

# USER MANUAL

# WALKOVR

## WalkOVR

## User Manual



**WEARABLE LOCOMOTION DEVICE  
FOR VIRTUAL REALITY**



via SteamVR

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WalkOVR is primarily designed for home use and not for commercial use, and this document is intended to be a living document which means we, as WalkOVR, will be doing our best to keep this document updated with the latest information needed to be based on current and future capability of WalkOVR. However, Rigel Technology reserves its right to do any changes to this document.

## **Health Warning**

WalkOVR is a product that complements the Virtual Reality experience and most of the health warnings defined for Virtual Reality apply for WalkOVR as well. Therefore, we recommend playing VR in a well-lit environment. Take regular breaks, if possible 5 to 15 minutes breaks every hour.

WalkOVR helps to decrease dizziness and nausea since it helps you use your own body to actively engage with Virtual Reality environments, however, please stop playing if you experience dizziness, nausea, fatigue, or have a headache. Some individuals who are sensitive to flashing or flickering lights or geometric shapes and patterns may have an undetected epileptic condition and may experience epileptic seizures when i.e. playing video games. Consult your doctor before playing video games if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movements, loss of awareness, confusion, and/or convulsions.

Some people may also experience discomfort (such as eye strain, eye fatigue, or nausea) while playing stereoscopic 3D or VR games. If you experience such discomfort you should immediately discontinue until the discomfort subsides.

Generally, we recommend that you avoid prolonged use of any entertainment system including Virtual Reality and/or WalkOVR. Please take 5 to 15 minutes breaks during each hour of play. However, the length and frequency of necessary breaks may vary from one person to another. Please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

Young children (especially those under six years old) are still under development. Please prevent them from playing with Virtual Reality and/or with any digital tool, instead of their friends. If for any reason they need to play with Virtual Reality then Adults should supervise young children to ensure they follow the recommendations listed above.

## **Product Warranty**

WalkOVR comes with a one-year limited warranty for the technical problems originally caused by any manufacturing or development-related problem. You can contact us anytime through our support mail: [support@walkovr.com](mailto:support@walkovr.com) in case of any technical problem. Your product receipt may be requested upon your support submission.

## Safety Instructions

The below safety instructions may not only cover WalkOVR related problems but also cover VR-related issues. In all cases please read the following instructions carefully to avoid any injuries or damages to yourself or the product.

WalkOVR is designed for ages 13 and over. If anybody younger needs to use Virtual Reality headsets or WalkOVR, a person at age 13 and over should always be present to ensure the user's safety.

Please pay proper attention to surrounding environments while using Virtual Reality and WalkOVR. Using VR as well as WalkOVR may cause dangerous situations in case you do not clear your surrounding space or in case you use them next to stairs, windows, columns, etc. Pay proper attention to your safety. WalkOVR usage must be kept limited to your play area which you should have clear all obstacles inside.

WalkOVR lets you move on a place to move in digital environments. Similar to walking or running for miles, using WalkOVR for hours may cause strain injuries. Therefore, please keep WalkOVR usage limited to avoid any personal injuries and stop using it if you experience pain or similar health problems.

Please do not forget that WalkOVR is a wearable electronic device and like any other similar device following items is against the proper usage of our product: liquids, fire and/or heat sources, direct sunlight, any type of use of force such as throwing, dropping or breaking the product. Do not try to open the enclosure, disassemble the product, especially the battery. In case of an emergency such as a rapid increase of the product temperature, stop using it immediately. In addition to these above, please use a dry cloth to clean WalkOVR and any of its accessories.

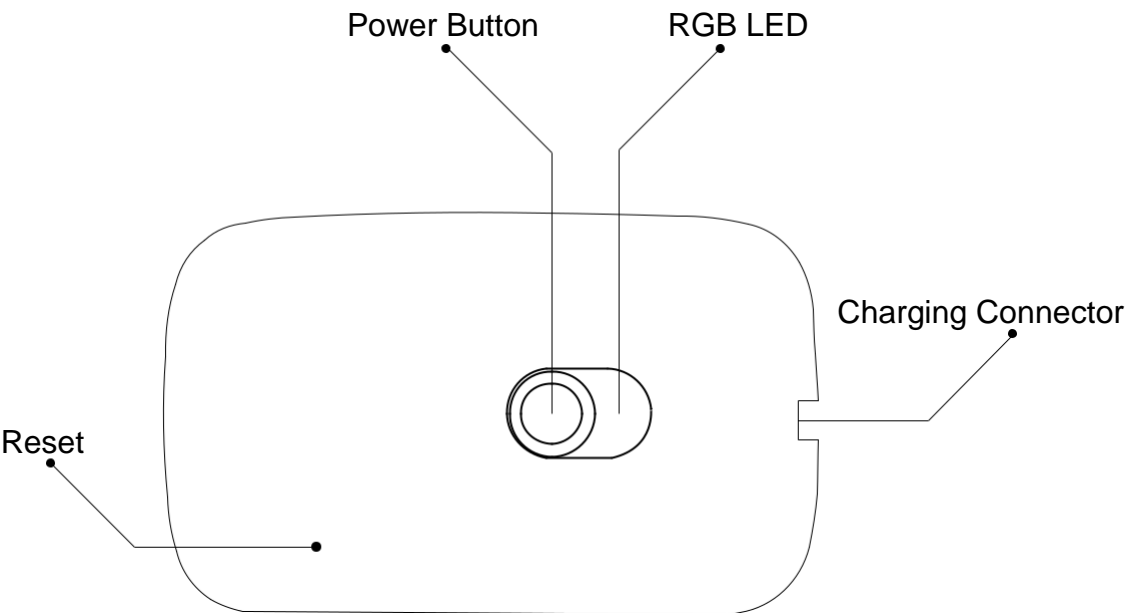
WalkOVR uses Bluetooth technology. Bluetooth is a wireless technology that uses radio frequencies and therefore can cause and can be affected by radio frequency interference. If you use any medical device that may cause health problems while using WalkOVR please consult your doctor. We strongly suggest not using other radio frequency transmitting devices to properly and efficiently use WalkOVR.

WalkOVR uses a lithium-ion polymer battery that can not be replaced or removed, please do not try to open and disassemble your product and battery. This is not only for the health and long battery lifetime of WalkOVR but also improper attempts of battery removal may cause fire or chemical burns. Besides, at the end of the battery lifetime please dispose of it according to the disposal methods of your local authorities and always keep batteries away from young children.

Package Contents



Device Layout



## Step-by-step WalkOVR

1. Unboxing
2. Charging the OVR Nodes
3. Install & Run OVR Portal 2
4. Suit up the straps, number, and type of the straps you receive depends on the product you bought, as below:
  - WalkOVR One comes with 1 chest (long) strap + 1 OVR Node
  - WalkOVR Twins comes with 2 legs (short) strap + 2 OVR Node
  - WalkOVR Trio comes with 2 legs and 1 chest strap + 3 OVR Node
  - WalkOVR Mocap comes with 4 legs and 1 chest strap + 5 OVR Node



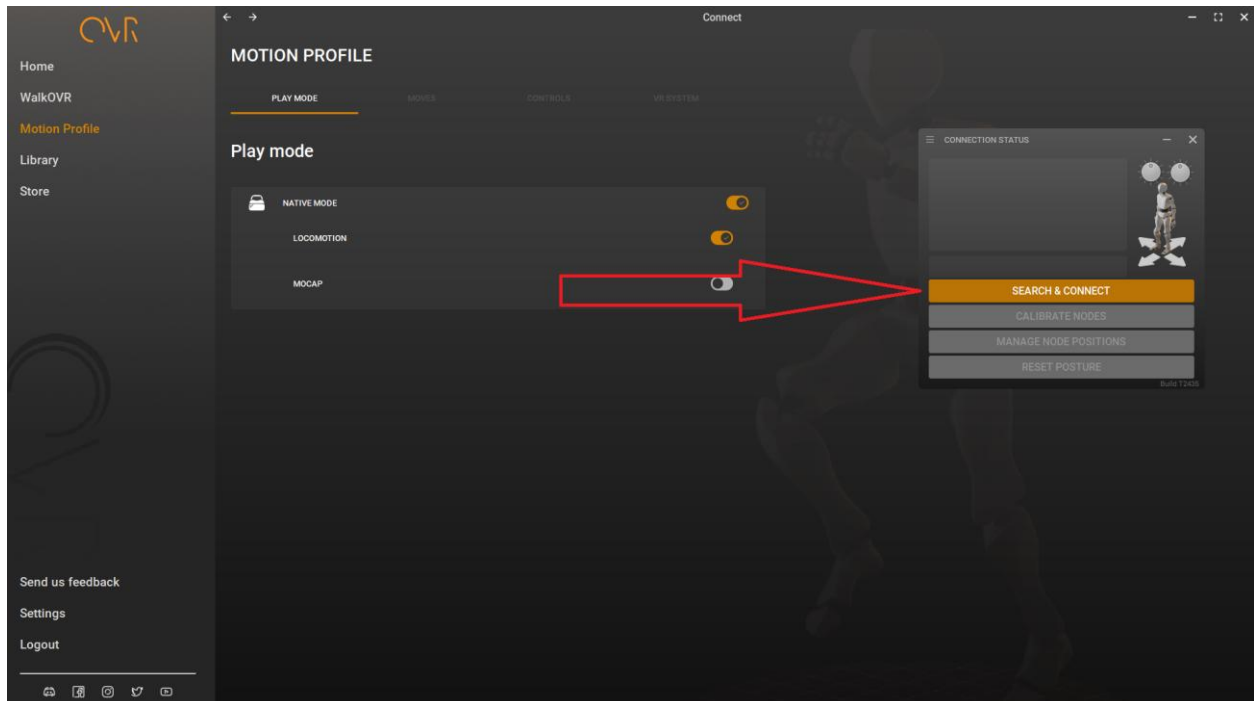
OVR Node positioning for Locomotion at left side, OVR Node positioning for Mocap at right side

5. Place the OVR Nodes (WalkOVR One / Twins / Trio / Mocap)
6. Turn on OVR Nodes
  - Turn on OVR Nodes by clicking the power button on the device

After turning on the OVR Node, you can connect directly through the OVR Portal. In contrary to the WalkOVR Classic version, you don't need to pair your WalkOVR through Windows Bluetooth settings.

7. Install & Run OVR Portal 2
8. Login to OVR Portal 2

9. Choose New WalkOVRs and a play mode when OVR Portal is opened
  - Go to Settings, then Devices, and choose new WalkOVR
  - Go to Motion Profiles, then Play Mode, and choose locomotion or mocap mode
10. Click the **Search&Connect** button at Connection Status window



11. You should see the OVR Nodes are connected by green color, then click the "calibrate nodes" button and complete the calibration process by following the instructions in the steps "calibrate nodes", "manage node positions", and "reset posture" sequentially.
12. If you selected locomotion mode, walk in place and bend your body to various directions to monitor if everything is working properly by following the arrows and the avatar on the Connection Status window
13. If you selected locomotion mode, set Motion Profile settings to set the precision on your movement

## Using WalkOVR

OVR Nodes may arrive at your address with empty batteries, therefore we strongly suggest charging your product before its first use. We provide a charging cable within your box. That cable can be used plugged into your laptop's USB connector or your smartphone's quick charger (between 500 mAh to 2000 mAh).

When you connect your OVR Nodes to charging, you will see a blue color movement. Blue blink indicates that it has started charging. We recommend that you keep your devices charged for about 2 hours. Fast flashing of the blue LED indicates that the charge is full.

