

# LOKi

# DYNAMICS

with



THE INNOVATIVE, REVOLUTIONARY & 'AWARD-WINNING' VR HEADSET

A SEASICKNESS SOLUTION

# What to Expect from your VR Headset



## Fast Relief:

Provides seasickness relief in as little as 15 minutes by calming the brain with a steady, immersive VR scene.



## Reusability:

It can be removed once symptoms ease and reapplied if they return.



## Accelerates Adaptation:

Speeds up the brain's natural adjustment to motion, making even short boat trips more comfortable.



## Prevents Discomfort:

The earlier the headset is used, the faster the relief.



## Enjoy the Journey:

Transforms seasickness from a dreaded experience into an enjoyable one.

# Instructions & Care



**Always** replace the headset sun protector when your VR headset is not in use or charging.



**Headset** lenses can magnify sunlight; it can permanently damage the LCD screen.

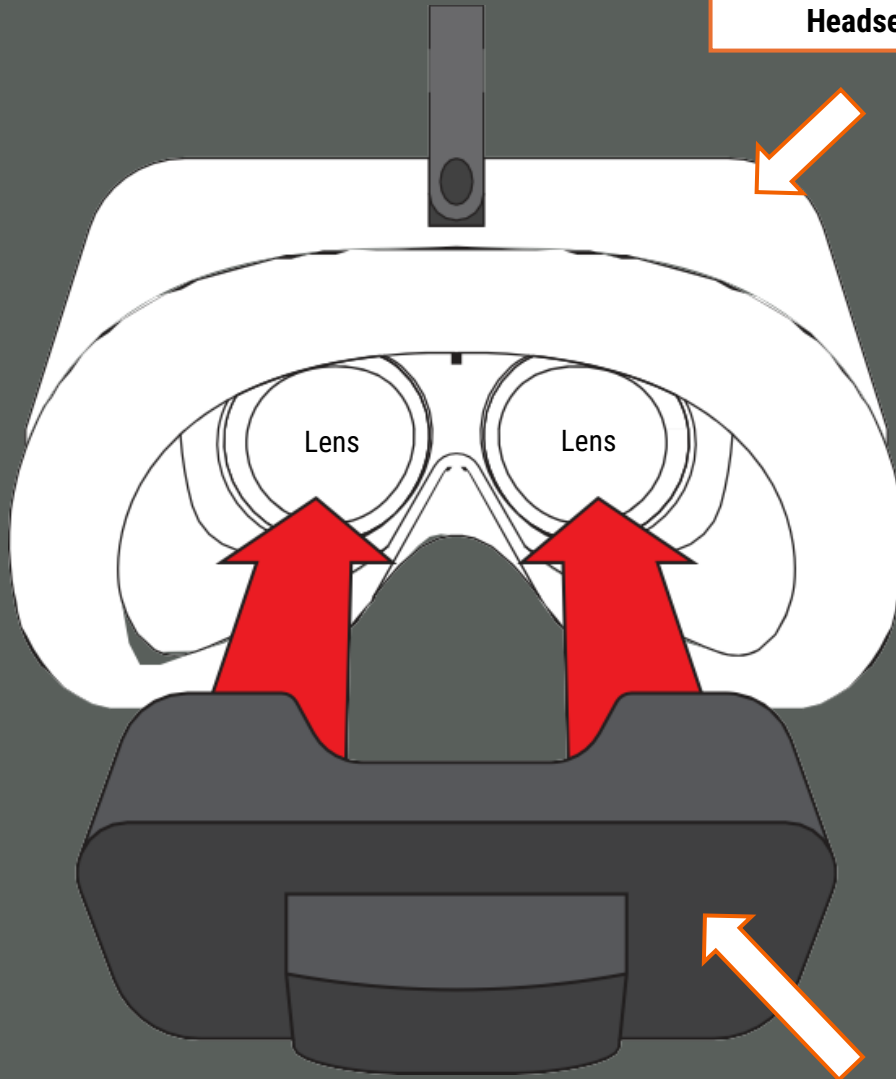


**Never** leave the headset near a window without the lens protector.



**Applying** the lens protector also puts the device to sleep, helping preserve battery life.

Headset



Sun Protector



**N.B. Sun damage is not covered under the product warranty**

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# Charging



The headset **battery** is built into the rear of the head strap and is not removable.



