

**SAMSUNG**

**M O B I L E   D E V I C E**

---

**User Manual**

Please read this manual before operating your device and keep it for future reference.

**Gear VR**

# Table of Contents

Legal.....	4
Read me first.....	10
About the Gear VR.....	11
Support .....	13
Wearing the Gear VR.....	14
Before Using the Gear VR Headset.....	20
Additional Notifications .....	24
Getting Started.....	29
Device Functions.....	30
Setting Up the Device.....	34

Installing the Mobile Device.....	38
Installing Gear VR Software .....	44
Wearing the Gear VR.....	48
Using the Charger.....	51
<b>Know Your Device .....</b>	<b>53</b>
Basic Navigation and Selection.....	54
Navigation - Home Screen .....	58
Using the Universal Menu.....	63
<b>Applications.....</b>	<b>73</b>
Applications .....	74

# Legal

**Important legal information can be accessed in writing on the mobile device or on [www.samsung.com](http://www.samsung.com)**

**READ THIS INFORMATION BEFORE USING YOUR MOBILE DEVICE.**

Samsung Limited Warranty - This product is covered under the applicable Samsung Limited Warranty INCLUDING ITS DISPUTE RESOLUTION PROCEDURE and your right to opt out of arbitration within 30 calendar days of the first consumer purchase. You may opt out by either sending an email to **[optout@sea.samsung.com](mailto:optout@sea.samsung.com)** with the subject line “Arbitration Opt-Out” or by calling 1-800-SAMSUNG (726-7864). For more detailed procedures, please refer to the “Dispute Resolution Procedures and Arbitration and Opt-Out” section of the Limited Warranty.

**WARNING!** This product contains chemicals known to the State of California to cause cancer, birth defects, or other reproductive harm. For more information, please call 1-800-SAMSUNG (726-7864).

## Intellectual Property

All Intellectual Property, as defined below, owned by or which is otherwise the property of Samsung or its respective suppliers relating to the SAMSUNG mobile device, including but not limited to, accessories, parts, or software relating thereto (the “mobile device”), is proprietary to Samsung and protected under federal laws, state laws, and international treaty provisions. Intellectual Property includes, but is not limited to, inventions (patentable or unpatentable), patents, trade secrets, copyrights, software, computer programs, and related documentation and other works of authorship. You may not infringe or otherwise violate the rights secured by the Intellectual Property. Moreover, you agree that you will not (and will not attempt to) modify, prepare derivative works of, reverse engineer, decompile, disassemble, or otherwise attempt to create source code from the software. No title to or ownership in the Intellectual Property is transferred to you. All applicable rights of the Intellectual Property shall remain with SAMSUNG and its suppliers.

## **Disclaimer of Warranties; Exclusion of Liability**

EXCEPT AS SET FORTH IN THE EXPRESS WARRANTY CONTAINED ON THE WARRANTY PAGE ENCLOSED WITH THE PRODUCT, THE PURCHASER TAKES THE PRODUCT "AS IS", AND SAMSUNG MAKES NO EXPRESS OR IMPLIED WARRANTY OF ANY KIND WHATSOEVER WITH RESPECT TO THE PRODUCT, INCLUDING BUT NOT LIMITED TO THE MERCHANTABILITY OF THE PRODUCT OR ITS FITNESS FOR ANY PARTICULAR PURPOSE OR USE; THE DESIGN, CONDITION OR QUALITY OF THE PRODUCT; THE PERFORMANCE OF THE PRODUCT; THE WORKMANSHIP OF THE PRODUCT OR THE COMPONENTS CONTAINED THEREIN; OR COMPLIANCE OF THE PRODUCT WITH THE REQUIREMENTS OF ANY LAW, RULE, SPECIFICATION OR CONTRACT PERTAINING THERETO. NOTHING CONTAINED IN THE INSTRUCTION MANUAL SHALL BE CONSTRUED TO CREATE AN EXPRESS OR IMPLIED WARRANTY OF ANY KIND WHATSOEVER WITH RESPECT TO THE PRODUCT.

IN ADDITION, SAMSUNG SHALL NOT BE LIABLE FOR ANY DAMAGES OF ANY KIND RESULTING FROM THE PURCHASE OR USE OF THE PRODUCT OR ARISING FROM THE BREACH OF THE EXPRESS WARRANTY, INCLUDING INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES, OR LOSS OF ANTICIPATED PROFITS OR BENEFITS.

## **Modification of Software**

SAMSUNG IS NOT LIABLE FOR PERFORMANCE ISSUES OR INCOMPATIBILITIES CAUSED BY YOUR EDITING OF REGISTRY SETTINGS, OR YOUR MODIFICATION OF OPERATING SYSTEM SOFTWARE.

USING CUSTOM OPERATING SYSTEM SOFTWARE MAY CAUSE YOUR DEVICE AND APPLICATIONS TO WORK IMPROPERLY. YOUR CARRIER MAY NOT PERMIT USERS TO DOWNLOAD CERTAIN SOFTWARE, SUCH AS CUSTOM OS.



# Samsung Electronics America (SEA), Inc.

**Address:**

85 Challenger Road  
Ridgefield Park,  
New Jersey 07660

**Phone:**

1-800-SAMSUNG (726-7864)

**Internet Address:**

**samsung.com**

©2016 Samsung Electronics America, Inc. Samsung is a registered trademark of Samsung Electronics Co., Ltd. Do you have questions about your Samsung Mobile Device? For 24 hour information and assistance, we offer a new FAQ/ARS System (Automated Response System) at [www.samsung.com/us/support](http://www.samsung.com/us/support).

**Read me first**

# About the Gear VR

The Samsung Gear™ VR powered by Oculus™ (also referred to as Gear VR) is a headmounted, virtual reality device that provides an immersive experience for a wide range of users.

When you connect a compatible mobile device to the Gear VR, you can enjoy multimedia content and play games by launching apps on the mobile device. You can use the Gear VR with these compatible mobile devices and use it to interact with other external devices, such as a game controller or a Bluetooth headset.

