MyndXR User Guide

Welcome to the **MyndXR User Guide**. This resource is designed to help therapists integrate MyndXR, an advanced immersive therapeutic system, into their practice. Mynd transforms therapy sessions into more engaging and enjoyable experiences, making them more tolerable for clients while maintaining the effectiveness of traditional methods.

This user guide provides comprehensive instructions for assembling and operating the MyndXR system, covering key components like the head strap battery, face gaskets, and vision adjustments. It also details the connection process for the headset, tablet, and controllers, as well as casting and device cleaning. Mynd Immersive is here to help you enhance client experiences and outcomes, making therapy sessions not just effective, but also enjoyable and interactive.
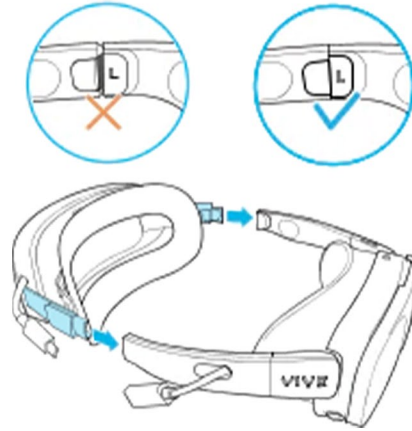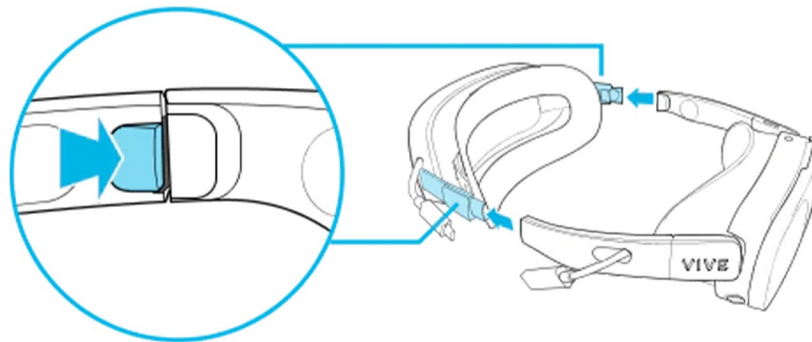
Contents

Head Strap Battery Assembly
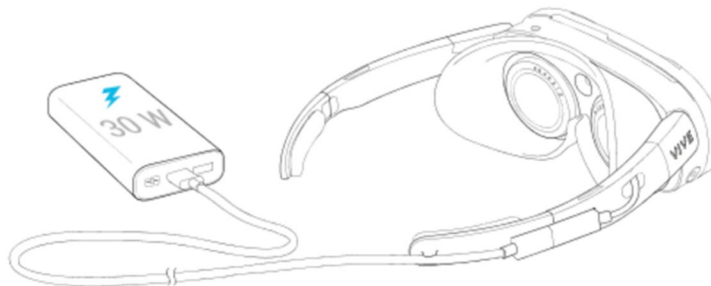
Head Strap Battery:

The head strap battery is a battery attachment that rests on the back of the user's head. To attach the battery to the glasses, insert the corresponding sides of the battery into the stems of the glasses, as shown below.
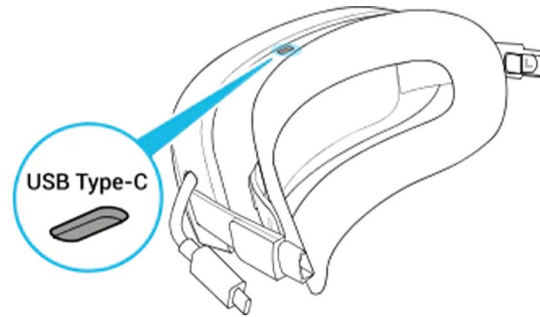

This battery is detachable. To detach, press the release button on each side of the battery, as shown below.

If the glasses are too heavy with the head strap battery, users may connect to an external battery pack for a lighter-weight experience. If connecting to an external battery pack, make sure to re-insert the temple pieces into the stems of the glasses.

