



Small
Mixed Reality
Glasses

 **ThirdEye X2**

User Guide

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Welcome to Mixed Reality.

Congratulations on getting your ThirdEye X2 Mixed Reality Glasses — a Powerful, Stereoscopic 3D, See-through Mixed Reality Glasses. The X2 MR Glasses allows you to merge the real world with virtual worlds.

This User Guide will take you through the basic set-up of the X2. While the X2 possibilities are infinite, thankfully its setup is not.

This User Guide is also available online: www.thirdeyegen.com. -
Specifications/Instructions included in this document are subject to be updated/modified at ThirdEye's discretion- contact ThirdEye or ask any support questions using the below support email-

Additional instructional information or videos can also be found on the ThirdEye website/social media & at <https://www.thirdeyegen.com/forums> .

Customer Support

For questions and additional support information not found within this guide, contact support@thirdeyegen.com

Developer Support

For developer support, documentation, please visit <https://www.thirdeyegen.com/documentation/>

or contact developers@thirdeyegen.com

Important: Please read this entire guide thoroughly before using your X2 MR Glasses.

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What comes with your X2 MR Glasses?

1. X2 MR Glasses



2. USB Type A-C Power Adapter
3. USB Type A-C Cable (for charging and data transfer)
4. Head-strap
5. X2 Portable Carrying Case
6. Microfiber cleaning cloth
7. Earphones
8. User Guide

Overview of the X2 MR Glasses:

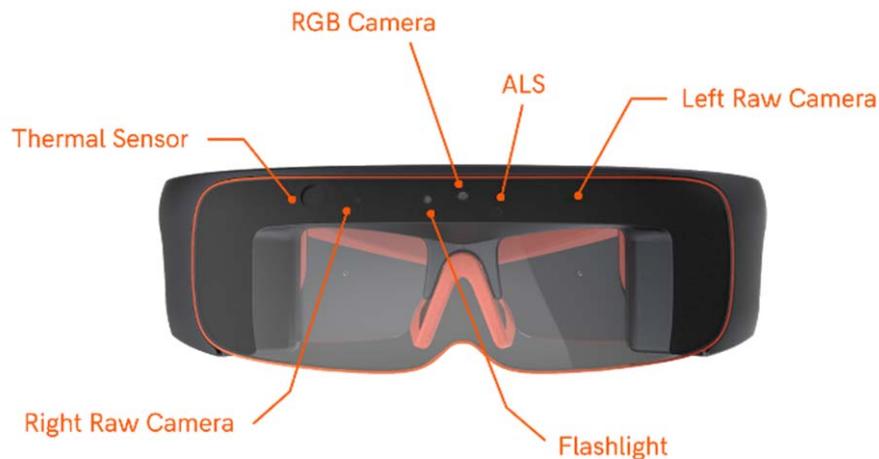
Top View



Front Angle View



Direct Front View



Main Buttons Controls:

The Three Buttons are “Power”, “Home/Back”, and “Select”

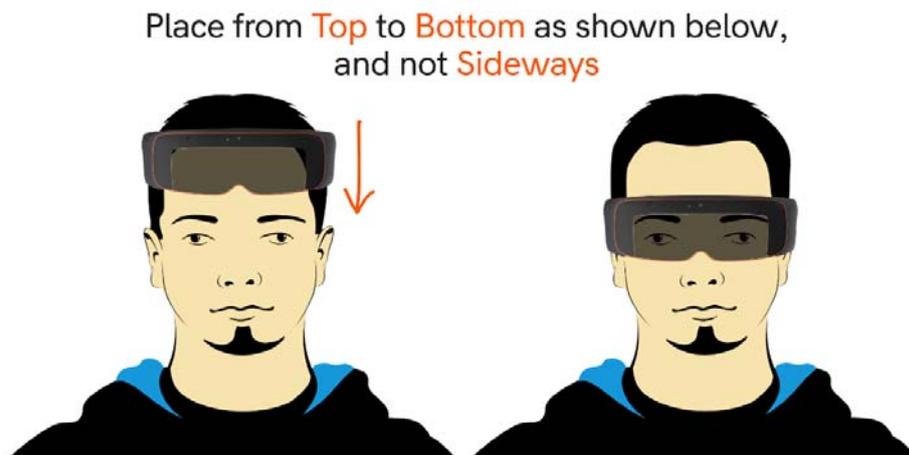
- 1.) **Power On:** Short Press (click) the Power button to turn on. You will see the White LED light turn on immediately & hear the haptic buzzer make a noise. The X2 displays will turn on a few seconds later. If the white LED or displays do not turn on that means battery is low- connect to your provided Charger.
- 2.) **Enter Sleep Mode:** While your X2 displays are on, short press the Power Button to enter sleep mode. The displays turn off in Sleep mode. In Sleep mode, the device is not off only the displays are.
Exit Sleep Mode: Short Press the Power button again to exit Sleep mode.
- 3.) **Power off:** While your X2 is on, long press (click & hold for ~3 seconds) On/Off (Power) button to turn the system off. You will see a pop-up with the message “Shutting Down” indicating the X2 is shutting down automatically.
- 4.) **Power Reset:** Press and hold the Power button for ~30 seconds to force a power reset. When doing a hard power reset do a hard power reset that the device can't be plugged in to a charger or computer at that time

- 5.) **Home/Back:** Press the Home/Back button to return to the previous screen or home screen.

Turning on the X2 MR Glasses for the first time:

The first time you turn on the X2 MR Glasses, you will be taken through a brief setup process. Please follow the below steps.

1. Put on the X2 from top down (see below picture). Attach the head strap to the head strap notch if necessary.



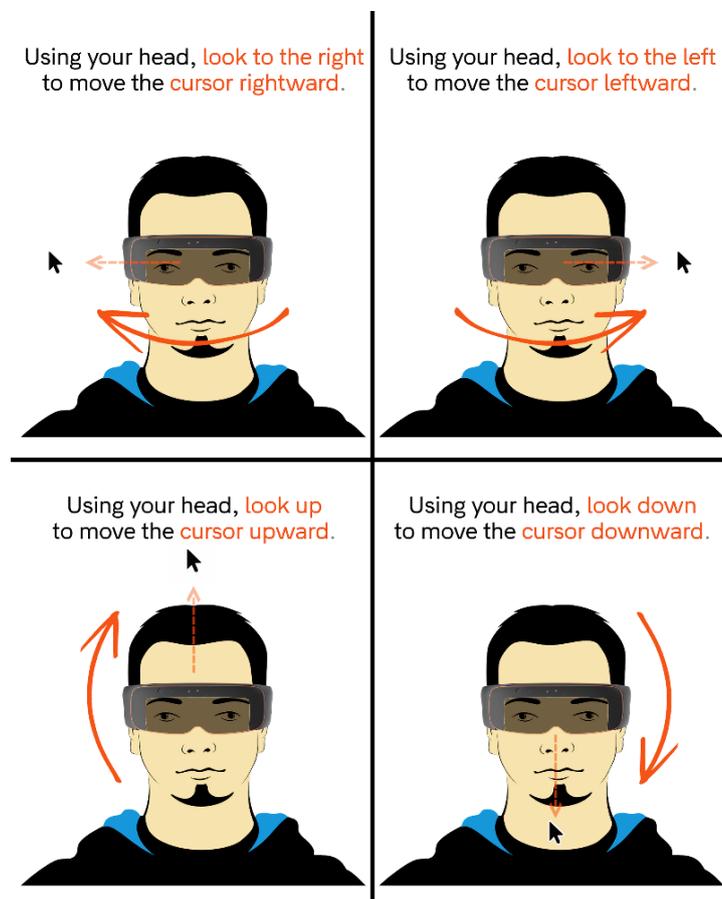
2. Turn on the X2 by pressing and holding the Power button. You will hear the haptic buzzer audio sound immediately after pressing the power button & the white LED will turn on immediately as well to indicate that the X2 is on. It takes a few seconds after pressing the Power button for the displays to turn on with the ThirdEye logo. If the white LED or displays do not turn on that means battery is low- connect to your provided Charger and press the power button- you will see a battery charge icon if battery is low. After charging for some time, press and hold the power button and the ThirdEye logos will display for the normal power up process.

3. Once the displays are on, you will be taken to the home screen. If the screen or icons seem blurry, this may be because the X2 is not positioned properly on your face. Adjust it up/down on your nose, modify the flexibility of the nosepiece if needed, and use the head strap if necessary to position properly on your face until you can view the full screen properly.
4. On the home screen you will see tutorial .apks for the Gaze/Audio/Gesture controls. Look at the Tutorial with your head to move the cursor and click by pressing the physical “Select” button or via the automatic head motion Gaze click. The tutorial will go through how to use the different User Interface methods and control/activate/deactivate them.

Head Motion “Gaze” UI Controls

There are multiple methods of User Interface (UI) Controls on the X2 MR Glasses.

1. **Move/Click/Drag & Drop/Long Press:** Using your head look Up, Down, Left and Right to move the Cursor along with your head motion. Upon looking at an icon, the Gaze UI cursor automatically “clicks” by just staring at the icon for a couple seconds. You can drag and drop an icon by looking at an icon and pressing/holding the “Select” button. To “Long Press”, press & hold the “Select” button.



