

Game like never before



Roto VR Explorer



Made for
Meta

rotovr.com

Head Tracker

Control device for Roto VR Explorer

Get familiar with Head Tracker

01

Turn ON Roto VR Explorer Base and Head Tracker. The Head Tracker will flash green once paired with the Base.

02

Use the Rotate Buttons on the Head Tracker to turn the chair.

03

To enter / exit Head Tracking Mode press the Mode Button on the side of the Head Tracker whilst simultaneously covering the proximity sensor on the rear with your hand. Roto VR Explorer will beep twice and the Head Tracker will flash white. Now see how the chair turns as you rotate the Head Tracker in your hand.

Charging the Head Tracker

The Head Tracker will wirelessly charge when stowed in its docking location on the Base - also see note below.



On/Off Button

Android Pairing Button

Head Tracker Pairing Button



Ready to game

01

Attach the Head Tracker to the thin strap on either the top or side of your VR Headset.

Do not attach to a thick part of your headset as the clip itself is not indestructible!

Make sure you are not covering the proximity sensor with the headset strap.

02

To enter Head Tracking Mode press the Mode Button on the side of the Head Tracker (the proximity sensor will now detect your head). You will hear 2 beeps as the Head Tracker calibrates. Be sure to look straight ahead during calibration.

Recalibrate any time by pressing the Mode Button twice (once to exit Head Tracking Mode and once again to re-enter Head Tracking Mode) whilst looking straight ahead.



Head Tracker Colors

Flashing Green = Paired and ready
Flashing Red = Charging or needs charge
Solid Green = Fully charged
Flashing Blue = Pairing Mode
Flashing White = Head Tracking Mode

Adjusting the Speed

Head Tracking will default to the fastest mode. To change the speed press the two Rotate Buttons simultaneously (whilst the Head Tracker is flashing green). Each time the two buttons are pressed it toggles through three pre-set speeds.

Fast: 1 Beep (default)
Medium: 2 Beeps
Slow: 3 Beeps

Once the desired speed has been selected, press the Mode Button to enter Head Tracking Mode.

CHARGING NOTE: You can also charge via a (non active) USB-C cable. Some USB cables are not compatible.

Rumble

You will need headphones to make rumble simultaneously work with game audio



Rumble Cable

Make sure the cable from the Rumble Pack has been connected to the magnetic rumble socket on the Connection Panel shown above.

Rumble Power

You can adjust the rumble power using the dial shown below.



Rumble Power



Wireless Headphones

01

Connect the white audio to USB-C cable (supplied) into the audio socket of your VR headset and the other end into the Head Tracker's USB-C port.

02

Unpair your wireless headphones from any nearby device, such as your phone or computer.

03

Turn on the Head Tracker.

04

Turn on your headphones. They will automatically pair within 15 seconds.

If they don't automatically pair, please turn off and repeat steps 02-04. If they do not pair after repeated attempts then your headphones may not be compatible with the Head Tracker.



Wired Headphones

01

Connect the audio splitter male connector into the audio output of your VR headset.

02

Connect the audio cable of your headphones into one of the available female splitter connectors.

03

Connect the white audio to USB-C cable (supplied) into the other female splitter port and the other end into the Head Tracker's USB-C port.



Meta Quest 3S

Does not have an audio output socket. Connect a USB-C audio dongle (not supplied) to the USB-C socket on the headset. Using the splitters (provided) connect the audio splitter male connector into the dongle. And connect the same 02-03 above.

Roto VR Explorer

Seat

With back support

Rumble Pack

Provides haptic feedback

Gas Lift

Adjusts seat up and down

Motor

Turns user
up to 21 RPM

Cable Magazine

USB port charges Headset
as you play

Head Tracker

With 'look & turn' technology

Wheels

With safety lock feature



Box Contents

01	Roto Base	x1
02	Legs with Wheels	x6
03	Foot Rest	x1
04	Seat (Base Part)	x1
05	Seat (Back Part)	x1
06	Seat Back Support Ribs	x3
07	Seat Pole	x1
08	Rumble Pack	x1
09	Safety Covers	x3
10	Head Tracker	x1
11	Screws (A) M5x8mm	x2
12	Screws (B) M5x16mm	x16
13	Screws (C) M8x16mm	x12
14	Screws (D) M8x25mm	x4
15	Screws (E) M8x35mm	x4
16	Cable Clips	x2
17	Allen / Hex Key Set	x3
18	Power Supply	x1
19	Audio to USB Cable	x1
20	Audio Splitter Cable	x1

Need Help?

Scan me for setup and troubleshooting



Foot Rest

Provides 360° comfort

Shield

Protects user's feet

The build process



01

Turn Base upside down and using Screws (C) and allen / hex key provided, assemble the chair legs. There are 3 orange marked legs which correspond to the orange marked sensor stubs on the Base. Once all legs are firmly attached, push in the locking wheels.



02

Snap together the safety covers, making sure to match up the design of the stickers. Now place the safety covers on the legs as shown above. Rotate the cover until it drops into place.

See note on point 08.



03

Mount the Foot Rest to the central column on the base aligning the cut-out with the Connection Panel on the rear.



04

Mount the Rumble Pack to the Seat Base on the metal bracket using screws (B) ensuring the Roto logo is facing outwards as shown.



05

Affix the two Cable Clips to the Seat Pole as shown using screws (A). Attach Seat Pole to the underside of the Seat using screws (D).



06

Mount the Seat Pole onto the Base and fasten using the locking screw.



07

Assemble the three Seat Back Support Ribs to the Back Rest as shown using screws (B). Mount to Seat Base using screws (E). The Roto logo faces backwards.



08

01: Connect the magnetic cable connector from the Rumble Pack to the Control Panel port in the Seat Pole. **02:** Connect the power supply to the Base.

Alarm will sound!

This is a safety feature. The Safety Cover is not in the correct position. Rotate the safety cover one leg position in either direction until the alarm stops. Once the alarm has stopped, Roto VR Explorer will operate correctly.