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The head strap battery must be charged to supply power to the headset. The charging port is shown below.

Head Strap (Optional):

The head strap connects the front of the glasses to the head strap battery. It is easily adjustable and provides greater overall stability for the user.
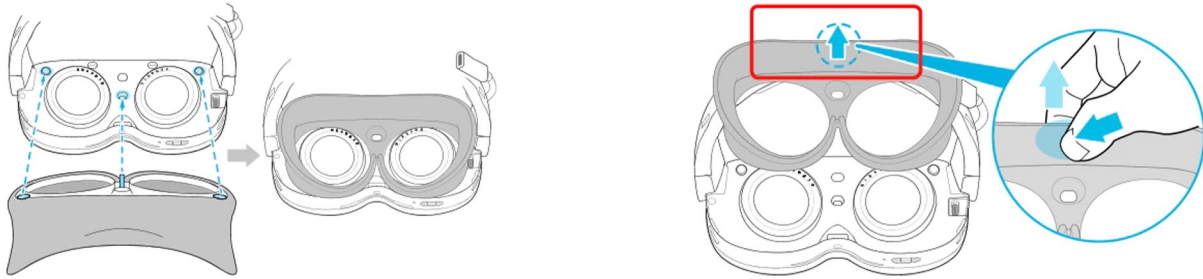
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Gaskets

Each MyndXR Elite comes with three different types of face gaskets.
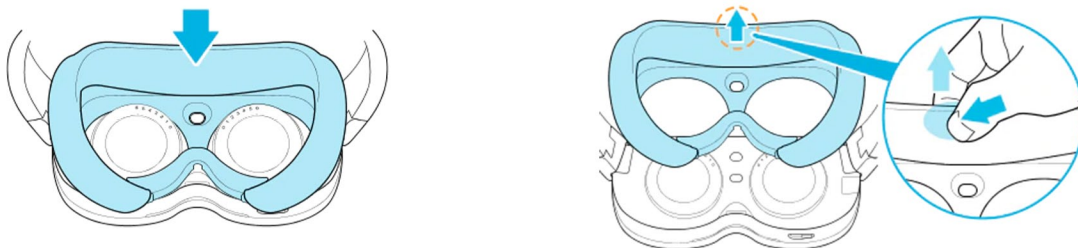
1. Original Gasket:

The original gasket magnetically attaches to the front of the glasses. It can be used with both the external battery pack and the attached head strap battery.
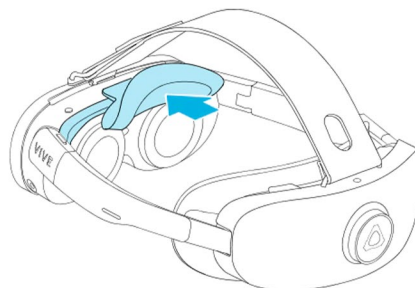

2. Face Gasket 2.0:

The Face Gasket 2.0 magnetically attaches to the front of the glasses. This gasket provides a comfortable, secure fit for the user. It also comes with a detachable gasket spacer. To attach this gasket, you should first assemble the head strap battery. **The Face Gasket 2.0 must be worn with the head strap battery.**
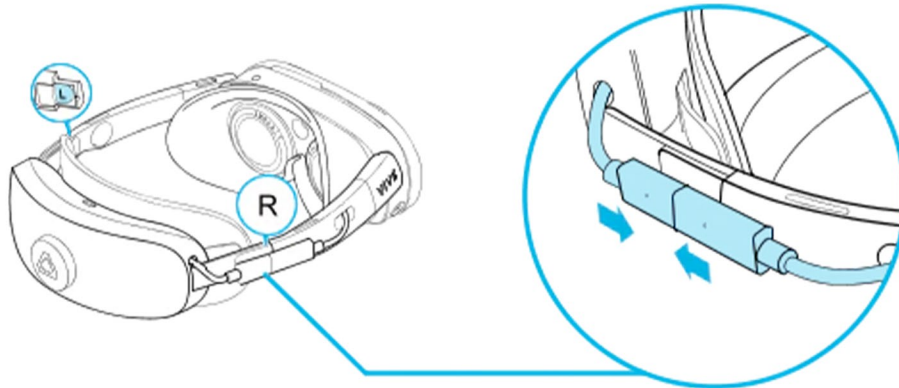

