737 cockpit

Flying over the Alps

Concorde cockpit

Helicopter over Hong Kong

Hot Air Balloon, Bavaria

Flight in a Small Aircraft

Hot air balloons, Turkey

Inside hot air balloon

Parachute Skydive

Paragliders

Paragliding Russia

Russian aircraft cockpit

Wright Flyer

Queued

Boeing flying above the clouds

PreviewClassView

Devices

Ms Davies

Active0

Connected7

Beautiful Butterfly

Good Mouse

Helpful Jackal

Little Crocodile

Shy Cat

Spectacular Yak

Yellow Turtle

Disconnected19

NOTE: You can only make changes to a headset's Group when it appears as connected (switched on and connected to Wi-Fi). Groups and Filters are stored locally and are not shared by other teachers.

SECTION 5

Technical Setup Guide

There are some things that you should ask your school's technician to check are in place so that you can get started with your ClassVR headsets right away.

Network Configuration

4.1. IP addresses

The device IP should be accessible across the LAN. If multiple subnets are in use there needs to be visibility for the devices to be seen by the portal across the LAN.

4.2. URL whitelist

The URL status.eduverse.com can be used to check the status of access on the WiFi being used and identify any issues that may arise regarding communication between your ClassVR headsets and the ClassVR servers. It also contains a list of hostnames that need to be whitelisted at your firewall and/or proxy server.

4.3. Ports

In order to control your headsets with the ClassVR Portal, you should allow outbound access on the following TCP ports: 37395 to 37400.

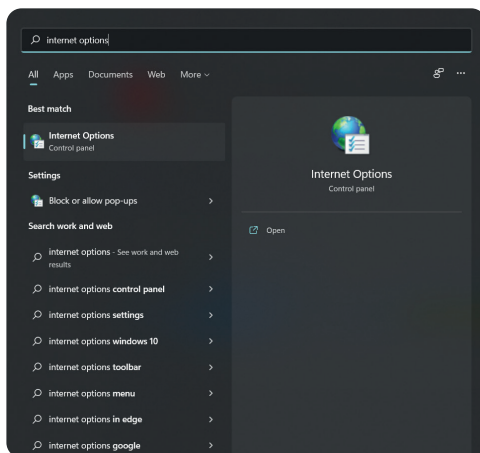
4.4. Proxy server bypass

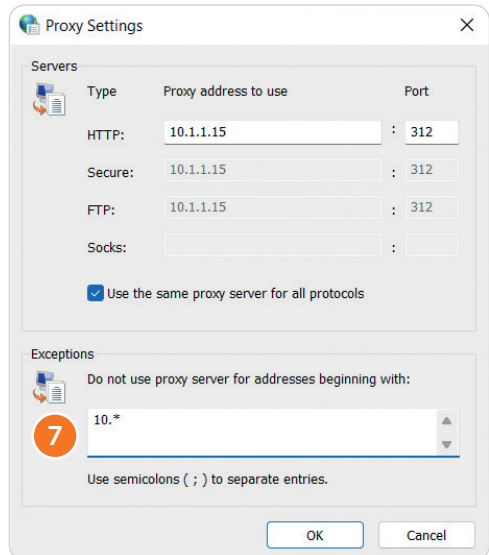
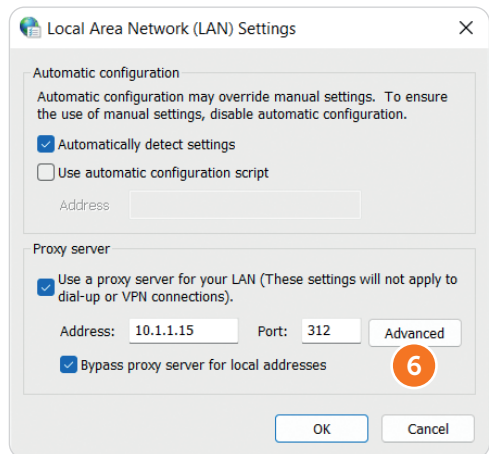
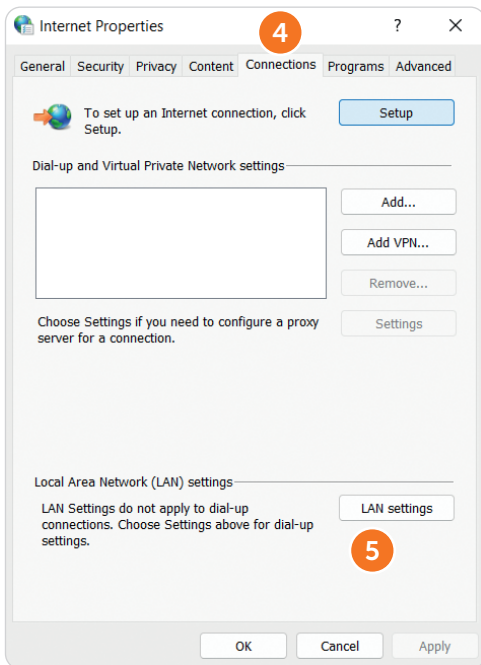
All communication between the portal and the headsets is internal across the LAN. Only updates and technical support information is sent or received externally, along with content that hasn't been cached and requires downloading.