2. **Gaze UI Tab:** The Gaze UI controls tab is located at the top left. Each UI button corresponds to a different function. You can move this UI controls tab anywhere else on the home screen by looking at the UI tab and pressing and holding the “Select” button to drag & drop the UI Controls tab to a different section of the screen.

3. **Settings:** The “Settings” gear on the UI controls tab allows you to customize the Gaze UI per your individual preference. Below are some of the customizations available:
 - i. **Enable/ Disable auto-click:** If you want the automatic clicking to stop, scroll down to the “Disable auto-click”. After disabling this, to click on something you have to look at the icon and press the “Select” button.
 - ii. **Change color/size of UI tab & cursor:** To change the color, scroll to the color tab and drag and drop it to whichever color you prefer. There is also an option to change the size of the UI tab from Small, Medium and Large per your preference.
 - iii. **Change Speed of cursor auto-click:** Increase or decrease the speed of how fast the cursor automatically clicks when above an icon.
 - iv. **Change speed of cursor movement:** You can increase or decrease how fast the cursor moves with your head motion speed.
 - v. **Enable/Disable Gaze UI:** You can disable the Gaze UI (for example if you just want to use a wireless Bluetooth Controller or audio). Note: if you disable the Gaze UI, you will need to use some other form of UI control (either audio, gestures, a bluetooth controller device, or Vysor app on a computer.) to re- enable the Gaze UI by clicking on the Gaze UI app.
 - vi. **Restart Gaze UI tutorial:** You can always redo the initial tutorial by clicking on the Tutorial apk or via the Gaze UI settings tutorial button

4. **Remove UI Tab from top:** To minimize the UI Tab, click on the “ThirdEye” logo next to the “Settings” icon in the UI tab. This will minimize the UI tab. To reopen the UI tab, look at the “ThirdEye” logo on the bottom right and click on it. You can move the minimized UI tab anywhere on the screen via the same “Drag & Drop” Method-just remember where you moved it so you can reopen it later.
5. **Previous Screen (Back/Home) functionality while Gaze UI is on:** If the Gaze controls are enabled, to go back to the previous screen, you can click on the “Back” icon on the Gaze UI controls or press the physical “Back” button.

Audio UI Controls

The X2 supports Audio commands in English using a custom Speech Recognizer. The X2 uses the latest technology for advanced noise cancellation and speech recognition works in various environments.

- The wakeup word is "**Okay ThirdEye**" to enter Audio command mode.
- You can say "**Stop Listening**" to go back to wakeup mode anytime.

Upon saying the wake-up word, the X2 will make an audible “ring” sound & display a text command on screen to let you know the X2 is listening for audio commands. You can say multiple audio commands in a row-however if you are going to be talking in the meantime that could trigger commands unintentionally.

Upon saying “Stop Listening”, the X2 will make an audio “ring” sound to let you know it has resumed listening for the wake-up word.

You can say “Show Commands List” to get a scrolling list displayed of all the audio commands in case you forget any.

ThirdEye Global Audio Commands:

The below audio commands are Global Commands meaning that they can be used on any screen after saying the wake-up word. They will work on the home screen and in any 3rd party app unless the 3rd party app developer specifically deactivated a Global Command.

Global Audio Commands	Meaning
Sleep Mode	X2 Sleep Mode.
Show Commands List	Provides user a list of currently active voice commands in its own activity screen.
Wake Up	Return from Sleep Mode to the previous screen.
Shutdown ThirdEye	Android Turn Off – X2 shuts down
Back Button	Mimics the Android Back button. Navigates to the previous or home screen.
Home Screen	Navigates to Home Screen of X2
Open Camera	Opens built-in Android Camera App.
Take Picture	Takes a picture and saves it to Gallery. Can be used at any time.
Start/Stop Recording	Starts recording a video, displays a preview window on the top left corner of the screen. Stops recording a video, hides the preview window. Saves the video to the Media Gallery. Can be used at any time.
Open Store	Opens ThirdEye App Store app.
Open Workspace	Open ThirdEye Mixed Reality Workspace application.
Gallery	Opens Media Gallery application.
Files App	Opens File Manager application.
Open/Close Thermal	Opens and Closes the Thermal Sensor Feed application.

Take Thermal Picture	Takes Thermal Feed picture and saves it into Media Gallery.
Flashlight On/Off	Turns on/off Flashlight (Android Torch functionality).
Screenshot	Takes screenshot of Android Screen and saves it into Gallery.
Volume Up/Down	Increases/Decreases the Volume one step.
Brightness Up/Down	Increase/Decrease the Display Brightness level by 10%
Brightness High/Max	Sets Display Brightness Level to High.
Brightness Medium	Sets Display Brightness Level to Medium.
Brightness Low	Sets Display Brightness Level to Low.
Rotation On/Off	Turn on/off sensor-based Screen Rotation.
Mute Sound/Off	Mute on/off.
Cursor Up/Down/Left/Right	Moves the System Cursor/highlight.
Cursor Select	Selects the currently highlighted object.
Head Motion On/Off	Head Motion UI Controls appear/turned off.
Gaze Click On/Off	The Automatic Stare Clicking starts/the Automatic Stare Clicking stops. Only Physical Clicking via Back or Select Button will click.
Motion Select	“Clicks” whatever the Head Motion Pointer is over.
Voice Commands Off	Turns the Audio Command off completely. To turn them back on, click on the “VUI On” icon on the Home Screen.
System Settings	Goes to Android Settings.
Wireless Settings	Goes to Android WiFi Settings.
Bluetooth Settings	Goes to Android Bluetooth Settings.

Recent Apps	Open applications running in the background.
Close App	Closes the highlighted application in Recent Apps Screen.
Internet	Opens up system level Internet Browser (Firefox App)
Android Debugging On/Off	Turns Debug Mode on or off.
Launcher Dark Mode	Makes background Home Screen black “transparent”.
Launcher Light Mode	Makes background Home Screen light
My Applications Open App Drawer	Opens up “My Applications” Folder on the Home Screen.
Show Desktop Close App Drawer	Returns to the simplified applications desktop screen.
About ThirdEye Device	Opens “About Device” in Android Settings.
Check ThirdEye Update	Automatically checks for updates.
Download ThirdEye Update Now/Later	If update exists and if device battery is 50% or more or connected to charger, OTA update will commence. If less than 50%, text box comes up saying “Connect to charger – battery percent for OTA must be at least 50%”.
Install ThirdEye Update Now/Later	Will install the OTA update now or at a later time.
Scroll Up/Down/Left/Right	Scrolls the screen up/down/sides.
Voice Typing	Activates the Voice Keyboard. (Note: The soft keyboard must be visible on-screen to accept voice typing commands.)

Opening User-Installed Apps:

User-installed apps are automatically added to the global command list when they are installed. Say “Open” + the app’s label to open it. For example, to open an app called “Strike Force”, simply say “Open Strike Force”.

Voice Typing:

When the Voice Keyboard is activated, the following commands are made available.

Voice Typing	Activates the Voice Keyboard. (Note: The soft keyboard must be visible on-screen to accept voice typing commands.)
Commands	Meaning
Spacebar	Adds a single space.
Enter	Presses the Enter key.
Backspace / Delete	Deletes the last character.
Clear Text	Clear the text.
Caps On	Uses Capital Letters.
Caps Off	Switches to lowercase letters.
Clear Text	Clears text in the active text edit box.
Cursor Left	Moves the text cursor one character to the left.
Cursor Right	Moves the text cursor one character to the right.
Cursor Home	Moves the text cursor to the beginning of the text box.
Cursor End	Moves the text cursor to then end of the text box
Typing Letters/Numbers/Symbols	<p>To type a letter, you can either use the NATO alphabet (“Alpha” for A, “Bravo” for B, etc.) or say “Letter A/B/C/...” for letters or use a combination of both.</p> <p>For Numbers, you can say “Number 1/2/3”.</p> <p>For symbols you can say the name of the symbol.</p> <ul style="list-style-type: none"> - For example to type “hello :-) 123”: "Okay ThirdEye" (system is awake). "Voice Typing" (Voice keyboard is activated). "Hotel, Letter E, Lima, Letter L, Letter O, Space, Colon, Minus, Closed Parenthesis, Space, Number One, Number Two, Number Three" would result in: “hello :-) 123”.

Stop Typing	Disables voice typing (says “System Commands Available”) and returns to Voice Command Mode looking for the “Voice Typing” activation word.
Next Field	Move cursor to the next available text field.

ThirdEye App Commands:

The following commands are available to use in each app as defined below. To use them in 3rd party apps, 3rd party app developers will have to integrate them into their app using the audio SDK (see number 5 below).

Commands	
Camera App	Camera Zoom In Camera Zoom Out Take Photo/Picture
PDF Viewer App	Scroll Up/Down/Left/Right – scrolls the PDF

Other Audio Information:

1. During OTA firmware updates of the X2, the database of audio commands may increase. The update will inform you if there are any changes in the text update of the OTA. Future changes may include more audio commands, changes to the SDK, speech to text recognition and other features.
2. The voice accuracy success rate depends on many factors such as surrounding noise & accent. For greater accuracy, you can attach an external Mic (see the ThirdEye Forum website page for some Mic recommendations). On some screens, certain voice commands will not work for increased accuracy. For example, if you are on a web browser, “Take Thermal Picture” audio command will not function.
3. Currently English is the only supported language. You will receive an update if other languages are available.
4. **Disabling Audio:** Note if you turn off the Audio commands, any app that uses the audio SDK will also be off so audio commands will not work throughout device until they are reactivated. If you say an audio command that is already enabled i.e. saying "Head motion on" when

the Gaze controls are already on, nothing will take place. To re-enable audio, click on the Audio .apk on home screen.