3. MR Gasket:

MR stands for "mixed reality." The purpose of this gasket is to allow the user to see their peripheral view while still going through the immersive VR experience. The MR gasket is much smaller than other face gaskets. This may be a good option for those wishing to keep their prescription glasses on while using MyndXR. It can be used with both the external battery pack and the attached head strap battery.

Putting the Glasses On

1. First, connect the glasses to the head strap battery using the USB-C connection, as shown in the image below. Once connected to a power source, the glasses will begin to power on.
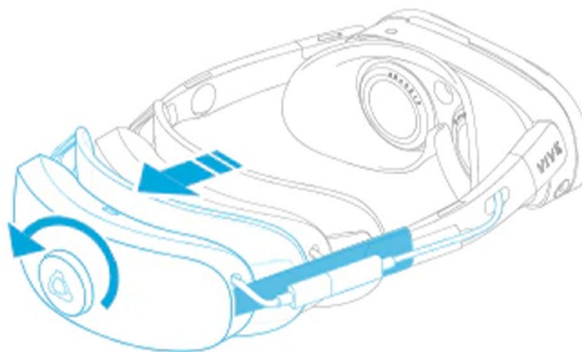
2. If using the external battery pack, use a USB-C cord to connect the external battery pack to the glasses. Once connected to a power source, the glasses will begin to power on, and you can put the glasses on your head.

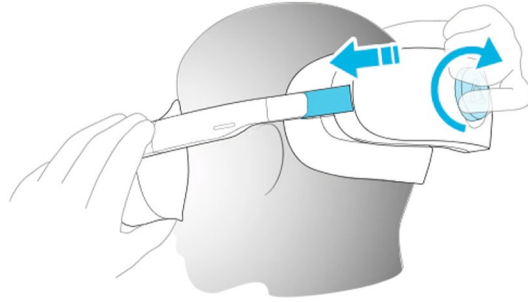*If using the head strap battery, follow steps 3 and 4.*

3. Twist the adjustment dial counterclockwise to loosen the fit of the glasses.

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4. Carefully put the glasses over your head. Twist the adjustment dial clockwise until the glasses fit comfortably and securely.
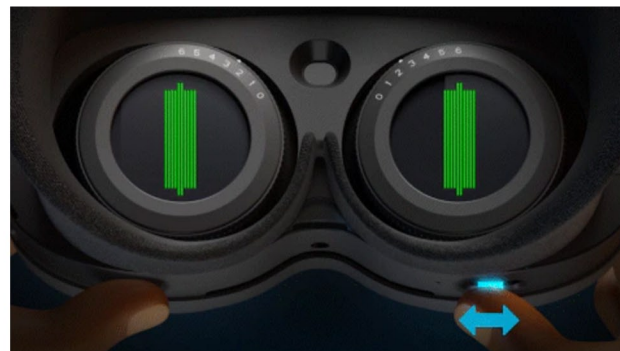
Vision Adjustments

Diopters:

The diopter dials are used to adjust the focus of the lenses. Each dial ranges from 0-6. The default setting is 0 and is likely where you will find the clearest view if you do not wear prescription glasses or if you are wearing contacts. The dials can be adjusted for optimal focus.

IPD:

IPD, which stands for interpupillary distance, is the distance between the centers of your eyes. Use the slider (shown below) to adjust the lens spacing so that it is comfortable for the user.