If you are using a proxy server that is configured on each workstation (e.g. not transparent) you should ensure that each teacher workstation is configured to bypass the proxy server for local addresses.

To do this:

1. Click the Start button.
2. Type: internet options.
3. From the search results, click Internet Options.





4. From the Internet Properties window, click the Connections tab.
5. Click the LAN settings button.
6. From the Local Area Network (LAN) Settings window, tick Bypass proxy server for local addresses and click the Advanced button.
7. From the Proxy Settings window, in the Exceptions field, add an exception for your school's IP address range. Entries in this field are separated by semicolons (;) and wildcards are accepted (e.g. 192.168.1.*).

8. Click the OK button to close the Proxy Settings window.
9. Click the OK button to close the Local Area Network (LAN) Settings window.
10. Click the OK button to close the Internet Properties window.

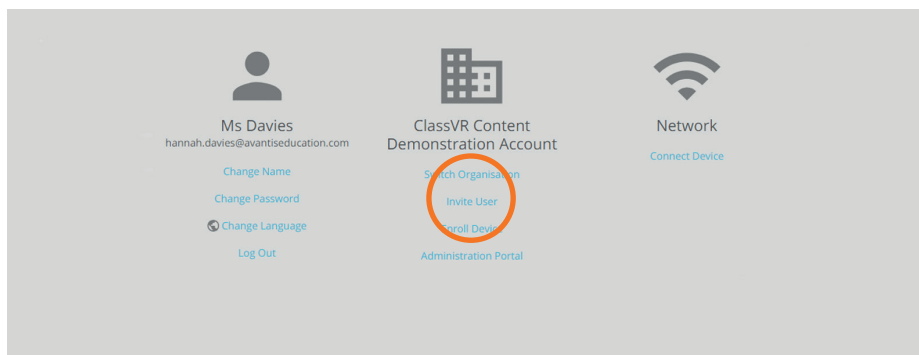
4.5. Web browser updates

To use the ClassVR Portal, your colleagues should use the most recent version of Google Chrome, Microsoft Edge or Mozilla Firefox. Ensure that your workstations are running the latest version of any of these browsers.