Disabling Wake Up: The way the system is currently set up, you only have to say the wakeup word once, then can follow up with as many commands as you like. User can then say "Stop Listening" to go back to Wake Up mode.

5. **Developers:** To create your own custom voice commands using the audio SDK, please refer to the Developers section.

The Home Screen:

After completing the tutorial, you can enter the X2 Home Screen. The X2 has a custom launcher Home Screen so that the background is transparent and only a few apps are shown for easy accessibility.

The default Home Screen has the following apps:

- 1.) **ThirdEye App Store:** This is the official ThirdEye App Store. You can create an account and download any free or paid app available. If you are interested in submitting your own app, please refer to the Developers section of the user guide.
- 2.) **ThirdEye MR Workspace App:** The ThirdEye enterprise software application. For more information refer to the ThirdEye MR Workspace section of the user guide.
- 3.) **Settings:** This is the main Android settings tab. You can choose your WiFi, Bluetooth settings and other settings features.
- 4.) **Camera:** This is the built-in standard RGB Camera feed. More info about the RGB camera is listed later on in the guide.
- 5.) **UI Tutorial apps:** This is the Tutorial app that allows the user to learn how to use the Gaze/Audio/Gestures. There are 3 UI tutorial apps for Audio, Gaze & Gestures.
- 6.) **My Applications:** This is a folder on the home screen that hosts the below other system level apps as well as any other app that is newly downloaded.

Thermal Sensor: This lets you click on the Thermal Sensor and view the thermal feed view from the Thermal sensor integrated. If you want more info on how to develop software using the thermal sense, please refer to the Developers section.

Flashlight: This lets you click on the Flashlight and turn on/off the built-in flashlight. If you want more info on how to develop software using this, please refer to the Developers section.

Gallery: This is the Gallery where pictures/videos are stored.

File Manager: This is where you can view downloaded Files.

VisionEye SLAM Apps: Apps that showcase the ThirdEye VisionEye SLAM capabilities.

“VisionEye SLAM” - The VisionEye SLAM system app should not be deleted

“ThirdEyeSLAMdemo” - A SLAM demo app that showcases various SLAM features.

For more info on VisionEye SLAM, visit the VisionEye SLAM section.

Audio & Gaze & Gesture UI: 4 system level UI .apks. Vui Off allows for the user to deactivate audio commands by clicking on the app.

OTA: For wireless Over the Air updates.

Internet Browser: This allows user to access the internet.

PDF/Document Reader: User can view PDFs & other document formats in this app

Device Management App: User can register their device using this app

3rd party applications: These are any other pre-installed or new downloaded apps.

Download Apps from the ThirdEye App Store:

- 1.) Go to the home screen and click on the icon for the ThirdEye App Store.
- 2.) You will be taken to the App Store login page.
- 3.) The first time you visit the App Store you will need to create a ThirdEye User Account if you don't already have one. Click on SIGN UP, and then complete the required fields. You can also create an account on the ThirdEye Website, App Store Website or Workspace app and use the same login info.
- 4.) Once you have created your ThirdEye User Account you can login.
- 5.) Now you have access to all of ThirdEye App Store apps.
- 6.) The following custom ThirdEye Voice Commands work within the App Store.
 - a.) "Move up/down/left/right" to move the highlighted icon. Highlight refers to what is selected (not what the cursor is over)
 - b.) "Show <category>" i.e. "Show Games" and only the Games apps would appear.
 - c.) "Select <app>" selects the app that is highlighted
 - d.) "Scroll up/down"
 - e.) "Download app" if on an app install page, this would start the download process
 - f.) "Complete login" would login after user types in username password
 - g.) "Forgot password" would open the forgot password
 - h.) "Show <Categories/My Apps/Account>"

Some apps may not be free. Before you can download these you will have to enter your payment details in the App Store.

Interested in developing apps for the ThirdEye App Store? Turn to the Developer section.

ThirdEye MR Workspace

The ThirdEye MR Workspace app is a powerful AR/MR software platform that comes with your X2 MR Glasses.

The Workspace has many AR/MR features for you to use. Create an account to get started. You can also create an account in the ThirdEye App Store or Workspace app and use the same login info to create a Free Workspace Account.

For more detailed information on using the Workspace, please visit www.thirdeyegen.com to learn more.

ThirdEye remote configuration from web browser (Mobile Device Management)

If you require your device to be registered using the ThirdEye MDM platform please follow the below steps:

1. Open a Web browser in your computer to thirdeyegen.com/configure
2. Click the 'Configuration' button on the page and then 'First Time Setup'. (Note: you can also click the 'Configuration' link on the top navigation bar)
3. Select the desired language and click 'Next'. You will need to select the world region first, then the time zone.
4. The 'Set Automatically' checkbox will default to checked with the values from your computer or phone. If you desire different settings, uncheck the box and change any values necessary.

5. When the Date & Time values are set, click 'Next'. • Optional: Enter the WiFi access point name (or SSID) and password to setup the Wi-Fi network for your ThirdEye device.

Note: most simple WiFi networks use WPA/WPA2 PSK security.

6. Click 'Generate Code'. A QR code will display on the computer screen.

7. On the ThirdEye device open the MDM App. Say or click on "NAVIGATE HOME" then "MY APPLICATIONS" then "CONFIGURATION". The device will display "Scan Code"

8. Scan the QR code by pointing the ThirdEye camera so the QR code is within the target outline on the display.

9. When the QR code is scanned a notification will be displayed and you will be returned to the previous screen.

10. Once the WIFI setup is done, you will need to register the device the MDM platform.

11. Login MDM web interface, you will get the QR code on the dashboard.

12. Click "Register Device" button the MDM app. Scan the QR code by pointing the ThirdEye camera so the QR code is within the target outline on the display. It will verify and register the device to the MDM Platform.

13. Go to DEVICE section on the MDM Web Interface to view the registered devices.

Congratulations- your ThirdEye device is now registered into the device management platform. For more info, contact your Company Admin or refer to the MDM page on the ThirdEye website.

VisionEye SLAM SDK

The ThirdEye X2 MR Glasses has its own proprietary VisionEye SLAM SDK (Simultaneous Localization and Mapping) built into the Glasses.

The VisionEye SLAM allows for the X2 to understand its environment and create powerful MR apps. Furthermore, the VisionEye SLAM SDK offers developers a platform to create immersive AR/MR applications.

There are example VisionEye SLAM app showcases SLAM features such as inside-out 6DoF, Plane detection and other SLAM features.

For more info, visit the Developers section of www.thirdeyegen.com

Developers & Resellers - ThirdEye Partner Program

ThirdEye has a vibrant developer ecosystem around the X2 MR Glasses & a Generate Program for Software Developers.

ThirdEye App Store - ThirdEye has an App Store where as a developer you can submit your app and allow anyone with a ThirdEye MR Glasses to download your app - you can make it a Free or Paid app. More info is at <https://developers.thirdeyegen.com/login>

Developer SDKs - Developers of apps on the ThirdEye MR Glasses are also able to access the ThirdEye SDKs. SDKs are available for UI and for the VisionEye SLAM SDK (Unity & Unreal Engine plugins) as well as other development info.

The SDKs and samples/documentation for developers is available at www.thirdeyegen.com/documentation

ThirdEye Partner Program - If you are interested in Reselling or Distributing, ThirdEye has an official Partner Program. If you are interested in becoming an official ThirdEye reseller, please visit the ThirdEye website.

ThirdEye for Enterprise

If you are a business, ThirdEye can help achieve your AR/MR enterprise goals. ThirdEye works with companies ranging from Fortune 500 companies to small businesses around the world to successfully deploy AR/MR solutions.

ThirdEye X2 & Workspace App – The ThirdEye X2 MR Glasses and built-in Workspace app allows for a frictionless, end-to-end hardware and software solution for your enterprise needs. Visit the ThirdEye website to read more about its many features or contact your ThirdEye rep/ email sales@thirdeyegen.com for more info.

ThirdEye Software Partners – ThirdEye has many software developer partners who create all types of applications on the ThirdEye Glasses. ThirdEye can help deploy the software partner's solutions onto your glasses. Visit <https://www.thirdeyegen.com/enterprise/> to learn more.

ThirdEye Industrial Certifications – ThirdEye has industrial certifications for its X2 Glasses ranging from hardhat attachments to higher certifications. Visit <https://www.thirdeyegen.com/enterprise/> to learn more.

ThirdEye Custom Software Development – ThirdEye's team can develop whatever application you are looking to have developed. Email sales@thirdeyegen.com for more info.

Whatever your business needs are, ThirdEye can work with you to help achieve them. Contact us to learn more.

Other X2 Hardware Features

1.) Thermal Sensor

The X2 has a built-in Thermal sensor. It is low resolution 64 pixels and can be activated by clicking on its app or using audio commands. You can resample it to get a little more for presenting to the screen, but it is primarily for detecting things. For more details please visit the Developers section of our website.

2.) LEDs

There are two LEDs lights on the top right side (see Overview picture). LEDs allow you to understand the status of the X2 without needing to put it on.

