



Thank you for your purchase of 3D Flight Simulation's STEREO PROJECTION CONVERTER. No drivers need to be installed - the converter automatically corrects parallax inversion whenever your video card's stereo-driver is turned on. Once installed there is no need to disconnect the device.

SPECIFICATIONS

The Stereo Projection Converter is specially designed to be installed with:

- 1) eDimensional **WIRELESS** 3D glasses.
- 2) nVIDIA graphics cards.
- 3) a DLP projector (beamer) with a VGA (15 pin D-Sub) input.

However, this device has been used with other brands of video cards and glasses that use 3-Pin miniDIN connectors.



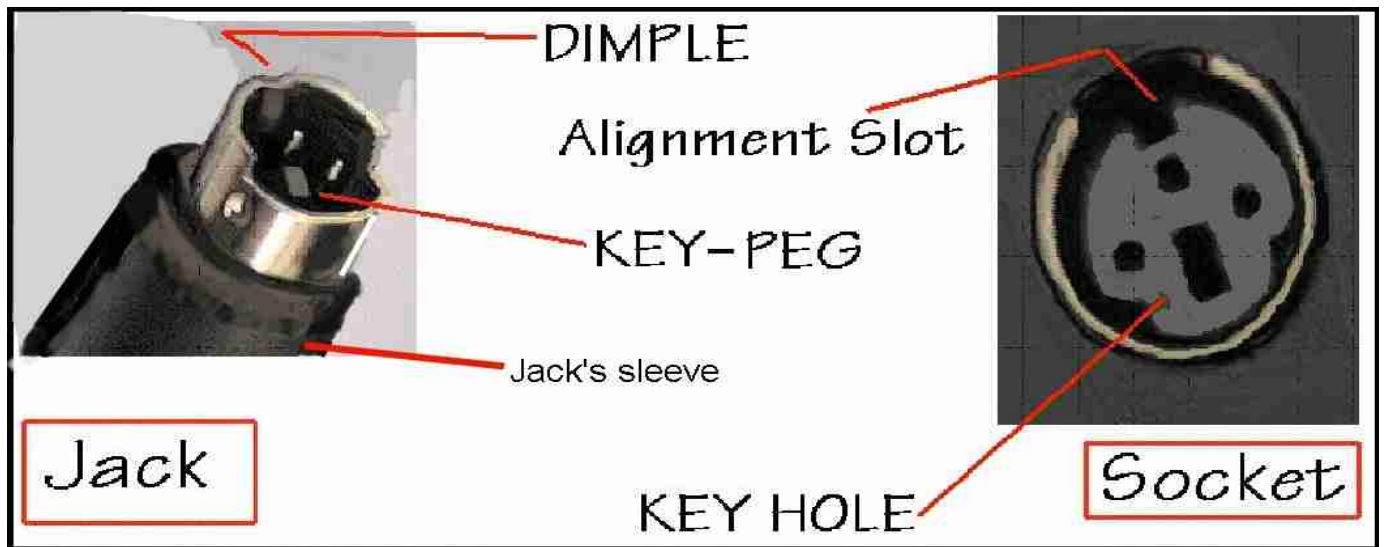
Configuration



3D Flight Simulation's STEREO PROJECTION CONVERTER installs between eDimensional's video adapter "dongle" (at right in the illustration) and the infrared transmitter (to the left in the picture). Of course, your DLP projector also attaches to the VGA socket on the dongle (not shown).



INSTALLATION OF YOUR STEREO PROJECTION CONVERTER



Locate the KEY-PEG in the converter's jack and the KEY-HOLE guide in eDimensional's video adapter dongle. **Make sure you have lined up these keys** before attempting to plug the converter into the adapter dongle. There is also an alignment dimple at the top of the jack's metal sleeve. This should line up with the alignment slot in the socket (as shown). Some gentle pressure will shimmy the jack into the slot.

Follow the same procedure for connecting the IR transmitter into the STEREO PROJECTION CONVERTER.

Now it is all ready! Set up and use your 3D glasses as before. There is no need to remove the converter when stereo is not in use.

ABOUT PARALLAX INVERSION

Definition

In 3D stereo imaging parallax is the separation between the right-eye image of an object and the left-eye image. Sometimes the stereo video system reverses the parallax of near images (negative parallax) and far images (positive parallax). This is parallax inversion, also known as "*stereo inversion*." Parallax inversion often occurs when switching from a PC monitor to a projector system.

What Parallax Inversion Looks Like

Parallax inversion is especially confusing because your system seems to be creating depth perception. At first there is an exciting taste of 3D but your eyes have great trouble switching from one depth to another.

Now that you have installed 3DFlightSim's STEREO PROJECTION CONVERTER you will see a dramatic improvement with your 3D glasses!

Testing for Parallax Inversion



Step 1: Power-up and view a game in 3D mode. Find a foreground object that stands just below a prominent distant object. In this illustration (left) the dashboard compass can be used as the foreground anchor and the red checkered shed is the far anchor.



Step 2: Keep both eyes focused on the foreground object. In our example you would focus your eyes on the compass. Next, cover your RIGHT eye. The far object (the checkered shed) should be to the LEFT of the compass. If it is to the right side then your system is parallax inverted.



Step 3: To double check, open your RIGHT eye and cover your LEFT eye. The far object should jump to the RIGHT. Again, if the far object is to the LEFT of the near anchor while viewing through your right eye, then your system is parallax inverted.