## OVR Portal 2

OVR Portal 2.0 is the client application that connects WalkOVR drivers with SteamVR. Therefore, it should be running in the background throughout your VR experience.

With OVR Portal you can change your playing mode, your motion profile, enable universal compatibility with various headsets and games. In the following sections, we will be explaining how to install it, how to use and configure it.

## Installing OVR Portal 2

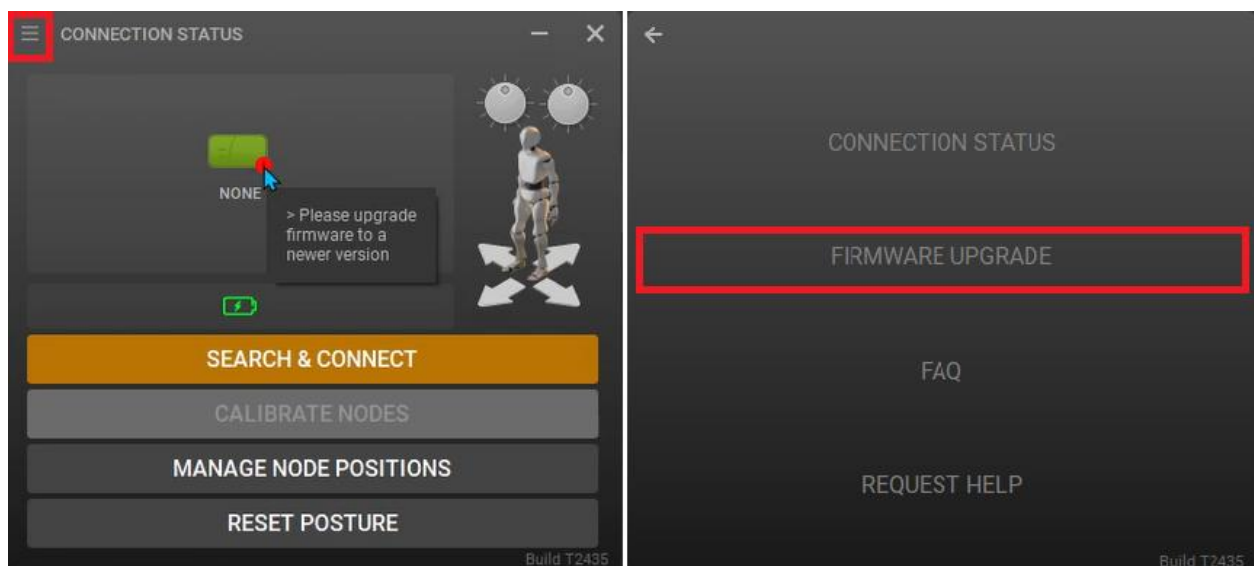
1. Download the latest version of your OVR Portal client from here:  
<https://www.walkovr.com/download>
2. Execute the file you downloaded – Windows will block software downloaded from the internet from running, so we need to allow WalkOVR Portal to run.
3. Follow the instructions and install the WalkOVR drivers and OVR Portal Client

## Firmware Upgrade

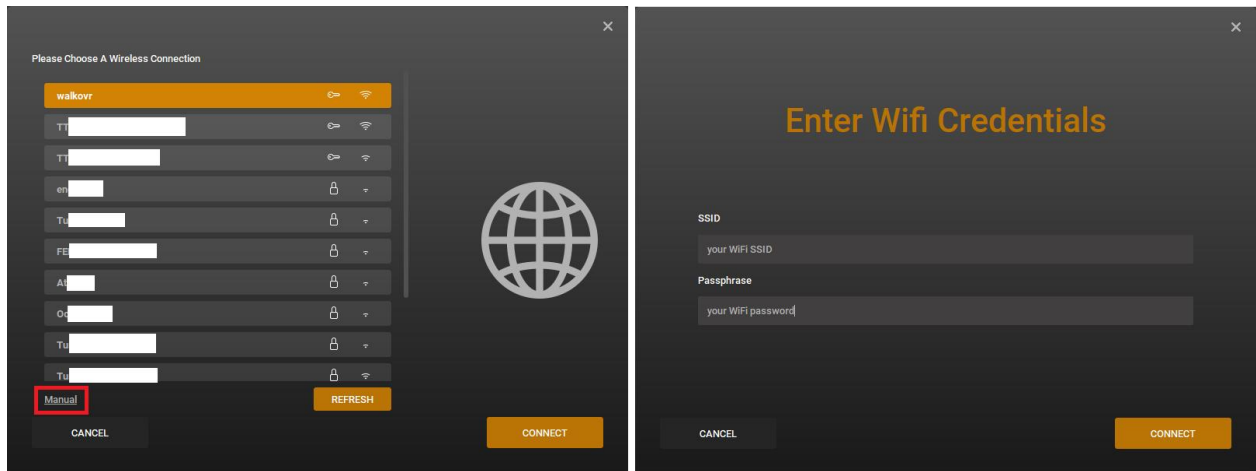
WalkOVR is a combination of hardware and software. In contrast to the electronics design, the device software should be updated from time to time.

### Step-by-step Firmware Upgrade

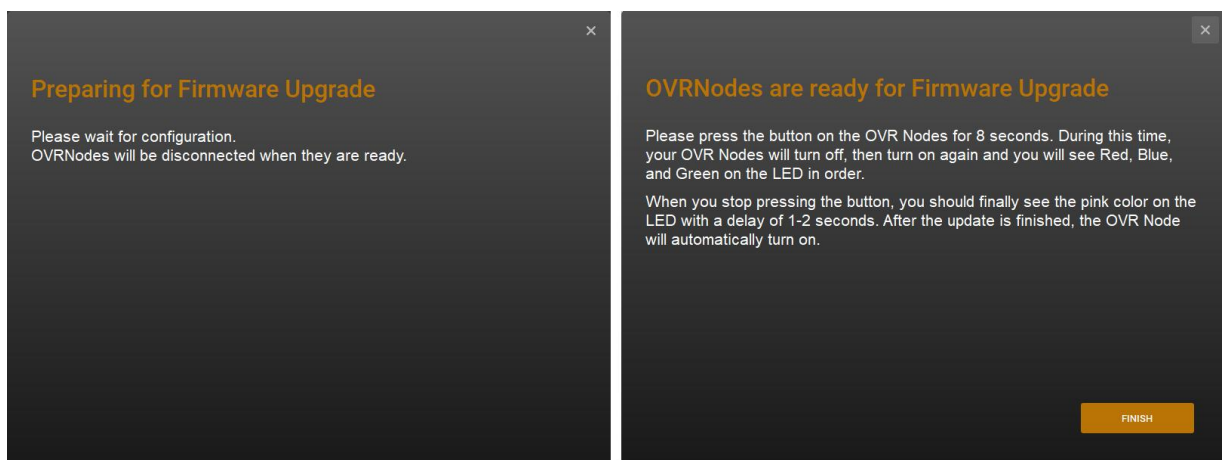
1. If your OVR Nodes need a firmware update, appear alert icon on the OVR Node icons. You can come to this icon with your mouse and check the warning messages.



2. Click on the hamburger menu in the upper left corner of the Connection Status window. Then click the "firmware upgrade" button in the window that opens.
3. Then, a list of Wifi networks you can connect to will appear. After selecting a Wifi network you want to connect to from this list, click the "connect" button.
  - a. If the computer you are using does not have a Wifi card and this list is empty, click the "manual" button at the bottom and enter the Wifi credentials you want to connect to, and click the "connect" button.



4. Next, you will see 2 screens, in which you will be told how to proceed with the firmware upgrade process. First, your devices will be automatically configured. Your OVR Nodes will be disconnected when the configuration is ready. You must then press and hold the button on the OVR Node for 8 seconds. During this time, your device will turn off, then turn on again and you will see Red, Blue and Green on the LED in order. When you stop holding the button, you should finally see the pink color on the LED with a delay of 1-2 seconds. After the update is finished, the OVR Node will automatically turn on.