Positioning and Orientation

When the glasses are powered on, the user's position in the virtual space is based on where the glasses are located at that moment. If the glasses are powered on in one part of the room and then moved to another, the user won't be properly centered in the virtual space.
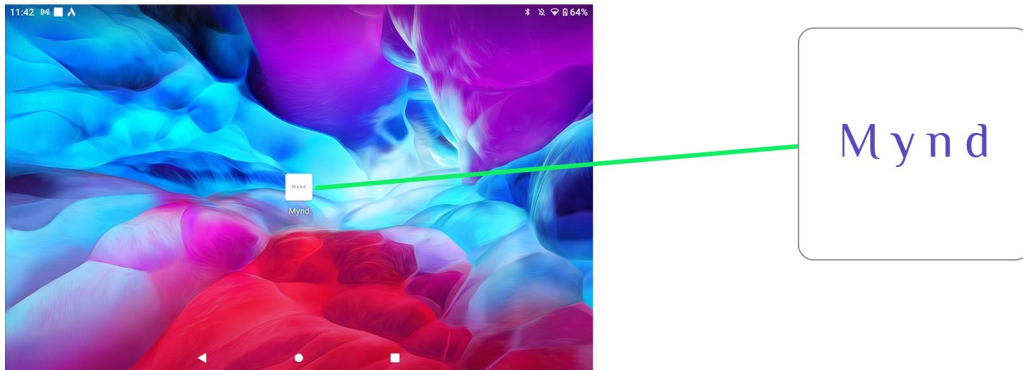
There is a 'Reorient View' button on the tablet screen that adjusts the angle of the view based on the user's current head position. However, this does NOT re-center the user in the virtual space.

To ensure the user stays properly centered in the virtual space, always power on the glasses in the same spot that they will be used during a session. If you ever notice a user is off-center, simply restart the glasses to re-center the user inside the virtual space.
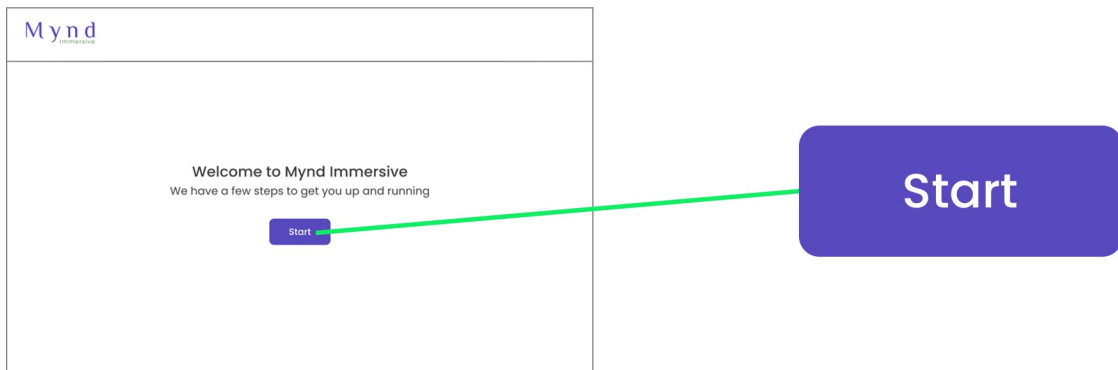
First-Time Connection

Tablet:

1. Power on the tablet by holding the small button on the short side of the tablet for two seconds. The startup time for the tablet should be within 30-40 seconds. At no point during this startup time are you required to touch any of the buttons on the tablet.