- a.) Orange LED shows when the X2 is charging (i.e. connected to an outlet or laptop or other power source)
- b.) Orange LED starts blinking when battery is low ($\sim < 25\%$ battery)
- c.) White LED shows whenever the X2 is turned on.

For more details please visit the Developers section of our website.

3.) Flashlight

The X2 has a built-in Flashlight. This can be turned on by clicking on its app or using audio commands. The Flashlight can be used in low lighting situations to brighten your surroundings. For more details please visit the Developers section of our website.

4.) Ambient Light Sensor (ALS) Sensor

The X2 has an ALS sensor to detect the lighting/brightness of its surroundings. The screen brightness of the X2 automatically adjusts based on the brightness of the surrounding environment. You can turn this feature on/off. For more details please visit the Developers section of our website.

5.) RGB Camera

The X2 has a high resolution 13 megapixel RGB camera. It refers to open camera 0 in android. For more details please visit the Developers section of our website.

6.) 2 Wide Angle Cameras

The X2 has two other wide angle Global Shutter cameras that capture the raw image feed. For more details please visit the Developers section of our website.

7.) Audio

The X2 has (a) an auxiliary audio jack to plug in a standard wired earphone (b) an internal 91 dB loudspeaker speaker (c) audio via Bluetooth so you can connect your wireless earphones. d) 3 built-in microphones with active noise cancellation.

8.) Battery & Charger

The X2 utilizes USB Type C Power Delivery for more efficient Quick-charge capability.

a.) Plug the charger into a wall socket and connect it to the USB Type A-C port shown. Make sure you hear the “click” of the USB Type A-C cable into the port. The X2 also supports Type C-C cables.

b.) While the X2 is charging, you can see the battery percentage % charging status are also always displayed on the home screen (top right) and in “Settings”.

Unplug the charger from the electrical plug and the device when not in use. Do not allow children to play with this device or its accessories. Keep it out of their reach. They could hurt themselves or others, or could accidentally damage the device or accessories. Your device and its accessories may contain small parts, which could be detached and create a choking hazard.

Charger Warnings

- There is a risk of explosion while charging if other than the specified model is used.
- Make sure that the cable plug is properly connected.
- Keep the charger away from liquids.
- In case of any strange smell or noise from the charger, disconnect it and contact support.
- Before cleaning the cable or charger, disconnect from power supply.
- When using an extension cable, check the integrity of the ground conductor.
- Disconnect the charger from the X2, once the battery is fully charged.
- Do not use this charger in wet areas this charger is for indoor use only.
- Do not insert or remove the plug with wet hands.
- Do not open the charger. For any issues, contact support.
- Do not cut, break or bend the cable in a knot.
- Do not put any objects on the cable that may let it overheat. It may damage the cable and cause fire or electrocution.
- Do not use any cable other than the original cable as it may cause short circuit or electrocution.

If an error is indicated, contact ThirdEye or your ThirdEye Partner authorized reseller/distributor immediately for servicing. Do not attempt to access the batteries or disassemble the device.

9.) Headstrap

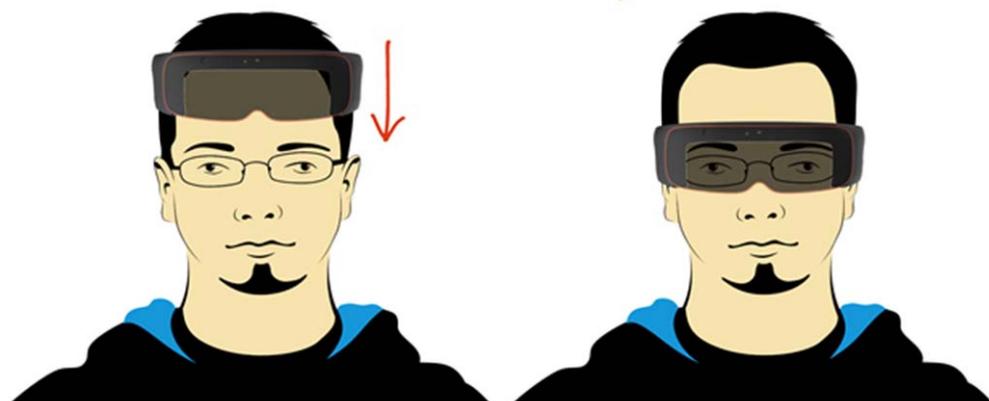
The X2 is designed to fit on the majority of head sizes- however if you feel that the X2 is slipping off, you can wear your head strap by slipping it into the notch (see Overview picture). For different types of straps that can be used, visit the Forum section of the website or contact Support.

10.) Using the X2 with eye glasses - Corrective lenses

In many cases the X2 can be worn over the top of your glasses. However, this depends on your individual head shape and size of glasses.

If you are unable to wear the X2 over your glasses, please visit our website to order our easy-to-use attachable corrective lenses. You can clip them on the inside of the Glasses.

Place from **Top** to **Bottom** as shown below,
and not **Sideways**



11.) Headphone and Earphone Use

To prevent possible hearing damage, do not listen at high volume levels for long periods. A pleine puissance, l'écoute prolongée du baladeur peut endommager l'oreille de l'utilisateur.

12.) Model Number & Serial Number

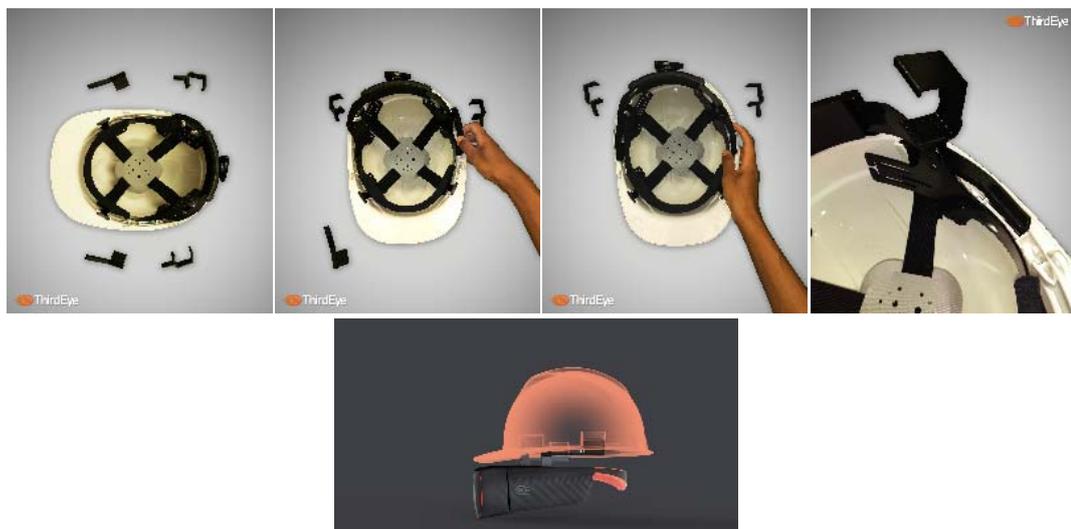
You can find the Model Number & serial number on the X2.

13.) Operating Frequency Bands

Operating Frequency Bands Wi-Fi operating frequency band(s) details are as follows: • 802.11a • 802.11b • 802.11g • 802.11n HT20 (2.4GHz) • 802.11n HT40 (2.4GHz) • 802.11n HT20 (5GHz) • 802.11n HT40 (5GHz) • 802.11ac Bluetooth: 10.55 dBm 5G Wi-Fi

14.) Hard Hat / Cap Mounting

You can use the X2 with a hardhat via an attachable accessory clip that allows you to easily attach the X2 to a hardhat. You can also wear the X2 while wearing a ball cap. (Check ThirdEye Website to purchase hardhat or cap accessory and how to clip it on). Use the below images or watch the hardhat attachment support video.



15.) X2 Nose Piece

The X2 nosepiece is made of flexible material that is designed for maximum user comfort & can be adjusted inward and outward depending on your nose size. It is currently not interchangeable.

16.) Haptic Buzzer

During X2 turn on and off, the Buzzer will activate. For documentation on how to access the buzzer, please visit the developer section.

17.) GPS

The X2 has a built-in passive GPS antenna that is accessible by software developers.

18.) Industrial Certifications

PPE COMPATIBLE Designed to work with existing standard 4/6 point hard hats and safety glasses for passing ANSI/ISEA Z89.1-2014 (Class E, Type 1), and CSA Z98.1-2015 (Class E, Type 1).

- **Shockproof** - resistant to 2 M drops on concrete from any angle.
- UL 60950 & UL 62368-1.
- **Temperature proof** for storage in -20 C to 60 C. IP40.
- **Outdoor display** - viewable in bright sunlight.

Other X2 Software Features

Stereo 3D Display vs Cloning Display options

The ThirdEye X2 MR Glasses displays have two modes of operation, cloning, and stereo to switch between 2D and 3D content.

Cloning Mode

Cloning mode is the default mode. In cloning mode, the left and right display show the same 720p HD display (1280x720). When you look through the glasses, it will seem like a single display to your brain. This mode is useful for running standard applications that may have already been developed. For example, in Android studio, a developer would design for a display size of 1280x720. This is the most common view of the displays.