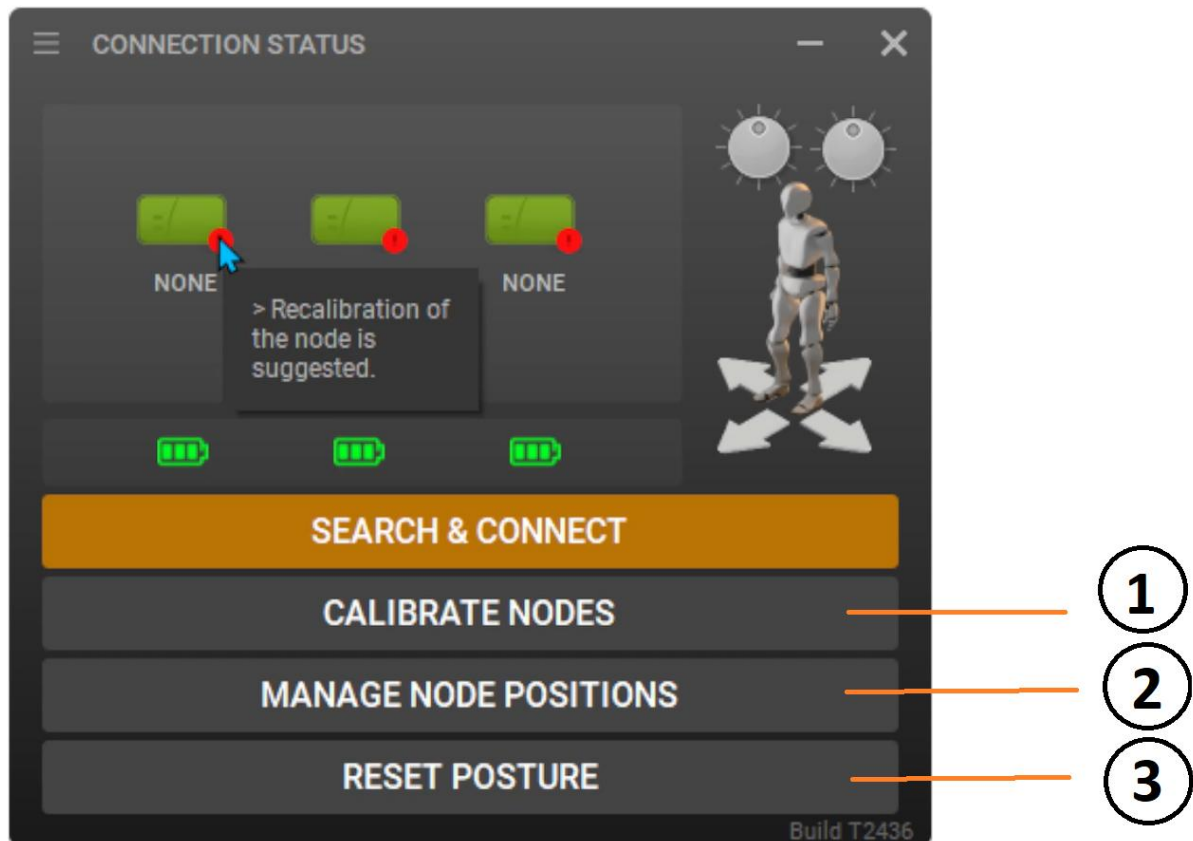


## Calibration

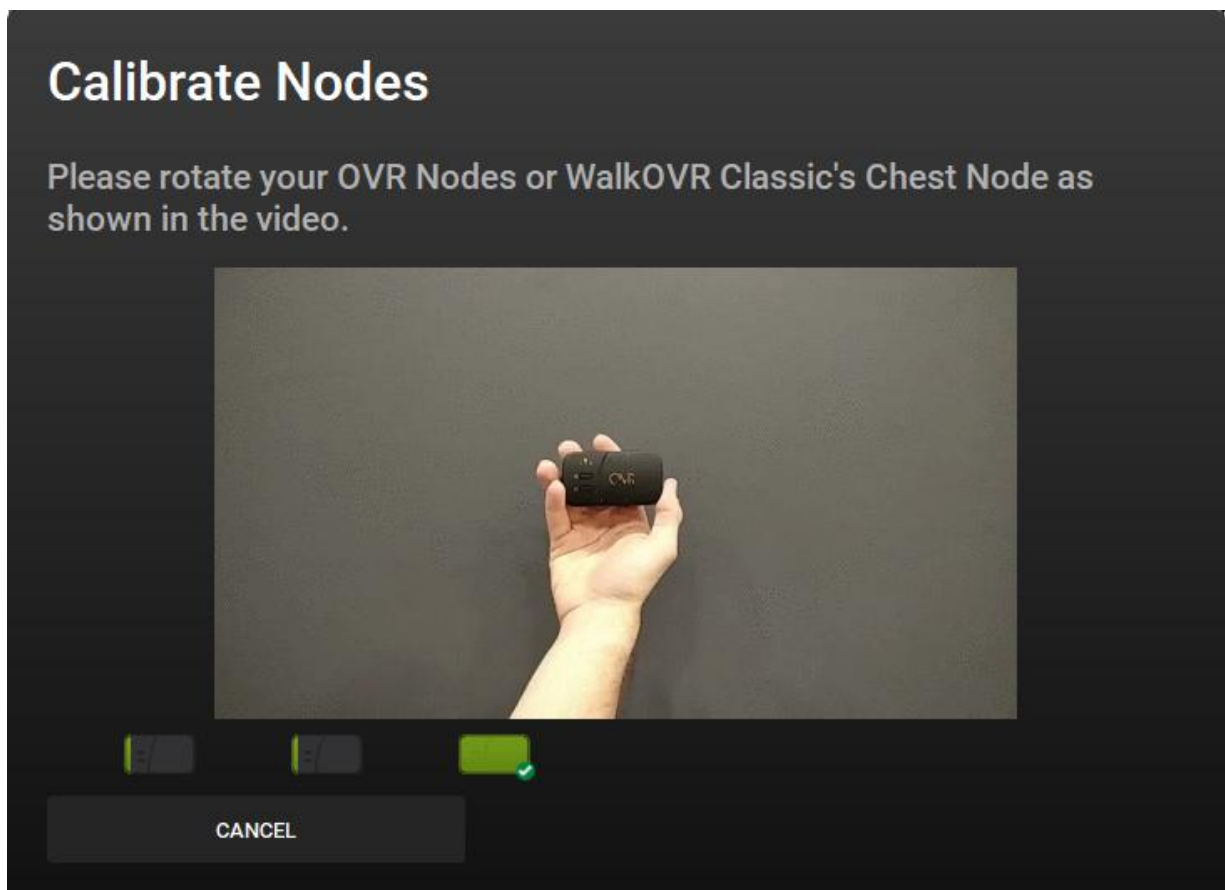
When you connect OVR Nodes, it says "None" under each OVR Node icon. This information tells us that the OVR Node has not been assigned to any positions yet.

You should use the 3-stage dynamic calibration system for OVR Nodes to give more precise data and to assign any position. At first, you have to do all 3 stages of the calibration sequentially, but when you want to improve the experience or assign OVR Nodes from one position to another, you can start from the 2nd or directly from the 3rd stage.

## Calibration for Locomotion

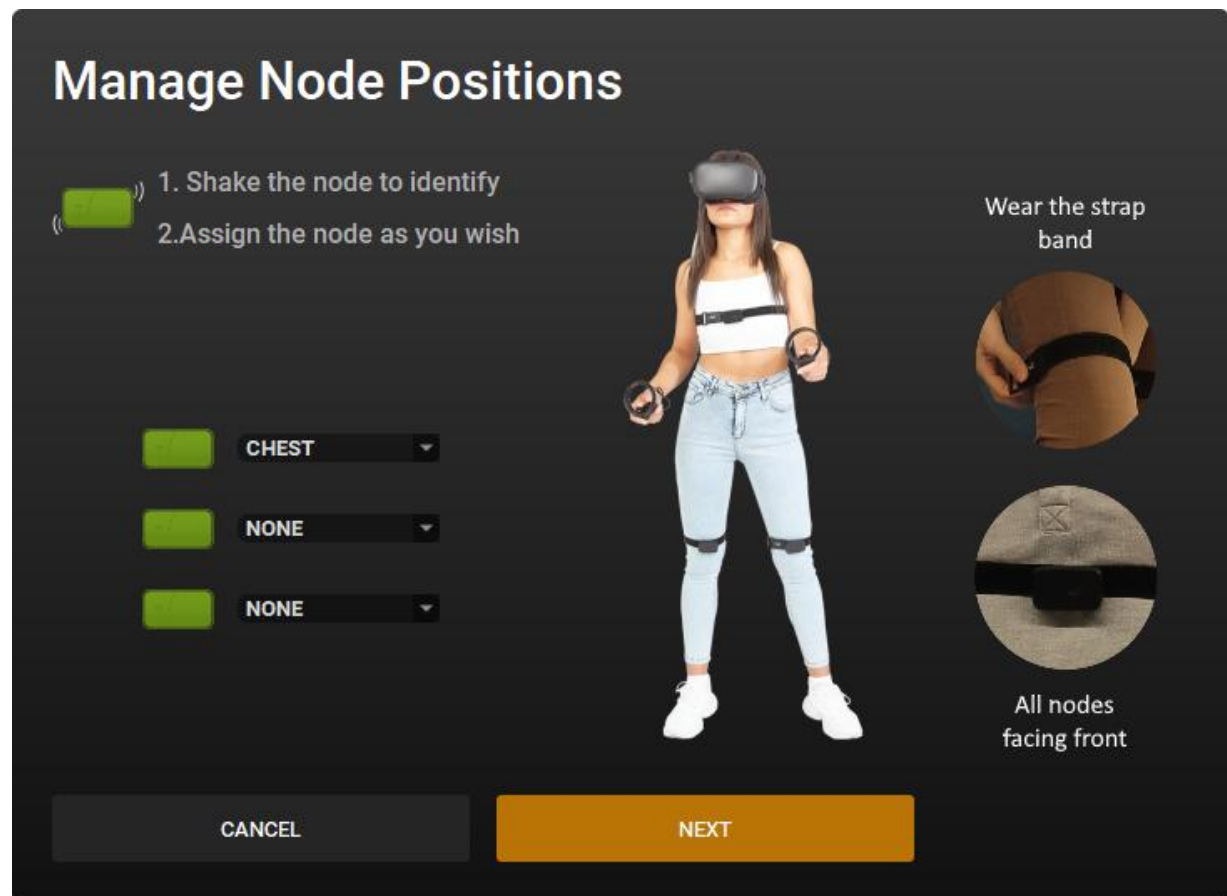


1. **Calibrate Nodes:** In this step, magnetometer calibrations of individual OVR Nodes are made.



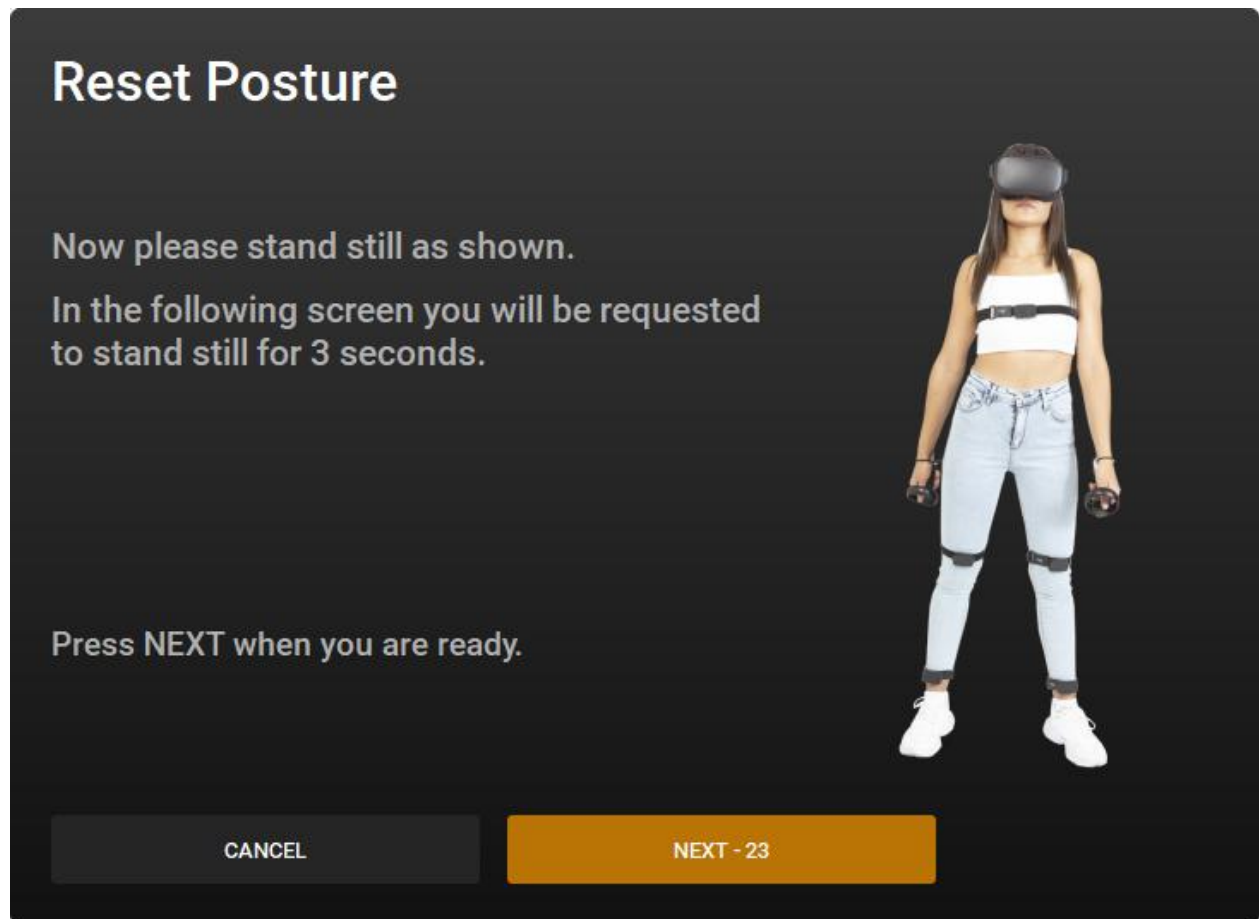
2. **Manage Node Positions:** In this step, you assign positions to your OVR Nodes. The following are the configurations that apply to the position assignment:

WalkOVR One	1 Chest
WalkOVR Twins	1 Left Knee + 1 Right Knee
WalkOVR Trio	1 Chest + 1 Left Knee + 1 Right Knee
WalkOVR Mocap	1 Chest + 1 Left Knee + 1 Right Knee + 1 Left Ankle + 1 Right Ankle



3. **Reset Posture:** Before going through this step, your OVR nodes must be in the designated locations on your body. In this step, you are asked to put on the headset and stand upright for 3 seconds.