2. The tablet will power up to a home screen with the Mynd Immersive app in the center of the screen. Press the app icon once to launch the Mynd tablet app.
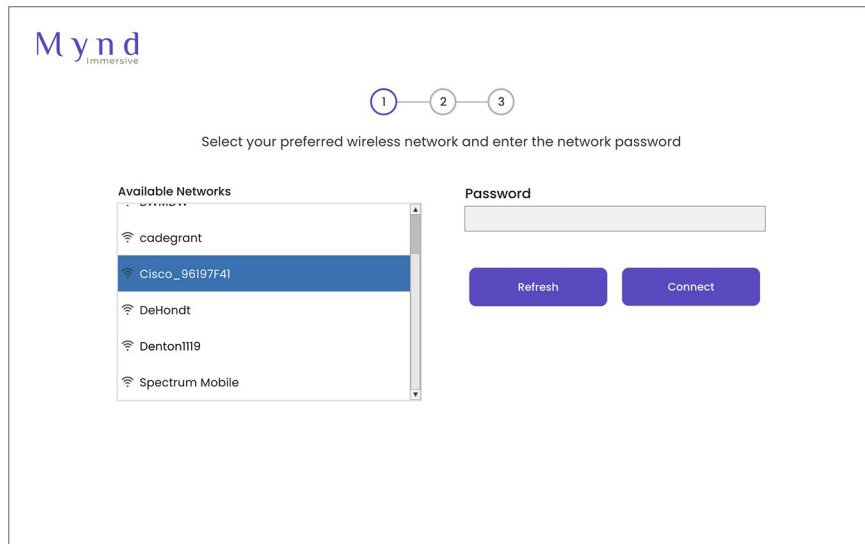

3. Once the app is open, you will see a white screen with a "start" button. Select "start" to proceed to the network connection screen.

Connecting to the Internet: *Once network is qualified*

1. MyndXR requires an internet connection to work. Users can connect to local Wi-Fi networks by following the setup wizard on the tablet.

2. If users have purchased an optional Mynd Immersive wireless hotspot, the tablet will arrive pre-paired with this network. Please ensure the hotspot router is powered on and plugged into a power source.

3. If your network is not displayed during the setup wizard, tap the refresh button.

4. Select the desired network, enter the network password, and click "connect".

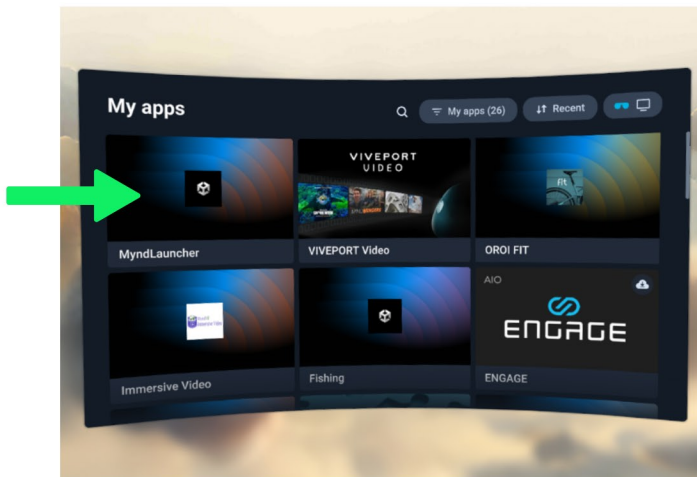5. To switch networks, restart the tablet and repeat the setup wizard.

6. Once connected to a network, you will be taken to the tablet homepage. Now you can turn your attention to the headset.

Headset:

1. Connect the headset to the battery using the USB-C connection. The glasses will begin to power up and will display the HTC VIVE launch screen on a black background.

2. The launch sequence will pause in full pass-through mode so you can activate/pair the two controllers. Tap the buttons on the controllers as suggested and it will move you into the HTC VIVE 'library'. If the controllers are already paired, you will not be presented with this screen and will proceed to step 3.