A full **charge** provides approximately **1.5 hours** of continuous use.



In **standby** mode with the sun protector in place, power can last many hours.



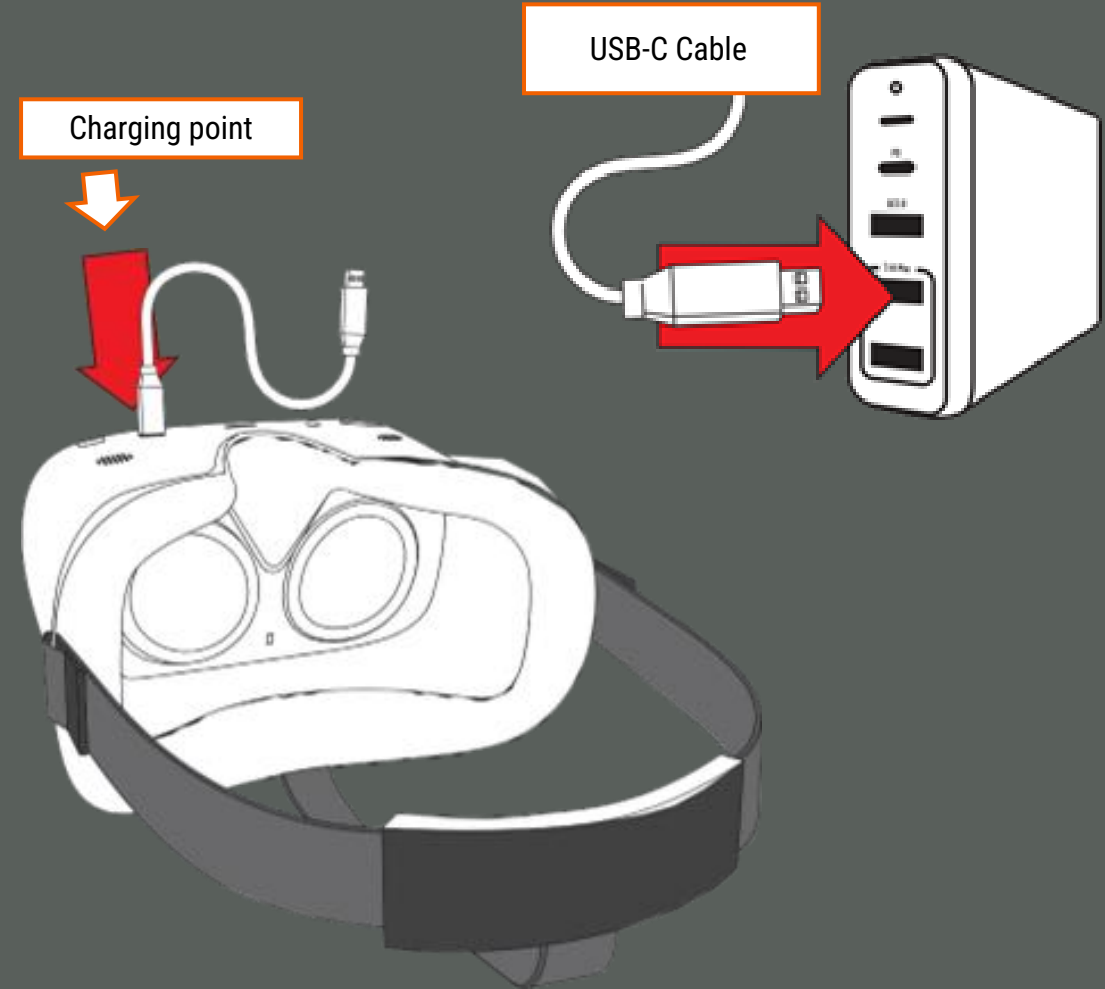
**Always** use a recommended charger rated at 2.4A or higher. A full charge can take up to two hours.