**Note:** For additional detailed cautions, warnings, and recommendations, please visit the main [www.samsung.com](http://www.samsung.com) support page and refer to the Health & Safety Guide.

Please read this guide before using the Samsung Gear VR (also referred to as Gear VR) to ensure safe and proper use.

Use the Gear VR for its intended purpose only. Using the Gear VR for other purposes may result in injury.

- Descriptions in this guide are based on the mobile device's default settings.
- Images and screens are simulated.
- The Gear VR must be connected with a compatible mobile device when in use.
- To use a mobile device with the Gear VR, it is recommended to first upgrade the mobile device's software to the latest version.
- The Gear VR cannot be operated by itself. For a list of compatible devices, go to the device's product page on [www.samsung.com](http://www.samsung.com).

**Important:** Some languages or content may not be available depending on the region or network. To view the open source license for the Gear VR, refer to [opensource.com](http://opensource.com).

# Support

This guide provides you with the information you need to get started. For more information and additional support, please visit the main [www.samsung.com](http://www.samsung.com) support page.

- Get support for your Samsung Gear VR online.
- Review your Gear VR's troubleshooting FAQs, and solutions.

**Note:** Mobile devices and software are constantly evolving—screen images you see here are for reference only.

The Gear VR and its connected mobile device should only be used with firmware versions that were approved for use by the device manufacturer.

**Important:** Some third-party Android “cleanup” programs may recognize the Oculus folder and files as content to remove and then prompt you to “clean” the related material.

Taking this action will delete your Oculus data used by your Gear VR and you must reinstall your content/data.

For additional information, please visit:  
[www.samsung.com/us/gearsupport](http://www.samsung.com/us/gearsupport).

# Wearing the Gear VR

**Warning:** Although eyeglasses can be worn inside Gear VR, they should be removed if the user experiences discomfort. If the discomfort continues and these glasses are not removed, this could cause facial injuries. If you have poor eyesight, we recommended wearing contact lenses when using the Gear VR.

**Note:** Keep the lenses clean and protect them from getting scratched. If the lenses get dirty or steam up, clean them with a lens cleaning cloth.

**Caution:** The Gear VR can be affected by magnetic interference created by items, such as computers, TVs, or electric cables. Avoid using the Gear VR in areas affected by magnetic interference.

Ensure that you have read the warnings below carefully before using the Gear VR to reduce the risk of personal injury, discomfort, or property damage.

These Health and Safety warnings are periodically updated for accuracy and completeness. Check both [www.samsung.com](http://www.samsung.com) and [oculus.com/warnings](http://oculus.com/warnings) for the latest updated content.

- The Gear VR should not be used by children under the age of 13, as young children are in a critical period in visual development. Adults should monitor children (age 13 and older) who are using or have used the Gear VR for any of the symptoms described below, and should limit the time children spend using the Gear VR 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 Gear VR for any decrease in these abilities.
- Your Gear VR is not designed for use with any ineligible device, accessory and/or software. Use of an ineligible device, accessory and/or software may result in injury to you or others, and may cause performance issues or damage to your system and related services.

- A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the Gear VR when you are tired, need sleep, are under the influence of alcohol or drugs, are hung-over, have digestive problems, are 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 Gear VR if you are pregnant, elderly, have pre-existing binocular vision abnormalities or psychiatric disorders, or suffer from a heart condition or other serious medical condition.
- The factory lens protectors are pre-installed on the Gear VR. Remove these lens protectors before you use the Gear VR so you can see clearly.
- Ensure the lenses are not scratched and keep them clean for clear visibility.



- The foam cushioning may get dirty if your face is sweating while wearing the Gear VR. Doing so may deteriorate the quality of the foam cushioning. Ensure that you keep your face clean and dry when wearing the Gear VR.
- When you remove the Gear VR from your head, the mobile device's screen locks and the touch pad stops working.
- Use Only In A Safe Environment. The Gear VR produces an immersive virtual reality experience that distracts you from and blocks your view of your actual surroundings. For the safest experience, remain seated or stationary when using the Gear VR.
- Take special care to ensure that you are not near other people, objects, stairs, balconies, windows, furniture, or other items that you can bump into or knock down when using, or immediately after using, the Gear VR. Do not handle sharp or otherwise dangerous objects while using the Gear VR.
- Never wear the Gear VR in situations that require attention, such as walking, bicycling, or driving.

- When you are not wearing the Gear VR, do not place objects on the Gear VR's proximity sensor. Doing so may cause the proximity sensor to stay on and drain the battery.
- Refer to your mobile device online support material for more information.
- Always be aware of your surroundings before beginning use and while using the Gear VR. Use caution to avoid injury.
- Use of the Gear VR may cause loss of balance.
- Remove tripping hazards from the area before using the Gear VR.
- Take at least a 10 to 15 minute break every 30 minutes, 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 for you.
- The Gear VR may be equipped with a "pass-through" feature which permits you to temporarily see your surroundings for brief real world interaction. You should always remove the Gear VR for any situation that requires attention or coordination.

- 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 Gear VR with the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.

# Before Using the Gear VR Headset

- Read and follow all set up and operating instructions provided with the Gear VR. Immediately discontinue use if anyone using the Gear VR experiences any of the following symptoms: 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.
- The connected mobile device should be fully loaded with any new software updates prior to its initial use with the Gear VR.
- The Gear VR should be adjusted for each individual user, and calibrated before starting a virtual reality experience. Failure to follow this instruction may increase the risk of discomfort.

- People who are prone to motion sickness in the real world also have a heightened risk of experiencing discomfort while using the Gear VR. Such individuals should take extra care to read and follow these warnings carefully.
- We recommend consulting with a doctor before using the Gear VR if you are pregnant, elderly, have psychiatric disorders, suffer from a heart condition, have pre-existing binocular vision abnormalities or suffer from a heart condition or other serious medical condition.
- Do not use the Gear VR if you have symptoms of squint, amblyopia, or anisometropia. Using the Gear VR may aggravate these symptoms.
- Do not use the Gear VR when the attached mobile device is hot as this may cause burns. To prevent any injuries, take frequent breaks when using the Gear VR.
- Make sure the Gear VR is level and secured comfortably on your head, and that you see a single, clear image. If you wear the Gear VR tilted to one side, you may feel discomfort.

