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 batteries, 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.
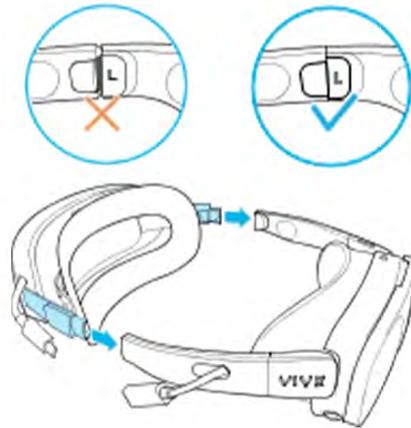
Contents

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 Head Strap Battery to the Headset, insert the corresponding sides of the device into the stems of the Headset, as shown below.


The Head Strap Battery is removable. To remove it, press the release buttons on both sides of the battery, as shown below.
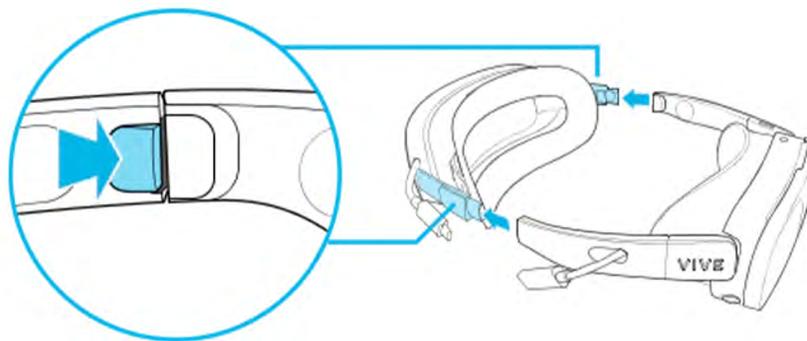
If the Headset feels too heavy with the Head Strap Battery, users can switch to an Auxiliary Battery for a lighter experience. When using an Auxiliary Battery, ensure the temple pieces are reinserted into the stems of the Headset.

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The Head Strap Battery must be charged to supply power to the Headset. The charging port is shown below.
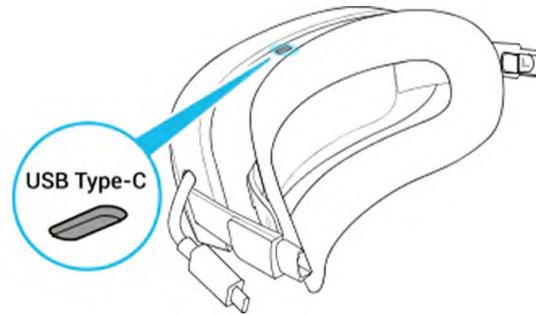
Head Strap (Optional):

The head strap connects the front of the Headset to the Head Strap Battery. It is easily adjustable and provides greater overall stability for the user.
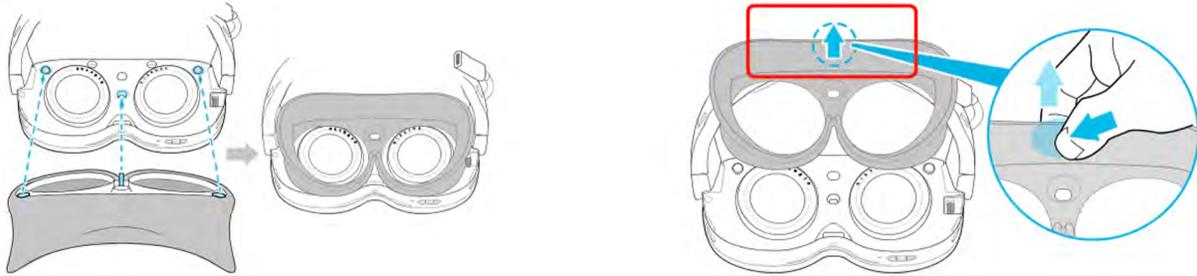
Gaskets

Each MyndXR Elite Headset comes with three different types of face gaskets.

1. Original Gasket:

The Original Gasket magnetically attaches to the front of the Headset. It can be used with both the Auxiliary Battery and the attached Head Strap Battery.


