SAMSUNG

Gear VR Innovator Edition for S6

User Manual

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

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Support

Warning! This product contains chemicals known to the State of California to cause cancer, birth defects, or other reproductive harm. For more information, please call 1-800-SAMSUNG (726-7864).

This guide provides you with the information you need to get started. For more information and additional support, please visit the main www.samsung.com support page.

• Get support for your Gear VR for GALAXY S6 online.

• Review your Gear VR for S6's troubleshooting FAQs, and solutions.

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

Note: The Gear VR for S6 and its connected mobile device should only be used with firmware versions that were approved for use by the device manufacturer.

Important: Some third-party Android "cleanup" programs may recognize the Oculus folder and files as content to remove and then prompt you to "clean" the related material.
Taking this action will delete your Oculus data used by your Gear VR for S6 and you must reinstall your content.

For additional information, please visit: www.samsung.com/us/gearsupport.

Read me first

Please read this guide before using the Gear VR for S6 to ensure safe and proper use.

The Gear VR for S6 is an Innovator Edition device intended specifically for developers and early adopters of technology. The Gear VR for S6 does not require charging.

- Descriptions in this guide are based on the mobile device's default settings.

Important: Use the Gear VR for S6 for its intended purpose only. Using the Gear VR for S6 for other purposes may result in injury.
The Gear VR for S6 must be connected with a Samsung GALAXY S®6 mobile device when in use. The Gear VR for S6 cannot be operated by itself.
Some languages or content may not be available depending on the region or network.
To view the open source license for the Gear VR for S6, refer to opensource.samsung.com.

Health and Safety Warnings

- Please ensure that all users of the Gear VR for S6 carefully read the warnings below before using the Gear VR for S6 to reduce the risk of personal injury, discomfort or property damage.

- These health and safety warnings are periodically updated for accuracy and completeness. Check www. oculus.com/warnings for the latest version.

Wearing the Gear VR for S6

Warning! Do not wear glasses when using the Gear VR for S6. Doing so may cause facial injuries. If you have poor eyesight, we recommended wearing contact lenses when using the Gear VR for S6.

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.

Caution: The Gear VR for S6 can be affected by magnetic interference created by items, such as computers, TVs, or electric cables. Avoid using the Gear VR for S6 in areas affected by magnetic interference.

Before Using the Gear VR for S6 Headset

- The Gear VR for S6 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 Gear VR for S6. Such individuals should take extra care to read and follow these warnings carefully.

- We recommend consulting with a doctor before using the Gear VR for S6 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 Gear VR for S6 if you have symptoms of squint, amblyopia, or anisometropia. Using the Gear VR for S6 may aggravate these symptoms.

- Do not use the Gear VR for S6 when the attached mobile device is hot as this may cause burns.
  To prevent any injuries, take frequent breaks when using the Gear VR for S6.

- Make sure the Gear VR for S6 is level and secured comfortably on your head, and that you see a single, clear image. If you wear the Gear VR for S6 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 Gear VR for S6

The Samsung Gear™ VR for S6 Innovator Edition powered by Oculus™ (also referred to as Gear VR for S6) is a headmounted, virtual reality device that provides an immersive experience for a wide range of users.

When you connect a GALAXY S6 to the Gear VR for S6, you can enjoy multimedia content and play games by launching apps on the GALAXY S6. You can use the Gear VR for S6 with the GALAXY S6 or GALAXY S6 edge and connect additional devices, such as a game controller or a Bluetooth headset, by connecting them via Bluetooth to your Galaxy S6 device.

Additional Notifications

- The GALAXY S6 may become hotter than normal when used with the Gear VR for S6, especially if you use the devices to play games for an extended period. When the Gear VR for S6 detects a high temperature, the quality of the application may be degraded or VR applications may be terminated in order to prevent overheating.
  This is normal and does not affect the GALAXY S6's lifespan or performance.

- The GALAXY S6's battery runtime may become shorter than normal when it is used with the Gear VR for S6 since VR applications use more of the device's resources and may contribute to battery drain.

- 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.

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

This product contains chemicals known to the State of California to cause cancer and reproductive toxicity. For more information, please call 1-800-SAMSUNG (726-7864).

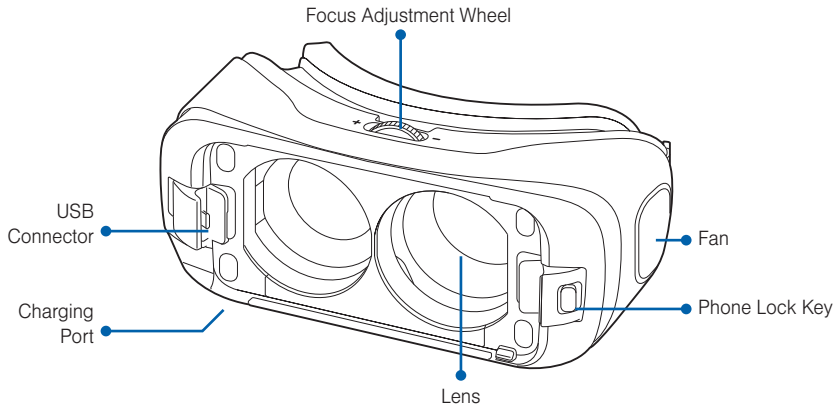Samsung Electronics America (SEA), Inc

Address:

85 Challenger Road
Ridgefield Park, New Jersey 07660

Phone: 1-800-SAMSUNG (726-7864)

Internet Address: www.samsung.com

Device Functions

Focus Adjustment Wheel

USB Connector

Charging Port

Lens

Fan

Phone Lock Key

Note: Ensure that the fan air inlet on the left side of the Gear VR for S6 is clean and unobstructed. The fan may make noise during operation. This is normal and does not affect the Gear VR for S6's lifespan or performance.