- 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.
- 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 Gear VR until all symptoms have completely subsided for several hours. Make sure you have properly configured the Gear VR 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.

- 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.
- Using the Gear VR can make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while using the Gear VR, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before using the Gear VR again. If you continue to have any of the above symptoms or other discomfort during or after play, stop using the Gear VR and see a doctor.
- Use care when using earphones that contain magnets and can emit radio waves. These can affect the operation of nearby electronics, including cardiac pacemakers hearing aids and defibrillators. If you have a pacemaker or other implanted medical device, do not use the Gear VR without first consulting your doctor or the manufacturer of your medical device. Maintain a safe distance between the Gear VR and your medical devices, and stop using the Gear VR if you observe a persistent interference with your medical device.

# Additional Notifications

- The connected mobile device may become hotter than normal when used with the Gear VR, especially if you use the devices to play games for an extended period. When the Gear VR detects a high temperature, the quality of the application may be degraded or VR applications may be terminated in order to prevent overheating. This is normal and does not affect the mobile device's lifespan or performance.
- When using apps that require a higher amount of power or using these apps for an extended period, the mobile device may feel hot to the touch. When the Gear VR detects high temperature, a message appears on the screen warning you to stop wearing the Gear VR and to wait until it cools down. Stop using the Gear VR until the mobile device has cooled down, then resume use. This is normal and should not affect the mobile device's lifespan or performance.



- The mobile device's battery runtime may become shorter than normal when it is used with the Gear VR since VR applications use more of the device's resources and may contribute to battery drain.
- You may experience slow loading speed or diminished playback quality in some circumstances, such as after extended use (to prevent the device from overheating) or if your carrier or Wi-Fi network is slow or out of range.
- The availability of VR-enabled content and applications and language support may vary by region.

**Note:** Use only Samsung-approved accessories. Using unapproved accessories may cause performance problems and malfunctions that are not covered by the warranty. Factory lens protectors are pre-installed on the Gear VR. Remove the lens protectors before you use the Gear VR so you can see clearly.

When you are not wearing the Gear VR, do not place objects on the internal proximity sensor. Doing so may cause the proximity sensor to remain on and drain the connected mobile device's battery.

- If you use a third-party controller, consult the manufacturer for health and safety warnings for the controller. Always use included wrist straps with controllers to secure the controller to your wrist when in use.
- 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.
- If a power adapter is provided, do not expose it to liquid or moisture.

**Note:** The Gear VR does not come with a power adapter and receives its power from the connected mobile device.

- Unplug the mobile device 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 use your device if any part is broken or damaged.

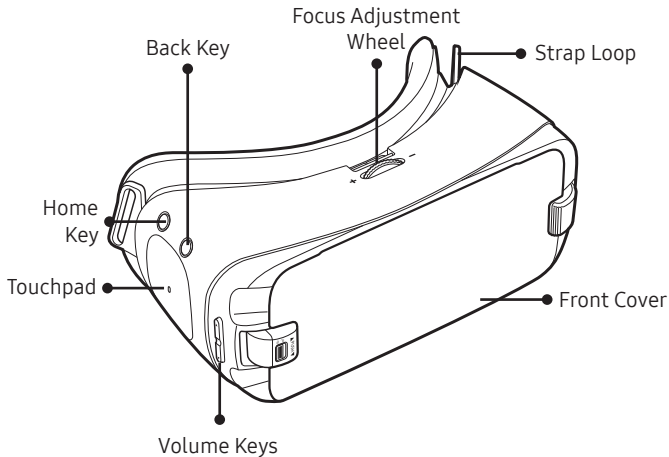
- Do not attempt to repair any part of your device yourself. Repairs should only be made by an authorized servicer.
- To avoid transferring contagious conditions (like pink eye), do not share the Gear VR with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The Gear VR should be cleaned between each use with skin-friendly antibacterial wipes (particularly the lenses) and dried with a microfiber cloth.
- Do not leave the Gear VR in direct sunlight. Exposure to direct sunlight can damage the Gear VR.
- Do not shine a laser or external light source through the lenses as it may damage the screen.
- Store components in their storage case when not in use to minimize unintentional damage or environmental exposure.

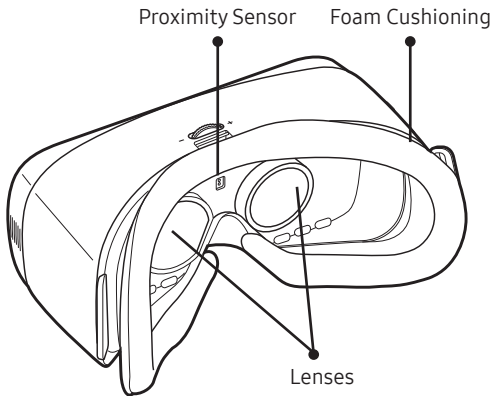
**Caution:** Use only charging devices and batteries approved by Samsung. Samsung accessories are designed for your device to maximize battery life. Using other accessories may invalidate your warranty and may cause damage. Take care not to stand up or move around while the Gear VR is “plugged in”, as this may cause injury to the user or damage the device.

# Getting Started

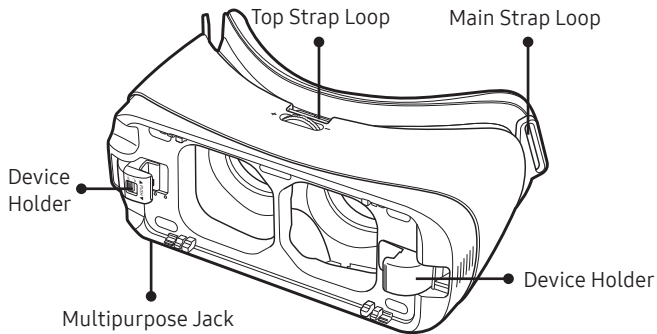
Learn about your device hardware, assembly procedures, and how to get started using your new device.