**Battery** level can be checked inside the VR scene, on the clipboard at the base of the tree.



**Avoid** letting the battery drop below 15%, as low levels may cause the headset to malfunction until recharged.

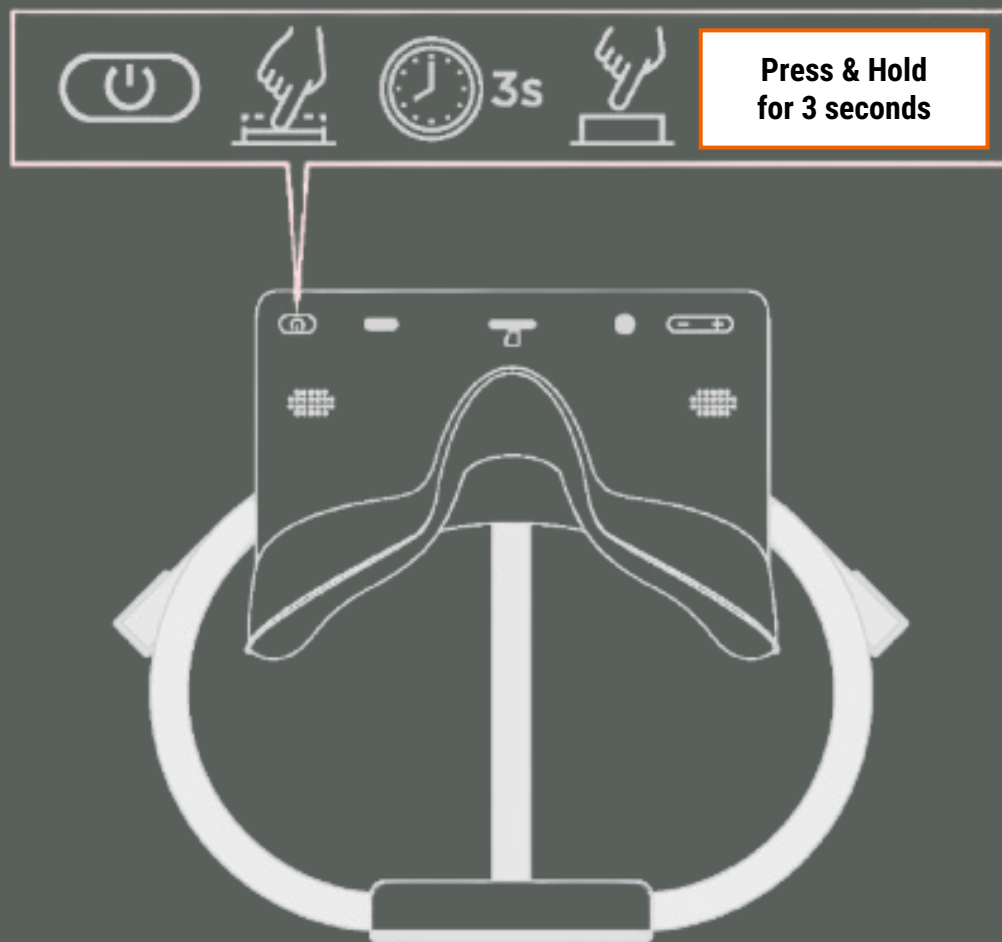


# Wearing the VR Headset

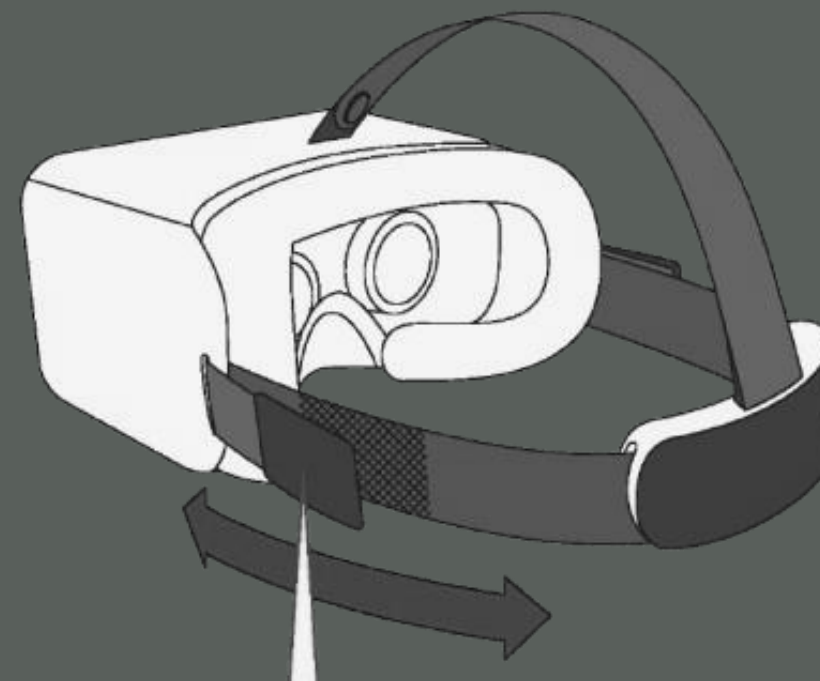


**REMAIN SEATED AT  
ALL TIMES!**