2. Face Gasket 2.0:

The Face Gasket 2.0 magnetically attaches to the front of the Headset. 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 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 Auxiliary Battery and the attached Head Strap Battery.
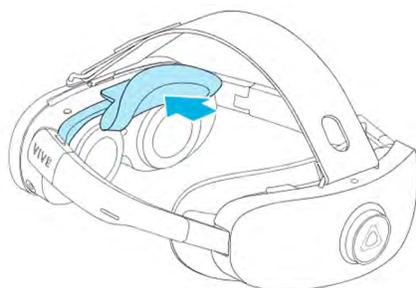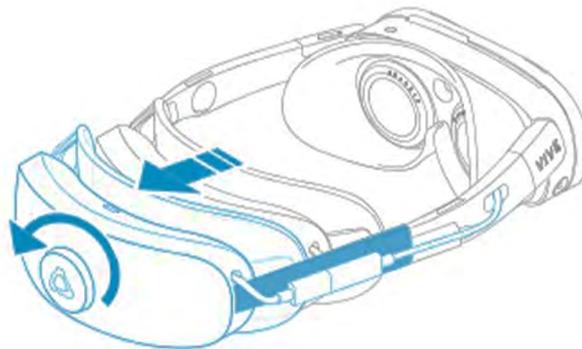
Putting the Headset On

If you're using the Auxiliary Battery, skip to page 5. If you're using the Head Strap Battery, follow steps 1-3 below.

1. First, connect the Headset to the Head Strap Battery using the USB-C connection, as shown in the image below. Once connected to a power source, the Headset will begin to power on.
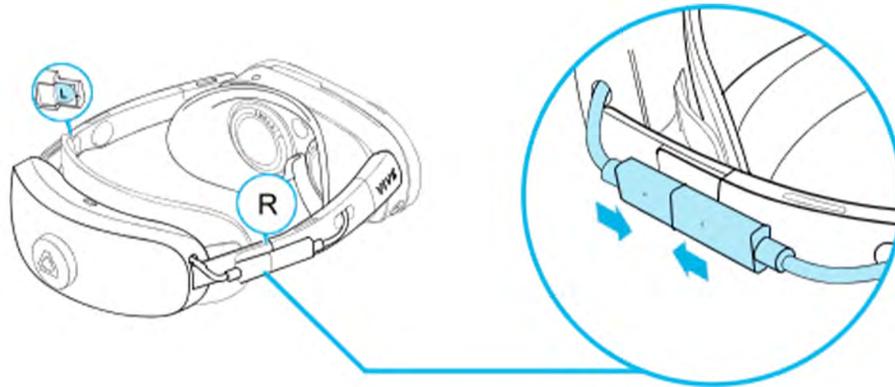
2. Twist the adjustment dial counterclockwise to loosen the fit of the Headset.

3. Carefully put the Headset over your head. Twist the adjustment dial clockwise until the Headset fits comfortably and securely.
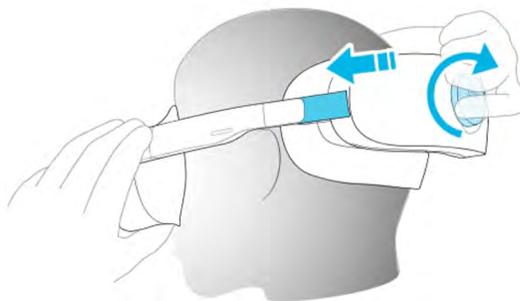
If using the Auxiliary Battery, use a USB-C cord to connect the Auxiliary Battery to the Headset. Once connected to a power source, the Headset will begin to power on, and you can put the Headset on your head.
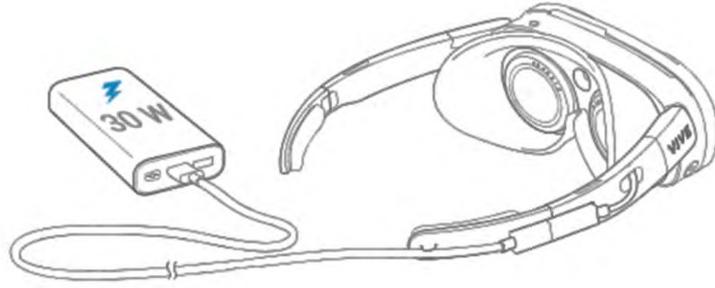
Vision Adjustments

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.

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 Headset is powered on, the user's position in the virtual space is based on where the Headset is located at that moment. If the Headset is 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 Headset in the same spot that they will be used during a session. If you ever notice a user is out of position, simply restart the Headset to re-center the user inside the virtual space.

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# First-Time Setup and Connecting to the Internet

Hotspot (optional):

If you received a Mynd-approved hotspot, both the Tablet and Headset will be pre-configured to connect to the hotspot network. The hotspot requires no additional setup. Simply power on the hotspot, and it will start broadcasting a signal. Then proceed to the "Using Devices After First-Time Setup" section. If you did not receive a hotspot, follow the steps below to get connected to your network.