Stereo 3D Mode

In stereo mode, the left and right display contents are different. There is a single unified display buffer at the Android level that is 2560x720. If a developer draws content on the first 0px – 1280px section, it will show up in the left eye, and if they draw on the second 1280px – 2560px section it will appear in the right eye. This feature enables a developer to draw completely different content to the left and right eye. For example, an application that wanted to render stereoscopic 3D content could use this to display the left and right views.

To switch between Cloning and Stereo Mode go to “Settings” -> “Display” and you will be able to switch in there. If an app is already developed for

Stereo on the X2, then you may not have to switch modes and the app should automatically come up in Stereo 3D (i.e. a 3D movie).

Over the Air Update (OTA)

OTA Update Requirements: Ensure that there is at least 50% charge or that the X2 is connected to a power source before starting the OTA process.

The X2 has built-in OTA for wireless updates of the OS. Occasionally you may receive a notification on your X2 asking you to update. The notification will indicate what is being updated via a text box. It is recommended that you update when you receive an OTA notification. You can ignore the OTA update & the update popup will come back later. You can also use the audio commands for OTA.

Adding/Removing Icons & Application Search

You can remove non system level apps via “long press” upon which you will see the “uninstall” option.

X2 Passcode/ Security

You can set an X2 passcode for increased security via the Android settings application. Setting a passcode means anytime you turn the X2 on/off or exit sleep mode, you will be required to re-enter your passcode.

If you are an enterprise user, your organization may have a custom MDM solution for device security. Please follow your organization's security protocols.

Note: Do not set up a Pattern lock screen as there is currently no UI method to enable a pattern lock.

How to transfer content to/from the X2

Simply connect via the provided USB Type C cable. Once you successfully connect, you can transfer any files from the X2 onto your computer and vice versa.

If you use a Mac, you need to download Android File Transfer for your computer to see the X2.

<https://www.android.com/filetransfer>

Vysor

Vysor enables you to view the Android Screen if connected to your computer

Download Vysor here <https://www.vysor.io/>

Safety & Care:

Your ThirdEye X2 MR Glasses has been designed and manufactured to stringent quality and safety standards. You should, however, be aware of the following important precautions for the safe use of the MR glasses and accessories.

You should store the X2 in the portable case that it is shipped in. Do not keep the X2 MR glasses in areas of excessive heat or freezing temperatures. Do not store the X2 near any heat sources such as radiators, registers, stoves, vehicle interiors, amplifiers, or other items that product excessive heat. Do not allow dust, water, sand or other materials into the X2.

This device contains lithium ion batteries, which can explode or cause burns if disassembled or exposed to fire or high heat. Batteries must be disposed of and recycled safely and properly. If battery swelling or deformation occurs immediately stop using the device.

Clean only with the dry microfiber cloth provided. Do not use a wet cloth on any part of the smart glasses. Do not apply forceful pressure when cleaning the lenses as this may cause harm to the equipment.

- Attachments: Only use attachments/accessories specified by ThirdEye
- Do not use the X2 while driving
- Disposal of Old Electrical and Electronic Equipment: The symbol of the crossed-out wheeled bin below indicates that within the countries in the European Union, this product, and any enhancements marked with this symbol, cannot be disposed of as unsorted waste but must be taken to separate collection at their end-of-life.
- Disposal of Battery & Electrical & electronic equipment: Do not remove the battery from the X2. The battery should never be placed in municipal waste. This symbol on the product or its batteries or its packaging means that this product and any batteries it contains must not be



disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of batteries and electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment due to the possible presence of hazardous substances in batteries and electrical and electronic equipment, which could be caused by inappropriate disposal. For more information about where to drop off your batteries and electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product. Contact support@thirdeyegen.com for additional information on WEEE and waste batteries. This product contains multiple Lithium-ion battery packs. This device is not intended for use in machinery, medical or industrial applications. Any changes or modifications not expressly approved by ThirdEye could void the user's authority to operate this device. This product is for use with NRTL Listed (UL, CSA, ETL, etc.), and/or IEC/EN 60950-1 compliant (CE marked) Information Technology equipment. No serviceable parts included.

- This device is rated as a commercial product for operation at +50°F (+10°C) to +80°F (+27°C).

For Customers in the United States and Canada

This Class B digital apparatus complies with, as applicable, Part 15 of the U.S. Federal Communications Commission (FCC) rules, Canadian ICES-003, and applicable RSS standards. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications made to this equipment not expressly approved by the manufacturer may void the FCC authorization to operate this equipment.

This product is restricted to indoor use only to reduce any potential for harmful interference with licensed operation in the 5.15-5.25 GHz frequency range.

Additional information about RF safety can be found on the FCC website at <https://www.fcc.gov/general/radio-frequency-safety-0> and the Industry Canada website at www.ic.gc.ca/eic/site/smt-gst.nsf/eng/sf01904.html.

Radio and TV Interference Regulations

The Product can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation and/or online help files, the device may cause harmful interference with other radiocommunications devices (for example AM/FM radios, televisions, baby monitors, cordless phones, etc.). There is, however, no guarantee that RF interference will not occur in a particular installation. To determine if your hardware device is causing interference to other radio-communications devices, turn off and unplug the device from any external power source. If the interference stops, it was probably caused by the device. If this hardware device does cause interference, try the following measures to correct it:

- Relocate the antenna of the other radio-communications device (for example AM/FM Radios, televisions, baby monitors, cordless phones, etc.) until the interference stops.
- Move the hardware device farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the device into a different power outlet so that the hardware device and radio or TV are on different circuits controlled by different circuit breakers or fuses.
- If necessary, ask your device dealer or an experienced radio-TV technician for more suggestions. For more information about interference issues, go to the FCC Website at: <https://www.fcc.gov/cgb/consumerfacts/interference.html>. You can also

call the FCC at 1-888-CALL FCC to request Interference and Telephone Interference fact sheets.

Exposure to Radio Frequency (RF) Energy

This device contains radio transmitters and has been designed, manufactured and tested to meet the Federal Communications Commission (FCC), Industry Canada and European guidelines for RF exposure and Specific Absorption Rate.

To ensure that your exposure to RF energy generated by the Wi-Fi and Bluetooth radios does not exceed the exposure limits set forth by these guidelines, orient the device according to the instructions given in the printed documentation and/or onscreen help files.

EU Energy Consumption

This device complies with COMMISSION REGULATION (EC) No 1275/2008 of 17 December 2008 implementing Directive 2009/125/EC of the European Parliament and of the Council with regards to eco-design requirements for standby and off mode, and networked standby, electric power consumption of electrical and electronic household and office equipment.

- Stop using the ThirdEye X2 immediately if you experience headache, vertigo, dizziness or nausea. Do not use the X2 while operating any vehicle. Maintain situational awareness of your surroundings while using the X2.

SAR Information:

SAR Information Radiation Exposure Statement — The United States and Canada This device meets the government's

requirements for exposure to radio waves. This device is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government. The exposure standard for wireless devices employs a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6 W/kg. Tests for SAR are conducted using standard operating positions accepted by the FCC with the device transmitting at its highest certified power level in all tested frequency bands. No minimum separation distance needs to be maintained between the user's body and the device, including the antenna, during body-worn operation to comply with the RF exposure requirements in the United States and Canada. The limit recommended by FCC and IC is 1.6 W/kg averaged over one (1) gram of tissue.

Radiation Exposure Statement — Europe No minimum separation distance needs to be maintained between the user's body and the device, including the antenna, during body-worn operation to comply with the RF exposure requirements in Europe. The limit recommended by RED is 2 W/kg averaged over ten (10) gram of tissue.

Radiation Exposure Statement — Canada The product complies with the Canada portable RF exposure limit set forth for an uncontrolled environment and is safe for intended operation as described in this manual. Déclaration d'exposition aux radiations Le produit est conforme aux limites d'exposition pour les appareils portables RF pour les EtatsUnis et le Canada établies pour un environnement non contrôlé. Le produit est sûr pour un fonctionnement tel que décrit dans ce manuel.

Notices

[Product Terms & Limited Warranty](#)

All sales of goods by ThirdEye Gen, Inc. (“*ThirdEye*”, “*we*” or “*us*”), to you (“*Buyer*” or “*You*”) are made pursuant to these terms and conditions (these “*Terms*”, and together with the “*Website Terms of Use*” set forth at <https://www.thirdeyegen.com/> (as may be updated from time to time), collectively, the “*Agreement*”), which terms shall supersede any and all terms that might appear on any purchase order, order form or other documentation supplied by Buyer. No other or additional terms or conditions are or will be accepted and are expressly rejected. Any variations made to the terms and conditions set forth herein by Buyer are void and of no effect. “*Hardware*” means the ThirdEye MR Glasses & accessories (excluding Software). “*Software*” means any software, library, utility, tool, or other computer or program code, in object (binary) form embedded in or pre-installed on the Hardware, including any updates made available to you by ThirdEye. “*Documentation*” means the Product related media, printed materials, online and electronic documentation provided by ThirdEye, including copies. “*Products*” means Hardware, Software, and Documentation collectively. The Products are solely for your internal use and not for resale unless you are an Approved ThirdEye Partner. The Products are intended for professional use and are not marketed or promoted for consumer, non-professional, or leisure use. These Terms are the only agreement between ThirdEye and You regarding your use of the Products and they supersede any other terms, agreements, or documents.

