SO REAL,
YOU JUST HAVE TO
VOX!

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

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

- Get support for your Z3 VR online.
- Review your Z3 VR’s troubleshooting FAQs, and solutions.

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

WEARING THE Z3 VR

**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.

- The factory lens protectors are pre-installed on the Z3 VR.
- Remove the mobile device screen protector to get clear visibility.
- Ensure that 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 Z3 VR. Doing so may deteriorate the quality of the foam cushioning. Ensure that you keep your face clean and dry when wearing the Z3 VR.
- Refer to your mobile device online support material for more information.
Precautions
Ensure that you have read the warnings below carefully before using the Z3 VR to reduce the risk of personal injury, discomfort, or property damage.

- **The Z3 VR should not be used by children under the age of 13. Watching videos or playing games with the Z3 VR may affect the visual development of children.**
- **When children, age 13 or older, use the Z3 VR, adults should limit their usage time and ensure they take frequent breaks. Adults should monitor children closely after using the Z3 VR if children feel discomfort.**

Before Using the Z3 VR Headset
- **The Z3 VR should be adjusted for each individual user, and calibrated by using the configuration software (if available) 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 Z3 VR. Such individuals should take extra care to read and follow these warnings carefully.**
- **We recommend consulting with a doctor before using the Z3 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 Z3 VR if you have symptoms of squint, amblyopia, or anisometropia. Using the Z3 VR may aggravate these symptoms.**
• Do not use the Z3 VR when the attached mobile device is hot as this may cause mild burns. To prevent any injuries, take frequent breaks when using the Z3 VR.
• Make sure the Z3 VR is level and secured comfortably on your head, and that you see a single, clear image. If you wear the Z3 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. 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.

**About the Z3 VR**
The VOX Z3 VR is a head mounted, virtual reality device that provides an immersive experience for a wide range of users.

**Additional Notifications**
• **Heating**
The smart phone may become hotter than normal when used with the Z3 VR since VR applications, especially if you use the devices to play games for an extended period.
• **Runtime**
The smart phone’s battery runtime may become shorter than normal when it is used with the Z3 VR since VR applications use more of the device’s resources and may contribute to battery drain.
• Performance
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.

• Applications and Languages
The availability of VR-enabled content and applications and language support may vary by region.

GETTING STARTED
Device Features

Cover button
Main body
Right lens (R)
Left lens (L)
Pupil adjustment wheel
Earphone outlet hole
Focal adjustment button
Put the mobile into the VR case
Place the phone into the VR as per picture below. Adjust it to the right position, and stabilize the phone with the frame.
**Note:** The Z3 is compatible with smartphone size of 4-6.5 inches.

Device Installation
1. Put on the headset: Adjust the three elastic headbands to a comfortable position.
2. Adjust pupil distance: If there is double image, please move the adjust button to adjust pupil distance from side to side till the image is clear and double image disappears. (Pupil distance is suitable for people of all ages).

3. Adjust focal distance: For myopic users, the clarity of screen can be achieved by moving the two lens deasil. (Users with over 600 degrees myopia can wear spectacles).

Applications

1. Watching 3D Movies and and Playing 3D games, searching 3D VR in your Android/Iphone APP Store, then select your favorite APP such as Oculus, Google Cardboard to download.
2. Flying the GP TOYS FPV Drone with 3D view, searching vox+ in your Android/Iphone APP Store, and download it. (For more information about the F1C-Wifi FPV Drone, please visit: http://www.g-p.hk/f1c-wifi-camera-drone.html)
2.1 Switch on the aircraft and the blue indicator of WiFi will flash.
2.2 Enter the setting of Android/Iphone, turn on WiFi to pair and connect with GP-WiFi. When "✔" appears, it means successful connection.
2.3 Open Vox+ on Android/Iphone, click in the icon to enter the operation interface. (Please try to avoid other source of Wifi signal while flying)

Click the 3D view button at the top-right corner of the screen, it will divide the screen into two, check the picture below:
HEALTH AND SAFETY INFORMATION

Seizures
Some people (about 1 in 4000) may have severe dizziness, seizures, epileptic seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult with a doctor before using the Z3 VR.