Factory lens protectors are pre-installed on the Gear VR for S6. Remove the lens protectors before you use the Gear VR for S6 so you can see clearly.

Back Key

touchpad

Front Cover
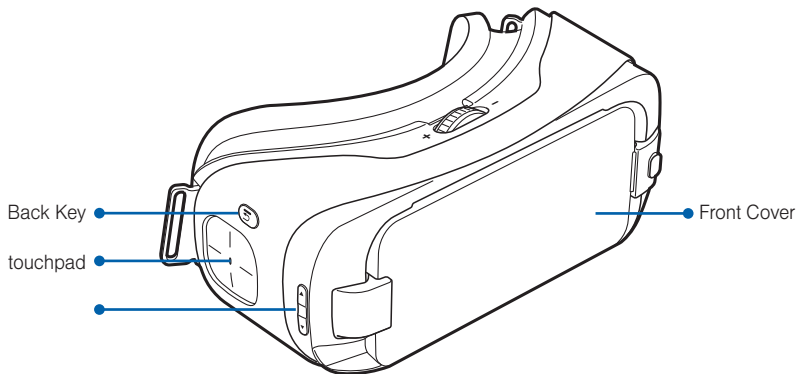
Note: When you are not wearing the Gear VR for S6, do not place objects on the internal proximity sensor. Doing so may cause the proximity sensor to remain on and drain the connected Samsung GALAXY S6's battery.

**T**he connected Gear VR for S6 does not require charging because it obtains power from the GALAXY S6.

Function Overview

| Keys	Function
Back	• Press to return to the previous screen.
	• Press and hold to access the Universal menu. You can view the status of the Gear VR for S6 and configure settings.
Volume	• Press to adjust the volume.
Focus Adjustment Wheel	• Rotate to focus by adjusting the distance between the GALAXY S6 and the Gear VR for S6's lenses.
Phone Lock Key	• Press to separate the GALAXY S6 from the Gear VR for S6.
Touchpad	• Swipe across to move around the screen.
	• Tap or double-tap to make selections. (Similar to a laptop touchpad).

# Device Installation and Set Up

Install the straps

1. Insert each end of the main strap through a strap loop on the Gear VR for S6 (1) and use the velcro to fasten each end (2).
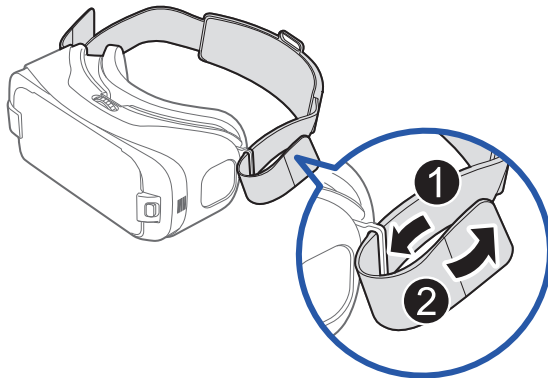
2. Carefully insert the hook (from the top head strap) into the front bar of the Gear VR for S6 (1), then pull it upward until it locks in place (2).
The hook snaps when secured.
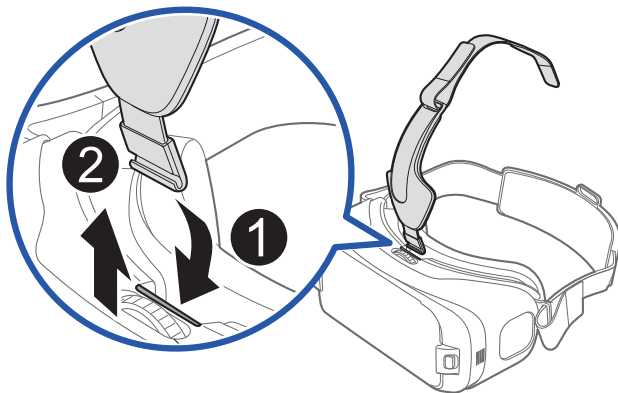
3. Slide the opposite end of the top head strap through the hole on the back of the main strap (3) and secure the velcro tip to the underside of the strap (4).
   This end of the strap contains a shorter velcro strip.
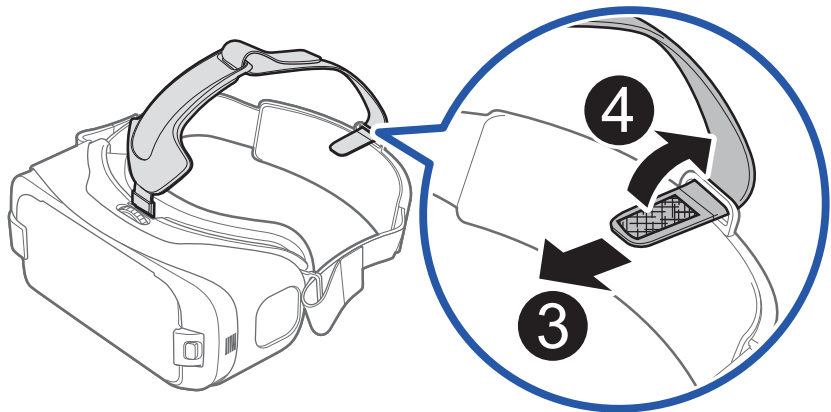
Note: The opposite end of this strap contains a longer velcro strip and is used to secure the top head strap to the front of the Gear VR for S6 frame.
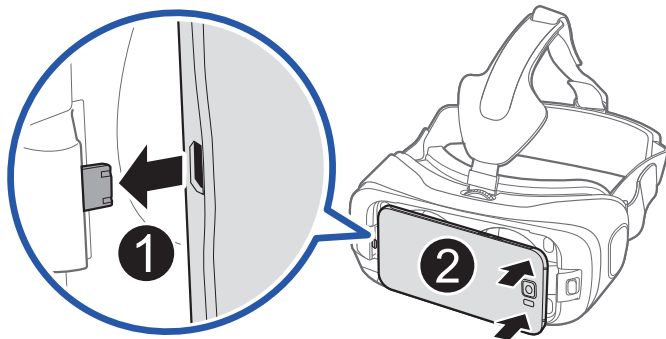
Install the Mobile Device