# Turning Headset On or Off

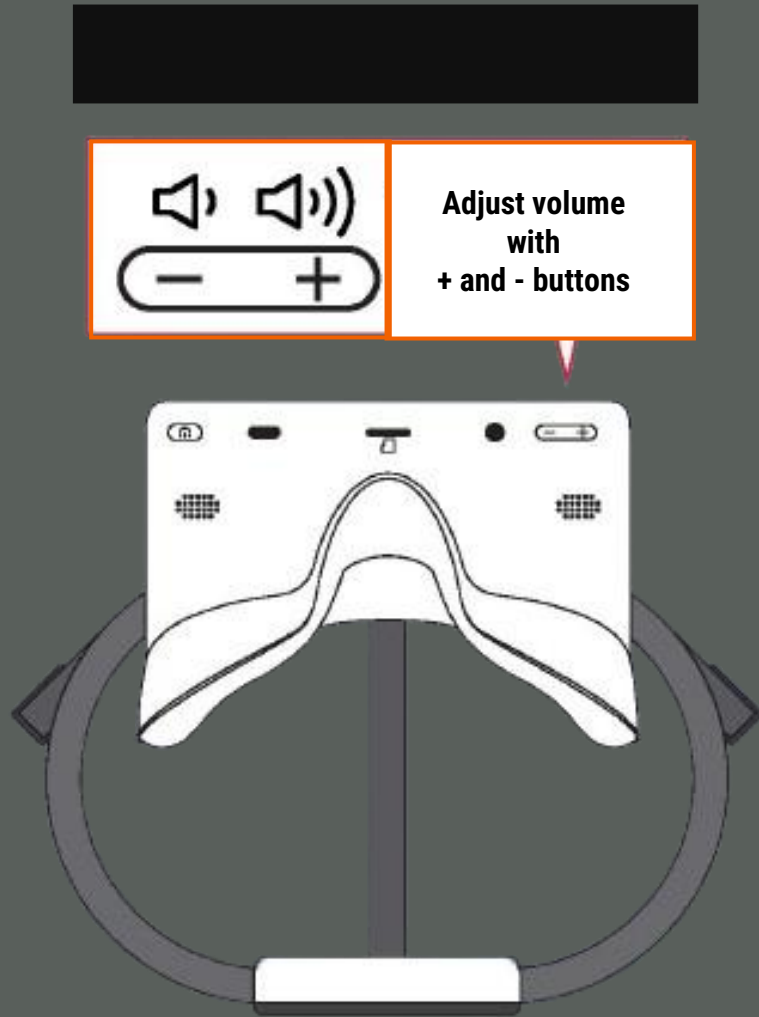


# Adjusting the Head Straps

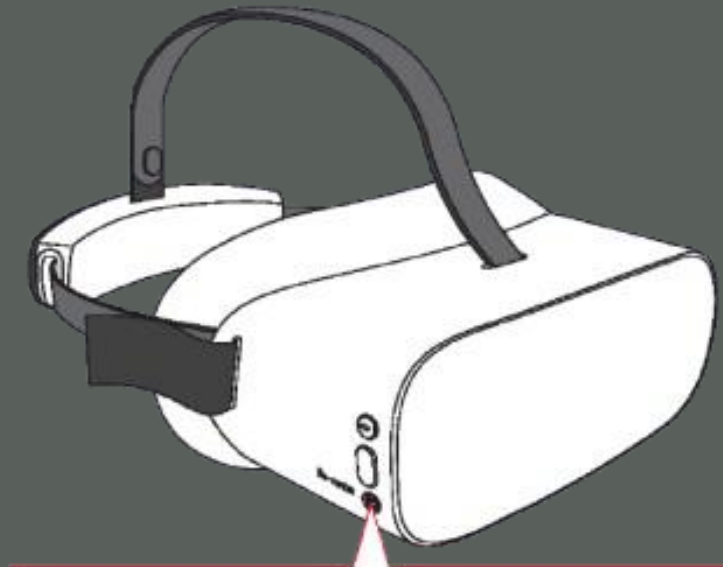


Adjust Velcro on head straps for a comfortable fit

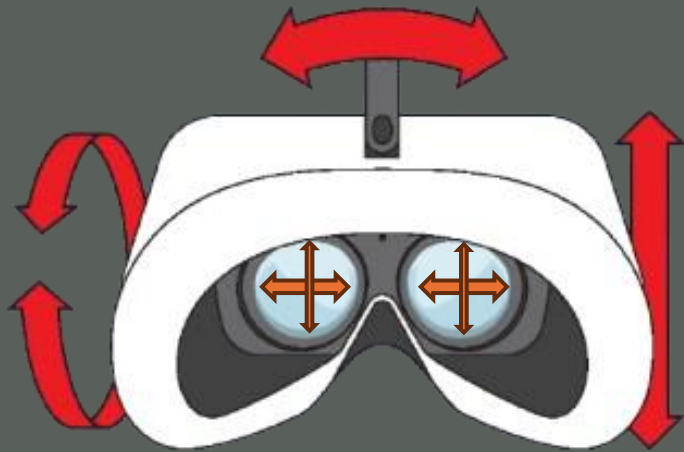
# Adjusting the Volume



# Recentring the Scene



# Recentring the Scene - Manually



Lenses can adjust manually on the inside. Move carefully to improve the focus where required.

# Cleaning the Lenses



If VR view appears blurry or foggy, clean with the cloth provided. Clean in a circular motion.



# Wearing the VR Headset

Listen carefully & follow  
on-screen instructions



Keep the VR headset on  
for a **minimum** of 15  
minutes. This should  
allow the mind to adjust  
to the vessel movement.  
Repeat the process where  
required.

Remember!