1. **OFFER; ACCEPTANCE.** By clicking “I ACCEPT” and/or completing a purchase of goods offered by ThirdEye, you agree to the terms and conditions contained in the Agreement and agree to purchase the products selected by you (collectively, the “*Products*”). Notwithstanding the foregoing, all Buyer purchase orders, whether placed directly by you or through an agent, are subject to final approval and acceptance by ThirdEye and ThirdEye may, at its sole discretion, accept or reject such purchase orders with no further obligations to Buyer.
2. **REFUNDS/RETURNS.** All sales are final and non-refundable except for what is covered under the Warranty section. ThirdEye products purchased through other agents/retailers/ThirdEye Partners must be returned in accordance with their policies.
3. **TERMS OF PAYMENT.** Unless otherwise expressly agreed to in writing by ThirdEye, if the Products were not paid at the moment of ordering and are subject to invoices, payment of each invoice is required within thirty (30) days after the date of invoice. Any balance unpaid after the required payment date shall be subject to a late fee of 1.5% per month, compounded monthly from such date. Buyer agrees to pay all costs and expenses (including, without limitation, reasonable attorneys’ fees) incurred by ThirdEye in connection with the collection of amounts not paid by Buyer to ThirdEye.

4. Any sales, use, excise and other taxes applicable to this transaction (other than income and gross receipts taxes of ThirdEye) and the goods furnished by ThirdEye are not included in the purchase price and shall be paid by Buyer when due. If ThirdEye pays any such taxes, Buyer shall reimburse ThirdEye upon demand.
5. **DELIVERY AND DELAYS.** Unless otherwise specified herein, deliveries shall be F.O.B. ThirdEye's point of shipment, and title to the goods and risk of loss shall pass to Buyer upon ThirdEye's delivery to the carrier. All shipping costs, including any increase in transportation rates, insurance or taxes prior to date of shipment, shall be paid by Buyer in addition to the purchase price. All shipping dates are approximate and ThirdEye does not guarantee a particular day of ThirdEye shall not be liable for loss or damage because of delays occasioned by labor disputes, damage to facilities, failure of suppliers or subcontractors to meet scheduled deliveries, fire, flood, riots, car shortages, embargoes on freight by any government, accidents, insurrections, lockouts, acts of civil or military authorities, loss or damage of goods in transit, acts of God or any other cause beyond ThirdEye's reasonable control or making its performance commercially impracticable. Time is not of the essence unless otherwise agreed to in a writing signed by ThirdEye. Notwithstanding other provisions hereof, if shipment is delayed at Buyer's request, the goods shall be deemed to be stored at Buyer's risk and expense and ThirdEye may thereupon bill Buyer for the full price of the goods and storage costs. Buyer shall pay such bill within thirty (30) days after receipt of invoice.
6. **SECURITY INTEREST AND REPOSSESSION.** Until full payment has been made therefor and as security for full payment, Buyer grants ThirdEye a purchase money security interest in the Products shipped to Buyer and the Products shall remain personal property. Upon request Buyer shall execute and deliver to ThirdEye security agreements and other documents further evidencing ThirdEye's security interest. Buyer authorizes ThirdEye to file a financing statement or statements relating to the goods, as ThirdEye may deem appropriate, and appoints ThirdEye as Buyer's attorney-in-fact for the limited purpose of executing (without requiring ThirdEye to do so) documents in Buyer's name and performing other acts that ThirdEye deems appropriate to grant, perfect and continue its security interest and to protect and preserve the Products. In the event Buyer defaults in making any payment due ThirdEye, ThirdEye, in addition to any other rights or remedies provided by law, shall have the right, with or without legal process, to enter the place where said Products are located and to repossess the Products in accordance with the Uniform Commercial
7. Shipment by ThirdEye shall at all times be subject to the prior approval of ThirdEye's credit personnel and ThirdEye may, at any time, decline to make shipment except upon receipt of prior payment or upon other terms and conditions or security satisfactory to ThirdEye.

8. **UPDATES; MAINTENANCE.** Notwithstanding any other provision of these Terms, ThirdEye shall have the right, upon notice to Buyer, to inspect, repair or update the Products for purposes of safety, performance or compliance with the warranty set forth in Exhibit A hereto. Buyer agrees to provide ThirdEye with all necessary access to the Products in the event of such notice from ThirdEye. Failure to provide such access shall void the warranty set forth herein.

9. LIMITED WARRANTY. OTHER THAN WITH RESPECT TO THE LIMITED WARRANTY SET FORTH IN EXHIBIT A HERETO, THIRDEYE MAKES NO REPRESENTATIONS OR WARRANTIES WITH RESPECT TO THE PRODUCTS OR PERFORMANCE THEREOF, WHETHER EXPRESSED OR IMPLIED, INCLUDING ANY WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT OR FITNESS FOR A PARTICULAR PURPOSE, ALL OF WHICH ARE HEREBY EXPRESSLY DISCLAIMED. ANY OTHER ORAL OR WRITTEN STATEMENT, INFORMATION OR ADVICE GIVEN OR MADE BY ThirdEye OR ANY OF ITS EMPLOYEES, AGENTS, REPRESENTATIVES OR DISTRIBUTORS SHALL NOT CONSTITUTE A THIRDEYE REPRESENTATION OR WARRANTY AND SHALL NOT BE RELIED UPON BY BUYER OR ANY OTHER

10. IN NO EVENT SHALL THIRDEYE, ITS AFFILIATES or any of their shareholders, directors, officers, PERSONNEL, or agents BE LIABLE TO BUYER OR ANY THIRD PARTY (i) FOR CONSEQUENTIAL, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, PUNITIVE OR ENHANCED DAMAGES, LOST PROFITS OR REVENUES OR DIMINUTION IN VALUE, REGARDLESS OF (A) WHETHER THE DAMAGES WERE FORESEEABLE; (B) WHETHER OR NOT ThirdEye WAS ADVISED OF THE POSSIBILITY OF THE DAMAGES; (C) THE LEGAL OR EQUITABLE THEORY (CONTRACT, TORT OR OTHERWISE) ON WHICH THE CLAIM IS BASED AND/OR (D) THE FAILURE OF ANY AGREED OR OTHER REMEDY OF ITS ESSENTIAL PURPOSE OR (ii) FOR ANY DAMAGE, INJURY OR LOSS ARISING OUT OF THE USE OF THE GOODS IF, PRIOR TO SUCH DAMAGE, INJURY OR LOSS, SUCH GOODS (A) HAVE BEEN SUBJECTED TO ABUSE, MISUSE, NEGLIGENCE, ACCIDENT, IMPROPER TESTING, IMPROPER INSTALLATION, IMPROPER STORAGE, IMPROPER HANDLING, ABNORMAL PHYSICAL STRESS, ABNORMAL ENVIRONMENTAL CONDITIONS OR USE CONTRARY TO ANY INSTRUCTIONS ISSUED BY ThirdEye; (B) HAVE BEEN DISASSEMBLED, REINSTALLED OR DISMANTLED BY A PERSON OTHER THAN ThirdEye OR ITS AUTHORIZED REPRESENTATIVE OR (C) HAVE BEEN USED WITH ANY

THIRD PARTY PRODUCT THAT HAS NOT BEEN PREVIOUSLY APPROVED IN WRITING BY ThirdEye.

11. **MAXIMUM LIABILITY.** ThirdEye's MAXIMUM LIABILITY TO BUYER WITH RESPECT TO PRODUCTS SHALL IN NO EVENT EXCEED THE PRICE PAID BY BUYER FOR PRODUCTS THAT ARE THE SUBJECT OF THE APPLICABLE CLAIM. THE FOREGOING LIMITATIONS APPLY EVEN IF BUYER'S REMEDIES UNDER THE AGREEMENT FAIL OF THEIR ESSENTIAL
12. **SAFE OPERATION.** Buyer acknowledges and agrees that the use of the Products other than in accordance with ThirdEye's operating instructions can involve substantial risk of property damage or personal injury, up to and including death of the user or of third parties. The Product is designed to fit most users and utilizes an English-language interface, but MAY not FIT everyone's needs, so please confirm the sizing AND OTHER information described on our website prior to purchase and use. Buyer acknowledges that the Product has been developed for U.S. standard power wall outlets/sockets standards and Buyer is responsible for purchasing any needed adapters to use Products with Buyer's power wall outlets/sockets standards. Buyer acknowledges and follows the user guide guidelines provided on the ThirdEye website and in this user guide. Buyer acknowledges the inherent risks in the use of this product and shall avoid using this product while driving motor vehicles or operating heavy machinery unless specifically and exclusively using software designed for these applications. Do not wear the Products while they are wet or underwater. Do not wear the Products when unobstructed view is necessary for safety. Buyer assumes all liability for all such property damage or personal injury.
13. **FCC NOTICES.**^[1] The Product complies with Part 15 Class B of the Federal Communications Commission (FCC) Rules. Operation is subject to the following two conditions: (I) the equipment may not cause harmful interference; and (II) the equipment must accept any interference received, including interference that may cause undesired operation. There is no guarantee, however, that interference will not occur in a particular installation. If the Product does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: (A) reorient or relocate the receiving antenna; (B) increase the separation between the equipment and receiver; (C) connect the equipment to an outlet on a circuit different from that to which the receiver is connected; AND (D) consult the dealer or an experienced radio or TV technician for help. Modifications not expressly approved by ThirdEye could void the user's authority to operate the equipment. This device contains lithium-ion batteries, which may explode, catch fire or cause burns if disassembled or exposed to fire or

high temperatures. Batteries must be disposed of and recycled safely. If you notice any swelling or deformation of the battery, stop using the device immediately and contact our help desk. The Product solely adheres to the above FCC standard and may or may not adhere to other country harmful interference or electronic standards. It is solely the responsibility of the buyer to research and use or not use the product per their country standards. Operations in the 5.15-5.25GHz band are restricted to indoor use only.

