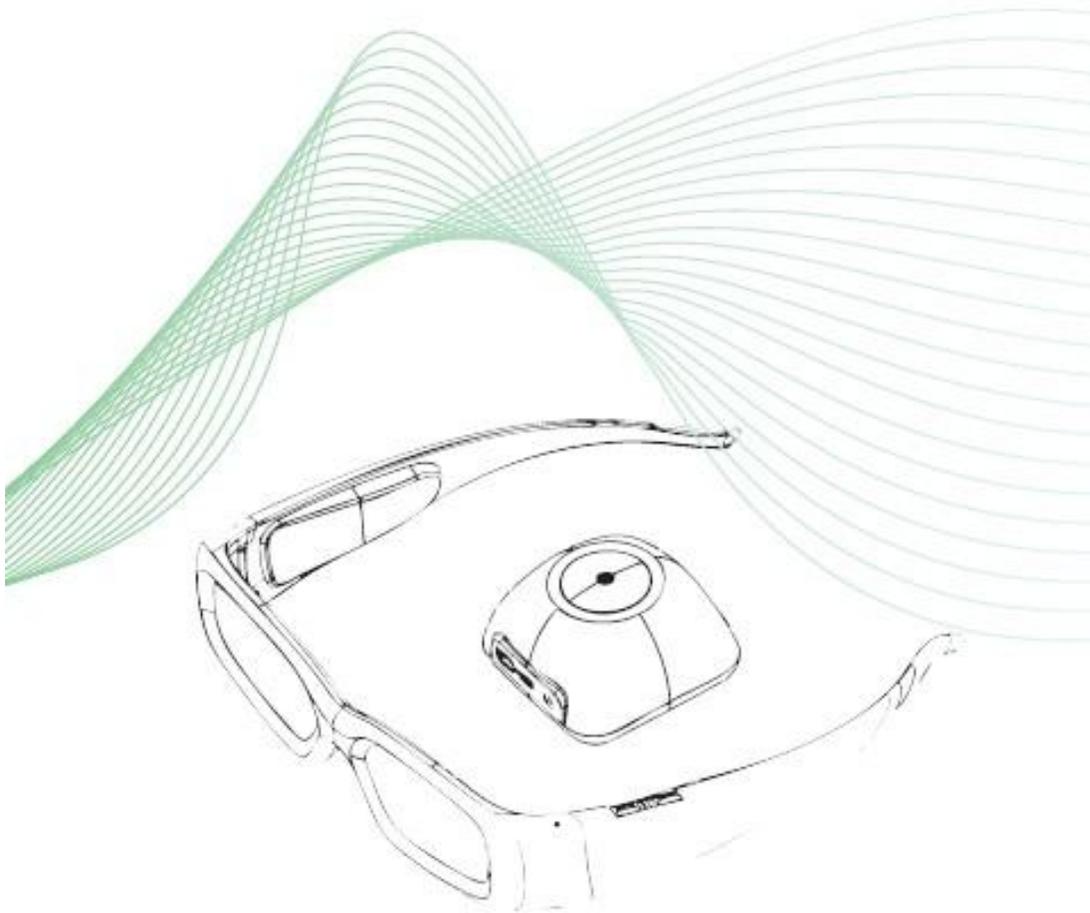# 3D Window® PC-RF Kit

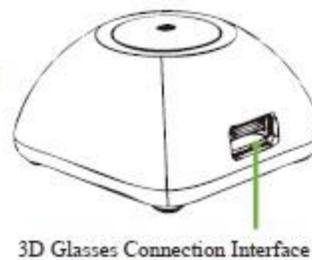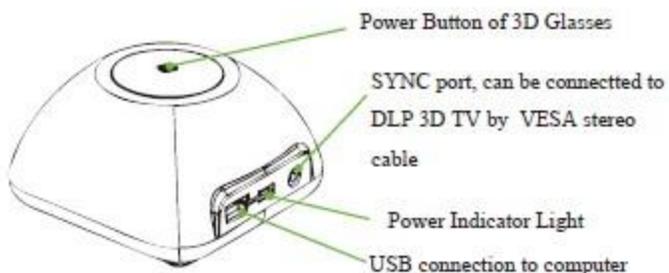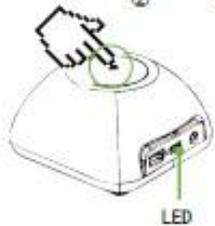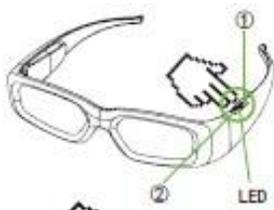### For use with Nvidia® 3D Vision® Software

System Requirements：

Before you begin, please review the minimum system requirements to ensure your PC is properly configured to enjoy the 3D Vision experience. Always consult the Nvidia® page for the latest details and drivers.