# Device Functions





**Note:** Factory lens protectors are pre-installed on the Gear VR. Remove the lens protectors before you use the Gear VR.





## Controls

---



### **Back:**

- Press to return to the previous screen.
- Press and hold to access the Universal menu. You can view the status of the Gear VR and configure settings.



**Home:** Press to return to the Home screen.

---



**Volume:** Press to adjust the volume.

---



**Focus Adjustment Wheel:** Rotate to focus by adjusting the distance between the mobile device and the Gear VR's lenses.

---



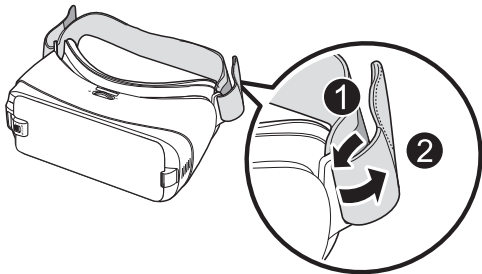
### **Touchpad:**

- Swipe across to move around the screen. Move to the next/previous item by swiping forwards or backwards.
- Tap to make selections.

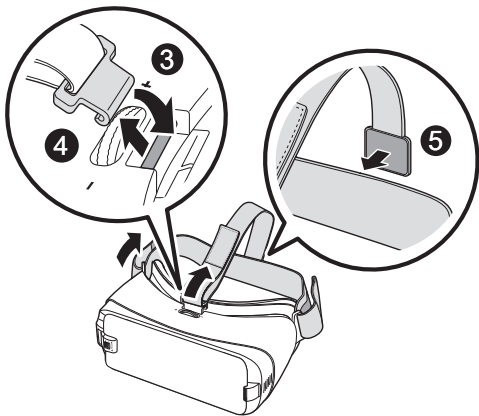
# Setting Up the Device

## Installing the straps

1. Insert each end of the strap through the main strap loop on the Gear VR (1) and use the velcro to fasten each end (2).



2. Carefully insert the hook (from the top head strap) into the front bar of the Gear VR (3), then pull it upward until it locks in place (4). The hook snaps when secured.



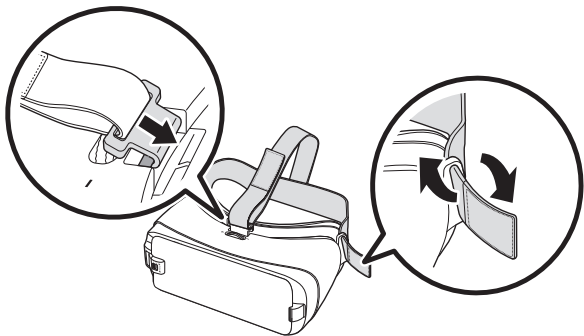
3. Slide the top head strap through the loop and use the velcro to fasten it (5).

**Note:** The head strap contains a longer velcro strip and is used to secure the front of the Gear VR frame.

**Caution:** Do not put on the Gear VR when you are wearing glasses. Doing so may cause facial injuries. If you need corrective lenses, it is recommended that you wear contact lenses when using the Gear VR. If you are farsighted or there is a big difference between your left and right eyes' vision, wear corrective lenses before using the Gear VR.

## Removing the straps

- ▶ Remove the top strap by pulling its loop towards the foam cushioning. Then, remove the main strap.

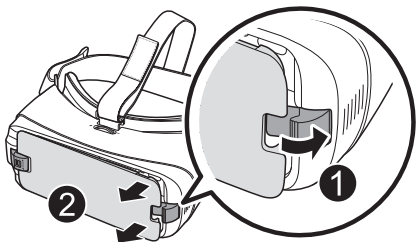


# Installing the Mobile Device

This section outlines the process for removing the cover, replacing the device holder, and then installing the desired device type.

## Removing the Cover

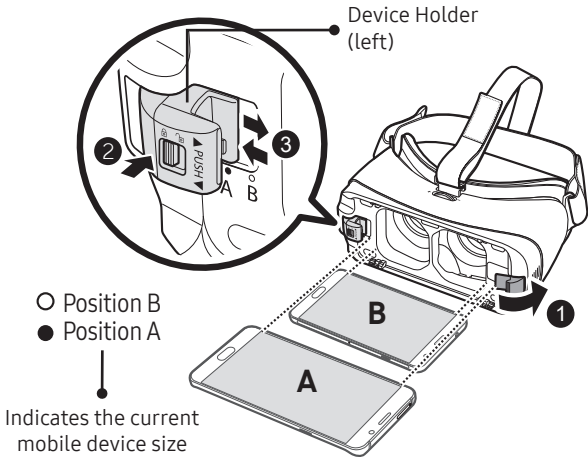
- ▶ Gently pull the right device holder outwards, then gently remove the protective front cover.



**Note:** Keep the lenses clean and protect them from getting scratched. If the lenses get dirty or steam up, clean them with the lens cleaning cloth. When you are not wearing the Gear VR, do not place objects on the proximity sensor inside the Gear VR. Doing so may cause the proximity sensor to remain on and drain the mobile device's battery.

## Connecting the Mobile Device

1. Pull the device holder (right) to the right (1), verify the Lock Switch is in the correct “locked” position (2), and gently push the device holder into either position A or B (3) depending on the size of the mobile device screen you want to use.
2. Verify that your device volume is on and not set to silent.
3. Carefully insert the mobile device (face down) at an angle into the center of the Gear VR and then insert the Gear VR connector (1) into the mobile device’s USB port.



- **Position A:** is used for larger devices.
- **Position B:** is used for smaller devices.