Tablet:

To power up the Tablet, press and hold the power button on the left side of the device for 2 seconds. The Tablet will enter a power-up sequence. After 30-40 seconds, the Tablet will display its home screen, with the Mynd application in the center.
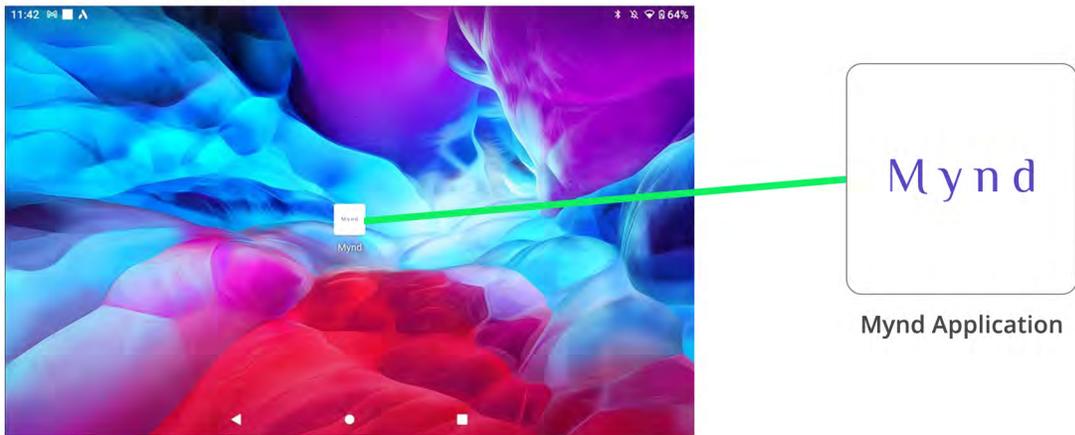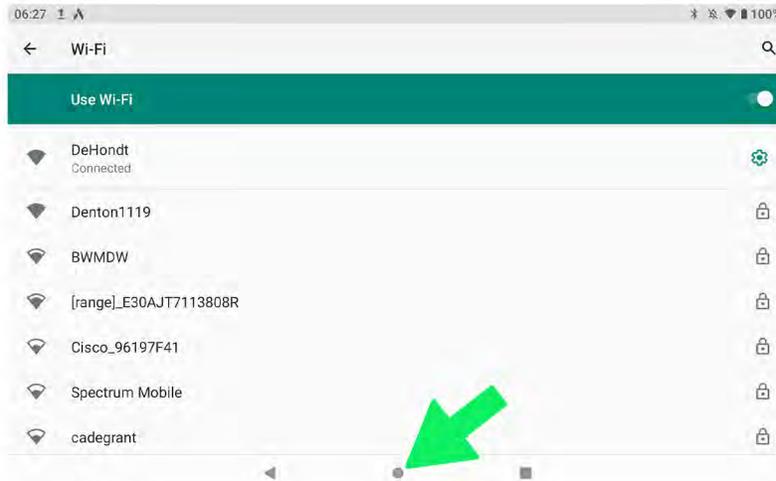

Mynd Application

Swipe up on the Tablet screen to access all applications and select "Settings."
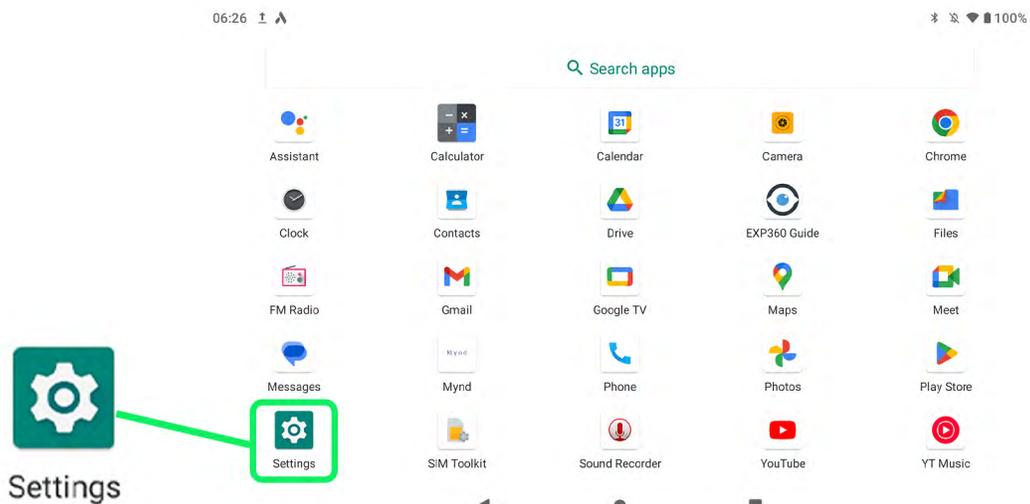

Within Settings, select "Network and Internet" and then "Wi-Fi". Select your desired network and enter the password.