3D Ready Display Requirements
120 Hz 3D LCD Monitors certified for use with Nvidia 3D Vision
3D ready DLP or Prosumer LCD projectors(over 100 of consumer and Pro Models)
100 Hz and above analog CRT monitors and projectors

The drivers and software MUST be installed as directed by Nvidia before plugging in the emitter**. It is possible that the PC-RF kit may not work with some recent versions of nVidia drivers. In this case you can go back to a previous version of their 3D Vision Driver.**   Download the latest 3D Vision Drivers here: http://www.nvidia.com/object/3d-drivers-downloads.html

Plug the 3DTV Emitter into your PC USB port and run the stereoscopic video, game or stills as desired. Turn on and sync the glasses as directed below. The Model RF glasses use Radio Frequency sync and are not subject to interference problems frequently encountered with IR or DLP Link glasses. You may use as many RF glasses as desired.

Power Button of 3D Glasses

SYNC port, can be connectted to DLP 3D TV by VESA stereo cable

Power Indicator Light

USB connection to computer

3D Glasses Connection Interface

LED

LED

OPERATION OF EMITTER

The EMITTER is connected to your PC with the USB cable. Turn on and off 3D by pressing the lighted button at the top of emitter. As with the Nvidia emitter, in OFF mode you will see TWO separate images side by side (or top/bottom) which become two overlapping images on the whole screen when the emitter is turned ON. The Sync Out (3D Glasses Connection Interface shown above) on the front and the Sync In (Sync port above) on the back are NOT used.

OPERATION OF GLASSES

1. Press the Emitter button① (farthest from the lenses)
for 1 second until the green light is on.
2. Press the two buttons ①② at same time for 3 seconds
until the red light is on, then press the button on top of the
EMITTER (not the glasses) for 5 seconds. When the red light blinks
twice the glasses are synced. If not, please repeat these steps.
3. If the image is reversed press button 2 (closest to the lenses) to reverse the eyes.
4. If you wish to go back to 2D while wearing the glasses, press the buttons ①② simultaneously and to get back to 3D do it again.
5. To turn off the glasses press button ① for 3 seconds until the red light is on.

When watching 3D images under a fluorescent lamp (50HZ-60HZ) or a 3 wavelength lamp, you may notice a small amount of screen flickering in which case dim the light or turn the lamp off.

When using the 3DTV View system with a 3DTV set you may find that if you change the channel or input mode when watching 3D, the 3D glasses are turned off, and the image could be displayed abnormally in which case you may need to restart 3D Vision or 3D Play.

If you lose the emitter signal briefly due to either a change in your position, the 3D glasses may turn off automatically after 5 seconds and you need to turn them back on as described above.

There are 3 different sizes of NOSEPIECE for the glasses which are changed as shown below.   Felt pads are included for nose or temples.
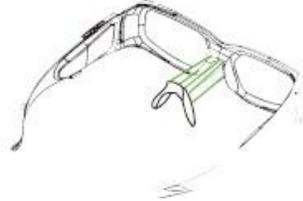
Glasses Light will blink every 5 sec when the battery is low. Glasses turn off in 2 min if no signal. **TURN OFF OR UNPLUG EMITTER AND/OR GLASSES WHEN FINISHED OR THEY WILL CONTINUE TO OPERATE!!**

Recharging Glasses
Insert the supplied USB cable into the USB port on the bottom of the left temple and insert the other end into a pc, mac or any USB charging device. The red light blinks and will go off when charging is complete. This will take ca. 3 hours when fully discharged and should supply the glasses for about 50 hours. The cable is standard and can be purchased anywhere.

Changing Right/Left Eye Polarity
If the 3D image looks strange use your TV or projector remote, or the hotkey on the keyboard to reverse the eyes.

Nosepads
Three different sized rubber nosepads are supplied as well as adhesive felt pads which can be applied to the nosepiece or temples for comfort. Liberal use of these pads will almost always remove any discomfort. They are the loop part of the Velcro found everywhere.