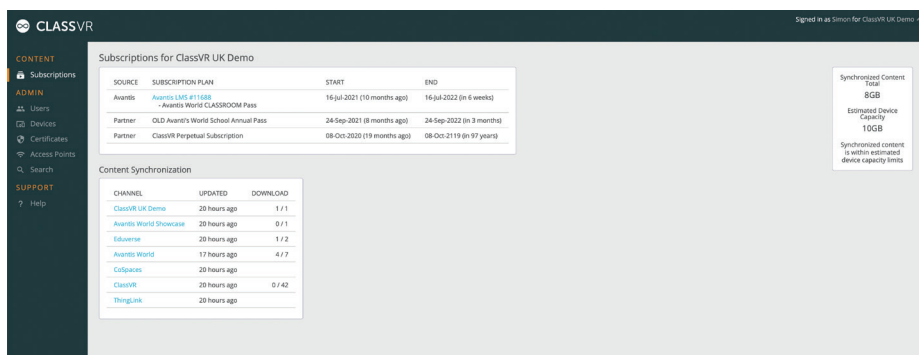
SECTION 6

Managing Devices and Users Via the Administration Portal

Users with the Owner or Admin role can also access additional management features via the Administration Portal. Find this by clicking the circle at the top right of the ClassVR Portal and looking for the Administration Portal link under the name of your organisation.



This page allows you to manage devices, users and additional settings.

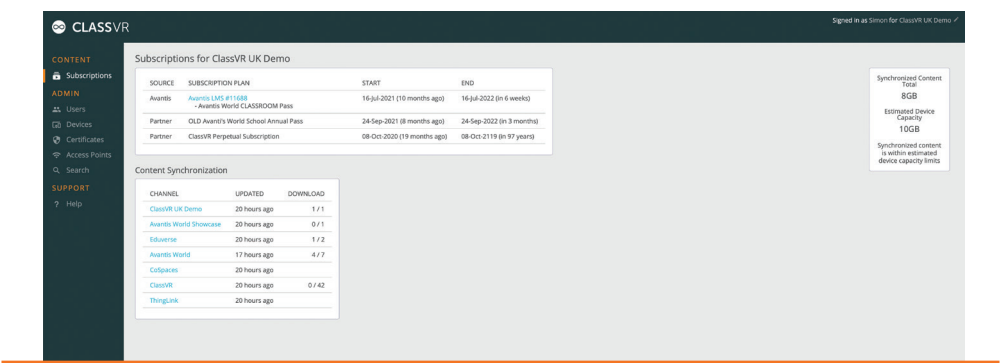


At anytime, administrators can easily view how much content is synchronised on each headset and how much capacity is left. Please note, it is recommended to limit the amount of content loaded on each headset to maximise performance.

5.1. Subscriptions

The subscriptions area allows you to ensure that all relevant content is downloaded and cached on your organisation’s ClassVR headsets ahead of a teaching session.

Click the content provider you’re interested in; for resources in the ClassVR Library, click Avantis Education VR.

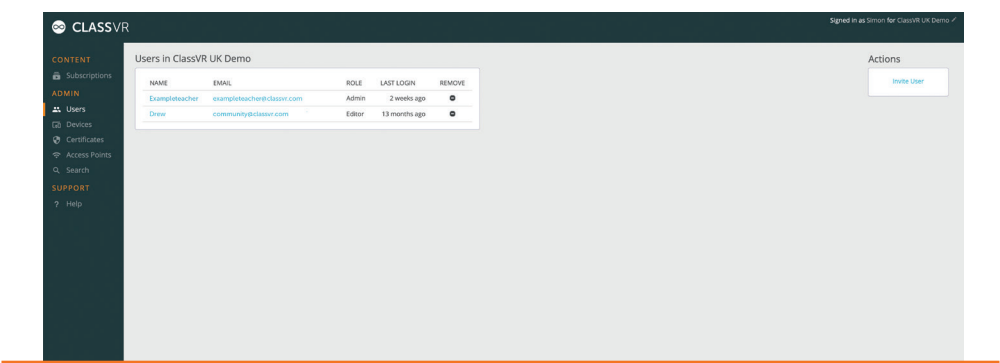


Our content has been allocated to themes, allowing you to pre-download only the experiences that are relevant to your students. Simply select the boxes that are relevant. All 360 images, 360 videos and 3D models in this theme will be automatically downloaded onto all your enrolled headsets. Custom themes can be setup for your school using your shared playlists, please contact support if you require some guidance with this.