3. The headset will then automatically launch the Mynd software (shown below).
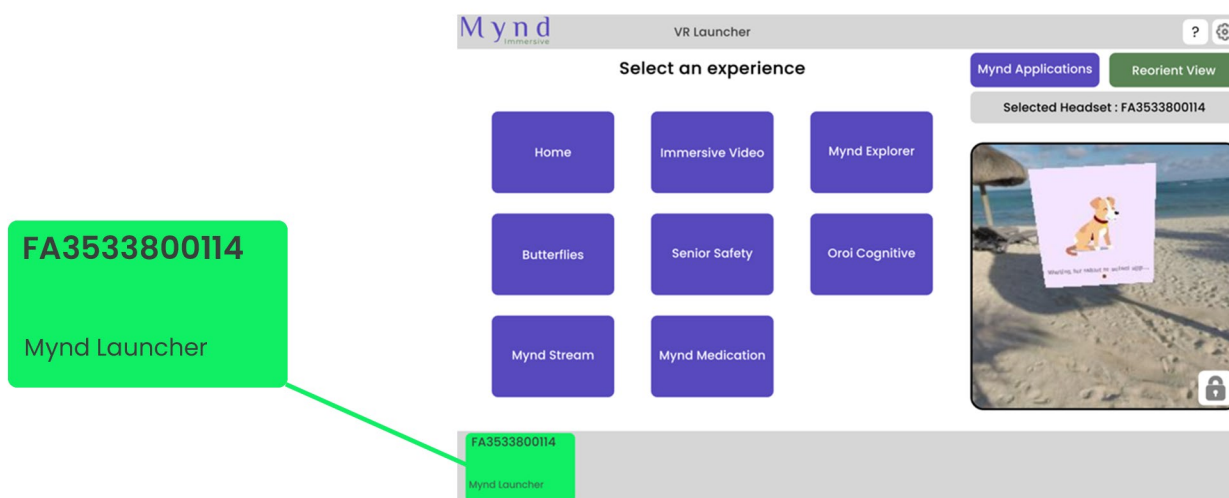
4. If it doesn't automatically load into the beach scene, select the "Mynd Launcher" application from the menu shown below, and the user will arrive at a beach setting with the cartoon dog.
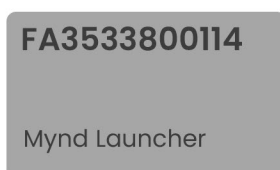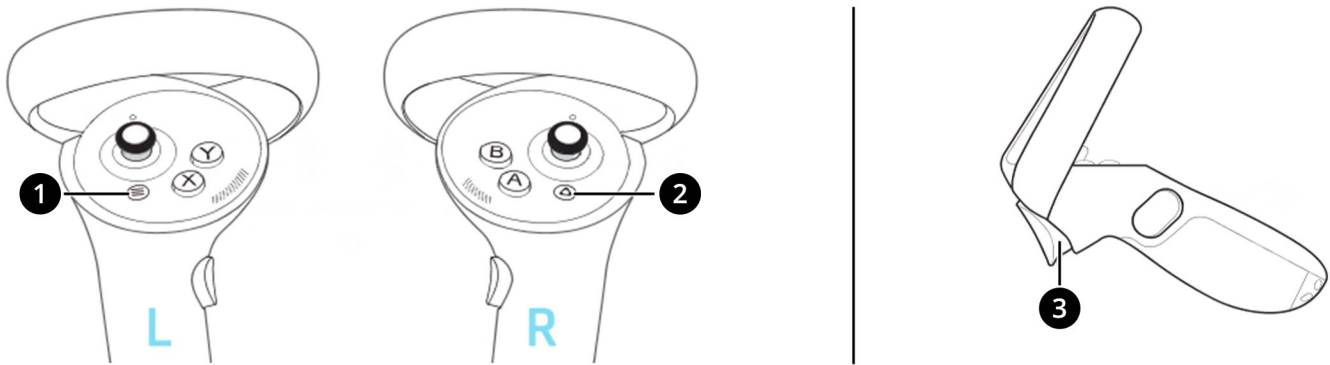

Headset and Tablet Connection:

1. Once the headset is showing the beach with the cartoon dog, the tablet will automatically 'discover' local headsets and display them in the headset management banner in the bottom left of the tablet app. This 'discovery' process can take up to 30 seconds, and available headsets will appear as a grey or green square containing their serial numbers. If the square is green, that means the headset is already active.

2. If the square is grey, select the headset by pressing the grey square, and it should turn green, indicating it is active.

XR Elite Remote Controllers

There are two buttons on each remote that are used to operate the system.