General Instructions and Precautions
Warning! You should always follow these instructions and observe these precautions while using the Z3 VR headset to reduced the risk of injury or discomfort.
• Use only in a safe environment. The Z3 VR produces an immersive virtual reality experience that distracts you from and blocks your view of your actual surroundings. Always be aware of your surroundings when using the Z3 VR and remain seated at all times. 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 Z3 VR headset. Do not handle sharp or otherwise dangerous objects while using the Z3 VR. Never wear the Z3 VR in situations that require attention, such as walking, bicycling, or driving.
• Make sure the Z3 VR headset is level and secured comfortably on your head, and that you see a single, clear image.
• Ease into the use of the Z3 VR 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 Z3 VR 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.
• A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the Z3 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.
• 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.
• 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 virtual reality, do not use the Z3 VR with the sound at a high volume, so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.
• The Z3 VR may be equipped with a “passthrough” feature which permits you to temporarily see your surroundings for brief real world interaction. You should always remove the Z3 VR for any situation that requires attention or coordination.
• Stop using the Z3 VR if it seems to be hot. Prolonged contact with an overheated device can cause burns.
• Do not wear the Z3 VR without a phone attached.
• Do not use the Z3 VR while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.

Discomfort
• Immediately discontinue use if anyone using the Z3 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.
• Do not use the Z3 VR until all symptoms have completely subsided for several hours. Make sure you have properly configured the Z3 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.
• 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.
• Consult with a doctor if you have serious and/or persistent symptoms.

Other Warnings
• **Repetitive Stress Injury.** Prolonged use can make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again. If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.
• **Radio Frequency Interference.** The Z3 VR headset, when coupled with the mobile device, can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers. If you have a pacemaker or other implanted medical device, do not use the Z3 VR without first consulting your doctor or the manufacturer of your medical device.
**Note:** The Z3 VR does not come with a power adapter and receives its power from the connected mobile device.

- **Sunlight Damage.** Do not leave the Z3 VR in direct sunlight. Exposure to direct sunlight can damage the Z3 VR.

**Care and Maintenance**

Your Z3 VR is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you fulfill any warranty obligations and allow you to enjoy this product for many years:

- **Extreme heat or cold**—Avoid temperatures below 0°C / 32°F or above 45°C / 113°F.
- **Strap**—Ensure that the strap is kept clean.

**Caution!** The factory lens protectors are pre-installed on the Z3 VR. Remove the mobile device screen protector to get clear visibility.

**Caution!** Ensure that the lenses are not scratched and keep them clean for clear visibility.

**WARRANTY INFORMATION**

**Standard Limited Warranty**

What is covered and for how long?

The warranty period commences upon the date of purchase by the first consumer purchaser and continuing for the following specified period of time after that date:

Device 1 Year
Other Accessories* 1 Year

*If applicable.

[www.vox-vr.com](http://www.vox-vr.com)
What is not covered?
This Limited Warranty is conditioned upon proper use of the Product. This Limited Warranty does not cover:
(a) defects or damage resulting from accident, misuse, abnormal use, abnormal conditions, improper storage, exposure to liquid, moisture, dampness, sand or dirt, neglect, or unusual physical, electrical or electromechanical stress;
(b) scratches, dents and cosmetic damage, unless caused by VOX;

What are VOX’s obligations?
During the applicable warranty period, provided the Product is returned in accordance with the terms of this Limited Warranty, VOX will repair or replace the Product, at VOX’s sole option, without charge. VOX may, at VOX’s sole option, use rebuilt, reconditioned, or new parts or components when repairing any Product, or may replace the Product with a rebuilt, reconditioned or new Product.

Repaired/replaced cases, pouches and holsters will be warranted for a period of ninety (90) days. All other repaired/replaced Products will be warranted for a period equal to the remainder of the original Limited Warranty on the original Product or for ninety (90) days, whichever is longer. All replaced Products, parts, components, boards and equipment shall become the property of VOX. Except to any extent expressly allowed by applicable law, transfer or assignment of this Limited Warranty is prohibited.
What must you do to obtain warranty service?
To obtain service under this Limited Warranty, you must return the Product to an authorized VOX VR service facility in an adequate container for shipping, accompanied by the sales receipt or comparable proof of sale showing the original date of purchase, the seller’s name and address.

To obtain assistance on where to deliver the Product, please send email to VOX Customer Support at support@vox-vr.com. If VOX determines that any Product is not covered by this Limited Warranty, you must pay all parts, shipping, and labor charges for the repair or return of such Product.

Nothing in the Product instructions or information shall be construed to create an express warranty of any kind with respect to the Products. No agent, employee, dealer, representative or reseller is authorized to modify or extend this Limited Warranty or to make binding representations or claims, whether in advertising, presentations or otherwise, on behalf of VOX regarding the Products or this Limited Warranty.

This Limited Warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Important! Please provide warranty information (proof of purchase) to VOX’s Customer Support Center in order to provide this service at no charge. If the warranty has expired on the device, charges may apply.

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Z3
Length/Width/Height: 220x130x107mm
Weight (include package): 520g
Field of view: 80°
For smartphone size: 4.0-6.0”
Phone system support: Android, IOS