Devices will download and cache the selected content when they are connected to Wi-Fi and inactive for five minutes or more. As such, we recommend leaving your ClassVR headsets switched on and charging overnight to allow this process to take place. Try not to download everything as this will fill up your headset’s memory!

5.2. Users

From the users page, you can view users for your organisation. Click the minus sign to remove a user, or click their name to see additional information (including first and last login times).



To invite a new user, click on "Invite User", and add the email addresses you wish to send invites to using a 'comma' and a 'space' to separate the addresses and choose a permissions type from the drop-down menu. To invite multiple users, add the email addresses you wish to send invites to using a 'comma' and a 'space' to separate the addresses.

Viewer: can use some features of the Plan section, including saving to My Cloud, but cannot add content to Shared Cloud or Shared Playlists. Can control devices from the Deliver section.

Editor: can use the full functionality of the main ClassVR Portal (Plan and Deliver sections), including uploading content to Shared Cloud, adding Shared Playlists, and sending commands to the devices.

Admin: can access the Administration Portal in order to connect, enrol, monitor and manage devices, invite/manage users and edit subscriptions (plus all of the above).

Owner: has full administrative privileges, including the ability to create subordinate organisations (plus all of the above).

5.3. Devices

This page allows you to monitor and manage all the ClassVR headsets in your organisation.

CLASSVR

CONTENT

Subscriptions

Users

Devices

Certificates

Access Points

Support

Help

Devices in ClassVR UK Demo (16)

NAME	SERIAL	FREE STORAGE (GB)	CHARGE LEVEL	BATTERY %	BLUETOOTH	LAST ACCESS	IN SYNC?
CVR Demo 201	201V000121	8.36	68%	31.0	No	12 months ago	✗
CVR Demo R1.1 (R)	100V000185	6.78	81%	28.0	No	12 months ago	✗
CVR Demo R1.2 (R)	201V000029	2.77	9%	38.0	No	11 months ago	✗
CVR-101 DEMO HEADSET 1	000V000041	6.87	100%	34.0	No	10 months ago	✓
CVR-101 DEMO HEADSET 2	201V000069	12.36	82%	22.0	No	10 months ago	✗
CVR-101 DEMO HEADSET 3	103V000016	13.75	29%	34.0	No	10 months ago	✗
Emerging Hardware	210V010004	44.01	100%	21.0	No	3 months ago	✓
Emerging Hardware	200V000083	8.14	9%	27.0	No	11 months ago	✗
Planning Headline	201V000045	3.82	100%	34.0	No	8 months ago	✓
GrayJoyfish	201V000021	9.93	25%	25.0	No	10 months ago	✓
Foggy Children	000V000019	8.82	4%	42.0	No	11 months ago	✗
Personalised Models	000V000016	3.43	12%	23.0	No	3 months ago	✗
Pipefit Solutions	000V000038	4.49	87%	36.0	No	11 months ago	✓
Purple Knowledge	201V000046	44.02	100%	20.0	No	3 months ago	✓
Seneca IT	103V000017	15.27	73%	21.0	No	10 months ago	✓
Updated Policy	201V000026	43.72	90%	29.0	No	3 months ago	✗

Actions

Name

Group

Serial

Last Access Date

Asset Tag

Channel

Version

Free Storage

Total Storage

Charge Level

Battery Temp

Max Battery Temp

Controller Charge

Bluetooth

Serial State

Product

Firmware

MAC Address

IP Address

Last Access

In Sync?