1. Deactivate the screen lock feature on the Samsung GALAXY S6.

2. Press the **Phone Lock** key to release the latch and then remove the front cover.
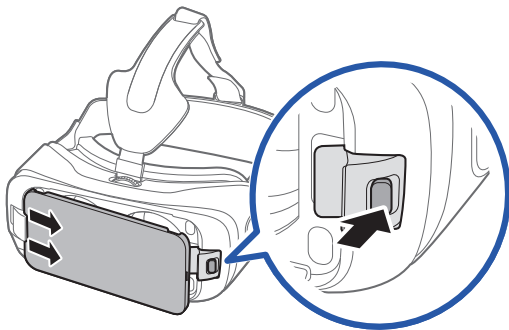
Note: The Gear VR for S6 is compatible only with the GALAXY S6 and the GALAXY S6 edge.

3. Carefully insert the mobile device (face down) at an angle and insert the Gear VR for S6 connector (1) into the mobile device's USB port. This process is similar to installing the mobile device into a standard charging port. Ensure that the connector is fully inserted into the mobile device's USB port.

4. Once securely connected, carefully push the opposite end of the mobile device downward (2) until the Phone Lock latch snaps onto the mobile device and secures it against the lenses.

Important: Do not forcefully insert the connector into the mobile device as this may damage the connector. Improper installation can cause scratching on the mobile device.

If it is not securely locked, the GALAXY S6 may accidentally separate from the Gear VR for S6 and be damaged.

Caution: Do not leave the Gear VR in direct sunlight. Exposure to direct sunlight can damage the Gear VR and the connected mobile device.

Note: Verify that your device volume is not set to silent.
If the sound is not emitted when you insert the connector into the GALAXY S6, the Gear VR for S6 may not have recognized the connection. Carefully reconnect the mobile device until you hear the sound.

Beginning Gear VR for S6 Software Installation

1. When you connect the mobile device and the Gear VR for S6 for the first time, the mobile device notifies you with an audio message that you should remove it from the Gear VR for S6.

2. Follow the procedures described in "".
   The Gear VR for S6 software installation process requires an active network or Wi-Fi connection.

**Important**: This software is required to properly use the Gear VR for S6.

Wearing the Gear VR for S6

1. Align your face and the foam cushion and put on the Gear VR for S6.

Caution! Do not walk or drive while wearing the Gear VR for S6. Always be aware of your surroundings while using the Gear VR for S6 to avoid injury to yourself or others.

2. Secure the Gear VR for S6 to your head with the straps and place it comfortably over your face.
3. Adjust the length of the top head strap and the main strap.
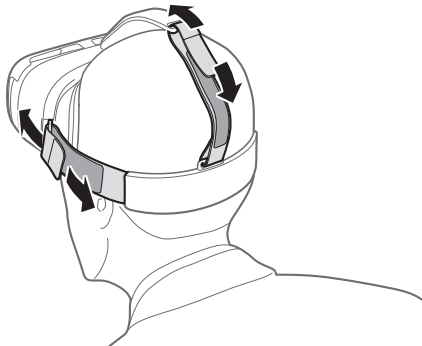
Caution! If you wear the Gear VR for S6 tilted to one side, it may cause discomfort.

Removing the Mobile Device

Remove the mobile device from the Gear VR for S6 when you are not using it.

► Take off the Gear VR for S6, press the **Phone Lock** key on the left side of the Gear VR for S6 and remove the connected mobile device. Then replace the front cover.
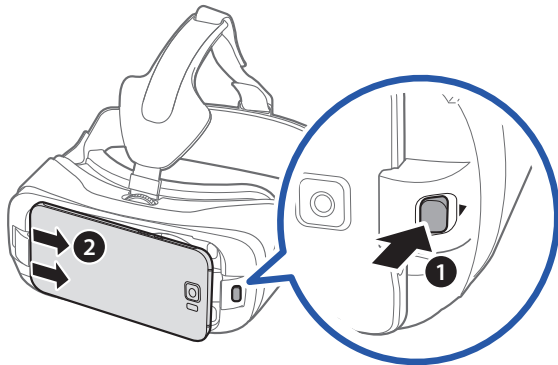
Connecting a Headset

► Connect a headset/headphone to the currently connected mobile device's headset jack.