Once connected, exit the Settings menu by either tapping the small circle at the bottom of the screen or swiping up from the bottom, depending on your Tablet model.

Select the Mynd application, press "Start," and navigate through the setup wizard. Once completed, the screen will display a message that says "Searching for Headsets."
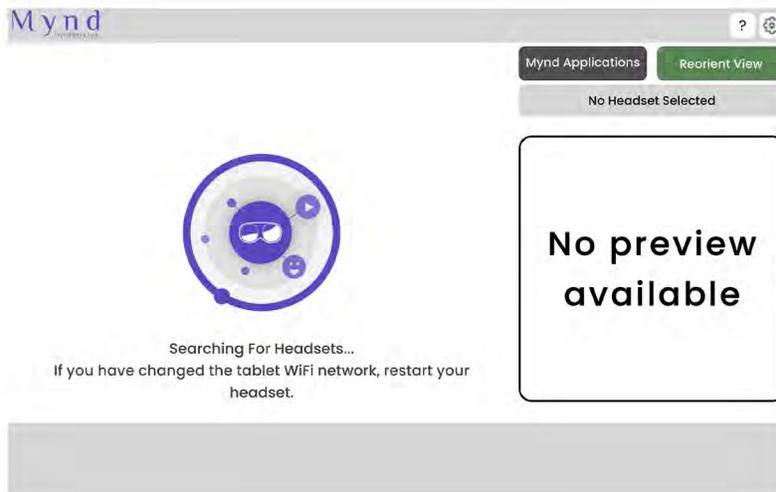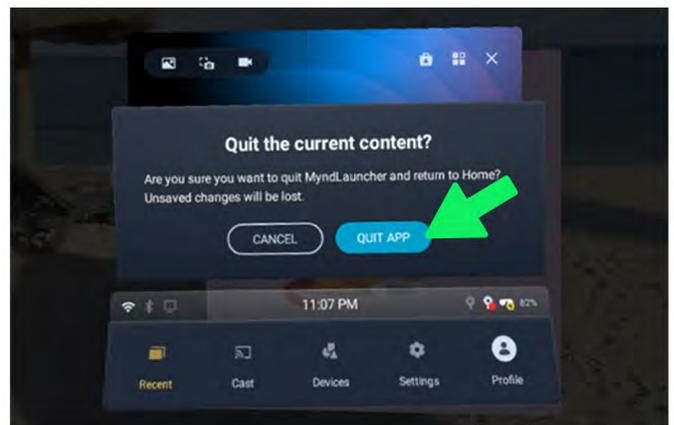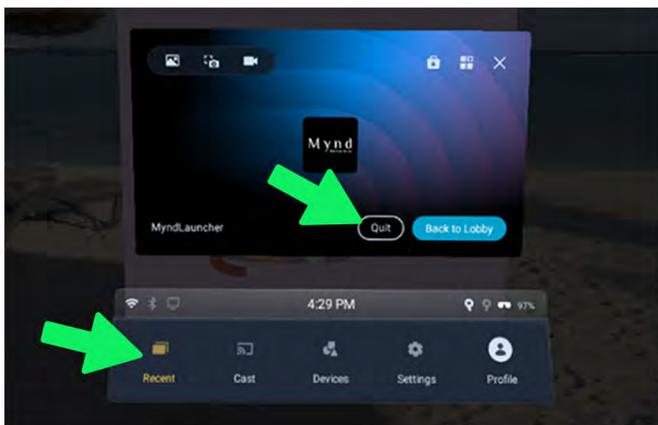

Headset:

To power up the Headset, connect either the Head Strap Battery or the Auxillary Battery to the USB-C connection port on the right-hand frame of the Headset.

