

THE GLASSES FOR TRUE DEPTH OF VISION

You've already made your purchase decision, so it's too late now—you're already convinced that you bought the right product. It doesn't matter who convinced you, they were right!

We can only attempt to describe the *ELSA 3D REVELATOR* experience on paper. Instead, we'd like to concentrate on giving you effective guidelines to help you install and set up the glasses correctly as quickly as possible. Everything else can be found in the online help. The hardware installation is straightforward. You should devote a bit of attention to setting the software up correctly, however.



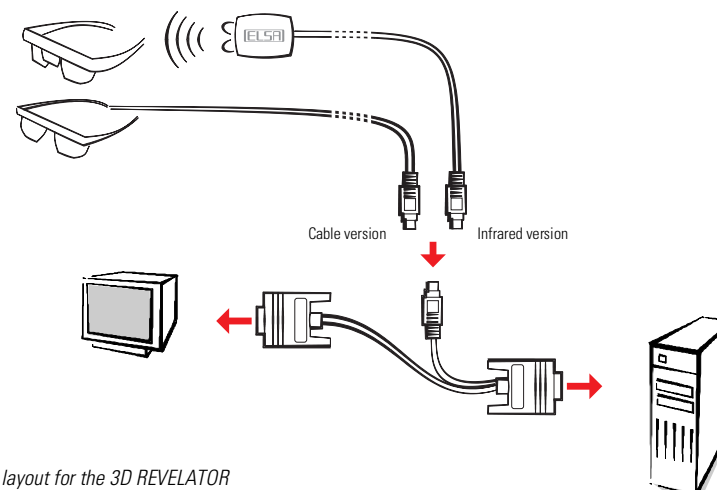
In some individuals, flash effects may trigger epileptic seizures or sensory disturbances. Please consult your physician before using the 3D REVELATOR in the event that you've experienced similar problems in the past. Should you experience queasiness, involuntary muscle contractions or cramps while using the glasses, take them off immediately.

ESSENTIAL HARDWARE AND SOFTWARE

- An *ELSA ERAZOR II*, an *ELSA ERAZOR III*, an *ELSA VICTORY II* or an *ELSA WINNER II*.
- A monitor capable of a refresh rate of at least 120Hz.
- Any 3D game that uses Direct3D and delivers valid Z data—nearly all current games are suitable.
- DirectX 6.0 or higher!

CONNECTIONS TO THE COMPUTER

A connection adapter for the *ELSA 3D REVELATOR* glasses and monitor is included, as well as a CD containing the *ELSA 3D REVELATOR* software. For the infrared version, connect the plug of the transmitter module to the socket on the adapter; plug the cable version directly into the adapter.



Connection layout for the 3D REVELATOR

CONNECTIONS TO THE SYSTEM

In addition to the hardware requirements described above, ensure that the drivers for your graphics board and the *3D REVELATOR* are installed.

Insert the included CD in your CD-ROM drive. If the ELSA setup does not start automatically, run SETUP in the root folder of the CD. The rest almost takes care of itself—the ELSA setup will guide you through the installation step by step.

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FOUR STEPS FOR FAST RESULTS

Now that the glasses are connected and the drivers are installed, we bet that you're already dying of impatience. Here—in a nutshell—is how to continue:

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Is your monitor known?

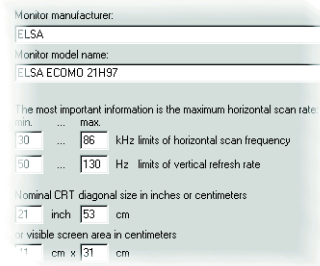
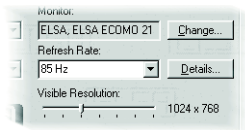
This step is only required if your monitor isn't registered under Windows!