Note: You can connect a headset or a Bluetooth headset to the GALAXY S6 when using the Gear VR for S6. A headset is not supplied with the Gear VR for S6. For more information about connecting a Bluetooth headset, refer to the GALAXY S6's user manual.
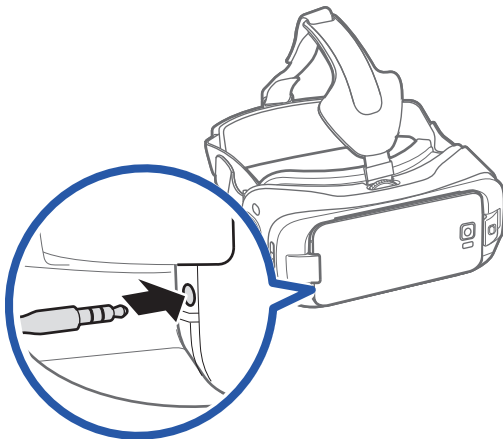
Using the Charger

- You can connect the charger to the charging port on the Gear VR for S6.

Note: Use only Samsung-approved USB cables and 2A power adapters.

- If using the Gear VR for S6 while the charger is connected:

  — It is powered by the charger and does not use the Samsung GALAXY S6's battery. When using content that has high power demands (more than 1.5A) while the charger is connected, the Gear VR for S6 uses two power sources.

  — In high power demand situations, the Gear VR for S6 is powered by the charger and the Samsung GALAXY S6's battery at the same time.

- If the Gear VR for S6 is disconnected from the charger while it is being used:

  — The image on the screen may be briefly inactive.

  — During this period, the screen recalibrates and the Gear VR for S6 may not recognize your head movements.

- If the Gear VR for S6 is not used while the charger is connected:

  — The Samsung GALAXY S6's battery will be charged.

- To save energy, unplug the charger when not in use. The charger does not have a power switch, so you must unplug the charger from the electric socket when not in use to avoid wasting power.

- The charger should remain close to the electric socket and easily accessible while charging.

- Replace the front cover once you have finished using the Gear VR for S6.

Note: For the safest experience always remain seated when using the Gear VR for S6. 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 Gear VR for S6 headset.

Caution! Take care not to stand up or move around while the Gear VR for S 6 is "plugged in", as this may cause injury to the user or damage the device.

Replacing the Foam Cushion

Over time and with normal use, the foam cushion deteriorates. Replace the foam cushion when necessary.

Note: You can either replace the foam cushion if it deteriorates, or you can change it to another type of foam cushion that fits comfortably over your nose.

1. Place the Gear VR for S6 face down and carefully detach the previous foam cushion.
2. Carefully align the new foam cushion and press it onto the Gear VR for S6.
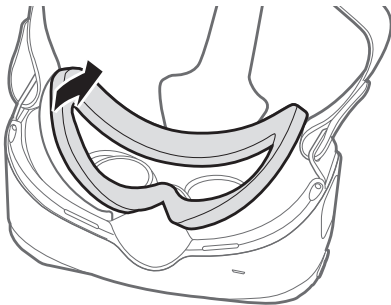
Caution! When you replace the foam cushion, grip the foam and velcro together firmly and remove it slowly so you will not deform or tear it.

Do not use the Gear VR for S6 without the foam cushion. Without the foam cushion, the Gear VR for S6 may not sit properly on your face and may cause discomfort.

Installing Gear VR for S6 Software

You must install the Gear VR for S6 software in order to use the Gear VR for S6. When you connect the GALAXY S6 to the Gear VR for S6 for the first time, the set up process automatically begins.

Note: The setup process requires an active network or Wi-Fi connection. The Gear VR for S6 software files occupy some storage space on your GALAXY S6 device.

1. Unlock your GALAXY S6 and turn up the volume so you can hear the voice prompts.
2. Carefully install the compatible mobile device into the Gear VR for S6 compartment. For more information refer to Install the Mobile Device.

Important: If the GALAXY S6 is not connected properly to the Gear VR for S6, you are not prompted to continue with the set-up process.

3. At the voice prompt, separate the GALAXY S6 from the Gear VR for S6 and remove the GALAXY S6.
4. On the Welcome screen, tap **Next** to begin the installation process.
5. When prompted to allow Google to check your GALAXY S6, tap **Accept**.
6. Read and agree to the terms and conditions in the End User License Agreement (EULA), then tap **Next**.
7. Read the health and safety warnings and tap **Confirm**.
8. From the Gear VR setup wizard screen, tap **Install** to install the software.
   The Gear VR for S6 software begins downloading onto your device.
9. Select a language and tap **Continue** → **Continue**. You can change the language later.

10. If prompted, create a secured Oculus PIN and confirm your account password.
    - **Create an Account**: To begin the process of creating a new Oculus account using your mobile device.
    - **Log In**: To enter your previously created Oculus account information.
11. To complete the Oculus account registration, access the verification email and follow its' instructions.
12. Read the OCULUS TERMS OF SERVICE and tap **Agree and Continue**.
13. Carefully re-connect the mobile device into the Gear VR for S6. The next step checks whether or not you are correctly wearing the Gear VR for S6.

Note: If the screen appears tilted or skewed while using the Gear VR for S6, take it off. Then, place the Gear VR for S6 on a flat surface with the lenses facing forward and the Focus Adjustment wheel at the top. Wait 5-7 seconds before using it again.

Completing the Set Up Process

1. Read the displayed Health & Safety Warning! information and then use your head to position the Pointer (crosshair) into the Oculus logo area to continue.