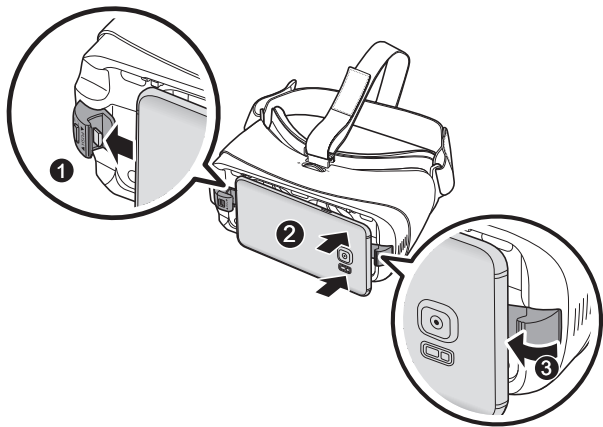


**Note:** Ensure that the connector is fully inserted into the mobile device's USB port. The device makes a sound when properly connected.

**Caution:** Do not forcefully insert the connector into the mobile device as this may damage the connector. Improper installation can scratch the mobile device.

4. Insert the mobile device into the center of the Gear VR and gently push the mobile device until it locks into place (2). The device holder (right) will return to the previous position and hold the mobile device (3). The mobile device will emit a sound when it is connected to the Gear VR properly.

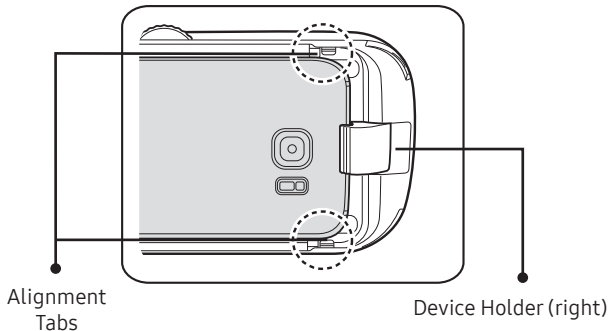
**Caution:** If the mobile device is not securely locked, the mobile device may accidentally separate from the Gear VR and be damaged. Do not twist or bend the Gear VR's connector when you connect or disconnect the mobile device. Doing so may damage the connector.



5. Verify the orientation of the mobile device.

**Caution:** If you insert the mobile device tilted to one side, it may cause discomfort. In this case, the mobile device screen will not be aligned properly to the lenses.

## Correctly Mounted



**Note:** Verify that your device volume is not set to silent. If the sound is not emitted when you insert the connector into the mobile device, the Gear VR did not recognize the connection. Carefully reconnect the mobile device until you hear the sound.

**Caution:** Do not leave the Gear VR in direct sunlight. Exposure to direct sunlight can damage the Gear VR and the connected mobile device.

# Installing Gear VR Software

You must install the Gear VR software in order to use the Gear VR. When you connect the mobile device to the Gear VR for the first time, the set up process automatically begins.

**Note:** Connect your mobile device to an active cellular network or Wi-Fi connection before performing the setup process.

1. If using the device for the first time, go to **www.oculus.com** to create an account and follow the onscreen prompts.
2. Unlock your mobile device and turn up the volume.
3. Carefully install the compatible mobile device into the Gear VR compartment.

**Important:** If the mobile device is not connected properly, you are not prompted to continue with the set up process.

4. At the voice prompt, separate the mobile device from the Gear VR.
5. Tap **START** on the Welcome! screen and follow the prompts.




6. Read and agree to the health and safety warnings, and the terms and conditions in the End User License Agreement (EULA), and then tap **NEXT > INSTALL**.

**Note:** During this initial process, you might be prompted to install additional software or update your mobile device firmware.

7. When prompted, tap **Sign In** and enter your previously created email and password.
8. Follow the onscreen prompts to configure your account.
9. When the software is installed, the Oculus app will appear on the Apps screen of the mobile device.
10. Reconnect your mobile device to the Gear VR and place the Gear VR on your head.

**Note:** If the screen appears tilted or skewed while using the Gear VR, take it off and then place the Gear VR on a flat surface. Wait 5-7 seconds before using it again.

## Completing the Set Up Process

1. Confirm the mobile device is securely mounted into the Gear VR.
2. Read the displayed **Health & Safety Warning!** information and then use your head to position the onscreen Pointer (crosshair) into the Oculus logo area to continue.
3. Follow the prompts to learn how to:
  - Position the cursor at desired locations.
  - Use the Touchpad to make selections.
  - Swipe forward and backward using the Touchpad.
  - Swipe up and down.
  - Use the VR's  **Back** key to return to a previous selection.
  - Press and hold the  Back key to access the Universal menu.  
Press the  Back key again to exit.

This menu contains items such as: Oculus Home, Passthrough Camera, Reorient, Volume, and Brightness.

- A proximity sensor inside the Gear VR detects the position of your face. When you wear the Gear VR, the screen will unlock and you can then use the touchpad.
- The 3D viewing experience may vary depending on your visual acuity.
- Unlock your mobile device before using the Gear VR.
- If the screen appears tilted or skewed while using the Gear VR, take it off. Then, place the Gear VR on a flat surface with the lenses facing forwards and the Focus adjustment wheel at the top. Wait 5–7 seconds before using it again.

# Wearing the Gear VR

1. Align your face and the foam cushion and put on the Gear VR.

**Caution:** Do not walk or drive while wearing the Gear VR. Always be aware of your surroundings while using the Gear VR to avoid injury to yourself or others.

2. Secure the Gear VR to your head with the straps and place it comfortably over your face.
3. Adjust the length of the top head strap and the main strap.



**Note:** The foam cushioning may get dirty and cause the foam cushioning to deteriorate. Ensure that you keep your face clean and dry when wearing the Gear VR. If the screen shifts to the left or right, check if the device holder is in the correct position.



## Connecting a Headset

You can connect a headset or a Bluetooth headset to the mobile device when using the Gear VR.

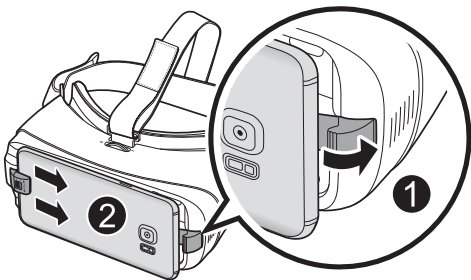
**Note:** Some audio jacks on headphones/earbuds may not fit properly in your mobile device while mounted to the Gear VR. If this is the case, do not force the connector into the mobile device as this may cause damage.