Auxiliary Battery   **USB-C Charging Cord**   **Headset**

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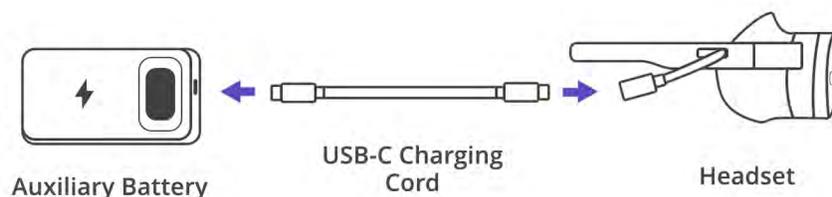
The Headset will automatically enter a power-up sequence in which you might see different images and menus. If it does not automatically start, press the small circular button on the top left of the Headset. After 30 seconds, the Headset will automatically enter the Mynd Headset application. Here, you should see a beach setting with a graphic that says "Waiting for Tablet to select app..."

To connect the Headset to the internet, first grab the charged right-hand Controller. If it's powered off, press the small triangle button once to turn it on. The Controller will vibrate and display a green light on the front, indicating that it's paired with the Headset. Once the Controller is powered on and connected, press the triangle button again to bring up the pop-up menu. From the pop-up menu, make sure "Recent" is selected from the bottom banner. Then, use the trigger button on the back of the Controller to select "Quit," and then "Quit App."


After you quit the application, the Headset will display the lobby screen. Once in the lobby, select "Settings" from the bottom banner, select "Connectivity" on the left side of the menu, and then choose "Wi-Fi."
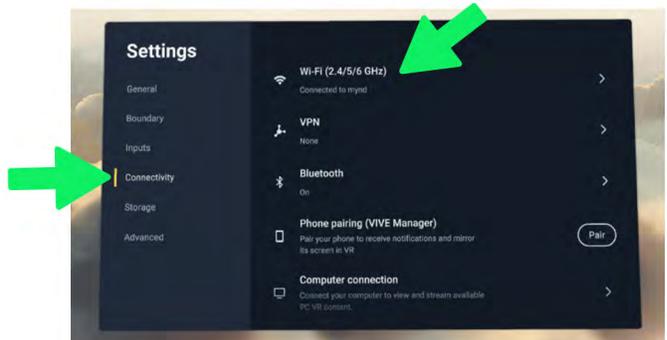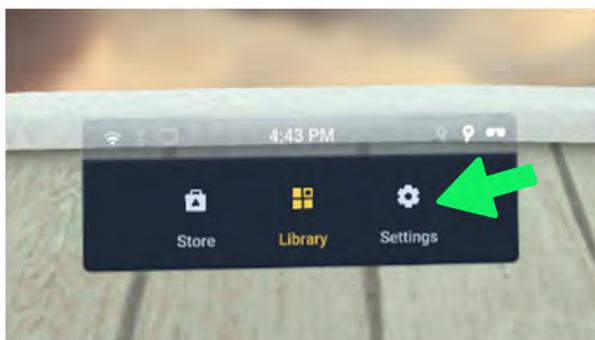
Connect to the same network that you used for the Tablet. If you don't see any networks displayed, check to ensure the Wi-Fi toggle button is toggled on. You can use the same trigger button on the Controller to type your password.

Wi-Fi Toggle Button

After connecting, select "Library" from the bottom banner, then select the "Mynd Launcher" app to return to the beach setting.
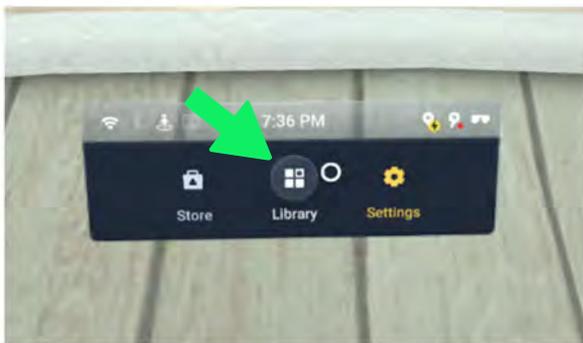
After the Headset connects to the network and you return to the beach setting, the Tablet will automatically detect the Headset and display it in the Headset Management banner located in the bottom-left corner of the Tablet screen. This process may take up to 15 seconds. Detected Headsets will appear as gray or green squares labeled with their serial numbers. A green square indicates that the Headset is active and can be controlled from the Tablet. If the Headset does not appear on the Headset Management banner, restart the Headset (see page 13) and then proceed to the next section, "Using Devices After First-Time Setup."