Change Theme

Clear Notifications

Logout

View All Content

See Name Space Serial Numbers

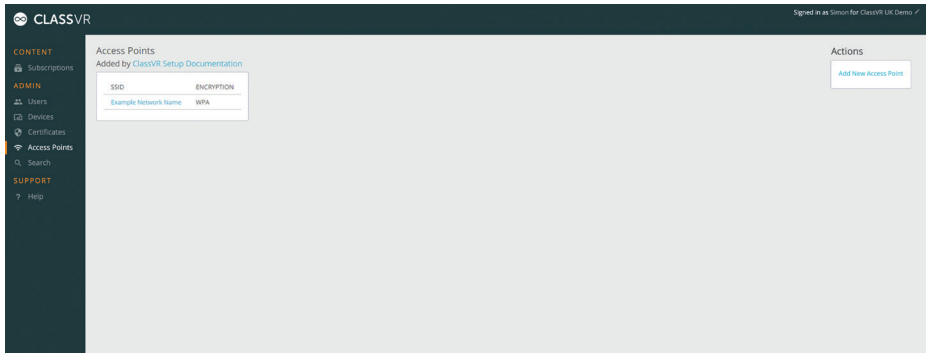
Invite Subordinate Organisations

Use the actions box on the right to choose which data to display, including MAC address, battery temperature, serial number, software version and last access (indicating the last time the device communicated with our servers).

From here, you can also see which of your devices are 'in sync': if you see a green check mark here, the device has cached all content specified by you for pre-emptive download in the Subscriptions area of the Administration Portal.

5.4. Access Points

This feature can be very useful for network migrations, or if you wish to use your headsets across multiple wireless networks.



To add a Wi-Fi network, click Add New Access Point at the right of the screen and enter the SSID. On the next page, specify any further details about the network. You also have the option to delay deployment of these network details.

SECTION 7

Troubleshooting

When I look into my headsets, the picture is misty.

Each of your VR headsets should arrive with a protector affixed to each lens. Ensure that you have removed the lens protectors by carefully pulling the transparent plastic tab affixed to each one.

When I look into my headsets, the picture is blurry.

The focus on each of your headsets can be adjusted by using the focus adjustment (see page 10). You should ask your students to adjust the focus to best suit their eyes each time you use your ClassVR headsets.

My headset won't turn on.

Make sure you press and hold the power button for five seconds. If the ClassVR logo does not appear on the screen after releasing the button, plug your headset into the charging case and allow it to charge for at least two hours. It is important to note that the blue charging light will not illuminate if the battery is completely depleted.

The screen on my headset keeps turning off.

ClassVR headsets have a sensor between the lenses that detects when the headset is being worn. The screen will turn off automatically when this sensor is not activated. If the screen is turning off while the headset is being worn, adjust the face padding to ensure it is not blocking the sensor. Make sure the straps are adjusted so that the headset fits the wearer snugly.

My headsets were all charging correctly but now the charging lights have gone out.

When your ClassVR headsets are fully charged, their charging lights will go out.

How should I store my headsets?

Your ClassVR headsets have been designed to be stored and charged in one single area for comfort and ease. Your ClassVR headsets should be turned on regularly to allow software updates to happen. Your ClassVR headsets can be left turned on, inside the box at anytime - just make sure you have used the main charging cable to charge them.

I can't see any headsets in the Devices pane.

Your headsets may not be enrolled in your ClassVR Portal organisation. Refer to page 5 to find out how to enrol the headsets.

My headsets appear in the Devices pane but they are all Disconnected.

To control your ClassVR headsets from a computer, the headsets and computer must be on the same network. Make sure this is the case. If you are still experiencing problems, check your computer's proxy settings (see page 16).

My headsets say Connected but not Active – why?

Headsets only appear as Active when they are being worn and the sensor between the lenses is activated. You can test this by placing a finger over the sensor; you should see the device move up to the Connected area.

My headsets are Active but when I press Play my students can only see a grid or a black screen.

Check that all your headsets are correctly connected to the Wi-Fi (see page 3). If they are connected and are responding to commands from the ClassVR Portal but are not showing 360 content correctly, ask your technician to check the whitelisting requirements (see page 14).