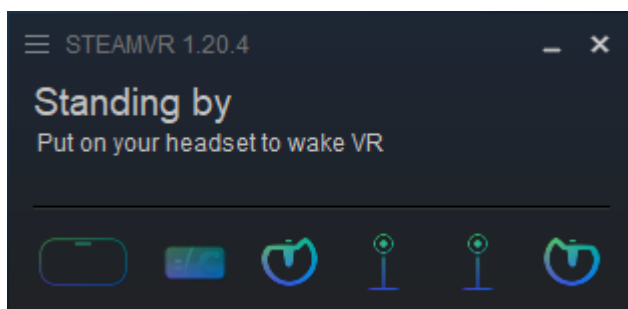
If you think that the calibration is corrupted during the game, you can only reset posture instead of doing all the steps.



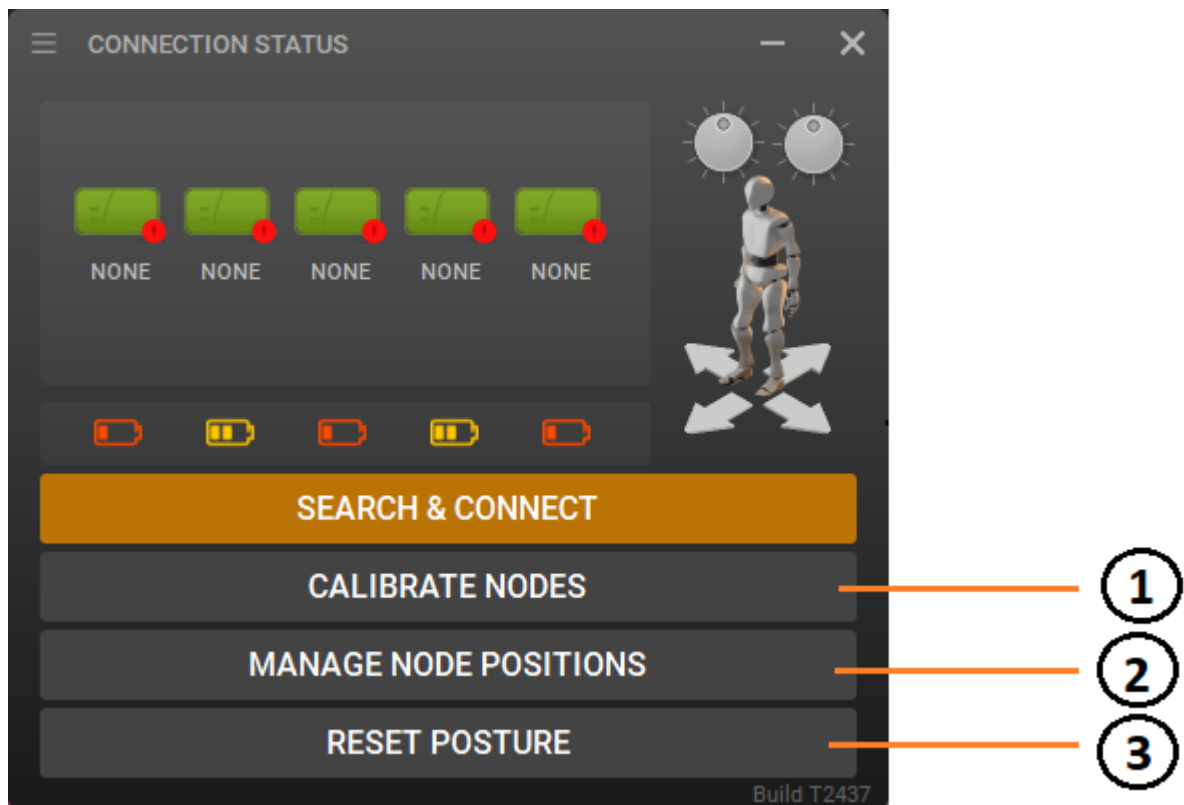
If decoupling is enabled, you need to turn on Steam VR before reset posture. If the decoupling is disabled, you can turn on Steam VR after the entire calibration process is complete.

After the 3-step calibration process, your OVR Nodes are calibrated and now you can ready to play the game and enjoy using WalkOVR.

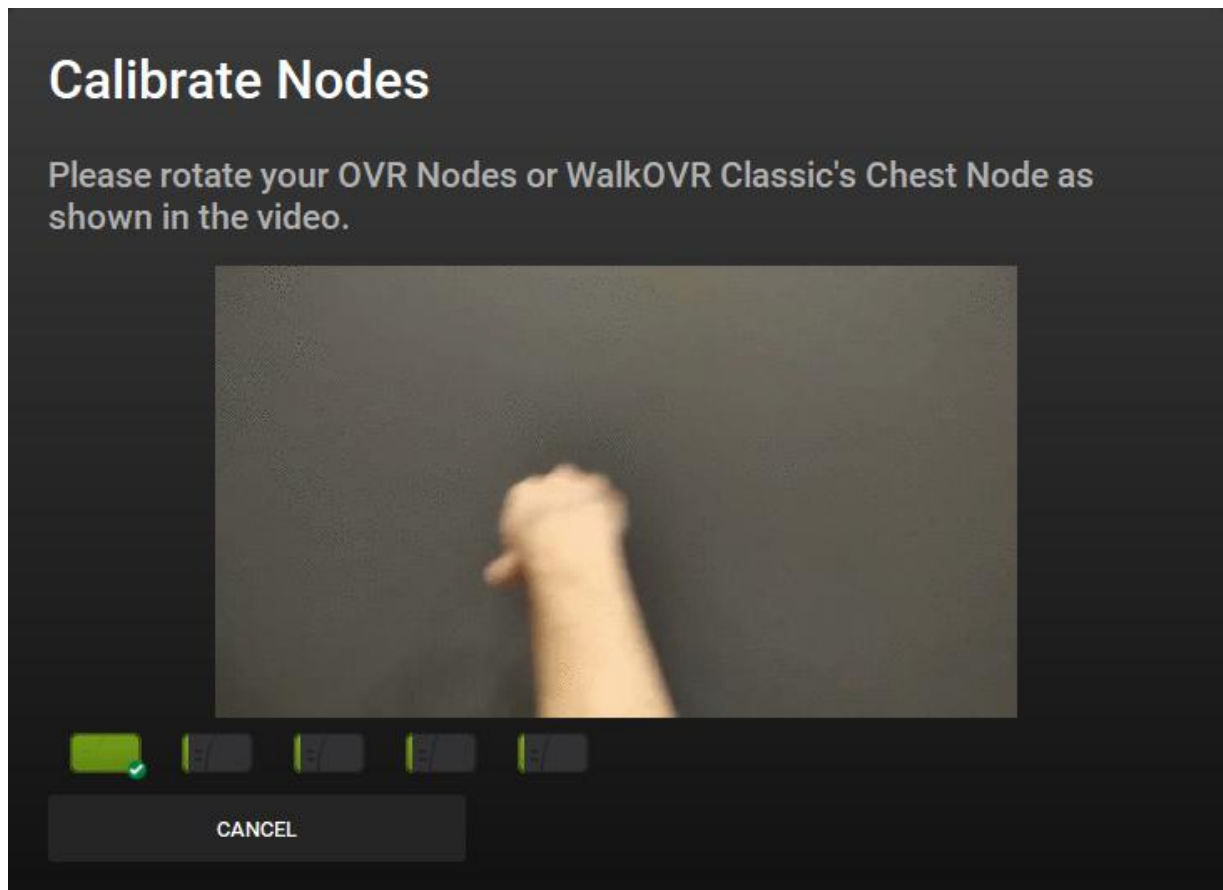
If you are using WalkOVR in Locomotion mode, when you open Steam VR you should see an OVR Node icon representing WalkOVR in Steam VR Status regardless of WalkOVR One/Twins/Trio/Mocap.



## Calibration for Mocap

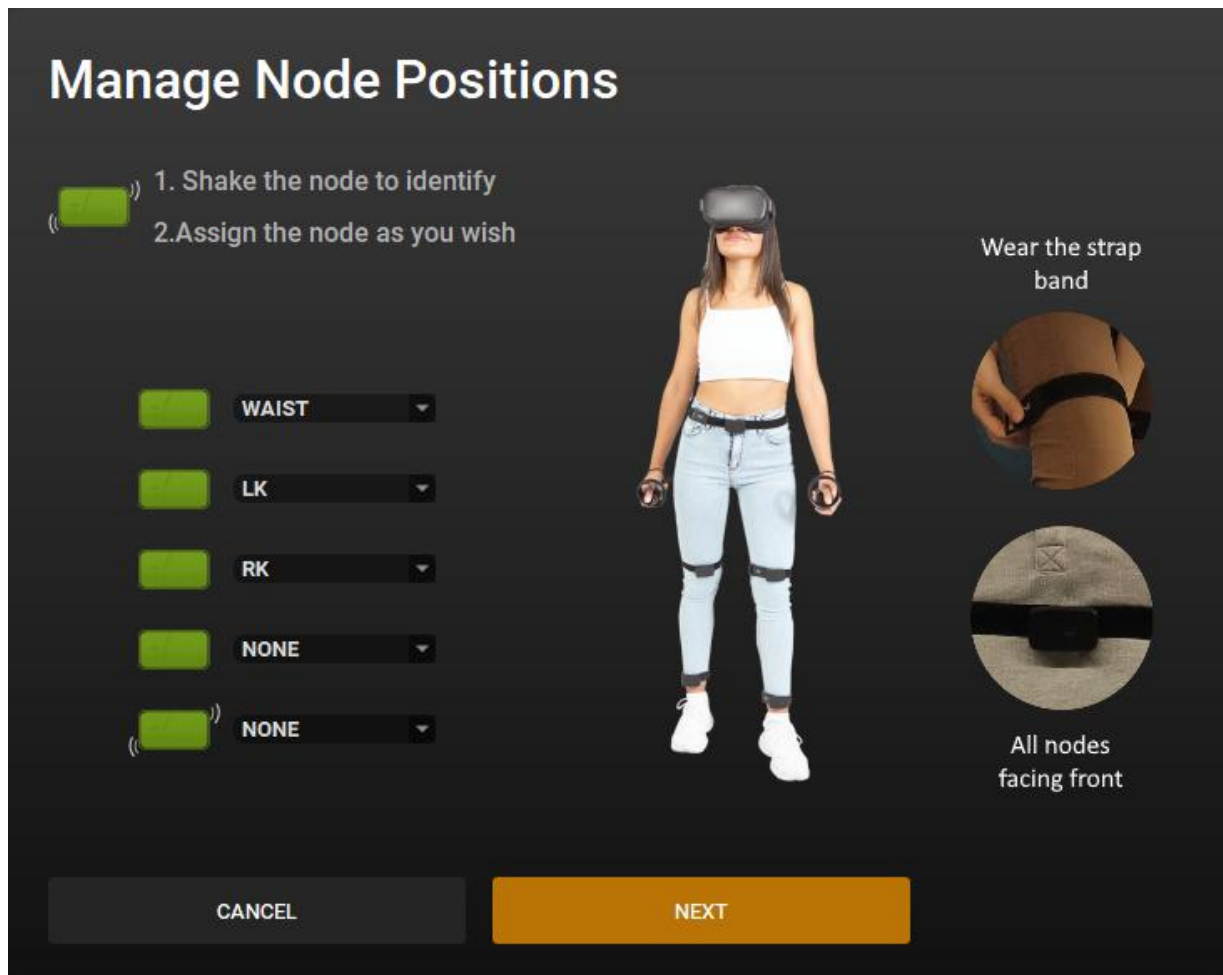


1. **Calibrate Nodes:** In this step, magnetometer calibrations of individual OVR Nodes are made.