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Mynd Launcher

Active Headset
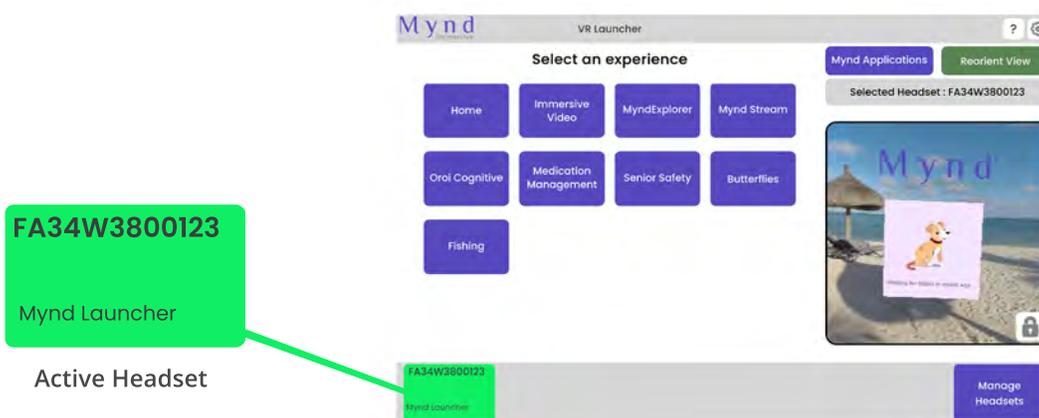
Using Devices After First-Time Setup

If the Tablet and Headset have already undergone the initial setup process, they should automatically connect to your network every time they are powered on. Simply follow the steps below to begin using the system.

Important: Always start the Tablet application before powering up the Headset.

Hotspot (optional):

If you received a Mynd-approved hotspot, begin by powering up the hotspot, and it will start broadcasting a signal.

Tablet:

To power up the Tablet, press and hold the power button on the left side of the Tablet for 2 seconds. The Tablet will enter a power-up sequence. After 30-40 seconds, the Tablet will display its home screen, with the Mynd application in the center.
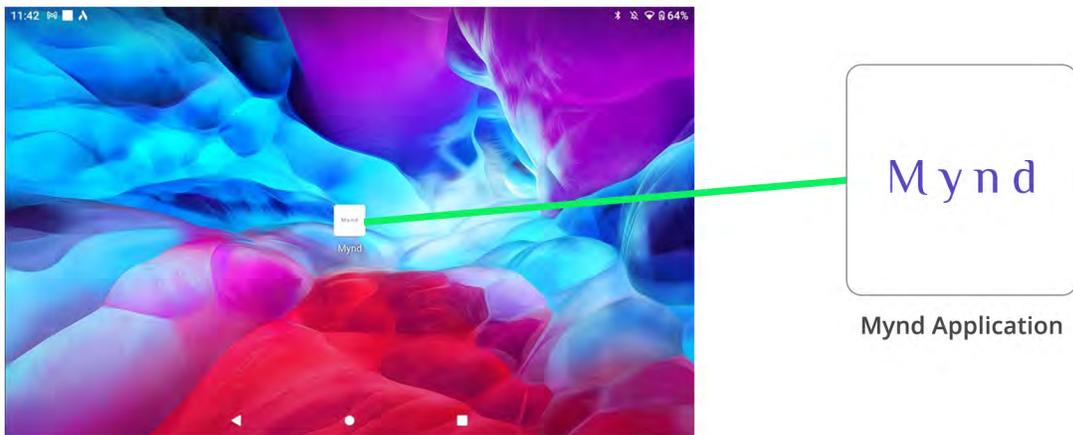
Mynd Application

Select the Mynd application, press "Start," and navigate through the setup wizard. Once completed, you will see a screen displaying "Searching for Headsets."
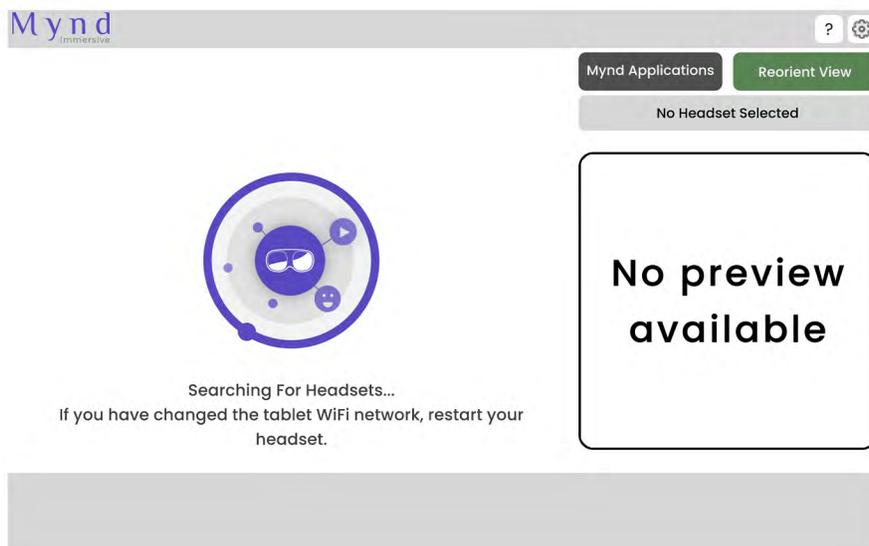
Searching For Headsets...
If you have changed the tablet WiFi network, restart your headset.