I have forgotten my password for the ClassVR Portal.

Visit <http://portal.classvr.com>, enter your email address in the Email Address field and click Forgot your password? You will receive an email containing password reset instructions.

I have forgotten the email address I use to log into the ClassVR Portal.

This will usually be your school e-mail address. If you are unsure after trying your school e-mail, check with your school's key contact for ClassVR.

Where can I find additional support?

For additional support and guidance, visit our knowledge base at support.classvr.com.



EU Declaration of Conformity

Manufacturer: Name: Avantis Systems Ltd.
 Address: Unit 2 & 3, The Glenmore Centre, Waterwells Business Park, Quedgeley GL2 2AP

Equipment: Model No: CVR-255-64
 Description: Virtual Reality Headset
 Accessories: USB Cable

We, Avantis Systems Ltd, declare under sole responsibility that the above referenced product complies with the following directives:

- Council Directive 2014/53/EC of the European Parliament and council on radio equipment.
- Council Directive 2011/65/EU on the restriction of the certain hazardous substances in electrical and electronic equipment

The following harmonized standards and normative documents are those to which the product's conformance is declared, and by specific reference to the essential requirements of the referenced Directives:

RE Directive

Article 3.1a (Health)

EN 62209 - 2 : 2010+AMD1-2019

EN 50566 : 2017

EN 62479 : 2010

EN 50663 : 2017

EN IEC 62368-1:2020+A11:2020

Article 3.1b (EMC)

EN 301 489 – 1 v2.2.3

EN 301 489 – 3 v2.1.1

EN 301 489 – 17 v3.2.4

EN 55032:2015+A11:2020+A1:2020

EN 55035:2017+A11:2020

EN IEC 61000-3-2:2019

EN 61000-3-3: 2013+A1:2019

Article 3.2 Radio

EN 300 328 v2.2.2

EN 301 893 v2.1.1

EN 300 440 v2.2.1

RoHS

IEC 62321 - 3,4,5 (2013) 6 (2015) 7 (2017) 2008 Annex C

Last two digits of the year in which **CE** mark was affixed to the product: 21

Signed on behalf of: Avantis Systems Ltd
(place and date of issue): Gloucester, 20 August 2021
Name: Mr. Nicholas Tuson Function: Managing Director

Signature: N. Tuson



Our 50 Creative Ways booklet gives you a taster of the creativity we've seen develop as schools worldwide explore the possibilities that virtual and augmented reality can offer in the classroom.

50 Creative Ways is a practical and inspiring guide to using ClassVR as a teaching tool. You'll find out how students of all ages have explored a wide range of content.

Lessons used 360 degree images, videos or interactive experiences as an incredible stimulus across the curriculum, from Antarctica to ancient Maya and the Maldives to the Moon.

Others gave students the opportunity to examine 3D models up close using augmented reality; imagine holding a snowy owl, Roman sword or distant planet in your hands!

www.classvr.com/50-ways

**Download
your copy
today**

HEALTH AND SAFETY INFORMATION

HEALTH & SAFETY WARNINGS: TO REDUCE THE RISK OF PERSONAL INJURY, DISCOMFORT OR PROPERTY DAMAGE, PLEASE ENSURE THAT ALL USERS OF THE HEADSETS ARE AWARE OF THE WARNINGS BEFORE USING THEM.

IT IS IMPORTANT TO REMAIN SEATED WHILST USING THE HEADSET UNLESS YOUR CONTENT EXPERIENCE REQUIRES STANDING.

All guides, manuals and health & safety warnings are periodically updated for accuracy and completeness. Please visit our website to view/download:

User manuals in alternative languages

www.classvr.com/guide

Health & Safety Guidance

www.classvr.com/safety

Limited Product Warranty

www.classvr.com/warranty

ClassVR support and documentation

support.classvr.com

To access the ClassVR online portal go to:

portal.classvr.com