

VERSAEYE: Settings & Setup



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CHARGING YOUR VERSAEYE

Important! Always use the battery charger that came with your device. Any other charger may damage the batteries.

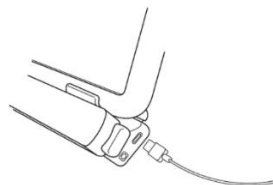
Ensure the device is in a safe place when charging. Plug the charger into an electrical outlet - a surge protector is recommended, then plug the USB-C connector into the charging port on the VersaEye.

BATTERY RUN TIME

How long the batteries last will depend on how you use your device. The time required to fully charge the batteries varies depending on the charge level when the charge begins. When the device needs charging, locate the charging port on the side of the VersaEye and connect the battery charger. If the VersaEye is connected to your iPad via the USB-C cable, the iPad will also charge. Refer to your iPad manual for more information on iPad charging times and indicators.

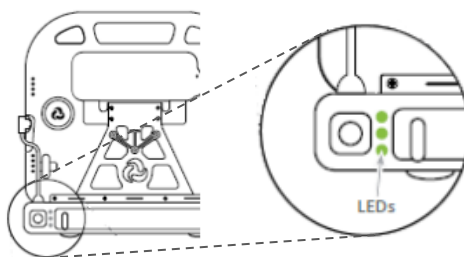
BEST PRACTICE

Always ensure that you turn on your iPad before turning on the VersaEye. Plug in your battery charger every night when you go to bed and any time you see that the battery is low. If you are unable to plug in the charger overnight, it is best to power off the device to conserve battery charge.



TURNING YOUR VERSAEYE ON/OFF

Connect the VersaEye USB-C cable to the USB -C port on your device. To turn your VersaEye on or off, press and hold the power button on the back of the camera for 3 seconds.



Power button & LEDs

- 1 Green LED: Powering ON
- 1 Red LED: Powering OFF

Battery Status (Tap Power Button)

- All 3 LEDs lit: 60% +
- 2 LEDs lit: 30% +
- 1 LED lit: below 30%

Charging

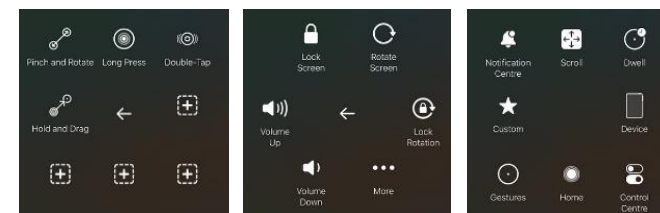
- 1 LED flashing: Charging
- 1 LED solid: Fully charged

ASSISTIVETOUCH

The iOS ecosystem was designed to be used with touch. You can tap on a button, swipe from screen to screen, pinch to zoom, and use a long press to reveal additional functions. For individuals who have difficulty performing these touch gestures, or who have difficulty reaching and

using the physical buttons on their device, Apple created Assistive Touch.

While it was initially designed for use with touch, it has expanded to allow control of the system using pointing devices such as eye tracking, a joystick, or a trackball.



Enabling AssistiveTouch

When you plug in your VersaEye or other MFi Certified pointing device, AssistiveTouch will automatically become enabled. You will see the AssistiveTouch icon appear on your screen. You can now perform a tap action or use the other AssistiveTouch features to control your device.

1. Go to **Settings > Accessibility > Touch > AssistiveTouch**.
2. Press the slider to turn on.

Selection Modes

Pointer Devices are seen as a mouse to the iOS device, and as such the iPad is expecting a left click by default to make selections. A left click in iOS is called a Tap, which is similar to tapping an item with your finger. This may be possible for some users to access in this way, but others may require dwell selection instead.

Left Click/Switch Selection

If your device doesn't contain its own button for performing a left click, you can use an assistive switch instead. There are several wireless switches that can send a left click signal to iOS, and the VersaEye contains a switch port for using a wired switch (*see VersaEye: Using Switches and Additional Settings*).

Dwell Control

Some individuals may not be able to access a switch or left click for sending the Tap command to iOS. In this case, you can turn on Dwell Control, whereby the user maintains their gaze on the target for a set amount of time to select.