USING 3D WINDOW® KITS WITH NVIDIA® 3D VISION® SOFTWARE

PLAYING 3D CONTENT ON A PC (Please see our page for the latest FAQ and brochures)
Play 3D content from your PC with any 3D file player or gaming software capable of putting out 120hz frame sequential 3D. These modes are sometimes called page flipping or software page flipping or frame or field alternate or 3D Ready DLP projector mode. Your video card must also support such a mode at the resolution and frequency you are using. In some cases (e.g., consumer 3D Ready DLP projectors) you may need to change the projector mode. There are typically 3 modes – Nvidia 3D Vision, DLP (for use with DLP Link glasses) and Off --which may work fine with 3D. When you play the content the glasses should operate.

TO PLAY 3D FILES (i.e., 3D VIDEO) AND DVD'S ON YOUR PC INTO ONE OF THE 3D Ready DLP TV'S (and of course on any other 3D Display supported by the players (-i.e. nearly any type of display including 2D in anaglyph mode for the Suto and Wimmer software 3d file players, but just a couple of 3D displays for the others) YOU NEED ONE OF THE FOLLOWING SOFTWARE PLAYERS of which afaik only Roxio, WinDVD, Arcsoft and PowerDVD support 3D BluRay playback at the moment. Some say PowerDVD had problems, but of course this is true of every product on some PC systems. Arcsoft TMT5 has its very enthusiastic fans while Roxio CinePlayer is currently rather stripped-down, but cheaper.

Arcsoft's Total Media Theater Platinum Edition (ca. $110 including the 3D plugin but of course check the net as all this changes by the day) supports 3D BluRay playback on a pc in checkerboard, interleave and page flipped stereo (i.e. 120hz field sequential 3D--Windows 7 only) on suitable Nvidia cards http://www.arcsoft.com/en-us/software_title.asp?ProductCode=TMT3P, BUT as of December 2010 you must buy the $20 3D plugin and this plugin does NOT work with the free trial version. This means you have to pay $110 to try it out. You can get some info here http://www.arcsoft.com/en-us/software_title.asp?ProductCode=SIM3D .

CyberLink's PowerDVD player comes in many forms and 3D ready and 3D BluRay versions are being changed rapidly so check their page carefully for the 3D support you need before you buy, but version 10 Mark 2 (ca. $90) supports 3D BR playback on pc's in various 3D formats (i.e., interleave for CP monitors, 3D Ready HDTV's (i.e., probably in side by side 720p or frame packed full definition) with shutter glasses and page flipped (i.e., 120hz field sequential but ONLY under Windows 7-- they say but Vista might work) and you can get a free trial here

http://www.cyberlink.com/products/powerdvd/overview_en_US.html?gclid=CNT6qLe_zqECFZVY2godkGlqMQ , but again it appears it's a cheat as it is not the Mark2 3D version so you have to pay $110 to try it in 3D. While there you may find their long intro to 3D of use http://www.cyberlink.com/stat/3d-support/enu/3d-whitepaper.pdf.

Of course, unless you have files ripped from a 3D BluRay, you will ALSO NEED a 3D Compatible 2X or better 2D or a 3D Internal BluRay optical drive. The first to appear was the LiteOn iHBS112 12X Blu-Ray Writer Internal SATA Drive w/ 3D Playback. Other 12X Blu-Ray burners, the Pioneer BDR-205BKS and Plextor PX-B940SA, are pricier and are said not to support 3D by which they may mean they don't playback at 2X or better). The LiteOn cannot burn BD-R LTH BluRay media but all other media should be ok. Of course you will need one of the expensive 3DBR authoring packages if you want to burn a true 3DBR DVD, but you can of course store 25gb of 3DHD files as a BR ROM without them. Numerous other 3D BR drives are appearing.

You can get a free evaluation copy (i.e., it plays 5 min max) of Wimmer's Stereoscopic Player at http://www.3dtv.at/Downloads/Index_en.aspx , or download a full copy for about $50 but afaik it currently has NO 3D BluRay support and may never as this requires a pricey license for playback of protected content.