IC Statement – English

1. This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: • This device may not cause interference, and • This device must accept any interference, including interference that may cause undesired operation of the device.
2. This Class B digital apparatus complies with Canadian ICES-003.
3. This device complies with RSS-310 of Industry Canada. Operation is subject to the condition that this device does not cause harmful interference.
4. This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter, except tested built-in radios.
5. The Country Code Selection feature is disabled for products marketed in the US/Canada.

IC Statement – Français

1. Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: • l'appareil ne doit pas produire de brouillage, et l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.
2. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada. Cet appareil est conforme à la norme RSS-310 d'Industrie Canada.
3. L'opération est soumise à la condition que cet appareil ne provoque aucune interférence nuisible.
4. Cet appareil et son antenne ne doivent pas être situés ou fonctionner en conjonction avec une autre antenne ou un autre émetteur, exception faite des radios intégrées qui ont été testées.
5. La fonction de sélection de l'indicatif du pays est désactivée pour les produits commercialisés aux États-Unis et au Canada.

IC Statement — FOR WLAN 5GHZ DEVICE Caution 1. Operation in the band 5150-5250 MHz is only for indoor use to reduce the potential for harmful interference to co-channel mobile satellite systems. 2. The maximum antenna gain permitted for devices in the bands 5250-5350 MHz and 5470-5725 MHz

shall comply with the e.i.r.p. limit. 3. The maximum antenna gain permitted for devices in the band 5725-5825 MHz shall comply with the e.i.r.p. limits specified for point-to-point and nonpoint-to-point operation as appropriate. 4. The worst-case tilt angle(s) necessary to remain compliant with the e.i.r.p. elevation mask requirements set forth in Section 6.2.2(3) shall be clearly indicated. 5. Users should also be advised that high-power radars are allocated as primary users (i.e. priority users) of the bands 5250-5350 MHz and 5650-5850 MHz and that these radars could cause interference and/or damage to LE-LAN devices.

Avertissement 1. les dispositifs fonctionnant dans la bande 5150-5250 MHz sont réservés uniquement pour une utilisation à l'intérieur afin de réduire les risques de brouillage préjudiciable aux systèmes de satellites mobiles utilisant les mêmes canaux. 2. le gain maximal d'antenne permis pour les dispositifs utilisant les bandes 5250-5350 MHz et 5470-5725 MHz doit se conformer à la limite de p.i.r.e. 3. le gain maximal d'antenne permis (pour les dispositifs utilisant la bande 5725-5825 MHz) doit se conformer à la limite de p.i.r.e. spécifiée pour l'exploitation point à point et non point à point, selon le cas. 4. les pires angles d'inclinaison nécessaires pour rester conforme à l'exigence de la p.i.r.e. applicable au masque d'élévation, et énoncée à la section 6.2.2 3), doivent être clairement indiqués. 5. De plus, les utilisateurs devraient aussi être avisés que les utilisateurs de radars de haute puissance sont désignés utilisateurs principaux (c.-à-d., qu'ils ont la priorité) pour les bandes 5250-5350 MHz et 5650-5850 MHz et que ces radars pourraient causer du brouillage et/ou des dommages aux dispositifs LAN-EL.

Declaration of Conformity EU Regulatory Conformance Hereby, we ThirdEye Gen, Inc. declare that the radio equipment type T1100G is in compliance with: Directive 2014/53/EU.

1. OWNERSHIP. ThirdEye alone (and its licensors, where applicable) shall own all right, title and interest, including all related patented and unpatented inventions, patent applications, copyrights, trademarks, trade names, know-how and other trade secret rights, and all other intellectual property rights, derivatives thereof, and forms of protection of a similar nature anywhere in the world (collectively, "Intellectual Property Rights"), in and to the Product and any software, firmware and source or object code contained therein, including to any and all enhancements, suggestions, modifications, extensions and/or derivative works thereof. Nothing herein shall convey to customer any rights of ownership in the Intellectual Property Rights. ThirdEye hereby grants Buyer a limited, non-exclusive license to use the software and firmware contained in the Product solely in connection with Buyer's use of the Product as permitted hereunder. All data generated by the Product as a result of Buyer's usage hereunder shall remain the property of ThirdEye and ThirdEye has a perpetual, irrevocable, nonexclusive, royalty-free, worldwide, fully-paid,

transferable, sub-licensable license to use, reproduce, modify, adapt, publish, translate, creative derivative works from, distribute, publicly perform and display this data, and any name, username or likeness provided in connection with this data in all media formats and channels now known or later developed, without compensation to Buyer. ThirdEye hereby grants Buyer a limited, perpetual, non-exclusive right and license to use such data strictly for purposes of Customer's own internal use of the Product.

2. LIMITATIONS ON USE. Buyer shall not (i) license, sublicense, sell, resell, transfer, assign, distribute or otherwise commercially exploit or make available to any third party the Product in any way without the prior consent of ThirdEye; (ii) modify or make derivative works based upon the Product or any portion thereof; (iii) reverse engineer the Product or any portion thereof; (iv) access the Product in order to build a competitive product or service, or (v) remove or obstruct the ThirdEye name or logo or any other proprietary labels or notices contained on the Product.
3. Buyer agrees that it will hold in strict confidence and not disclose Confidential Information (as defined below) to any third party and to use the Confidential Information only to fulfill its obligations hereunder. Buyer shall only permit access to the party's Confidential Information to those of its employees having a legitimate need to know and who have signed confidentiality agreements containing terms at least as restrictive as those contained herein. No other use of the Confidential Information is granted without the written consent of ThirdEye. Buyer shall not use the Confidential Information for purposes of unfair or improper competition or as a basis for or to assist in creating a competing product or service. Buyer agrees to advise ThirdEye in writing of any misappropriation or misuse by any person of the Confidential Information. "Confidential Information" shall mean all non-public information about ThirdEye (or its affiliates', customers' or suppliers') business, activities or products that is proprietary or confidential, which shall include, but not be limited to, all business, financial, technical and other information, trade secrets, patents, patent applications, copyrights, know-how, processes, ideas, inventions (whether patentable or not), formulas, computer programs, software and software code, databases, technical drawings, designs, algorithms, technology, interfaces, materials, any other technical, business, financial, customer and product development plans, customer lists, customer and supplier information, forecasts, strategies and other confidential information, whether disclosed on, before or after the date these Terms were provided to Buyer. Buyer's confidentiality obligations shall not apply to information which: (i) is in the public domain through no fault of Buyer; (ii) was known to Buyer at the time of disclosure by ThirdEye or becomes known to Buyer without breach of any confidentiality agreement; or (iii) is disclosed pursuant to judicial order, requirement of a governmental agency or by operation of

law, provided that Buyer gives ThirdEye written notice of any such requirement within ten (10) days after learning of any such requirement, and takes all reasonable measures to avoid disclosure under such requirements.

4. Buyer shall indemnify, defend and hold ThirdEye, its affiliates or any of their shareholders, directors, officers, personnel or agents harmless from and against any and all losses, damages, liabilities, claims, actions, suits, judgments, costs and/or expenses of whatever kind (including, without limitation, reasonable attorney's fees), relating to, arising out of or resulting from Buyer's use of the Products or breach of the Agreement; provided, however, that Buyer shall not be obligated to indemnify, defend or hold ThirdEye harmless with respect to any gross negligence or willful misconduct by ThirdEye.
5. **LIMITATIONS ON ACTIONS.** Any action against ThirdEye arising in any way out of THE agreement or the Products must be commenced by Buyer within one (1) year after the earlier of: (i) the date any alleged claim accrues; or (ii) the date of delivery of the Products to.
6. The Agreement constitutes the entire agreement between ThirdEye and Buyer, superseding all previous understandings and writings regarding this transaction. Any amendment or modification of these Terms shall be void unless in writing and signed by ThirdEye. In the event of a conflict between these Terms and the Website Terms of Use, these Terms shall control to the extent of the conflict. This Agreement shall be governed by the laws of the State of New Jersey and controlling United States federal law, without regard to the choice or conflicts of law provisions of any jurisdiction, and any disputes, actions, claims or causes of action arising out of or in connection with this Agreement shall be subject to the exclusive jurisdiction of the state and federal courts located in the State of New Jersey in each case located in the City of Trenton and County of Mercer. If any provision of this Agreement is held by a court of competent jurisdiction to be invalid or unenforceable, then such provision(s) shall be construed, as nearly as possible, to reflect the intentions of the invalid or unenforceable provision(s), with all other provisions remaining in full force and effect. No delay or omission by ThirdEye in exercising any right or remedy hereunder shall be a waiver thereof or of any other right or remedy, and no single or partial exercise thereof shall preclude any other or further exercise thereof or the exercise of any other right or remedy. All rights and remedies of ThirdEye are cumulative.
7. **No Resale.** Buyer shall not resell any of the Product made available pursuant to this Agreement as a stand-alone product, or otherwise in any form other than connected to without the signed and active ThirdEye Partner Agreement between ThirdEye and Buyer. Without a signed and active ThirdEye Partner Agreement between ThirdEye and Buyer, Buyer will be held liable with penalties for any resale of ThirdEye Product and anyone to whom Buyer gives Product will not be eligible for

the protection stated in this agreement. Contact ThirdEye for information regarding the ThirdEye Partner Agreement.