**REMAIN SEATED  
AT ALL TIMES!**

# Key Features - Headset Summary

	Sea Calm VR Headset	Sea Pro VR Headset
<b>Product Type</b>	Specification and commercial level	Premium Defence and Emergency Services
<b>Technology</b>	Pico G3 Headset	Pico G3 Headset
<b>Upgrade option</b>	Meta III headset	Meta III headset
<b>Language Options</b>	Option for 2 languages	Option for 2 languages
<b>Product Testing: Drop test</b>	MIL-STD-810G Drop Test 516.6	MIL-STD-810G Drop Test 516.6
<b>Product Testing: Exposure</b>	Sunproof lenses (up to 30 minutes direct exposure)	Sunproof lenses (up to 30 minutes direct exposure)
<b>Product Testing: Wi-Fi</b>	Secure	Secure
<b>Product Testing: Headset waterproofing</b>	N/A	IP3 rating
<b>Packaging</b>	IP67 waterproof case	IP67 waterproof case
<b>Order &amp; Case Qty*</b>	1 headset per case	1 headset per case

\*Note

An optional case to carry up to 9 headsets including a multi-charger is available.



# Troubleshooting



## Scene is out of focus

If the scene is out of focus near the centre, move the headset up or down to get focal clarity.  
See page 8.



## Lenses are fogged

Condensation on the lenses may happen for two reasons:  
(1) The headset was moved from a cold to a warmer environment.  
(2) You are experiencing perspiration on your face.  
Use the lens cloth provided to gently dry the lenses.  
See page 8.



## An overheating message

This may be due to a number of reasons:  
(1) Excessive use of headset in warm conditions.  
(2) Headset has remained on because proximity sensor is covered.  
(3) Battery life is low.  
(4) Headset is being used in a high heat environment.



## Battery does not fully charge

Check that the correct charger is being used. Always use a 2.1A 5Vdc USB charger.  
Older phone USB chargers may look the same, but do not always have enough power to charge the headset.  
See page 4.



## Can glasses be worn

Yes, your VR headset is designed to work perfectly with eye glasses up to 160mm in diameter.

# Reducing Seasickness

While the VR headset can be used repeatedly should symptoms reoccur, there are a few things you can also do to try to reduce nausea and the onset of motion sickness.



Find a safe area with a clear view of the horizon and focus your vision on the horizon.



Do not stay on outside decks for prolonged periods of time.



Try and keep to the middle of the vessel where there is generally less pitch, roll and heave.



Keep to lower decks where possible. This is where less movement is generally experienced.



Lie down where possible. Ensure your horizontal position is secure.



Where seated, choose a position that faces in the direction the vessel is moving. Sit up straight and keep your airways clear.



Remain cool.  
Avoid hot and stuffy areas.