For a free trial of the TriDef Mediaplayer see http://www.tridef.com/download/TriDef-3-D-Experience-4.0.2.html or get the full version for $50 here http://www.ddd.com/cart/product.php?productid=3&cat=2&page=1. However it requires you to rename your 3D files according to their own conventions http://www.tridef.com/media/player/guides.html and so is much less convenient than the other players. It also does not support side by side due, they say, to copyright of that format by realD, which is preposterous as side by side 3D has been around for at least 20 years.

Get Suto's free StereoMoviePlayer at http://stereo.jpn.org/eng/stvply/index.html . Suto does afaik NOT support checkerboard output as the 3D DLP TV's have never gained a foothold in Asia in spite of still being made by Mitsubishi, but does support shutter glasses with our dongles on a pc, subject to the various limitations which exist also for Wimmer's StereoScopic Player in software pageflip mode with X3D glasses selected, or the older Nvidia stereodrivers or iZ3D game drivers.

Well-known DVD software entity Roxio has a 3D version of their file player http://www.roxio.com/enu/company/3d/cineplayer.html. They also have a home record/edit 3D BluRay solution -VideoLab 3D.

With the DSS HDMI/DVI sync stripper/3D Window PC-IR emitter, you will be able to view most 3D content from a pc on any 3D Ready DLP Projector (ca 300 models by end of 2011), or most older CRT PC monitor or the various other 120hz frame sequential 3D Ready displays or projectors (e.g., SONY SXRD, JVC DLA series, or any other shutter glasses compatible DLP, LCOS or SXRD projectors) with any of our models of compatible wireless glasses at a low cost (often less than half the alternatives).

Another excellent stereo file player with many advanced features is the DepthQ Player from Lightspeed Design and you can download a limited free demo here http://www.depthq.com/dqlitedwnload.html. It costs $395 and is basically a pro product.

There is also a 3D file player in the classic I/O, X3D, ED, 3DTV Corp software that is widely available and still used (perhaps a million kits sold) but of course quite dated by now.

DIVX now has an updated player and media converter which make it easy to convert 3D files for playback on PS3, 3DBlu-Ray etc. http://support.divx.com/faq/view/supportFAQen055/where_to_find_user_guides_for_divx.

All these players will let you play various types of 3D files or 3D DVD's subject to unlocking your pc for the DVD as normally required for copyrighted DVD's.

To recap, the 2010 and later releases of PowerDVD, WinDVD, Roxio, WinDVD and Arcsoft Total Media Theater will let you play 3D BluRay on a PC in checkerboard (i.e., for DLP TV sets) and other formats, subject to limitations on the type of video card, windows version etc. and many others are following suit. Macs (i.e., Apple) have always been light years behind the PC in stereoscopic support, which is why you see almost no mention here or anywhere, but perhaps this will change in late 2011. **The various boxes now available from VIP, MOOME, Optoma, Viewsonics, Lumagen and others will let you play 3D content from PS3, Cable, XBOX, and BluRay directly into most 3D capable displays without a pc and all have or soon will have the stereo VESA port for our LC, Gen2 and SS1 emitters.**

IF you want to use this system with a PC running Nvidia® 3D Vision® software then you must have either the Nvidia Emitter OR our PC-RF Emitter plugged into a USB port AND your PC should meet the requirements as stated on their page.

3D Ready Display Requirements
120 Hz 3D LCD Monitors certified for use with Nvidia 3D Vision
3D ready DLP projectors(over 100 of consumer and Pro Models)
100 Hz and above analog CRT monitors and projectors
3DTV Sets (if you have upgraded by purchasing the 3DTV Play software from Nvidia page—this is an experimental app—i.e., NOT tested)

INSTALLING 3D Window KITs for use with Nvidia software

(IF YOU ARE NOT USING NVIDIA SOFTWARE TO PLAY CONTENT YOU CAN IGNORE ALL COMMENTS RE NVIDIA!!). The drivers and software MUST be installed as directed by Nvidia before plugging in the emitter.

