

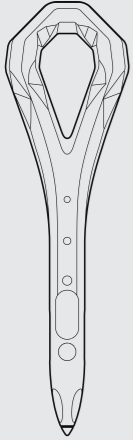
WELCOME TO VR INK

The stylus allows you to work seamlessly with both traditional 2D surfaces and roomscale 3D interactions.

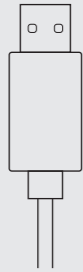
We hope that your workflows will benefit from the increased precision, control and natural interactions of VR Ink.

Let's get started.

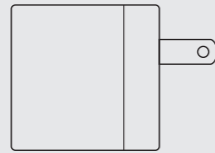
WHAT'S IN THE BOX



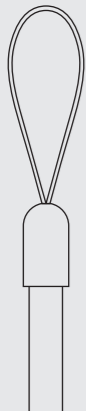
VR Ink Stylus



USB Cable



USB Adapter



Lanyard



Tip Tool



Extra Tips

SET UP INSTRUCTIONS

1. Requires a SteamVR compatible system and HMD.
2. Install the Logitech VR Ink Driver from the Steam Store.
3. Please restart SteamVR after installation.
4. Look for the greyed out Virtual Driver icon in the SteamVR dashboard.



5. Now pair VR Ink following the instructions below.

PAIRING INSTRUCTIONS

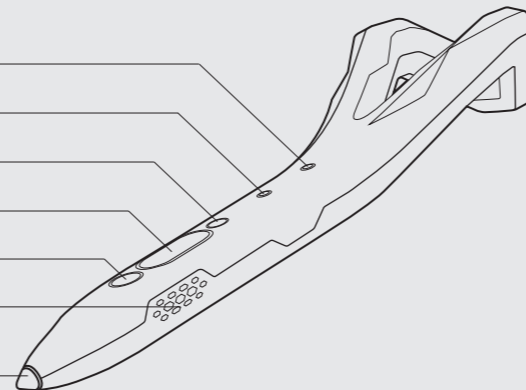
1. Turn on VR Ink by pressing the system button for about a second. The status LED will appear blue if it is not currently paired to a system.
2. In the SteamVR status window, right-click on a controller icon and select 'Pair Controller'.
3. Press (and hold) both the Menu and System buttons on VR Ink for a few seconds until the status LED starts blinking blue.
4. When VR Ink is successfully paired, the LED will appear as solid green. You should also see updated VR Ink icons in the SteamVR status window. Note that both icons for VR Ink are active.
5. If you put on the HMD you will see the VR Ink model in the SteamVR Shell.

USING VR INK

After VR Ink is set up, we highly recommend that you try out our Demo App: https://github.com/Logitech/vr_ink_sdk

LED
System button
Menu
Touchstrip
Primary button
Grip buttons
Analog tip

1
2
3
4
5
6
7



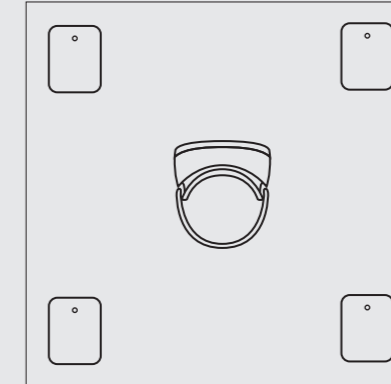
TIPS AND TRICKS

If two controllers are already paired and connected, first turn OFF the one you want to replace VR Ink with. Power on VR Ink. Now only two devices are powered and connected. Start the VR app.

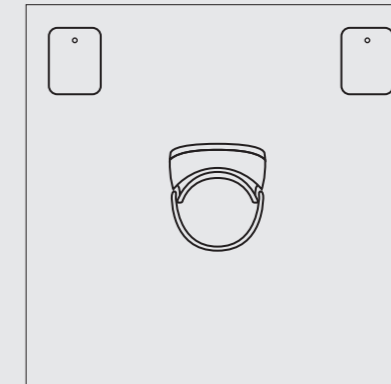
LOGITECH VR INK DRIVER

The Driver allows you to customise the settings of the VR Ink controls.

RECOMMENDED BASE STATION 2.0 CONFIGURATIONS



Recommended Base Station configuration.



If using 2 Base Stations, place them so that you face both.