2. Follow the displayed instructions to learn how to:

   - Position your cursor at desired locations.

   - Use the Touchpad to make selections.

   - Swipe forward and backward using the Touchpad.

   - Swipe up and down

   - Use the VR's **Back** key to return to a previous selection.

   - Press and hold the **Back** key to access the Universal menu. Press the **Back** key again to exit. This menu contains items such as: Home, Passthrough Camera, Reorient, Do Not Disturb mode, Brightness, and Comfort mode.

3. Select **Continue** at each option to complete the tutorial.

4. If prompted to take a tour of the gamepad, make a selection.

Basic Navigation and Selection

Using the Touchpad

The Touchpad, located at the right side of the Gear VR for S6, is used for both selection and navigation of displayed elements.

Making Selections (Tapping)

1. Move your head to place the pointer on top of the desired item.
2. Tap the touchpad with your finger.
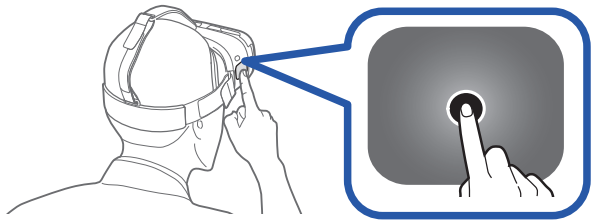
Note: When you are not wearing the Gear VR for S6, the touchpad does not work

Moving Around the screen (Swiping)

• Swipe forward across the touchpad to move to the next item.

• Swipe backward across the touchpad to view the previous item.
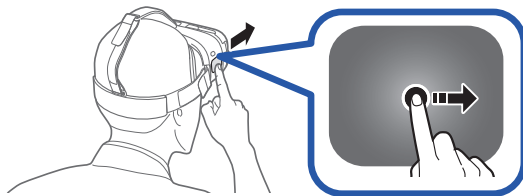
Swiping to next item
(Forward)

Swiping to next
list item
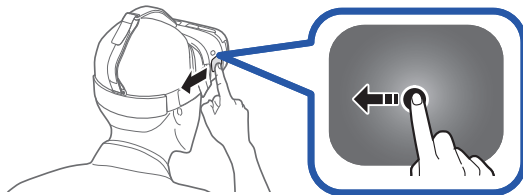
Swiping to previous item
(Backward)

Swiping to previous list
item

- Swipe downward across the touchpad to move ot the next item in a list.

- Swipe upward across the touchpad to move to the previous item in a list.
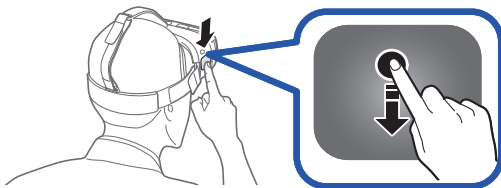
Swiping to next item
(Downward)
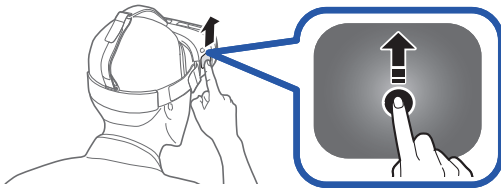
Swiping to previous
item (Upward)

Note: Some apps may not support upward or downward swiping actions.

Moving the Pointer

The Gear VR for S6 recognizes your head movements and then translates that information as a location within your current screen environment. Some screens may not display a pointer.

• Moving your head around also changes the views and perspectives of the current screen.
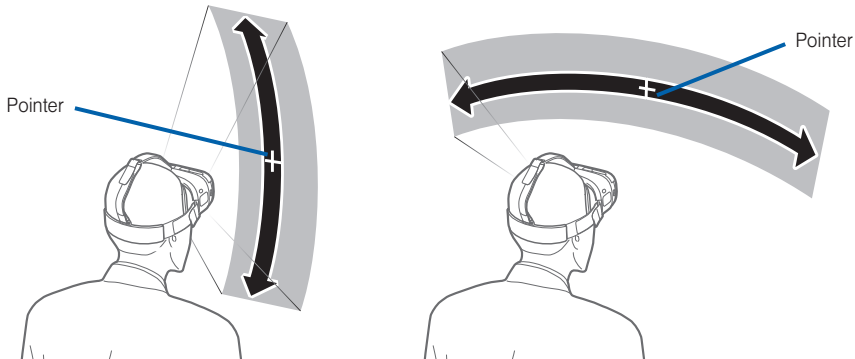
• The pointer and screen views change depending on the detected location of your head.

Note: The pointer is centered in your line sight and follows your head movements.

Making a Selection

You can select items or apps by moving your head and then tapping the touchpad.

1. Move your head to place the displayed pointer onto a desired selection.
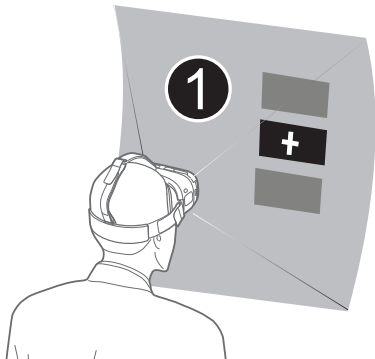
2. Tap the touchpad (on the right side of the unit).

Navigation - Home Screen

Note: Any time the Gear VR for S6 application restarts, you are prompted to read the displayed Health and Safety information and tap the touchpad to accept the terms before proceeding.