Windows needs to "know" your monitor before it can set a high refresh rate. All common manufacturers and monitor types are already contained in the Windows database. Here's how to check whether your monitor is registered under Windows:

- WIN95:  Settings ► Control Panel ► Display ►  Settings
- WIN98:  Settings ► Control Panel ► Display ► Settings ► Advanced... ►  Settings

If your monitor hasn't been specified and isn't listed in the Windows database, check your monitor handbook for information on making the entries yourself. Be sure to enter the monitor specifications correctly, otherwise you may damage your monitor!

In the ' Settings' dialog box, click **Change...**, and enter the horizontal and vertical values, as well as the diagonal size of your monitor, as stated in the monitor manual.



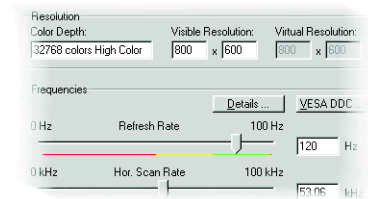
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Increasing the refresh rate

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Go to the settings of the graphics board and select a resolution that permits a refresh rate of **at least 120Hz**. It's possible to enter the resolution into the dialog box directly—e.g. 800x600—and use the slider to check the maximum refresh rate your monitor is capable of displaying. Perform this step for every resolution that you would like to use later with Direct3D. Windows will retain these settings.

- WIN95:  Settings ► Control Panel ► Display ►  Settings ► Details
- WIN98:  Settings ► Control Panel ► Display ► Settings ► Advanced... ►  Settings ► Details

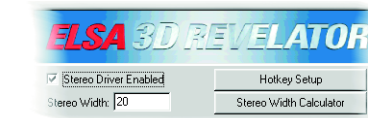


Enabling the stereo driver

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Next, activate the stereo driver. You can then enable and disable the driver with the '-' hotkey on the numeric keypad.

- WIN9x:  Settings ► Control Panel ► Display ►  Stereo



Game start!

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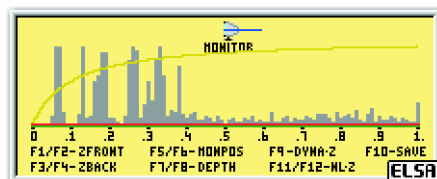
Put on the glasses! Go for it!

SEEING CORRECTLY

The Windows help file under '  Stereo' covers the possible settings in detail, so let's concentrate on the in-game control panel. As soon as you've activated the stereo effect and started a game, you can call up the in-game control panel with the * key on the numeric keypad.

Note: The function keys of the game are disabled as long as the in-game control panel is active.

The control panel histogram illustrates the distribution of Z values in the scene. The relative position of the monitor and viewing plane are also symbolized.



- | | |
|---|--|
|  F1 Reduce the minimum Z value |  F7 Reduce the stereo width |
|  F2 Increase the minimum Z value |  F8 Increase the stereo width |
|  F3 Reduce the maximum Z value |  F9 Enable and disable Dyna-Z™ |
|  F4 Increase the maximum Z value |  F10 Save the current settings for the game |
|  F5 Move scene out from the monitor |  F11 Reduce nonlinear Z-mapping factor |
|  F6 Move scene in towards the monitor |  F12 Increase nonlinear Z-mapping factor |

As a general rule, don't hesitate to experiment with the settings! Check the values in the stereo-width calculator and adapt them as required. Manipulate the values using the function keys in the control panel and observe the effects.

FOR CORDLESS USERS ONLY:

Just above the nose pads of the infrared model, you'll find a cover plate for the battery compartment of the *3D REVELATOR*. Two CR2032 batteries will be required if you ever need to replace them. Remember: be sure to dispose of the old batteries correctly. Batteries do not belong in your regular household trash.



When taking the 3D REVELATOR off briefly or setting it aside for longer periods of time, don't forget to fold up at least the right-hand earpiece. The on/off switch of the glasses is linked to the hinge mechanism. The glasses are ready to receive in their open state and are thus drawing power from the batteries.