Left Remote:
1. Menu button (#1)
2. Trigger (#3)

Right Remote:
1. HTC VIVE button (#2)
2. Trigger (#3)

The menu button (left remote) and HTC VIVE button (right remote) function as power buttons for the remotes. They are also used to pair the remotes to the glasses. Hold these buttons down for 1-2 seconds to turn the remotes on and to pair them with the glasses. If you press the power button on the remote and a small red light appears above the joystick, it means the device needs to be charged. Remotes are charged individually with USB-C chargers.

There are three applications that require the use of the remote: Oroi Cognitive, Mynd Medication, and Butterflies. For these apps, the only button that is used is the trigger near the index finger.
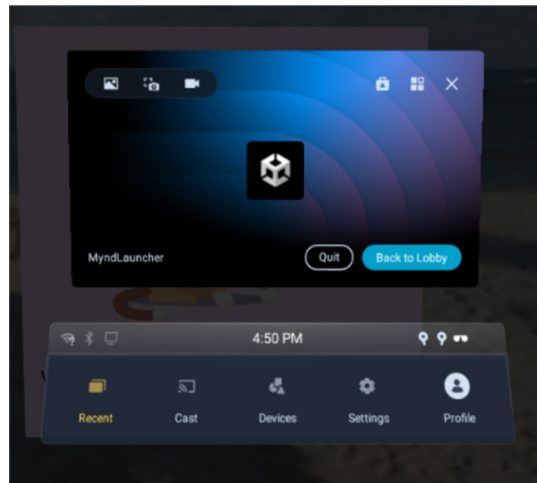
Medication Management: Only 1 remote is active at a time. If both remotes are on and paired, simply pull the trigger of the non-active remote, and it will become the active remote. The active remote will show a white laser in the glasses that is controlled by that remote.

Butterflies: Whether to use the right-hand remote or left-hand remote is determined by the exercise sequence in the application.
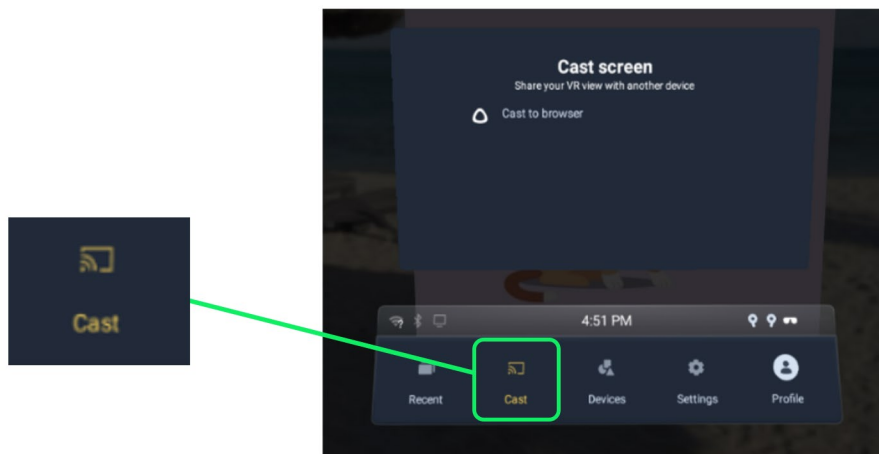
Oroi: If both remotes are powered on, the application will default to the right-hand remote. If neither remote is powered on, hold down the HTC VIVE/Menu button on the desired remote.

Casting

1. Ensure that your casting stick is properly connected to your display screen.

2. We provide a MiraCast casting stick that connects to a screen via an HDMI port. Attached to the casting stick is a USB cord that must be connected to a power source. Once connected, find and select the corresponding input on your display screen. Your screen will then display the MiraCast connection image. This indicates you are ready to cast your XR Elite glasses to the screen.

3. Power on the glasses and connect to the tablet as normal.

4. Once connected, take your XR Elite remote controller and press the HTC VIVE button. This will display the pop-up menu in the glasses.

5. On the pop-up menu, select "cast" from the bottom banner. This will display the casting page in the glasses.

6. Wait for the Miracast option to show up in the glasses and select that option.

7. Your device will then begin casting to your screen.

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Cleaning

Click here to access the Cleaning Guide for VIVE Products.