- ▶ To use a headset or a Bluetooth headset while using the Gear VR, connect it to your mobile device before connecting the mobile device to the Gear VR. Headsets and Bluetooth headsets are sold separately.

## Removing the Mobile Device

Remove the mobile device from the Gear VR when not in use.

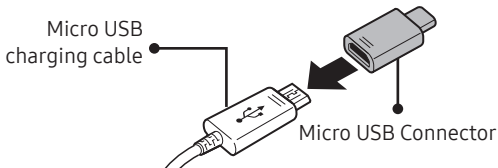
1. Remove the protective cover (that aids in securing the mobile device).
2. Carefully pull the device holder (right) outward (1), remove the connected mobile device (2) by carefully sliding it outwards at an angle, and then replace the front cover.



# Using the Charger

- You can connect the charger to the multipurpose jack on the bottom of the Gear VR.

**Note:** Use only Samsung-approved USB cables and power adapters.



- When connected to the charger, it is the connected mobile device that is being charged and not the Gear VR.
- If using the Gear VR while the charger is connected to the Gear VR's multipurpose jack :
  - It is powered by the charger and does not use the mobile device's battery. When using content that has high power demands (more than 1.5A) while the charger is connected, the Gear VR uses two power sources.

- In high power demand situations, the Gear VR draws power from both the charger and the mobile device's battery at the same time.
- If the Gear VR is disconnected from the charger while it is being used:
  - The image on the screen may be briefly inactive.
  - During this period, the screen recalibrates and the Gear VR may not recognize your head movements.
- If the Gear VR is not used while the charger is connected:
  - The mobile device's battery will be charged.
- To save energy, unplug the charger when not in use. The charger does not have a power switch, so you must unplug the charger from the electric socket when not in use to avoid wasting power.
- The charger should remain close to the electric socket and easily accessible while charging.
- Replace the front cover once you have finished using the Gear VR.

# Know Your Device

Learn some of the key features of your device, including the screens and icons, as well as how to navigate the device.

# Basic Navigation and Selection

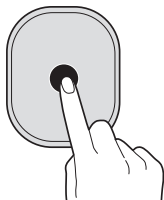
## Using the Touchpad

The Touchpad, located at the right side of the Gear VR, is used for both selection and navigation of displayed elements.

### Making Selections (Tapping)

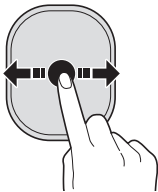
1. Move your head to place the pointer on top of the desired item.
2. Tap the touchpad with your finger to select an item or show available features within a video.

**Note:** The touchpad works only while you are wearing the Gear VR.



## Moving Around the screen (Swiping)

- Swipe forward across the touchpad to move to the next item.
- Swipe backward across the touchpad to view the previous item.



### Swiping forwards or backwards

Move to the next or previous item

Scroll right or left in a list

Reject an incoming call



### Swiping upwards or downwards

Scroll up or down on a webpage or list

While viewing an image, this action will enlarge or reduce its on-screen size

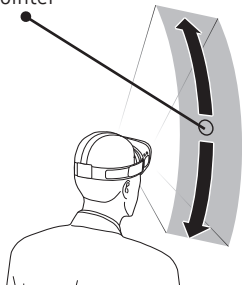
**Note:** Some apps may not support the upwards or downwards swiping actions.

## Moving the Pointer or Screen

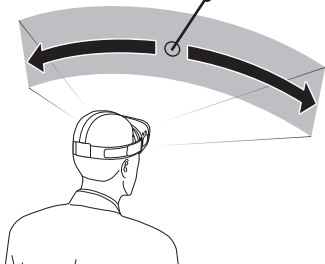
The Gear VR recognizes your head movements and then translates that information as a location within your current screen environment. Some screens may not display a pointer.

- Moving your head around also changes the views and perspectives of the current screen.

Pointer



Pointer



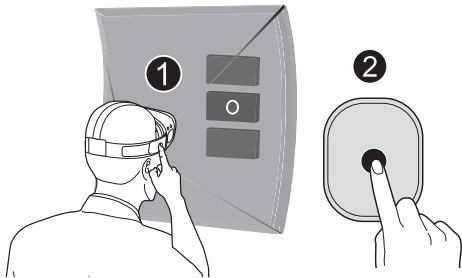
- The pointer and screen views change depending on the detected location of your head.



## Making a Selection

You can select items or apps by moving your head and then tapping the touchpad.

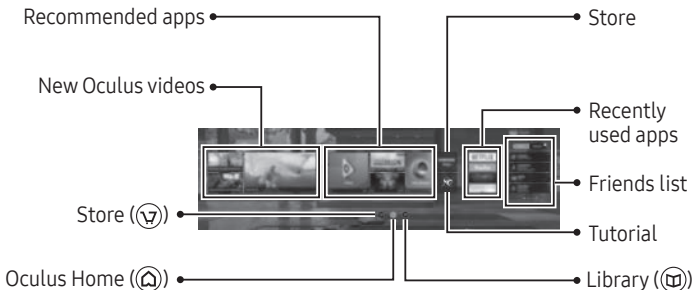
1. Move your head to place the displayed pointer onto a desired selection (1).
2. Tap the touchpad (on the right side of the unit) (2).



**Note:** The pointer is centered in your line sight and follows your head movements. At times, some apps and content may not display the pointer.




# Navigation - Home Screen

Any time the Gear VR application restarts, you are prompted to read the displayed Health and Safety information and tap the touchpad to accept the terms before proceeding.



The Oculus Home screen is the starting point for accessing Apps, files, features, and connecting others.

From this Home screen you can navigate to any of the these screens:

- **STORE** screen : Provides access to VR applications. Swipe through to view the available downloads.
- **HOME** screen : Provides access to the main home screen.
- **LIBRARY** screen : Provides access to all currently installed VR content and applications. Swipe through your available selections and tap the touchpad to activate an app.