Touch Accommodations

- **Hold Duration** is used when an individual accidentally selects too many buttons when targeting their desired button. You will need to hold your desired button longer to activate it.
- **Ignore Repeat** is used when the individual accidentally selects too many times after selecting the desired target. When using this setting, additional taps will be ignored for the duration set.

- **Tap Assistance** has two options. Both are triggered when you release your touch from the screen.
 - **Use Initial Touch Location** is best if you are able to place your finger on the desired target, but then slide off of it. The first button you touched when placing your finger on the screen will be activated after you release.
 - **Use Final Touch Location** is used if you have trouble targeting your button when moving in space. You can touch anywhere on the screen, then drag your finger to your desired button. The last button you touch before releasing will be selected.

CHANGING THE POINTER SIZE & COLOUR

You can change the size and colour of the pointer that is shown when using your VersaEye.

Change Pointer Size

1. Go to **Settings > Accessibility > Pointer Control**.
2. Use the slider under Pointer Size to adjust the size of the pointer.

Change Pointer Colour

1. Go to **Settings > Accessibility > Pointer Control > Colour**.
2. Select a colour.
3. You can also adjust the border width if required.

Turn on Snap to Item

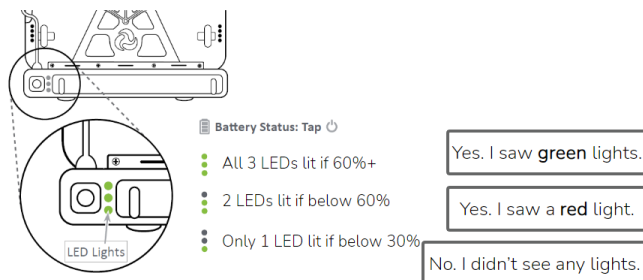
If you have difficulty controlling the cursor you can turn on Snap to Item. This will snap the cursor to the nearest button/item.

1. Go to **Settings > Accessibility > Touch > Assistive Touch > Devices > Hiru**.
2. Turn on Snap to Item.

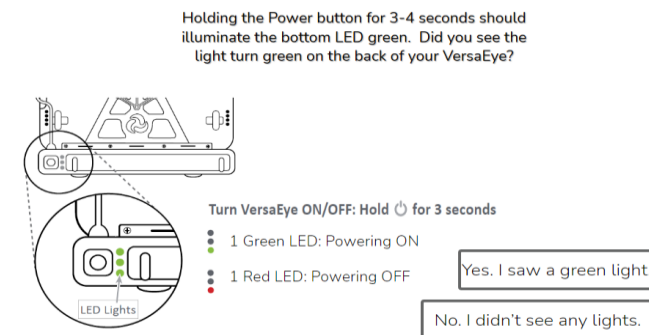
VERSAEYE TROUBLESHOOTING

Power

Tap the Power button on the back of the VersaEye module. Do you see any lights illuminate on the back of the VersaEye when you do this?



Red light on the back – This means a very low battery, and the VersaEye needs charging.



If you see 8 red lights on the front the VersaEye is powered on.

Your VersaEye has power. Does your eye tracker have 8 IR lights behind the lens cover?



Tracking

- **Not Tracking** – Ensure the USB cable is connected properly.
- **Not Accurate** – Ensure you are in front of the device, roughly 22 inches from the screen. Ensure the positioning for your eyes is green and recalibrate if needed.
- **Too Fast/Slow** – Go to **Hiru > Settings**. If the pointer is too sensitive, increase the smoothing value. If it is not sensitive enough, decrease the smoothing value. These settings are saved and will be used in all apps.
- **Calibration** – Go to **Hiru** to calibrate the VersaEye, making sure you are at a good distance.
- **Selections** – You can make selections in iOS using the VersaEye in two ways:
 - **Use a left click** – this can be done with any device that can act as a left click, such as an assistive switch.
 - **Use Dwell Control** – with this method the user hovers the pointer over the target for a set amount of time to make a selection.

For further help and assistance on setting up your VersaEye, please watch our handy YouTube video:

<https://www.youtube.com/watch?v=tEMKGstVJU>