No preview available

Headset:

To power up the Headset, connect either the Head Strap Battery or the Auxillary Battery to the USB-C connection port on the right-hand frame of the Headset. The Headset will automatically enter a power-up sequence in which you might see different images and menus. If it does not automatically start, press the small circular button on the top left of the Headset. After 30 seconds, the Headset will automatically enter the Mynd Headset application. Here, you should see a beach setting with a graphic displaying the text: "Waiting for Tablet to select app..."

Once in the beach setting, the Headset will appear in the Headset Management banner on the Tablet, allowing you to start using the system.

Managing Multiple Headsets and Tablets

The Headset Management banner on the Tablet enables you to manage multiple Headsets and Tablets simultaneously. If attempting to use multiple Headsets, power on each Headset as per the setup instructions above. Detected Headsets will appear on the Tablet as gray or green squares displaying their serial numbers. A green square indicates that the Headset is already active. A gray square indicates an inactive Headset. Headsets can be identified by the serial number located on the top of the device. To control an inactive Headset, simply tap the corresponding gray square. The square will turn green, and you will now be in control of that Headset. Keep in mind, only one Headset can be active at a time.

If multiple Tablets are powered on, the Headset Management button on each Tablet can be used to choose which Headsets to control.

Controlling the Headset from the Tablet

Mynd Applications button: The caregiver or therapist can launch any of the following applications by selecting the "Mynd Applications" button: Immersive Videos, Mynd Explorer, Butterflies, Mynd Stream, Oroi Cognitive, Mynd Senior Safety, Mynd Medication, Fishing, Home

Reorient View button: Pressing the "Reorient View" button resets the Headset's view to a level field. It can be used to recalibrate the view if it becomes skewed or to adjust the orientation for a user who has changed positions, such as lying down.

Powering Down/Restarting Headsets and Tablets

Tablet: Press and hold the power button for 1–2 seconds, then select either "Power Off" or "Restart."

Headset: Press and hold the small circular button on the top left of the Headset for 1–2 seconds, then select either "Shutdown" or "Restart Device."

XR Elite Remote Controllers
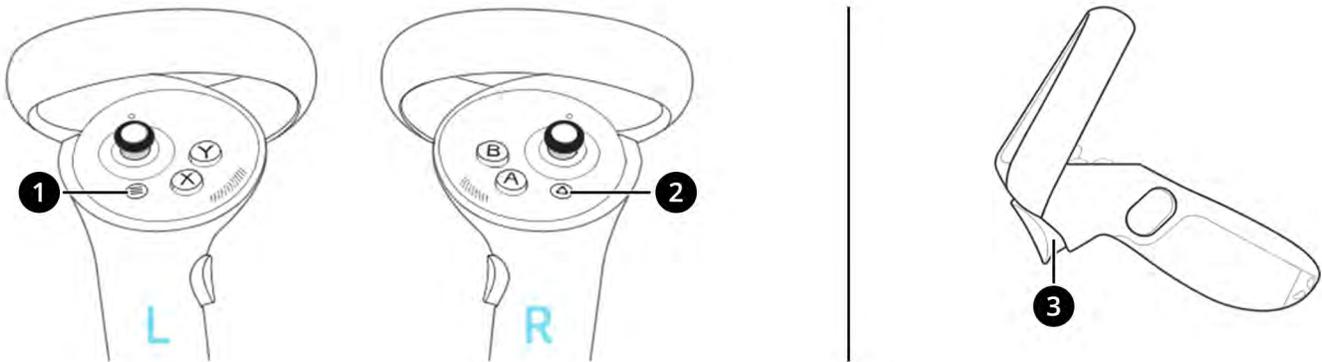
Both Controllers have two primary buttons used to operate the system:

- **Left-hand Controller:** Menu button (#1) and Trigger (#3)

- **Right-hand Controller:** HTC VIVE button (#2) and Trigger (#3)

The **Menu button** on the left-hand Controller and the **HTC VIVE button** on the right-hand Controller function as both power and pairing buttons for connecting the Controllers to the Headset. To turn on the Controllers and initiate pairing, press the respective button on each Controller. When pairing is successful, a small **green light** will appear above the joysticks.