Recent Apps

Application Library

Oculus Store

Samsung Featured Content

Access to different pages
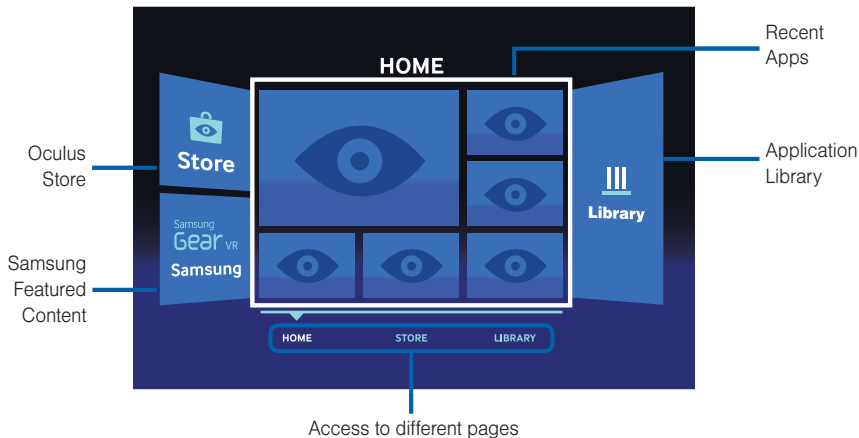
The Oculus Home screen is the starting point for accessing Apps, files, and features.

From this Home screen you can navigate to any of the three main screens:

- **HOME** screen: Provides access to the Oculus store, Samsung content, Recent apps, and Library (of apps)

- **STORE** screen: Provides access to either **All** (new downloadable VR applications) or **Samsung** (providing Samsung Features content). Use either of the available category tabs (All/Samsung) to then swipe through the available downloads.

- **LIBRARY** screen: Provides access to all currently installed VR content and applications. Swipe through your available selections and tap the touchpad to activate an app.

Navigation - App Screen

Once you have selected an app (from either your Recent Apps or Library screen), you can then select additional related options.

Launching a Loaded Application

1. From the Home screen, select **Library** > **Installed** tab.

2. Swipe backward or forward across the touchpad to move through your available applications.

3. Hover the pointer over an available app and select **Start**.

Accessing Additional Application Functions

1. Navigate to the **HOME** screen, direct the pointer to the **Store** tab and tap the touchpad.
2. Select an application entry to view the Apps screen.

Application Logo

Additional Functions

User Ranking

Comfort Rating

Launch App

Access to different pages
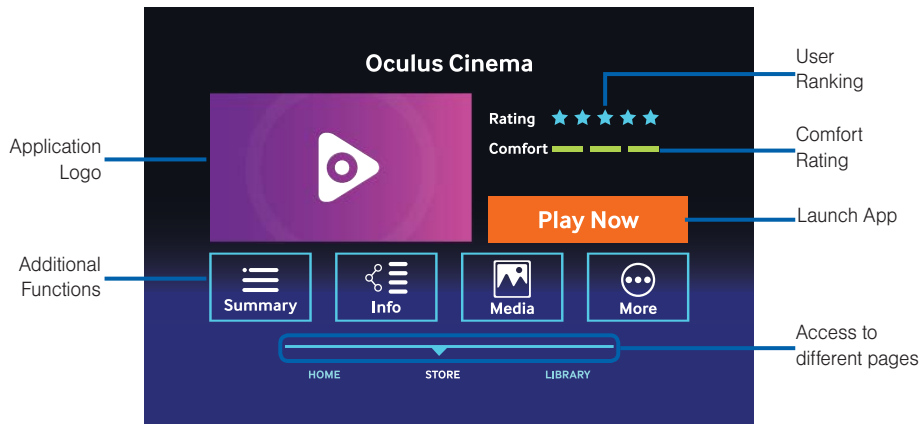
3. From the **Library** screen, scroll to the desired application, and select **View Details**.

4. This **Apps** screen provides both useful application information and additional related options such as:

   - **Rating**: View current user ranking for this application (1-5).
   - **Comfort**: View the current user comfort rating for this application (1-3).
   - **Install/Launch/Play Now**: Install an application that is not currently downloaded or Launch/Play the available app.
   - **Summary**: Review a brief description of the current application. Tap **Close** to go back.
   - **Details**: provides game related information such as Genre, Publisher, Developer, Controllers, Game mode, and Number of players. Tap **Close** to go back.
   - **Media**: displays related application images. Tap **Close** to go back.
   - **Updates**: provides access to available application updates.

Using the Universal Menu

This menu can be accessed from any active VR application screen and provides ready access to some very useful features.

Accessing the Universal Menu

1. From an active VR screen, press and hold the (⏎) **Back** key.

2. Place the displayed pointer on top of an available entry and tap the touchpad. Options include:

    • **Oculus Home**: Returns you to the Oculus Home screen.

    • **Passthrough Camera**: Activates the S6's rear camera and allows you to see through and to the outside environment.

    • **Reorient**: Realigns the screen based on the current direction you are facing.

    • **Do Not Disturb** (On/Off): When activated, sets the Gear VR for S6 to mute the sounds of incoming calls and notifications. Incoming calls do not display and are ignored.

Note: The default state of the Do Not Disturb feature is Off.

    • **Brightness**: Adjusts the brightness.

    • **Comfort Mode** (On/Off): Restores the default color settings or using warm color settings.