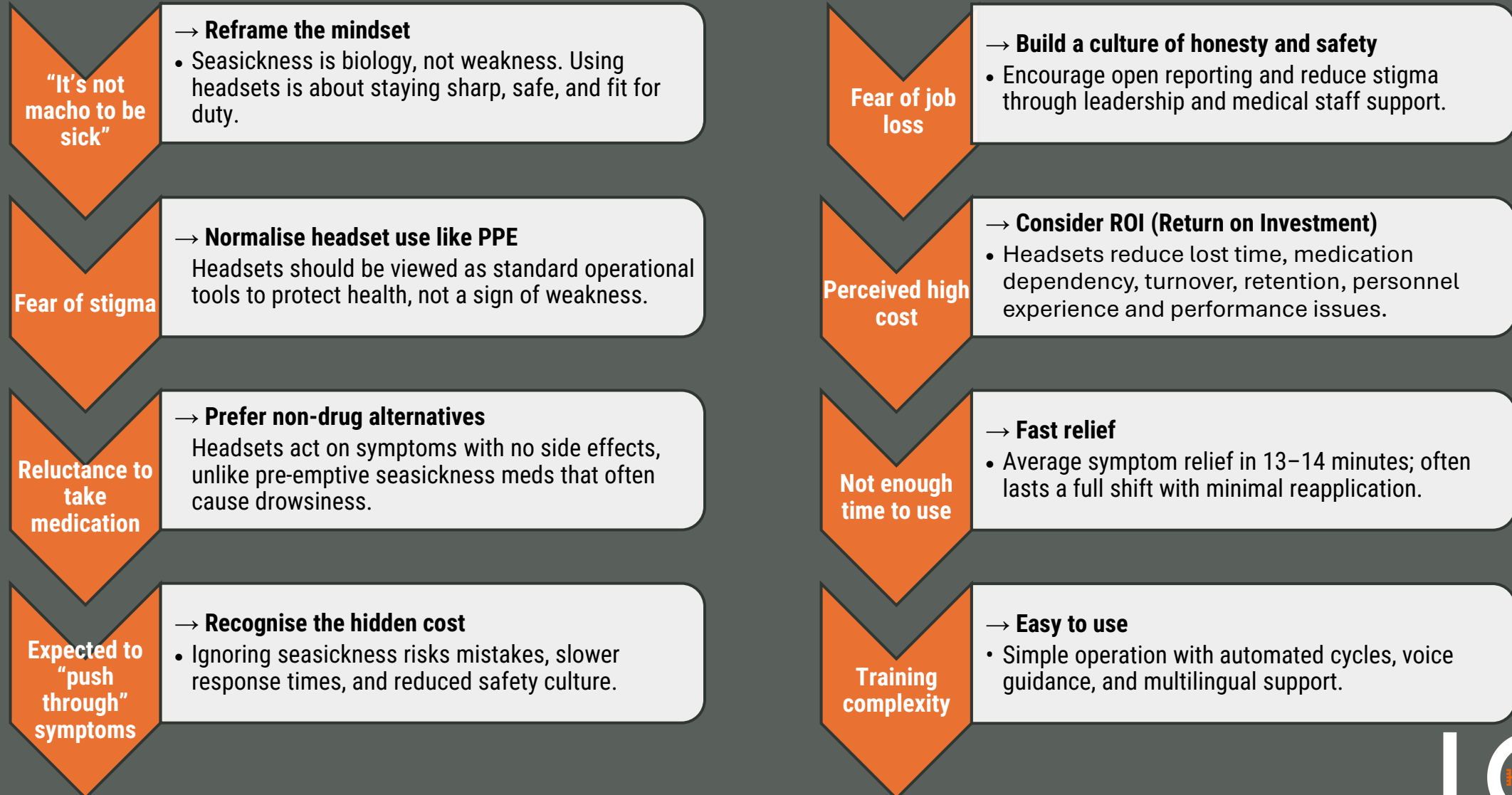


Strong smells can increase nausea and provoke seasickness. Move away from food preparation areas or areas where fumes are present.

**Avoid becoming dehydrated**

# Tackling Perspectives with the VR Headsets:

## Common Barriers & Strategic Solutions



# Disclaimer

The SPIIND VR Headset product, manufactured by See-Level Ltd, is not a medical device and is not intended to diagnose, treat or prevent any medical condition.

See-Level Limited, including Motion Research Limited, its directors, agents, and employees, provides no warranties or guarantees, express or implied, regarding the product's performance, suitability or effectiveness.

Use of the product must strictly follow the instructions and recommendations provided. By using the product, the end user agrees to indemnify and hold harmless See-Level Limited (including Motion Research Limited, its directors, agents and employees) from any direct, indirect, incidental, or consequential damages or losses of any kind, whether arising in contract, tort or otherwise, related to the use of the product.

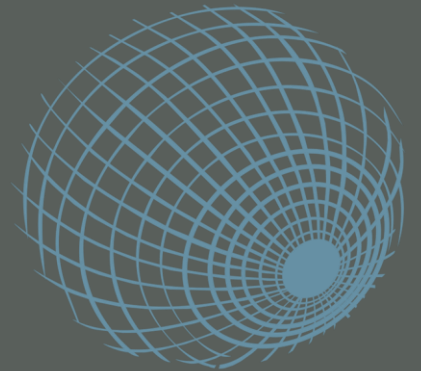
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**QUESTIONS?**

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