If pressing the power button results in a **red light** above the joystick, the Controller needs to be charged. Controllers can be charged individually using a USB-C cord.

If the Controller displays a **blue light** and doesn't automatically pair with the Headset, first ensure the Headset is fully assembled and powered on using the Headstrap Battery. Then, connect the unpaired Controller to the Headstrap Battery's charging port using a USB-C cord. If a paired Controller is available, use it to navigate to "Settings" in the Headset, select "Inputs," then "Controllers," and follow the on-screen instructions to connect the unpaired Controller.

If neither Controller allows you to navigate the system, connect one of the unpaired Controllers to the Headstrap Battery's charging port using a USB-C cord. For the **right-hand Controller**, press and hold the **HTC VIVE button** and the **B button** together for 1–2 seconds. For the **left-hand Controller**, press and hold the **Menu button** and the **Y button** together for 1–2 seconds.

When the Controller's light turns **green**, it has successfully paired.

Four applications require the use of at least one Controller:

- **Medication Management:** Only one Controller is active at a time. If both Controllers are powered on and paired, pull the trigger on the inactive Controller to switch it to active. The active Controller will display a white laser in the Headset.

- **Butterflies:** The application determines whether to use the right or left-hand Controller based on the exercise sequence.

- **Oroi:** If both Controllers are powered on, the application defaults to the right-hand Controller. To activate a specific Controller when neither is powered on, press and hold the HTC VIVE/Menu button on the desired Controller.

- **Fishing:** Both Controllers are required to fully engage with this activity.

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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 Headset to the screen.

3. Power on the Headset and connect to the Tablet as normal.

4. Once connected, take your Controller and press the HTC VIVE button. This will display the pop-up menu in the Headset.
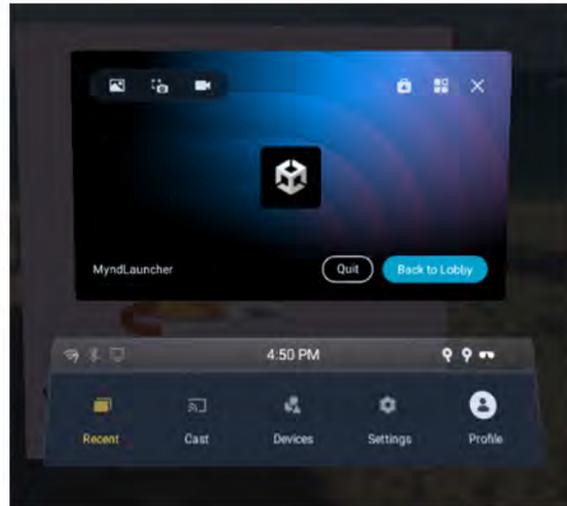
5. On the pop-up menu, select "Cast" from the bottom banner. This will display the casting page in the Headset.
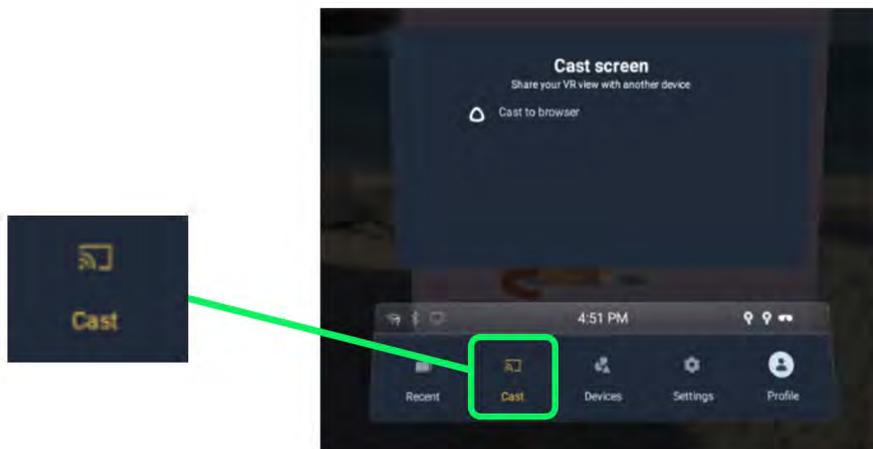
6. Wait for the Miracast option to show up in the Headset and select that option.

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

Cleaning

Scan the QR code below to access the Cleaning Guide for VIVE Products.

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