Notifications

Charge Status

Passthrough Camera

Brightness

Oculus Home

Comfort Mode

Reorient

Do Not Disturb
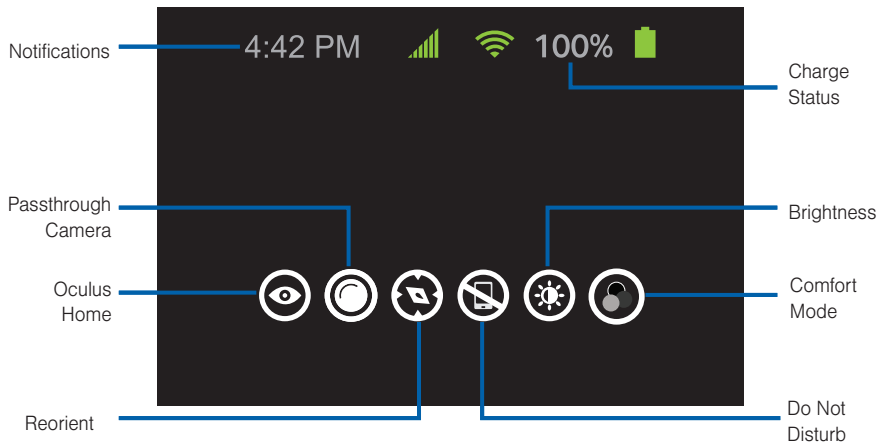
Note: These features may not be available in some apps.

Going to Oculus Home

1. From an active VR screen or application, press and hold the (⤺) **Back** key.

2. Place the pointer on top of ⊙ **Oculus Home**, to begin exiting the current app and return to the main Home screen.

Using Passthrough Camera

This feature activates the S6's rear camera and projects it onto your screen so that you can see your surroundings while keeping the Gear VR for S6 on.

To activate Passthrough Camera:

1. From an active VR screen, press and hold the (⤺) **Back** key.

2. Place the pointer on top of ◉ **Passthrough Camera** and tap the touchpad to activate the feature. The screen displays **Passthrough Camera: On**.

To deactivate Passthrough Camera:

1. From the active passthrough screen, place the pointer on top of ◉ **Passthrough Camera**.

2. Tap the touchpad to deactivate the feature and turn off the GALAXY S6 camera. The screen displays **Passthrough Camera: Off**.

Reorienting the Gear VR for S6

There may be times when the viewing angle of the screen might change and not appear centered in your line of sight. Reorienting the screen "resets" the viewing angle to match your current line of sight and orientation by "resetting the forward location".

1. From an active VR screen, press and hold the ⬑ **Back** key.

2. Orient your head to the direction you want to set as the new "forward" view.

3. Place the pointer on top of 🔄 **Reorient** and tap the touchpad to "reset" the view.

Using Do Not Disturb

When activated, this feature is enabled, you will not receive any audio notifications and incoming calls will be ignored.

To activate the Do Not Disturb Mode:

1. From an active VR screen, press and hold the ⬑ **Back** key.

2. Place the pointer on top of 🚫 **Do Not Disturb** and tap the touchpad to activate the feature. The screen displays **Do Not Disturb: On**.

To deactivate the Do Not Disturb Mode:

1. From an active Gear VR for S6 screen, press and hold the (⤺) **Back** key.

2. Place the pointer on top of 🚫 **Do Not Disturb** and tap the touchpad to deactivate the feature. The screen displays **Do Not Disturb: Off**.

Note: Once deactivated, you ear new notifications such as those for new incoming calls.

Adjusting Brightness

1. From an active Gear VR for S6 screen, press and hold the (⤺) **Back** key.

2. Place the pointer on top of ❋ **Brightness**, then position it over the displayed slider.

3. Swipe upward/downward over the touchpad to move the displayed slider up (increase brightness) or down (decrease brightness).

Using Comfort Mode

There might be times when you need to soften the brightness or intensity of the background blue light. This is accomplished by activating the Comfort Mode feature.

To activate the Comfort Mode:

1. From an active Gear VR for S6 screen, press and hold the (⤺) **Back** key.

2. Place the pointer on top of ⊙ **Comfort Mode** and tap the touchpad to activate the feature. The blue background light dims. The screen displays **Comfort Mode: On**.

To deactivate the Comfort Mode:

1. From an active Gear VR for S6 screen, press and hold the (⤺) **Back** key.

2. Place the pointer on top of ⊙ **Comfort Mode** and tap the touchpad to deactivate the feature. The blue background light returns to standard illumination levels. The screen displays **Comfort Mode: Off**.

Calls

The icon displays on the screen if you receive a call while you are using the Gear VR for S6.

► You can reject the call, by using the pointer on top of your selection and tapping the touchpad.

Caution! The Samsung GALAXY S6 may become hotter than normal when it is used with the Gear VR for S6. To avoid overheating of the Samsung GALAXY S6, it is recommended you answer incoming calls by connecting an audio headset or by using a speakerphone to avoid overheating.

Important: If the ⊘ **Do Not Disturb** feature (from the Universal menu) is enabled, you are not notified of any new notifications and incoming calls are ignored.

Answering a call

1. When a call comes in, move your head to place the pointer on top of 📞 **Incoming Call.**

2. Take off the Gear VR for S6 and separate the Samsung GALAXY S6 from the Gear VR for S6.

3. On the S6, tap **Answer** from the pop-up window.

Note: When you answer a call, the currently running VR app closes.