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Exhibit A

Limited Warranty Terms

1. Warranty Period. The following warranty shall apply for twelve (12) months from the date on which title to each Product passes from ThirdEye to Buyer as set forth in the Terms (such period, the “*Warranty Period*”). Warranty claims submitted after the Warranty Period shall not be subject to warranty contemplated hereunder. The Warranty Period applicable to replace Products will be thirty (30) days from the date Buyer receives the replacement Product or the remainder of the original Warranty Period, whichever is longer.
2. Limited Warranty. Subject in all respects to Section 9 of the Terms, ThirdEye warrants that each Product will be free from material defects in materials and workmanship during the Warranty Period. This Warranty does not cover damage caused by (i) defects in the Products that are the result of improper storage or use by Buyer or its personnel (including, without limitation, operation of the Products outside the environmental, hardware or software parameters defined in the Documentation, and failure to install properly all releases made available by ThirdEye with respect to the Software and all updates recommended by ThirdEye and/or any other manufacturer, as applicable, with respect to any third-party software or hardware products (including but not limited to operating system software) that materially affect the performance of the Product); (ii) defects resulting from other hardware or software (including but not limited to operating systems, servers, networks, and third-party software) not supplied by ThirdEye; (iii) Products that, due to no fault of ThirdEye, have been subjected to any other kind of misuse or detrimental exposure not attributable to ThirdEye; or (iv) Products modified, altered or repaired by any party other than ThirdEye or ThirdEye’s agents in accordance with the instructions provided by ThirdEye or without ThirdEye’s prior written consent. V) Products are designed to fit on the

majority of head sizes but no guarantees it can fit on all head sizes. Notwithstanding anything to the contrary herein, ThirdEye does not warrant uninterrupted or error free use of the Products or that the Products will operate with any hardware or software not specified in the specifications available on ThirdEye's website or third-party equipment, hardware or software. This limited warranty is provided only to the original purchaser of the Product that was purchased from an authorized Buyer or sales channel and manufactured by or for ThirdEye that can be identified by an authorized "ThirdEye" trademark, trade name, or logo affixed to it. Without limiting the foregoing, this warranty does not apply to any (A) ThirdEye products and services other than the Products (including products with the "Made for ThirdEye" or "Works with ThirdEye" logos or non-authorized accessories), (B) non-ThirdEye products, even if included or sold with a Product, including, without limitation, any counterfeit products, (C) products that are, or ThirdEye reasonably believes to be, stolen, (D) consumables (such as batteries), or (E) software, even if packaged or sold with the Product or embedded in the Product.

3. Waiver of Warranty Claim. EXCEPT FOR THE EXPRESS WARRANTIES STATED HEREIN, THIRDEYE MAKES NO ADDITIONAL WARRANTY, EXPRESS OR IMPLIED, AND THIRDEYE DISCLAIMS ALL OTHER WARRANTIES, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT AND FITNESS FOR A PARTICULAR PURPOSE.
4. Replacement as Sole Remedy; Replacement Product; Shipping and Payment Responsibilities. Replacement of a defective Product (each a "*Replacement Product*") is Buyer's sole remedy for any breach of this Warranty. Immediately upon Buyer's submission of a Warranty claim, Buyer shall cause all Product subject to such Warranty claim (each a "*Claimed Defective Product*") to be returned to ThirdEye at Buyer's sole expense.

Before starting the warranty process, please use the trouble-shooting tips at <http://www.thirdeyegen.com>. If the troubleshooting tips do not resolve your problem, then follow the online help at <http://www.thirdeyegen.com/forum>. If you do not have Internet access, you can phone +1(609) 423-1660 and dial for Support. Before sending your Hardware to ThirdEye for service, be sure to keep a copy of any data you want to save, and delete anything you consider confidential. ThirdEye is not responsible for your data and may erase it.

In order to complete a return of a Claimed Defective Product, contact support@thirdeyegen.com to receive a return authorization number and mailing information. If you're shipping multiple boxes, print your shipping label on each

box (ThirdEye may supply a return shipping label for certain partners but is not obligated to provide a shipping label). Please ensure that every component shipped to you is re-packaged in its original packaging. Upon receipt by ThirdEye, a ThirdEye support representative will check your package, that every component is returned and match it with your return authorization number. ThirdEye shall have, in its sole discretion, thirty (30) business days after receipt of the Claimed Defective Product to accept or reject such Warranty claim and ship the Replacement Product ninety (90) business days after approving a Warranty claim.

If ThirdEye, in its sole discretion, determines that: (a) a defect in materials or workmanship caused the Hardware to malfunction during the Warranty Period under Normal Use Conditions, and (b) none of the following exclusions apply: intentionally abused or used in other than Normal Use Conditions (as determined by ThirdEye in its sole judgment); ii. damaged by use with products or accessories not sold or licensed by ThirdEye (including, for example, software not provided by ThirdEye, chargers, memory cards, or other accessories not manufactured by ThirdEye, etc.); iv. opened, modified, disassembled, or tampered with (including circumvention of any security system); repaired by anyone other than ThirdEye or a ThirdEye authorized repair center; its serial number or any proprietary marking is altered or removed; or v. damaged by any external cause (including, for example, by being dropped, intrusion of water or other liquid, etc.; or failure to follow the instructions in the instruction manual for the Hardware, for example, failure to tightly affix port covers in wet conditions, etc.). then ThirdEye will (at its option) repair or replace the Hardware, or refund the purchase price to you. Unless restricted by applicable law, repair may use new or refurbished parts and replacement may be with a new or refurbished unit. ThirdEye's responsibility to repair or replace your Hardware, or to refund the purchase price, is your exclusive remedy. Where required by applicable law, the original Warranty Period will be extended for a period of time equal to the time that your Hardware was in ThirdEye's possession. If your Hardware malfunctions after the Warranty Period expires, ThirdEye provides no warranty of any kind. After the Warranty Period expires, ThirdEye may charge you a fee for its efforts to diagnose and service any problems with your Hardware. If the Warranty claim is rejected, ThirdEye will contact Buyer about why the claim was rejected after which there is a sixty (60) day period to resolve the claim issue. If the claim issue is not resolved within that time frame, ThirdEye is not obligated to the Buyer to replace the product. ThirdEye and Buyer agree that ThirdEye will ship any and all Replacement Products to Buyer under the same terms and subject to the same conditions as otherwise set forth in the Terms including, without limitation.

1. No Repair by Buyer. Buyer is not authorized to attempt to repair any part of any Product. Any attempt by Buyer to repair any part of any Product will void this warranty and release ThirdEye from any and all of its obligations under this warranty.
2. Conformance of Warranty to Law. This warranty gives Buyer specific legal rights. Buyer may have other rights which vary between jurisdictions. To the extent that provisions of this warranty are inconsistent with the laws of any jurisdiction, such provision shall be deemed modified to be consistent with such laws. Any such modification of this warranty shall be limited to only as much modification as is necessary to comply with the laws of any such jurisdiction.

Arbitration: Any dispute relating to this Agreement (“Dispute”) will be resolved by binding arbitration according to the then-current Commercial Arbitration Rules of the American Arbitration Association (the “AAA Rules”). The existence, content (including all documents and materials submitted to the arbitrator), and the results of any arbitration are Confidential Information. The arbitrator will be a neutral practicing attorney or retired judge with experience in similar cases and appointed in accordance with the AAA Rules. The arbitrator must agree in writing to maintain the confidentiality of the arbitration. The arbitration will be governed by the Federal Arbitration Act, 9 U.S.C. §§1 et seq. The prevailing party will be entitled to recovery of arbitration expenses (including reasonable attorney’s fees). The arbitrator’s award will include provisions for this recovery. The arbitrator’s award will be binding and final. Any court having jurisdiction may enter judgment upon the award. The arbitration will be in conducted in English and held in Princeton, NJ. B. Governing Law: This Agreement is governed by, and the arbitrator will apply, the substantive laws of the State of New Jersey excluding its conflicts of law provisions. The United Nations Convention on Contracts for the International Sale of Goods does not apply to this Agreement. Claims must be brought within 1 year of the date the claim arose, otherwise the claim will be permanently barred. C. Class Action Waiver: All proceedings will be conducted solely on an individual basis. No arbitration will be combined with another without the prior written consent of all parties to all affected arbitrations or proceedings. You will not seek to have any dispute heard as a class action, private attorney general action, or in any other proceeding in which you act or propose to act in a representative capacity.

Sales Support

For any Sales questions, please contact:

sales@thirdeyegen.com

Customer Support

For any Product/Warranty questions, please contact:

support@thirdeyegen.com

Developer Support

For any Developer questions,

please visit the Developer's Forum at:

developers.thirdeyegen.com or contact developers@thirdeyegen.com

ThirdEye Mixed Reality Glasses and AR/MR Software
are designed and engineered in Princeton, New Jersey, USA.