2. **Manage Node Positions:** In this step, you assign positions to your OVR Nodes. The following are the configuration that apply to the position assignment:

WalkOVR Mocap	1 Waist + 1 Left Knee + 1 Right Knee + 1 Left Ankle + 1 Right Ankle
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3. **Reset Posture:** Before going through this step, your OVR nodes must be in the designated locations on your body. In this step, you are asked to put on the headset and stand upright for 3 seconds.

If you think that the calibration is corrupted during the game, you can only reset posture instead of doing all the steps.

## Reset Posture

Now please stand still as shown.

In the following screen you will be requested to stand still for 3 seconds.

Press NEXT when you are ready.

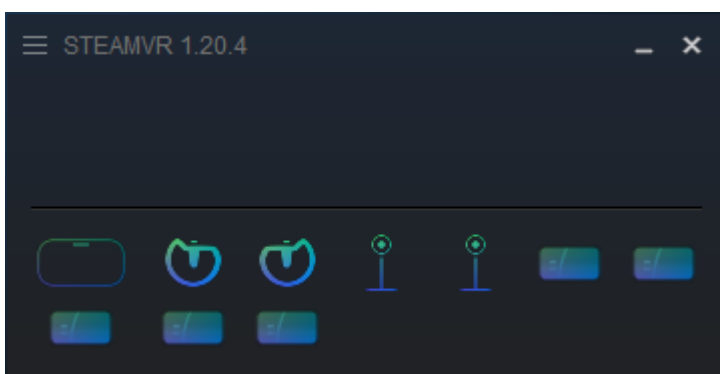


CANCEL

NEXT - 23

If you are using WalkOVR in Mocap mode, you need to turn on Steam VR before reset posture. When you open Steam VR, you will initially see only headset and controllers in Steam VR status.

After reset posture, you should see an OVR Node icon representing each OVR Node in Steam VR Status, meaning a total of 5 OVR Node icons.



After the 3-step calibration process, your OVR Nodes are calibrated and now you can ready to play the game and enjoy using WalkOVR.

## Device LEDs

Slowly Orange	Opening
Orange Blink	Connection Ready
Fast Flashing Orange Blink	Connected
Green Flashing Blink	Data Flow Started
Red Flick	Battery Below 30 Percent
Blue Flick	Battery Charges
Fast Blue Blink	Battery is Full
Lila Flick	Ota Started
Cyan*	Battery is Too Low to Power

\* User needs to reset OVR Node in this mode

- If you press and hold the power button on OVR Node for 4 seconds, it will be turned off.
- If you hold down the power button on OVR Node for 8 seconds, the firmware upgrade to it will be started.

## Motion Profile

Moves;

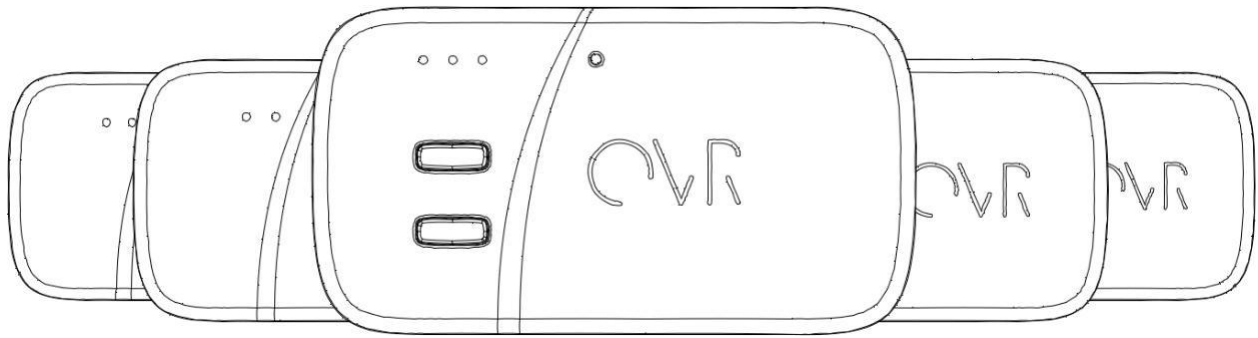
As you may know, WalkOVR uses motion capture techniques by determining your movements. We do it through what we call “motion profiling”. Motion profiling is the way we understand your movement pattern.

Through this section, you configure how would you like to move in your VR games. The motion pattern section is configuring how you generally want to walk in place by adjusting:

- What should your in-game walking speed, through “In-game Walking Speed”
- How much should you tilt your upper body to strafe, through “Strafing Deadzone”
- How much should you tilt your upper body to move backward, through “Backward Deadzone”

## WalkOVR Classic

### Package Contents



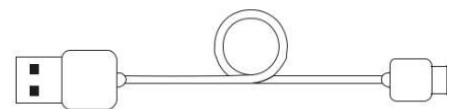
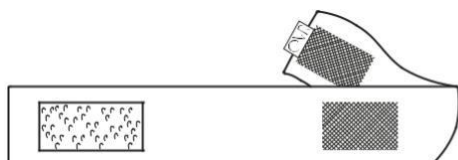
Base Node & Sensors



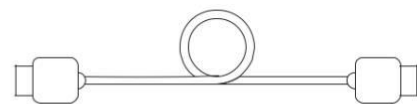
Body Strap



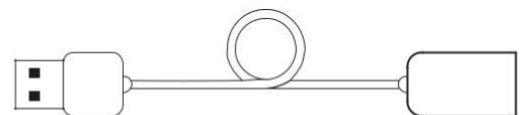
Knee Straps (x2)



USB-A to Micro USB

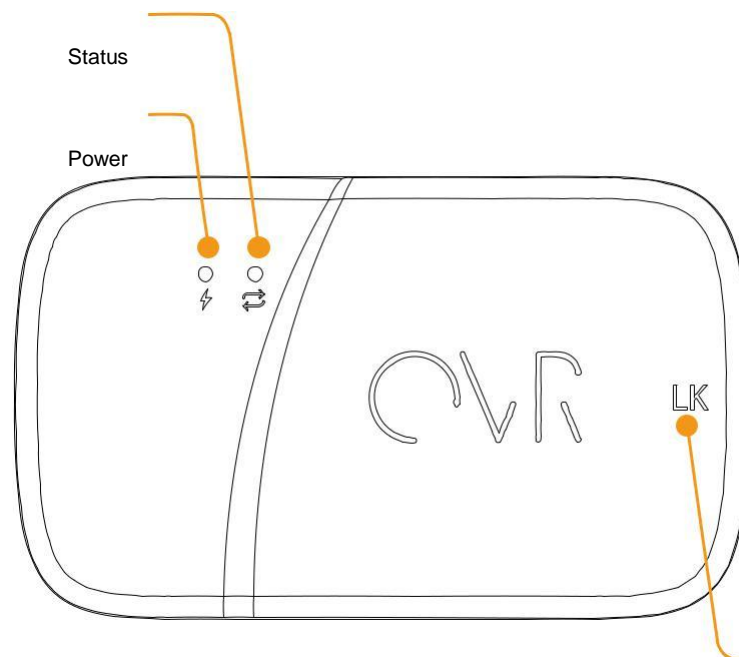
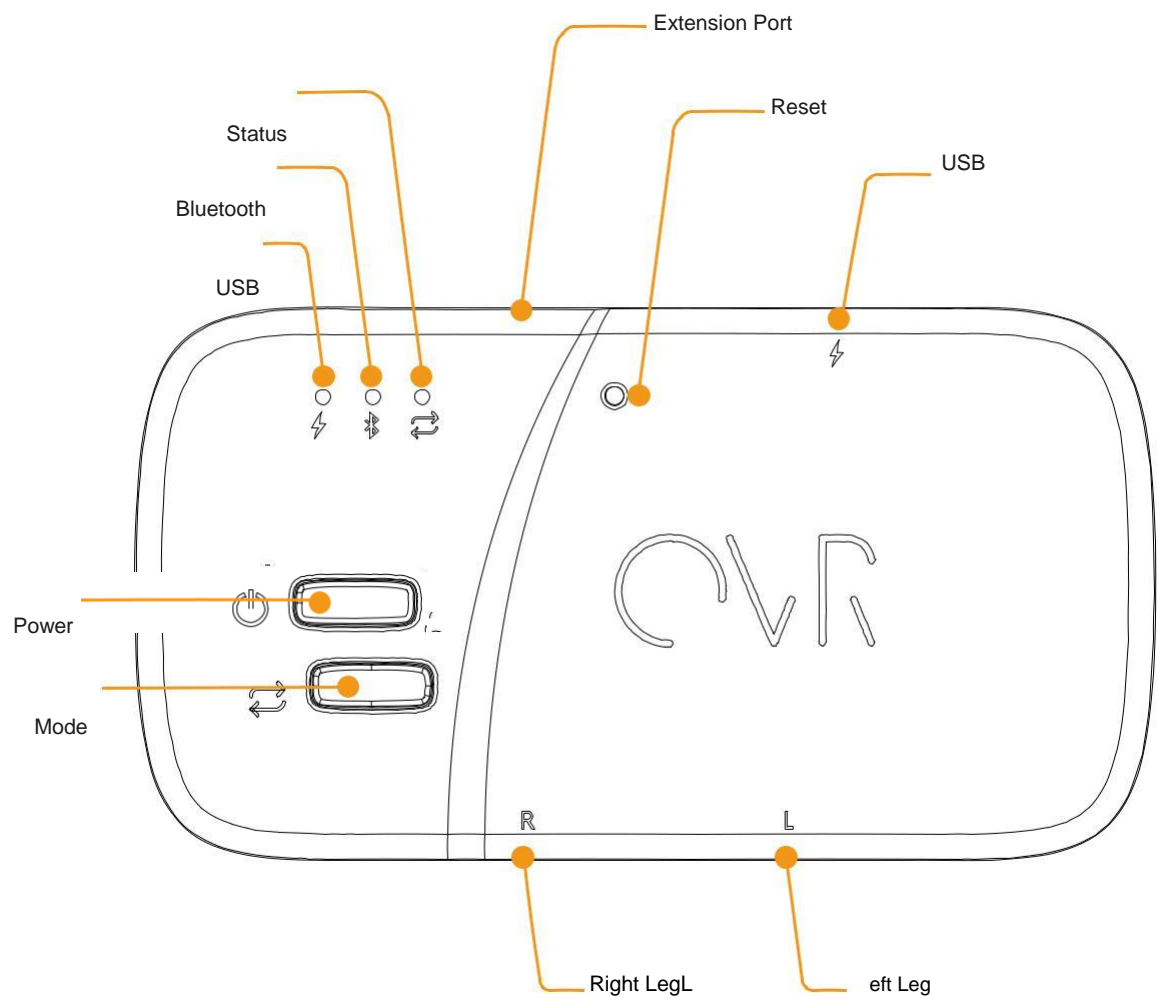


Micro USB to Micro USB (x4)



USB extension cable for Bluetooth

## Device Layout



LK: Left Knee  
 RK: Right Knee  
 LA: Left Ankle  
 RA: Right Ankle



**Weight:**

- Product Weight: 220 g (7,76 oz)
- Expected Shipping Weight: 550 g (19,4 oz)

**Build:**

- ABS Plastic frame

**Firmware:**

- OVR 7.6

**Chipset/CPU:**

- Base Node – single-core (32 MHz M4), FPU Core
- Sensor Node – single-core (48 MHz M4), FPU Core