Download the latest 3D Vision Drivers for your Nvidia PC Card or Laptop and Windows version here: http://www.nvidia.com/object/3d-drivers-downloads.html You can upgrade to 3DTV play for playback of 3D BluRay on 3DTV sets by downloading the free trial software from Nvidia's page or buying it for $40, provided you have Win Vista or Win 7 and you meet these requirements http://www.nvidia.com/object/3dtv-play-requirements.html

To use Nvidia 3D Vision or 3DTV Play software on a PC as your 3D source, plug EITHER the 3DTV PC-RF Emitter (sold separately) OR the Nvidia Emitter from the Nvidia GEFORCE 3D Vision kit into your PC USB port and run the stereoscopic video, game or stills as desired. Turn on and sync the glasses as directed below. The 3DTV Corp Model RF glasses use Radio Frequency sync and are not subject to interference problems frequently encountered with IR or DLP Link glasses. You may use as many RF glasses as desired. You may use the RF glasses simultaneously with any Samsung Mode glasses or use the SS1 Emitter in this 3D Window kit by itself with glasses such as the 3DTV Corp Model U, E , CS or SA3, or 3rd party glasses such as X103, Samsung etc. If you use the Nvidia Emitter to unlock the 3D Vision software, you will have to cover it with a box or cloth OR unplug it after the system is playing or it will interfere with the Samsung Mode IR Synced glasses. **If you are using any other 3D software player (i.e., other than 3D Vision) such as Wimmer's Stereoscopic Player, Roxio, Corel, Arcsoft, PowerDVD etc you do NOT need any emitter plugged into the USB port nor any Nvidia software or hardware(including Nvidia Geforce video card).**

COMPATIBILITY AND ALTERNATIVES TO THE NVIDIA 3D VISION EMITTER/GLASSES

Here is some info for those who are using Nvidia software and/or hardware such as 3D Vision Kit, 3D Play and 3DTV Play. For lists of 3D displays, cards, and driver versions compatible with nvidia software see http://www.nvidia.com/object/3dtv-play-requirements.html#3dtvs and http://www.nvidia.com/object/3dtv-play-requirements.html

The nVidia software running on a suitably equipped PC looks for the nVidia Emitter which you plug into the USB port (unless you have a 3D Vision laptop) and will not operate unless it is present, so one of these 7 following workarounds can enable use of other types of glasses. 3DTV Play (i.e., their software for PC playback on an HDMI 1.4 compliant 3DTV or projector) does NOT put out the checkerboard format required by DLP TV sets, and the Nvidia emitter does NOT need to be plugged into the PC's USB port for it to work, and if the emitter is plugged in, 3DTV Play will NOT activate it—you are supposed to use the glasses appropriate to your brand of HDMI 1.4a compliant 3DTV or projector.

NOTE: due to the great variations in hardware and software none of these setups are guaranteed to work!

1. If using the Nvidia Emitter, you can use the 3DTV Corp Nvidia compatible glasses models N, NV1, NV2 or E as cheaper and more comfortable subsitutes for the Nvidia glasses.

2. If your display is a DLP TV or 3D ready DLP projector you can use DLP Link glasses which do not require an emitter as an alternative to glasses with emitters (but of course you must have the Nvidia or our RF Emitter plugged into the PC USB port to unlock the nVidia Software AND you and your system must tolerate the peculiarities of DLP Link glasses—see our FAQ). You will have to choose the DLP option in the 3D menu with the 3D Ready DLP projector remote, OR the checkerboard option(3D DLP TV) for a 3D ready DLP TV in the nVidia menu on your PC OR be using the Mitsubishi 3DA1 or 3DC100S adapter. If the nVidia emitter interferes with other glasses of any kind, cover it with several layers of thick black cloth or a box.

3. Proceed as in 2 but use our SS1 Samsung Mode or LC Cinema Mode Emitter or our Gen2 Multiprotocol Emitter plugged into the 3D sync out in the back of the DLP TV OR into the Mitsubishi adapter OR into a stereo VESA port on a Quadro card or any of the above mentioned sync doubler (3D format converter) boxes. All 3D Ready DLP Projectors and recent DLP TV's turn off DLP Link mode (for DLP Link Glasses) when using an emitter.

4. If you have a dual head Nvidia card with the 3D signal coming out both heads, one of which goes to one display (whether 3D ready or not—i.e., you can use a 2D display to setup and monitor the 3D), use this 3D Window® TV Kit or our 3D Window® PC-IR Kit inline to the display you want to view as described in 2,3 or 5.

5. Buy our 3D Window® PC-RF kit, download the 3D Vision/3D Play software from Nvidia's page, plug our RF Emitter into your PC's USB port and run the software as normal using the RF wireless glasses, or use any of the above described means to connect a device or display with the Stereo VESA plug for our SS1 Emitter which lets you use any Samsung Mode Glasses or our LC Emitter for Cinema mode glasses or our Gen2 8 Protocol Emitter --which lets you use any of the more than 50 kinds of compatible glasses (but not all at the same time).