Additional options available on this screen are:

- **Samsung Gear VR**: Provides access to VR-related applications
- **Tutorial**: Provides an on-screen tutorial on device use.
- **Recent**: Displays a list of recently used apps.
- **Available Apps**: Displays available and recommended applications.
- **Friends/Requests**: Provides an area to track your current Friends and pending requests.


# Navigation - App Screen

Once you select an app (from either your Recent Apps or Library screen), you can select additional related options.

## Launching a Loaded Application

1. From the **HOME** screen, select  **Library**.
2. Use the touchpad to move through your available applications. Additional options include: My Apps, Updates, Not installed, or select from available filters at the top of the screen such as: Comfort, Recent, A-Z (alphabetical).
3. Access the applications option page by placing your pointer over the  **Options** button and tapping the touchpad
4. Hover the pointer over an available app and touch touchpad to begin using the selected application.

## Accessing Additional Application Functions

1. From within the Library, scroll left or right to locate an installed application.
2. Place your pointer over  **Options** and select **Details** to display the Apps screen, where you can review more detailed information for the selected app.
3. This **Apps** screen provides both useful application information and additional related options such as:
  - **Overview:** View information about the application.
  - **Details:** View more specific details about the app, such as: Mode, Supported inputs, Age requirements, and languages.
  - **Developer:** Displays developer information.
  - **Media:** Displays related application images.
  - **Permissions:** Provides access to configurable application permissions.





- **User Ranking:** View current user ranking for this application.
- **Comfort:** View the current user comfort rating for this application.
- **Additional requirements:** Displays notes about any application-specific requirements.
- **Start:** Launches the application.









# Using the Universal Menu

You can use the Universal menu to configure settings for the Gear VR and to capture the Gear VR's screen. Also, you can view the current time, remaining battery power, and more.





**Note:** These features may not be available in some apps to protect their copyright.

## Accessing the Universal Menu

1. From an active application screen, press and hold the  **Back** key.
2. Place the displayed pointer on top of an available entry and tap the touchpad. Options include:
  -  **Oculus Home:** Returns you to the Oculus Home screen.
  -  **Profile:** Displays your Oculus account profile.
  -  **Friends:** Displays your friends and friend requests.  
See which apps your friends are using.



-  **Notifications:** Displays your notifications such as incoming calls and message notifications.
-  **Settings:** Displays settings options.
  -  **Volume:** Adjusts the volume.
  -  **Brightness:** Adjusts the screen brightness.
  -  **Reorient:** Realigns the screen based on the current direction you are facing.\*
  -  **Notifications:** Allows the Gear VR to receive the sounds of incoming calls and notifications.
  -  **Bluetooth:** Activates or deactivates the Bluetooth feature.
  -  **Wifi:** Activates or deactivates the Wi-Fi feature.




-  **Utilities:** Displays utility options.
  -  **Screenshot:** Captures the Gear VR's screen.
  -  **Capture Video:** Records the Gear VR's screen.
  -  **Passthrough Camera:** Activates the mobile device's rear camera and allows you to see through and to the outside environment.

**Note:** Aligning the screen is available only in horizontal direction.\*

## Going to Oculus Home

- ▶ From an active Gear VR screen or application, press and hold the  **Back** key and place the pointer on top of  **Oculus Home**, to begin exiting the current app and return to the main Home screen.

- or -




Press the  **Home** key > **Yes**, to begin exiting the current app and return to the main Home screen.

## Using Passthrough Camera


This feature activates the mobile device's rear camera and projects it onto your screen so that you can see your surroundings while wearing the Gear VR.

**Note:** Do not attach the front cover when using the mobile device's rear camera.

To activate Passthrough Camera:




1. From an active VR screen, press and hold the  **Back** key.
2. Access the menu by tapping on  **Settings** >  **Passthrough Camera** to activate the feature. The screen displays **Passthrough Camera: On**.

To deactivate Passthrough Camera:

1. From the active passthrough screen, place the pointer on top of  **Passthrough Camera**.
2. Tap the touchpad to deactivate the feature and turn off the mobile device's camera.

## Reorienting the Gear VR





There may be times when the viewing angle of the screen might change and not display centered in your line of sight. Reorienting the screen resets the viewing angle to match your current line of sight and orientation by resetting the forward location.

1. Orient your head to the direction you want to set as the new forward view.
2. From an active VR screen, press and hold the  **Back** key.
3. Access the menu by tapping on  **Settings** >  **Reorient** and tap the touchpad to reset the view.





## Turning off Notifications

When Notifications are turned off, you will not receive any audio notifications and incoming calls are ignored.

To turn off Notifications:




1. From an active VR screen, press and hold the  **Back** key.
2. Access the menu by tapping on  **Settings** >  **Notifications** and tap the touchpad. The screen displays .

To turn Notifications back on:

1. From an active Gear VR screen, press and hold the  **Back** key.
2. Access the menu by tapping on  **Settings** >  **Notifications** and tap the touchpad. The screen displays .

**Note:** Once deactivated, you will hear new notifications such as those for new incoming calls.

## Adjusting Brightness

1. From an active Gear VR screen, press and hold the  **Back** key.
2. Access the menu by tapping on  **Settings** >  **Brightness**, then position it over the displayed slider.
3. Swipe upward/downward over the touchpad to move the displayed slider up (increase brightness) or down (decrease brightness).

# Calls

The icon displays on the screen if you receive a call while you are using the Gear VR.

- ▶ You can reject the call, by swiping backwards or forwards on the touchpad.
- ▶ You cannot answer calls while using the Gear VR. To answer a call, separate the mobile device from the Gear VR.

**Caution:** The mobile device may become hotter than normal when it is used with the Gear VR. This situation occurs especially if you use the devices to watch video or play games for an extended period. If you do need to handle the mobile device, wait until it has cooled down before making or receiving a call.

To avoid overheating of the mobile device, its recommended you answer incoming calls by connecting an audio headset or by using a speakerphone.