**MEMORY Internal:**

- 8 MB, 128 KB RAM, 32 KB EEPROM

**Bluetooth:**

- HID SPP Bluetooth 2.1 + EDR class 2, GAP, GATT, L2CAP, SMP

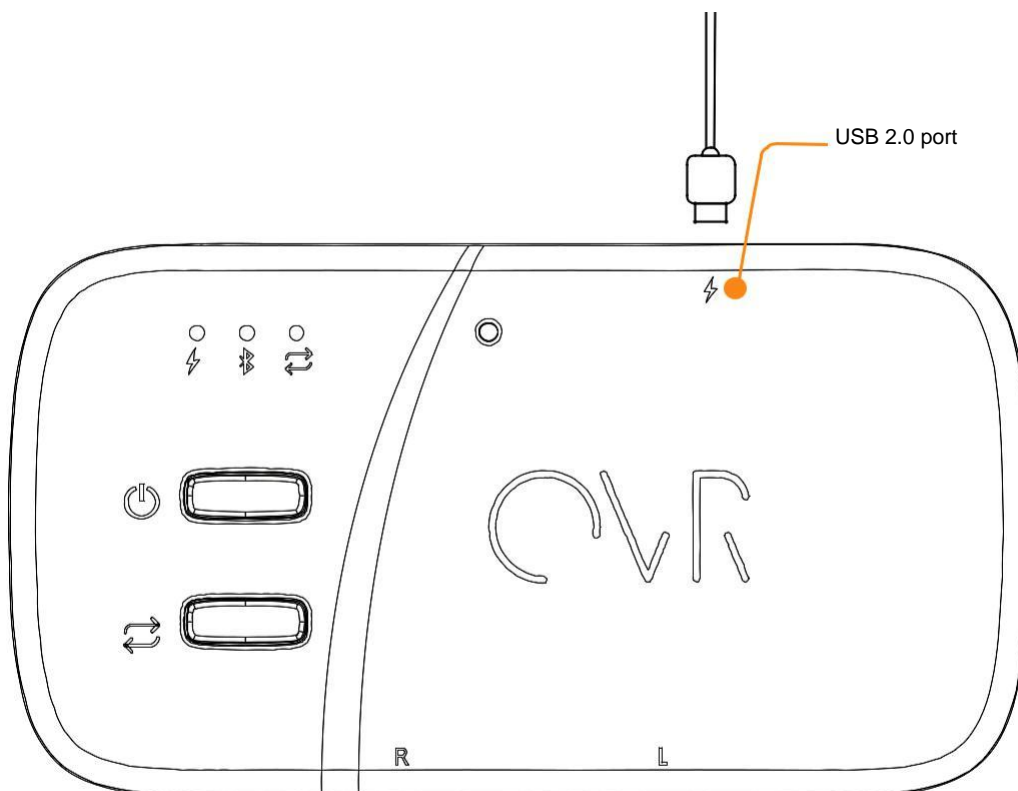
**USB:**

- 2.0, Micro AB Type

## First Use

WalkOVR may arrive at your address with an empty battery, therefore we strongly suggest charging your product before its first use. We provide a charging cable within your box. That cable can be plugged into your laptop's USB connector or your smartphone's quick charger (between 500 mAh to 2000 mAh).

When you plug your WalkOVR to charging, you'll see the red led is lit. We suggest keeping your device on charge for approximately 1,5 hours. All connected sensor nodes are powered by the main node, therefore you only need to charge the main node of WalkOVR. There is no indicator to show that WalkOVR's battery is fully charged however it doesn't cause any defect even though you keep your device on charge for more than necessary.

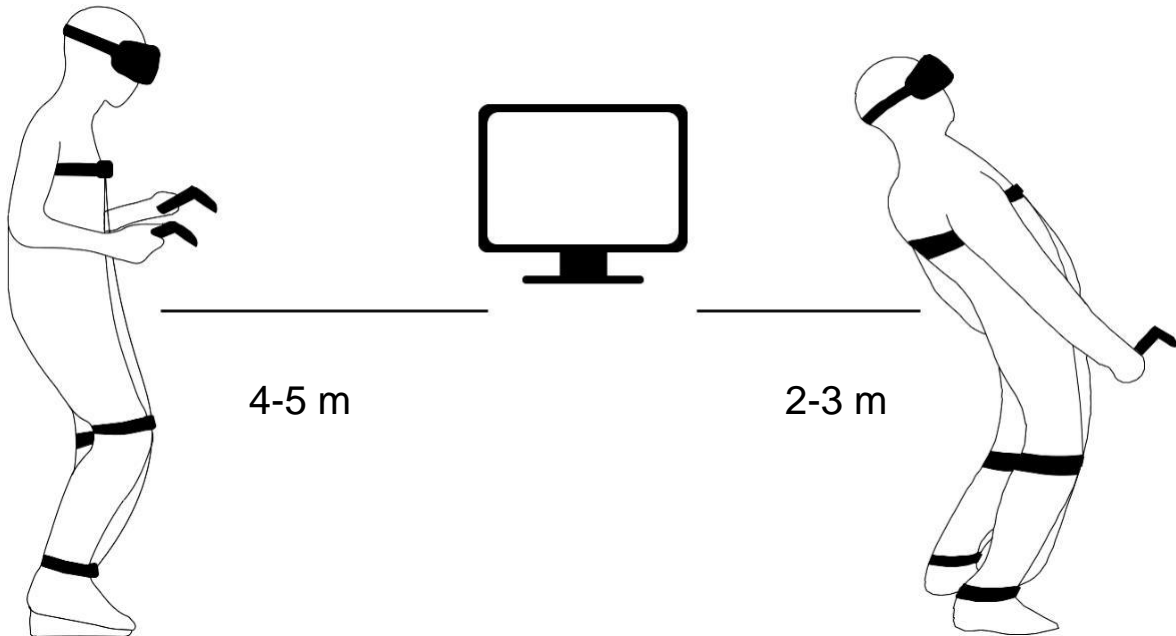


WalkOVR may also arrive in keyboard or gamepad modes, a mode other than Native VR mode. In such situations, you may not be able to use it directly with Native VR games. Please check "Keyboard" and "Gamepad" modes section or "Settings up WalkOVR" to properly understand and set WalkOVR mode.

Lastly, you can use your power bank anytime to power WalkOVR during your gameplay.

## Set Your Play Area

WalkOVR's Range of Use (up to v1.5.2) is around 5 meters with your Bluetooth dongle plugged into the extension cable we ship with your device. Without extension cable it is up to 2m; Recommended distance is always around 1.5m. For the newer versions (v1.5.2 and above) due to the protocol change, the range is more than these values stated above. Therefore we highly suggest updating your OVR Portal and Firmware to the latest versions.



Wireless technology, all options have their advantages and disadvantages. While developing WalkOVR we aimed to select the most broadly used technology for all our potential customers and for all types of usages to make WalkOVR the most compatible locomotion solution. However, we had to keep its price as affordable as possible for all of our customers by selecting as broadly used components as we can. Therefore we used Bluetooth for wireless communications.

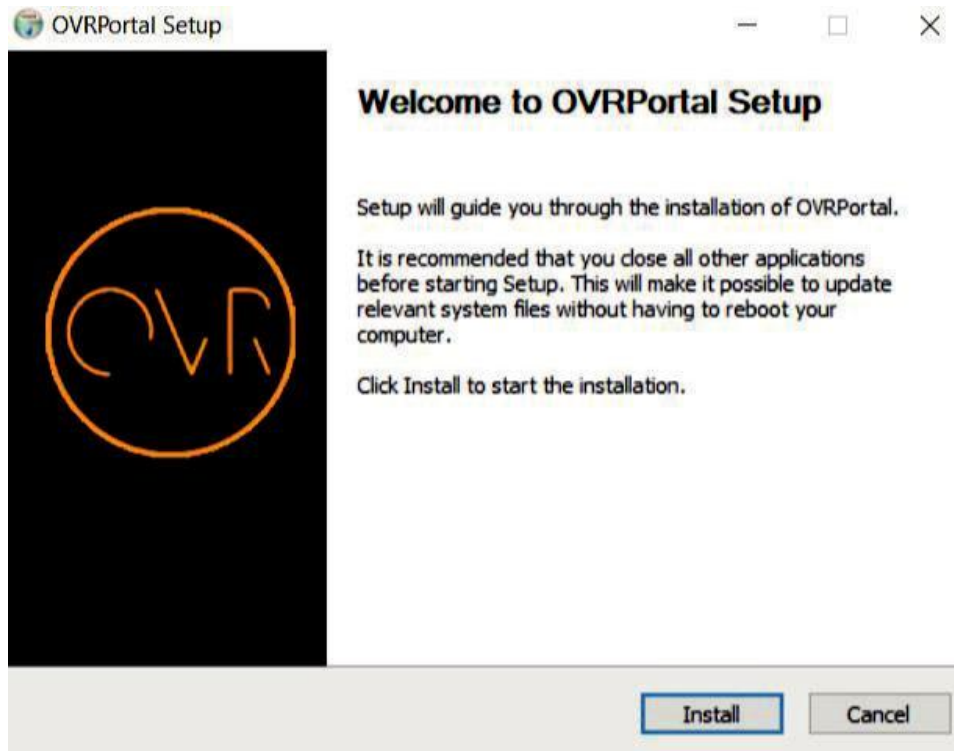
One of the advantages of selecting Bluetooth is not developing big bulky modem-like devices. You can use any Bluetooth dongle to play with WalkOVR. However, Bluetooth has its disadvantages with its range. Especially while using it attached to the human body. You have to use Bluetooth in a direct line of sight in such conditions.

To prevent any lack of communication or disconnections, we provide a USB extension cable to plug your Bluetooth dongles. Please pay attention to how to set your Bluetooth dongle to properly play with WalkOVR, as below:



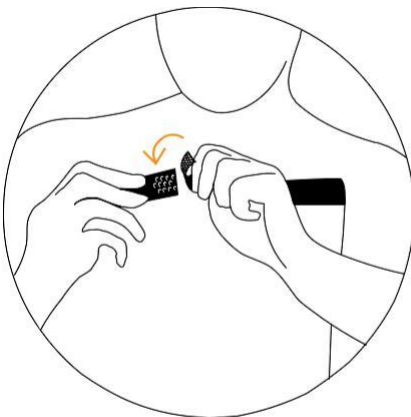
## Installing OVR Portal 2

1. Download the latest version of your OVR Portal client from here:  
[https://www.walkovr.com/ download](https://www.walkovr.com/download)
2. Execute the file you downloaded – Windows will block software downloaded from the internet from running, so we need to allow WalkOVR Portal to run.
3. Follow the instructions and install the WalkOVR drivers and OVR Portal Client

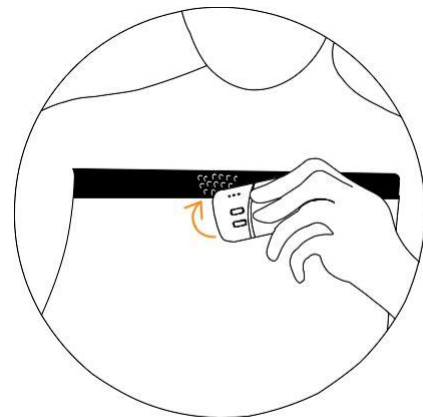


## Strapping WalkOVR on

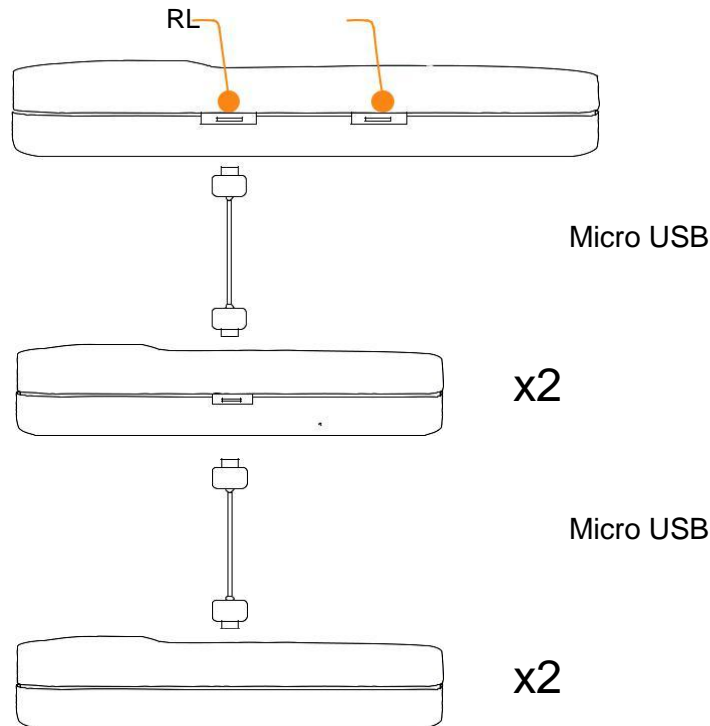
Don't forget to charge main hub before you start, you can use the USB-A to Micro USB charging cable with any USB port in your PC.