6. NVIDIA 3DTV PLAY and Other Frame Packed Formats (EXPERIMENTAL USE—i.e. may or may not work with your system)
In this case the 3D video is played out at 60hz in a frame packed side by side or top/bottom format and you must have an HDMI 1.4a compatible display that accepts these formats (such as 3DTV sets and some recent 3D Projectors). 3DTV Play does not require and will not activate the Nvidia or our RF emitter. You may (as an experiment) try to use the 3D Window PC-IR kit in parallel by splitting the output from the frame packed source with a one in two out HDMI/DVI splitter and one output goes to the HDMI 1.4 display and the other to some device to convert it to 120hz frame sequential format-- such as boxes from Viewsonics, VIP, Optoma, Lumagen, Moome etc. In this case the DSS (purchased separately or from the 3D Window® PC-IR Kit) is installed between the box and the 120hz display (or as a dead end if feasible).

To reiterate, with 3D Window® RF emitter active (or with the nVidia emitter covered if you are using it), run the DVI/HDMI out from your PC into a 1-in-2 out DVI /HDMI switcher, with one out into your 3D display and the other into an Optoma or Viewsonics or Moome, or VIP etc. side by side or top/bottom to 120hz frame sequential Converter Box, and with the DSS and LC emitter at the Converter Box output (either as a dead end or plugged into any display 2D or 3D)-- you can use any Cinema mode glasses. Alternatively, if you have the 3DTV Corp Gen2 Universal Emitter, plug it into the Converter box for use with over 40 models of glasses), or our SS1 Samsung Mode Emitter for Samsung compatible glasses. The point again is that you have the advantage of using nVidia 3DTV Play without having to use the nVidia emitter/glasses.

7. If you have a 2011 model FHD (Full High Definition --- i.e., 1920x1080/eye) 3D Ready projector such as the Sharp XVZ17000 , Sony , or JVC DLA series X or RS etc., which are HDMI 1.4a ready for 3D Vision or 3DTV Play, 3D BluRay , 3D cable TV or PS3 or XBOX input –you can again split the signal as in choice 4 above and try to use with the 3D Window® PC-IR kit (i.e., this 3D Window® TV Cinema Kit with the optional DSS). All 3D Ready DLP TV's and older Samsung Plasmas have a 3D Sync Out jack in the back for our SS1 or Gen2 emitter (but this jack is NOT present in any current model of consumer 3D DLP Projector as of April 2011). If you have a Mitsubishi 3DA1 or 3DC100S box, or bought the Mits 3DC1000 Starter kit (which has the 3DA1 box), you can plug the SS1 or LC or Gen2 emitter into it as an alternative to the 3D Sync Out jack on the back of your TV but you cannot play files with 3DTV Play—only with 3D Vision or other 3D file player in the DLP mode. As always, to use other IR sync modes with our Gen2, LC or SS1 Emitters, you have to cover the Nvidia emitter unless you are using our N, U, NV1, NV2 or E glasses. Again the point is that you have the advantage of using nVidia 3D Vision or 3DTV Play on a PC without having to use the nVidia emitter/glasses.

For a PC with a CRT (older tube type TV or PC monitor)

You may be able to use one of the common (ca. 1 million sold by 3DTV Corp, I/O Displays, Razor, X3D, eDimensional etc) black triangular AUTOMATIC DONGLES connected between PC graphic card and monitor/TV. This dongle has a stereo (3D) VESA plug for our Emitters (and also a mini stereo plug for wired 3d glasses which are also sold by 3DTV Corp). It may be able to run at 60hz with this 3D Window® Kit or with our SS1 Emitter. You also need software that turns on the 3D function of this dongle such as that from X3D, 3DTV Corp, iZ3D, TriDef, eDimensional , Suto, Neotek and exactly the correct setting of input and output format. See our FAQ or above.

If you do not have or want to use software that turns on the 3DTV/I/O/ED/X3D automatic analog dongle, you may be able to use our 3D Window® PC-IR kit with its DSS (DVI Sync Splitter), which works regardless of software. You still have to have a way to play out the 3D in a field sequential format and you can use the above software 3d file players or the Nvidia 3D Vision/3DPlay software but that will take you into the intricacies of the Nvidia graphics card page flipping). OR you can use some of ATI's recent Pro Cards which like Nvidia's Quadro line have the Vesa stereo plug for our Gen2 Emitter, or most congenially of all just use Wimmer's or Suto's stereofile players with almost any format of 3D in and out which don't require anything else (but not so far able to accommodate 3D BluRay) BUT the hardware/software/emitters/glasses may not function at 60hz.