## Answering a call

1. To answer a call, separate the mobile device from the Gear VR and answer the call on the mobile device
2. Answer the call on the mobile device.

**Note:** When you answer a call, the currently running VR app closes. If you do not see the calling pop up on your mobile device, you might have to tap the **X** at the top of the blank screen to close the current Gear VR app.

## Rejecting a call

- ▶ To reject a call, swipe backwards or forwards on the touchpad.

## Viewing Notifications

While using the Gear VR, you can view general notifications, such as events, messages, and alarms when they display as a pop-up notification on the screen.

You can turn on the pop-up messages in the Universal menu.

To see more notification details, review them on the mobile device after you separate it from the Gear VR.

**Note:** The Gear VR blocks pop-up messages for notifications when the Do Not Disturb feature is activated.

If the **Notifications** feature is turned off, new notifications and incoming calls are ignored.



# Applications

Learn how to use available apps and how to download new ones.

# Applications

## Loading New Applications

Applications can be loaded from one of two locations:





- **Samsung Gear VR:** Found on the **HOME** screen.
- **Recommended Apps:** Displayed in the center of the **HOME** screen.

## Loading Using the Samsung Gear VR Store

1. Navigate to the **HOME** screen, place the pointer on the **Samsung Gear VR** button and tap the touchpad.
2. Select an application type from the left of the screen, such as Featured, Top Selling VR, Apps, or Browse All.
  - Each of these selections can be filtered by using one of the available filters, located at the top of the screen, such as: Featured, A-Z, Popularity, Release Date, and Comfort
3. Swipe through the available pages and select an application entry.

4. Place the pointer over the installation button and tap the touchpad to make your selection
5. Once your application completes loading, select **Start**.





## Loading from the Mobile Device

1. From the Home screen, tap  **Apps** >  **Oculus**.
2. Tap  **Menu** and select either **Library** or **Store**.
3. Scroll to an available application and select **Install**.
4. Once successfully installed, place the mobile device securely back into the Gear VR compartment (“Intellectual Property” on page 6).
5. Navigate to the **HOME** screen, place the pointer on the  **Library** button and tap the touchpad.
6. Select the application and follow the prompts.

# Uninstalling Existing Applications

You must uninstall applications from the OCULUS application (available on the mobile device's Applications page).

## Uninstalling Apps from the Mobile Device

1. From the mobile device's Home screen, tap  **Apps** >  **Oculus**.
2. Tap  **Menu** and select **Library**.
3. Scroll to an available application and select  **Options** button > **Uninstall**.
4. Once successfully uninstalled, place the mobile device securely back into the Gear VR compartment ("Intellectual Property" on page 6).


# Updating Applications

You can update default apps and installed apps.

1. From within the Library, place your pointer over the **Updates** option.
2. Place the pointer on the available application updates and follow the prompts.


# VR Gallery

View images and videos you created using the mobile device.

1. Navigate to the **HOME** screen, place the pointer on the  **Library** button and tap the touchpad.
2. Swipe across your touchpad until the **VR Gallery** app displays.

## Viewing images



Select an image folder and then select an image.

- **View previous image:** Swipe backward across the touchpad.
- **View next image:** Swipe forward across the touchpad.
- **Rotate Left/Right:** Allow you to rotate the currently selected image.
- **Start slideshow using current image:** Tap **Play slideshow**.
- **Align screen in facing direction:** Press the  **Back** key twice.

## Playing videos


- ▶ Select a video folder, then select a video to watch.

To access the playback controls:

1. While the movie is playing, hover your pointer over the bottom area of the displayed movie and tap the touchpad.
2. Once the controls display, tap on the screen and hover a selection use the touchpad to activate a function.
  -  : Pause and resume playback.
  -  : Move to the previous or next video.
  - **2D**: View the video in 2D.
  - **3D**: View the 3D video.
  - **360**: View 360-degree videos.

# Oculus Videos



Enjoy videos on a screen in your own virtual movie theater.

1. Navigate to the **HOME** screen, place the pointer on the  **Library** button and tap the touchpad.
2. Swipe across your touchpad until the **Oculus Video** app displays and tap the touchpad.
3. Select a screen category from the left of the page. Videos are sorted based on the selection. Options include:
  - **Social Media:** View or download videos from social media sites such as: Facebook Videos, Twitch, and Vimeo.
  - **Movies:** Purchase or rent available movies.
  - **Shorts:** View or download free videos from Oculus that are optimized for a standard screen.
  - **My Purchases:** Provides access to your previously purchased content.
  - **My Videos:** View a video stored in the mobile device on a standard screen.




4. Select a video and then choose an available surrounding for your movie watching experience.
  - Both 2D, 3D, and 360-degree videos are available for selection.

To access the playback controls:


1. While the movie is playing, hover your pointer over the bottom area of the displayed movie and tap the touchpad.
2. Once the controls display, hover over a selection and use the touchpad to activate a function.
  -  / : Tap to pause or playback.

**Note:** You can also swipe backward across the touchpad to rewind a video or swipe forward across it to fast-forward a video.



- : Returns to the available list of videos.

# Oculus 360 Photos

This application provides 360 degree views of available panoramic images.

1. Navigate to the **HOME** screen, place the pointer on the  **Library** button and tap the touchpad.
2. Swipe across your touchpad until the **Oculus 360 Photos** app displays, and tap the touchpad.
3. Select a screen category from the left of the page. Images are sorted based on the selection. Turn your head and view a panorama of the image. Options include:
  - **Social Media:** View or download videos from social media sites such as: Facebook.
  - **Other:** View or download videos from additional categories such as: Weekly Destinations, My Favorites, Explore the World, 3D Art, and Nature.

While viewing the image, tap the touchpad to use the following features:

- **View the previous image:** Swipe backward across the touchpad.
- **View the next image:** Swipe forward across the touchpad.
- **Menu:** Tap the screen to access additional options:
  -  Sets the current image as your favorite image.
  -  Toggles between playing or pausing a slideshow.
  - Access additional folder and images.