1. Strap the bands to your knees, ankles and chest.
2. The band you use for the body should be positioned on your chest for better sensitivity and control.



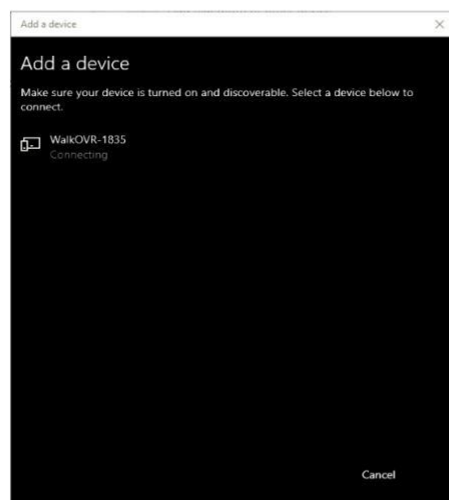
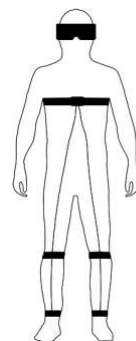
3. Then patch the hub and the nodes on the bands.



4. Connect each node and the hub to one another via Micro USB to Micro USB cables.

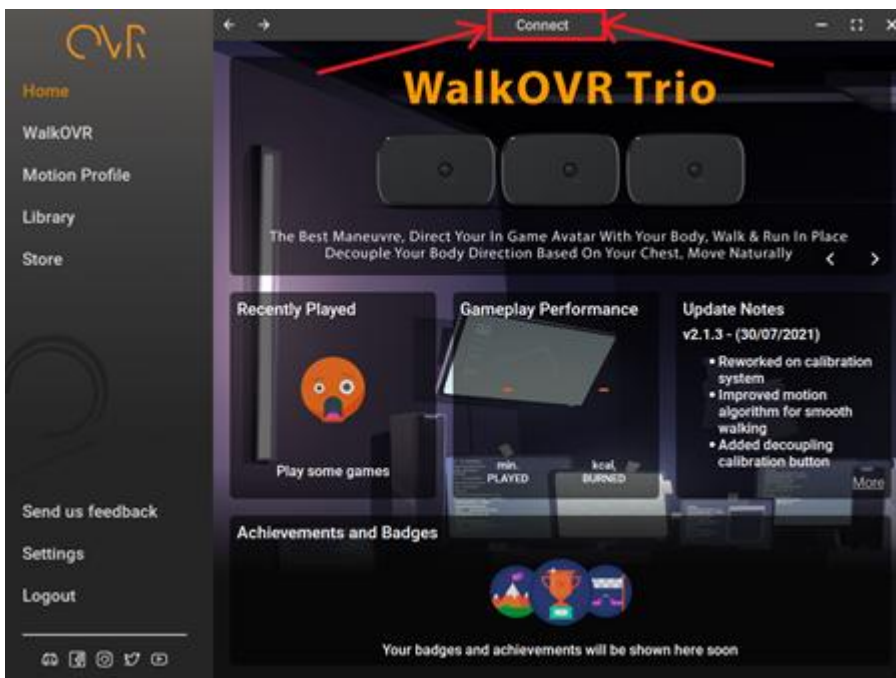
## Setting Up WalkOVR

1. Turn your WalkOVR on.
2. Open your Bluetooth settings on your Windows Operating System.
3. Search for active devices. Wait until it finds "WalkOVR-XXXX"
4. Click on your WalkOVR (WalkOVR-XXXX) to connect to it. From v1.5.2 and on, WalkOVR device name shows the modes in its name as WalkOVR(VR)-XXXX which indicates that WalkOVR is in native VR mode rather than keyboard or gamepad

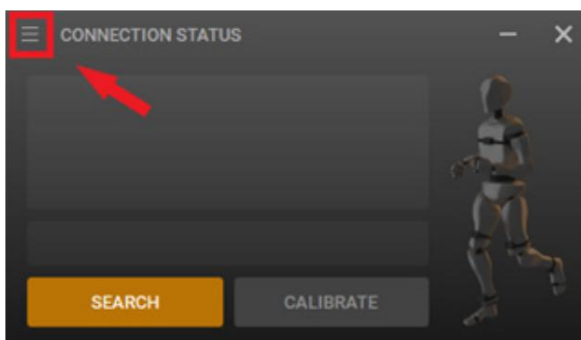


WalkOVR Blue Led blinking frequency shows which mode is currently active. The following procedure is shared with the assumption that WalkOVR is in native VR mode. See page 15 for more information on WalkOVR modes

5. Run Connection Status by clicking the **Connect** button



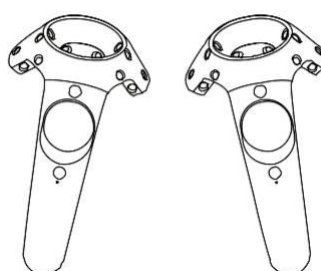
6. Click the **Search** button and then you will see Chest, RK, LK, RA, LA
7. Click the Calibrate button or click on the calibration option in the top hamburger menu



8. Follow the instructions and calibrate the WalkOVR

## Playing Your Games

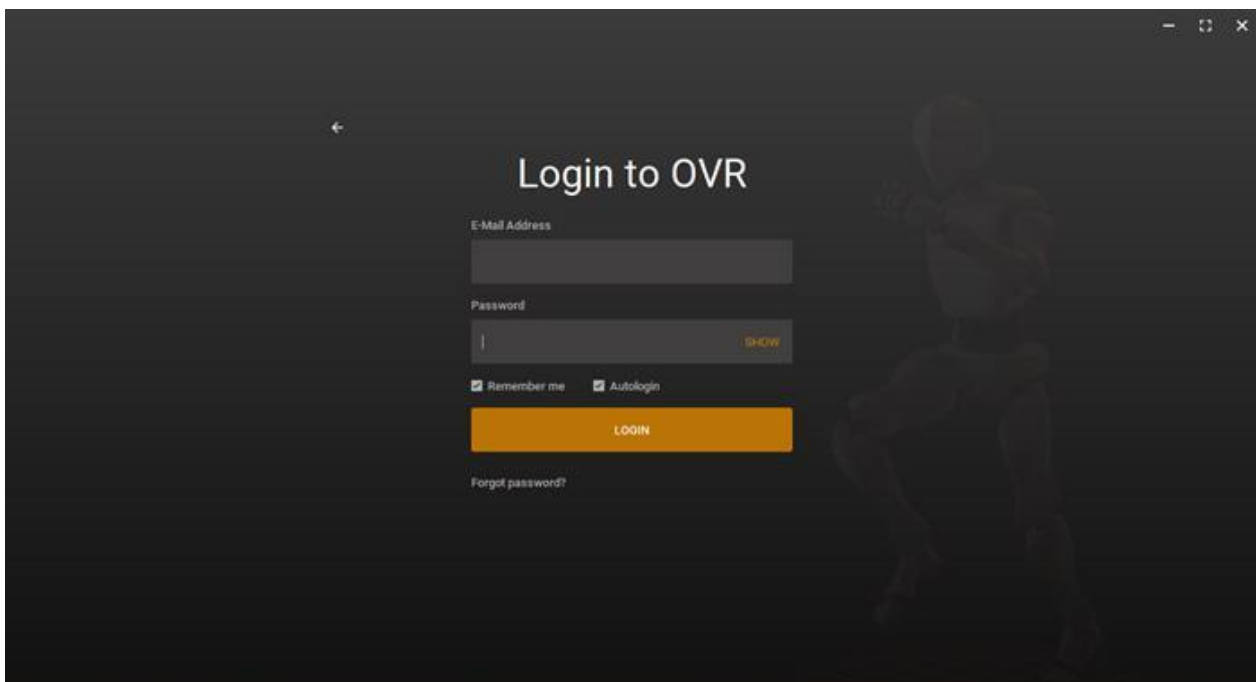
1. Start SteamVR
2. If your headset is HTC Vive, turn on both controllers while holding them, if not it is ok whether or not you've started your controllers



3. You will see WalkOVR icon. That shows WalkOVR is automatically integrated to SteamVR.



4. However you still need to activate WalkOVR by starting OVR Portal. It is 'suggested' to start OVR Portal before SteamVR.
5. When you start OVR Portal, you need to log in with your credentials. You should have received an email regarding your login credentials before you received your WalkOVR. If you haven't received it, please contact us at [support@walkovr.com](mailto:support@walkovr.com)



6. After you've successfully logged in, you need to click connect button so OVR Portal can connect to your device.
7. Upon connection, you can now test your in-game movement through the avatar and the arrows around the avatar. Based on the default parameters your movement may need to be corrected, you can play with the knee level, step quickness, strafing, and backward deadzone parameters to arrange the most comfortable gaming experience.
8. Start and enjoy your SteamVR game that supports smooth locomotion. You may check all the games we've tested ourselves and verified their compatibility on <https://walkovr.com/games>

WalkOVR should already be compatible with almost any free locomotion-supported games on SteamVR. However, if there are any games you realized WalkOVR is not yet working with, please contact us at [support@walkovr.com](mailto:support@walkovr.com)

OVR client will initially be in the BETA version, without the game profiles feature. Without game profiles, some games with headsets may not be working properly.

Please contact us at [support@walkovr.com](mailto:support@walkovr.com) to learn more if your game is in the full list of verified games on <https://walkovr.com/games> and not working.