If you do not want to use a PC but only play older standard definition 3D DVD's in field sequential (in RLRLRL) format at 50 or 60hz (i.e., with a slight flicker) to an older tube type CRT TV then you just use almost any standard definition 2D or any 3D BluRay DVD player and the 3DTV

Corp HOME 3D THEATER with wired or wireless glasses. For viewing 3D BluRay, 3D Cable or PS3 and XBOX 3D on a 60hz CRT, some of the new boxes from VIP such as the VIP 3D Theater and 3D Displayer have the stereo Vesa Plug and output 60hz field sequential 3D which works with this kit (i.e., 3D Window® Cinema) but our Gen2 emitter and some glasses models will NOT work at low frequencies. The RF, LC and SS1 emitters and most models of glasses have not yet been tested at 50/60hz. However, our classic Home 3D Theater Kits for CRT's are inexpensive and can be used with various widely used wired and wireless glasses.

As noted, you can plug our Gen2, LC or SS1 Emitter into any of the Nvidia Quadro Professional cards that have the VESA 3D plug. See the Quadro Wiki for a list. Some recent ATI cards also support this, as well as Optoma, VIP, Lumagen, Viewsonic, Moome EXT V3 and other 3D format conversion boxes.

Combining 3DTV Corp PC-RF® Emitter/Glasses and Nvidia® Emitters/Glasses with the 3D Window® PC-IR Emitter/Glasses

If you play 3D software on a PC using the Nvidia 3D Vision system, you may want to use more than one type of glasses simultaneously, or to use other glasses than Nvidia protocol, so we conducted the following tests. Our tests were done with 3D content from a PC running Nvidia software into an Acer H5360 3D ready DLP Projector. Also, projector adjustments of brightness, contrast and color are important for image quality and the functioning of the glasses (especially DLP Link glasses used in the DLP 3D mode). Keep in mind that other projectors or other models of glasses as well as other displays (e.g., DLP TV's, 120hz LCD monitors etc.) may perform differently. Also it is commonplace for homes and offices to have light or infrared sources that interfere with glasses. Also the many video card parameters (e.g., color temperature, frequency, timing, etc.) are critical in the functioning of displays driven by a pc. These experiments were done with the Nvidia emitter on default power level and changing this or masking it (or the LC emitter LED's and/or the glasses receivers) could also affect glasses performance and compatibility.

NV or RF refers to having the Nvidia and/or RF Emitter plugged into the PC USB port while running Nvdia software which activates the NV or RF (3D Window®) Emitter. LC refers to the 3DTV Corp Cinema glasses emitter inline by using the DSS between the PC video card or other 120hz output device (such as the 3D Format Converter boxes mentioned above) and the projector. C1, C2, JVC and V refer to cinema protocol infrared glasses. "NV working" means Nvidia original glasses and 3DTV Corp Model NV1, NV2 and N and U glasses work. "RF ok" means 3DTV Corp RF activated 3D Window® glasses work. DSS is the 3DTV Corp DVI Sync Stripper which takes sync for the LC emitter from the DVI/HDMI cable from the PC or from the 3D Format Converter Box to the Display. Washed out means that the colors and/or contrast are muted or washed out by white.

The Samsung mode glasses and SS1 emitter are not shown here but they will interfere with the nVidia glasses/emitter in all cases where the LC emitter and glasses do.

NV Mode

1. NV & LC interfere so Nvidia and Cinema glasses are incompatible
2. RF & LC OK
3. Once unlocked by an NV or RF emitter, LC with DSS works but DLP as always is inactive

DLP Mode

1. LC + NV –LC OK but NV not and DLP not OR depending on various adjustments, NV washed out and LC & DLP not working
2. RF washed out, DLP not working, LC –C1, CK2 OK but JVC, V washed out
3. RF washed out but DLP slightly Greenish
4. NV washed out , DLP greenish & pseudo so hopeless unless using older Optoma DLP Glasses or 3DTV Corp Model N or U with polarity reversal switch

Off Mode

1. LC & RF OK
2. RF alone OK
3. LC alone only if NV or RF connected first(can then unplug or cover), otherwise PC will only generate anaglyph images.