Note: If you do not see the calling pop up on your S6, you might have to tap the **X** at the top of the blank screen to close the current VR app.

Rejecting a call

1. When a call comes in, move your head to place the pointer on top of 📞 **Incoming Call**.

2. Move your head to position the pointer on top of 🚫 **Reject Call**.

3. Once the button highlights, tap the touchpad to reject the incoming call.

Viewing Notifications

While using the Gear VR for S6, you can view general notifications, such as events, messages, and alarms when they display as a pop-up notification on the screen.

To see more notification details, review them on the Samsung GALAXY S6 after you separate it from the Gear VR for S6.

Applications

Loading New Applications

Applications can be loaded from one of two locations:

- **STORE**: Found on the HOME page.
- **OCULUS** app: Available on the GALAXY S6's Applications page.

Loading Using the Store

1. Navigate to the **HOME** screen, direct the pointer to the **Store** tab and tap the touchpad.
2. Select an application type (**All** or **Samsung**).
3. Swipe through the available pages and select an application entry.
4. Place the pointer over the **Install** button and tap the touchpad to make your selection.
5. Once your application completes loading, select **Play**.

Loading from the GALAXY S6

1. From the Home screen, tap ▦ **Apps** > 👁 **Oculus**.

2. Tap ☰ **Menu** and select either **Library** or **Apps**.

3. Scroll to an available application and select **INSTALL**.

4. Once successfully installed, place the GALAXY S6 securely back into the Gear VR for S6 compartment (Install the Mobile Device).

5. Navigate to the **HOME** screen, direct the pointer to the **Library** tab and tap the touchpad.

6. Select the application and follow the prompts.

Uninstalling Existing Applications

You must uninstall applications from the OCULUS application (available on the GALAXY S6's Applications page).

Uninstalling Apps from the GALAXY S6:

1. From the Home screen, tap ▦ **Apps** > 👁 **Oculus**.

2. Tap ☰ **Menu** and select **Library**.

3. Scroll to an available application and select **UNINSTALL**.

4. Once successfully uninstalled, place the GALAXY S6 securely back into the Gear VR for S6 compartment (Install the Mobile Device).

Oculus Cinema

Enjoy videos on a screen in your own virtual movie theatre.

1. Navigate to the **HOME** screen, direct the pointer to the **Library** button and tap the touchpad.
2. Select **All** and then swipe across your touchpad until the **Oculus Cinema** app displays.
3. Select **Start** and choose a screen category from the top of the page. Videos are sorted based on the screen type.
   - **Shorts**: View or download free videos from Oculus that are optimized for a standard screen.
   - **My Videos**: View a video stored in the Samsung GALAXY S6 on a standard screen.
4. Select a video and then choose an available surrounding for your movie watching experience.

Note: When the video finishes, the next video automatically plays after several seconds.

To access the playback controls:

1. While the movie is playing, hover your pointer over the bottom area of the displayed movie and tap the touchpad.
2. Once the controls display, hover over a selection use the touchpad to activate a function.
   - ⏸ / ▶ : Pause and resume playback.
   - ⏪ / ⏩ : Rewind or fast-forward a video.

Note: You can also swipe backward across the touchpad to rewind a video or swipe forward across it to fast-forward a video.

   - ▐█▌ : View the list of available videos.

VR Gallery

View images and videos you created using the Samsung GALAXY S6.

1. Navigate to the **HOME** screen, direct the pointer to the **Library** button and tap the touchpad.
2. Select **All** and then swipe across your touchpad until the **VR Gallery** app displays.

Playing videos

► Select a video folder, then select a video to watch

To access the playback controls:

1. While the movie is playing, hover your pointer over the bottom area of the displayed movie and tap the touchpad.
2. Once the controls display, hover over a selection use the touchpad to activate a function.
   - ▌▌ / ▶ : Pause and resume playback.
   - ◀◀ / ▶▶ : Rewind or fast-forward a video.

To rewind a video, swipe backward across the touchpad.

To fast-forward a video, swipe forward across the touchpad.

Viewing images

Select an image folder and then select an image.

To view the previous image, swipe backward across the touchpad.

To view the next image, swipe foward across the touchpad.

To enlarge the size of the image, swipe upward on the touchpad.

To reduce the size of the image, swipe downward on the touchpad.

To start a slide show from the image you are currently viewing, tap Play slideshow.

Press the Back key twice to align the screen with the current direction you are facing.

Oculus 360 Videos

This application provides 360 degree views of available panoramic videos.

1. Navigate to the **HOME** screen, direct the pointer to the **Library** button and tap the touchpad.
2. Select **All** and then swipe across your touchpad until the **Oculus 360 Videos** app is visible.
3. Select **Start** and choose a video. Turn your head and view a panorama of the video.
   - To view the previous video, swipe backward across the touchpad.
   - To view the next video, swipe forward across the touchpad.
   - To view the list of videos, tap the touchpad twice.

Oculus 360 Photos

This application provides 360 degree views of available panoramic images.

1. Navigate to the **HOME** screen, direct the pointer to the **Library** button and tap the touchpad.

2. Select **All** and then swipe across your touchpad until the **Oculus 360 Photos** app displays.

3. Select **Start** and select an image. Turn your head and view a panorama of the image.

While viewing the image, you can tap the touchpad to use the following features:

• (≡) View a list of images.

• (★) Set the image as your favorite image.

   – To view the previous image, swipe backward across the touchpad.

   – To view the next image, swipe forward across the touchpad.