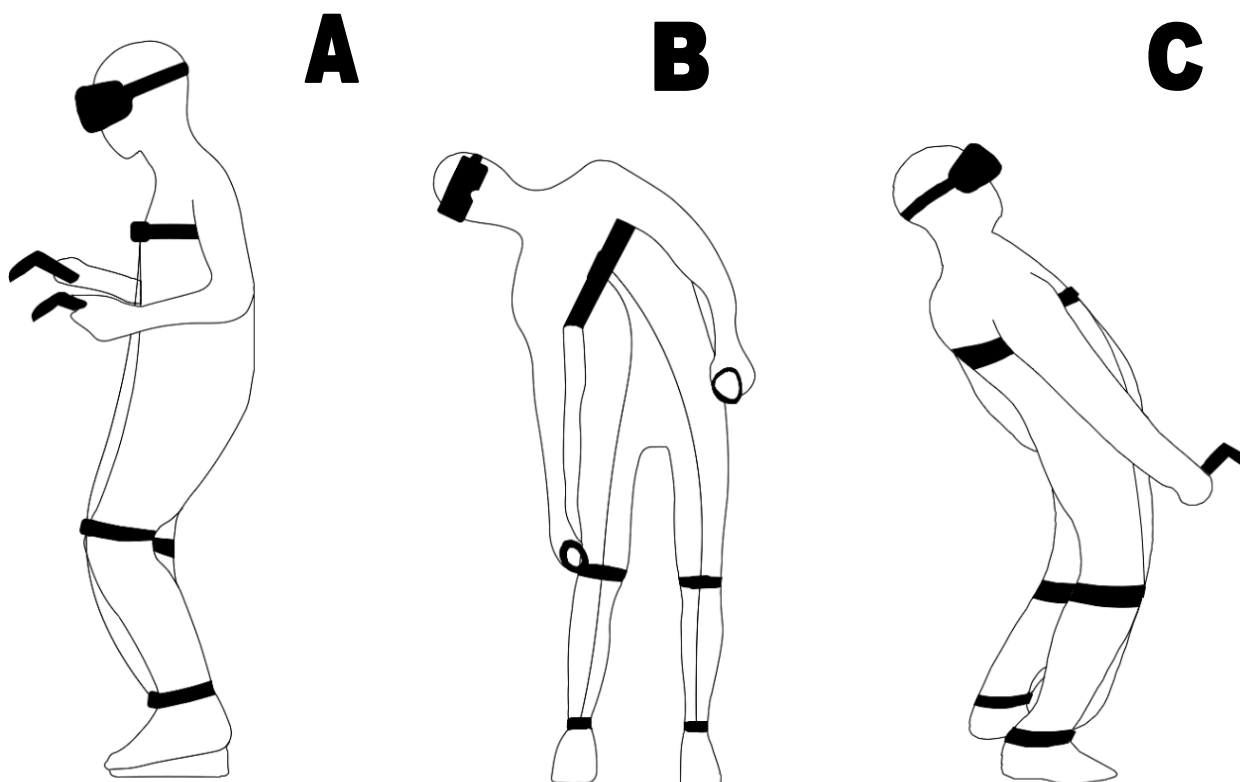
9. At this moment, you should be able to move inside your VR game by moving with your own body. In case you can't, please be sure that you enabled the "free locomotion" option in your game settings. Rather than teleportation or other ways of locomotion.

## Moving In Games

With WalkOVR you can use your body to move inside a locomotion-supported VR game.

- To move forward, just walk in place (image A)
- To strafe right or left, lean your upper body to your right or left (image B)
- Similarly, if you wish to move backward, lean your upper body to your back (image C)

Using your upper body lets you control your in-game movements properly, in 360 directions. If you wish to move cross forward, for example, to cross right, lean to your right and walk in place (image a and image b together). If you wish to move rear left, just lean your rear left (image b and image c together) to move in that direction.



Moreover, WalkOVR doesn't block your controller, which means you can use your controller anytime to move. If you are tired of walking in place, you can keep using your VR controller anytime.

With the OVR Portal v1.5.2, you are now able to enable “leg strafing” and “treadmill walking”. This way of movement is provided to let our customers have various options. If you would like to strafe by extending your legs to your right or left, you can enable this option.

Similarly, our customers who have omnidirectional treadmills in the market can use WalkOVR with their system. If you would like to free yourself and use your omnidirectional treadmill with any locomotion-enabled SteamVR game, just enable the treadmill movement option on your OVR Portal.

## Device LEDs

On WalkOVR Main Node, you see three different LEDs

Red led (USB Led) identifies that your device is connected to your PC's USB port or charger. If your device is connected, WalkOVR shows it by a bright red light. Power connection is only used to charge your system and the battery level is indicated on your OVR Portal when you connect it through Bluetooth for Native VR gaming.

Green led (Connectivity Led) identifies the Bluetooth connectivity or low battery level. When you turn your device on, the green led starts to blink until you connect it through OVR Portal. Green led also blinks slowly when WalkOVR's battery starts to deplete. At this moment, you should be aware that you should charge WalkOVR or plug a power bank soon to keep playing with WalkOVR.

Blue led (Status Led) identifies the device mode, if it is in Native VR mode, Keyboard mode, or Gamepad mode. Blue Status led and mode changes are explained in the following section.

## Keyboard and Gamepad Modes

WalkOVR has three modes at the hardware level: Native VR, Keyboard, and Gamepad modes. Native VR mode is for VR games, natively built for Virtual Reality, such as Arizona Sunshine, Raw Data, Pavlov VR, or Onward.

Keyboard mode is for our daily WASD games to play with your body, in 3D stereoscopic VR. FPS Games such as Counter Strike or Alien Isolation can be some examples of this. On the other hand, to play some VR games such as DoomVFR or Skyrim VR, keyboard mode can still be used. Lastly, Gamepad mode is for Cardboard, Samsung Gear VR, or Oculus GO games that work with the gamepad.

One example of this can be legendary Minecraft VR on GearVR or Slightly Heroes on Oculus GO. You can switch between modes according to your needs. To change modes between Native VR, Keyboard, and Gamepad

1. Click the mode button.
2. The led status indicator will stop blinking continuously for a few seconds. After that based on the mode you selected, blue led will blink in different frequencies as below.

Native VR	Status (Blue) led blinks 1 time
Keyboard Mode	Status (Blue) led blinks 2 times
Gamepad Mode	Status (Blue) led blinks 3 times

Once you change your WalkOVR's mode, it becomes another device for Windows. Therefore, you have to unpair and pair your WalkOVR again through a Bluetooth connection. This is a requisite of Windows. However, for the keyboard or gamepad modes, **you don't need WalkOVR to connect to OVR Portal**.

We are currently working on a virtual keyboard solution to make your mode switching smoother. You may see "keyboard" option on your OVR Client interface. It is currently disabled.

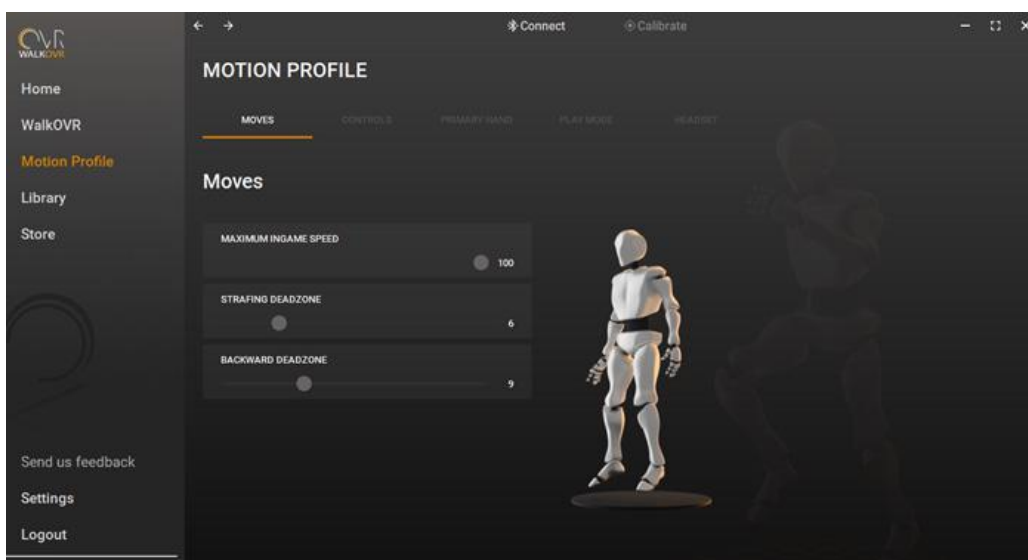
## Motion Profiling

As you may know WalkOVR uses motion capture techniques by determining your movements. We do it through what we call "motion profiling". Motion profiling is the way we understand your movement pattern.

Through this section you configure how would you like to move in your VR games.

Motion pattern section is configuring how you generally want to walk in place by adjusting:

- How much you raise your knees, through "knee level"
- How quickly you move your legs, through "step quickness"
- What should your in-game walking speed, through "In-game Walking Speed"
- How much should you tilt your upper body to strafe, through "Strafing Deadzone"
- How much should you tilt your upper body to move backwards, through "Backward Deadzone"



Here, there is one important remark. Decreasing the knee level and step quickness too much, liken your motion behavior to standing still. This situation makes it difficult for WalkOVR to understand if you are moving or standing still. Eventually, this may result in failure in room-scale usage and your small steps may encounter in-game movements as well.

## Settings

In Settings, you configure WalkOVR according to your needs. In this section, you can:

Account;

- Change your name
- Change your surname
- Change your password

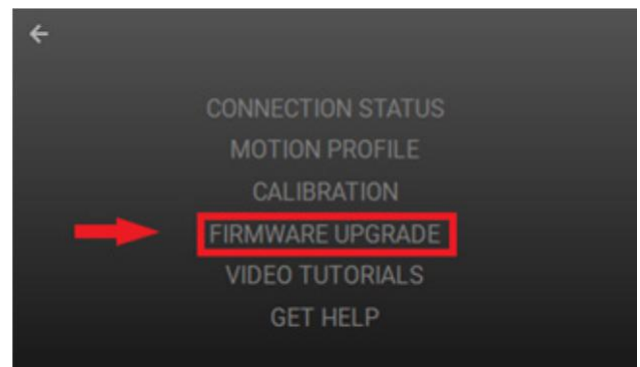
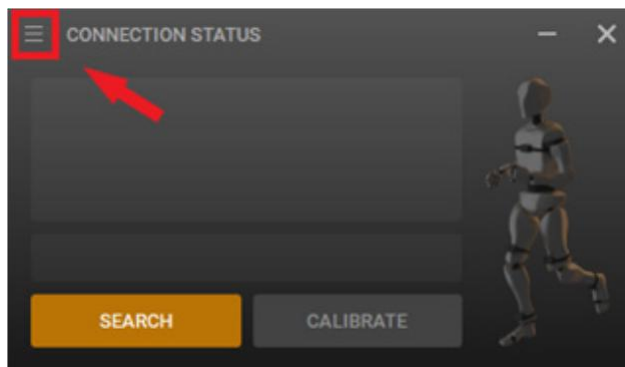
Devices;

- Choose WalkOVR 1 or New WalkOVR

Fitness;

- Change your age
- Change your gender
- Change your height
- Change your weight

## Updating your device to latest release



1. Click Firmware Upgrade Button
2. Bluetooth connection will be idle and the firmware update starts
3. Wait until you see %100 on the client
4. As of v.901 FW version, WalkOVR device automatically restarts and will install the firmware. You should see the continuous blink of the status led (blue led)
5. Connect WalkOVR to OVR Portal

## Turning of your device

There is a 10 min sleep timer for WalkOVR. In case you are not using it for 10 minutes., it automatically turns itself off. However, we recommend turning it off to prevent unnecessary usage of the battery, in case you stop using it.

To turn off your device, please click and hold the power button for about 3 seconds.

Remark. In case you accidentally turn on your WalkOVR, you have to wait for the initial calibration process. When you observe blue led started to blink, you can turn off your device.

## Help and Feedback

We really use all the feedback from our community to improve the devices and services we provide. If you need any support you can contact us anytime through [support@walkovr.com](mailto:support@walkovr.com) or you can contact us through webchat on our website. Besides not only for the information provided in this user manual but also for anything please do not hesitate to share your feedback.



<https://discord.gg/zR2U9Mj>