Troubleshooting and FAQs Please see the FAQ and brochures available on our page www.3dmagic.com !!!
I don't see any 3D effect. Be sure the programming you are watching is 3D. If the programming is 3D, you should see two overlapped identical images without the glasses and one image through each eye when you close the other eye. Make sure you are using glasses in the Emitter's or TV's working range (ca. 10Mx 10M or 30x 30 feet). **Make SURE you are giving your display the EXACT resolution the display needs in 3D mode as specified in its manual (e.g., 720i and not 1080p).** *I sometimes notice a slight flicker.* There may be some slight flicker when watching with bright lights on, especially fluorescents. Eliminate this by

turning them down or off. ***The 3D images do not look correct.*** You may need to reverse the right/left polarity of the images with the TV or projector remote control, video game, or PC software player.

WITH ALL KINDS OF DISPLAYS AND ALL KINDS OF GLASSES/EMITTERS FROM ANYONE, AND ESPECIALLY WITH PC SYSTEMS (E.G., NVIDIA 3D VISION OR 3D PLAY) YOU MAY GET PULSING, FLICKERING OR ERRATIC BEHAVIOR DUE TO INTERFERENCE BY LIGHTS, ESPECIALLY FLUORESCENTS, FANS, HEATERS AND IN ADDITION TO MINIMIZING THESE, YOU SHOULD ALSO TRY CHANGING THE FREQUENCY OF THE MONITOR AND TIMING FUNCTIONS, GAMMA, CONTRAST ETC OF THE VIDEO CARD. IF YOU LIVE IN A COUNTRY WITH 50HZ ELECTRICITY, TRY CHANGING REFRESH TO 100HZ.

WITH ANY SYSTEM TRY OTHER FREQUENCIES IN THE RANGE OF 95 TO 130 IF YOU EXPERIENCE IMAGE QUALITY ISSUES. GLASSES MUST BE FREE OF FINGERPRINTS!! ONE PRINT IN THE VIEWING AREA CAN RUIN THE 3D AND PRODUCE HEADACHES!! Do NOT put pressure on the lenses when cleaning!!! ⚠ Notice! Noticia! Achtung! Attencao!   The 3D glasses are not prescription eyewear, sunglasses, nor a protective goggle. Do not use them for other purposes (e.g.,driving, reading, protection from sunlight or ultraviolet light, etc.) as such use may result in injury. **> DO NOT EXPOSE THEM TO DIRECT SUNLIGHT, HEAT, FIRE OR WATER. > WHEN CLEANING, DO NOT SPRAY CLEANER DIRECTLY ONTO THE SURFACE. > DO NOT USE CHEMICALS CONTAINING ALCOHOL, SOLVENTS OR SURFACTANTS—USE ONLY A SMALL AMOUNT OF WINDOW CLEANER OR DILUTE SOAP SOLUTION. > USE A CLEAN SOFT CLOTH (TISSUE PAPER, SUPERFINE FIBER OR COTTON FLANNEL) WHEN CLEANING TO AVOID SCRATCHING THE LENSES. > DO NOT ATTEMPT TO REPLACE THE BATTERY. THE BATTERY IS NOT REPLACEABLE.**   WARNING: Under normal operating conditions, the 3D shutter glasses systems are perfectly safe to use for any duration you would normally view 3D images on your screen. However, some people may experience discomfort that could signal problems with the hardware, software and /or physical problem with your visual system. Discontinue use of the 3D glasses and consult a physician if you experience any of the following: headache, eyestrain, blurry vision, double vision, involuntary movements, eye or muscle twitching, confusion, loss of awareness of your surroundings, dizziness or disorientation. To minimize the potential for any of the above symptoms to arise, adjust the ambient lights darker. If you are using a computer system, set the monitor refresh rate to the highest possible setting. EPILEPSY WARNING: IF YOU OR ANY MEMBER OF YOUR FAMILY HAS A HISTORY OF EPILEPSY, CONSULT A PHYSICIAN BEFORE USING THIS OR ANY OTHER VIDEO PRODUCTS. **© 2011 3DTV Corp. Permission is granted to reprint provided credit is given and nothing is added, changed or omitted. All trademarks are the property of their respective holders.**