LOC.30

- light optic cube –
30 degrees field of view

1. Technical Characteristics

The LOC.30 monocular optical see-through HMD is a specialized product designed for Augmented Reality (AR) applications. It is an opto-electronic device that projects an image or streams video using a near-the-eye micro-display and a beam splitter plate. The LOC.30 is used like a standard monitor for computers and no special drivers are needed to operate.
The device is equipped with a tinted visor shield, which can be manually lowered to protect against bright environment illumination to give higher contrast and make the projected image more readable.

2. Technical Specifications

Micro Displays	SXGA OLED 1280 x 1024 pixels
Display Color	4 x 10 bits for RGBW
Luminance (RGBW)	300 cd/m² (typical), 400 cd/m² (max)
Contrast	10 000 : 1
Frame Rate	60 Hz
Optical see-through	50 % image reflection, 50 % image transmittance
FOV (diagonal)	30 degrees
Aspect Ratio	5:4 (12 mm x 9.6 mm active area display)
Distortion	< 2%
Eye Relief	30 mm
Video Interface	HDMI
Power	5V from USB2.0 port
Camera	5 MP module with autofocus, USB 2.0
Operating Temperature	-40° C to +70° C (operating temperature display)
Weight	100 g
Dimensions (W/H/D)	160 mm x 65 mm x 210 mm

Subject to technical modifications

3. How to operate the LOC.30

1) Connect the HDMI plug to the graphic-card output of your PC.
2) Connect the USB plug, which comes from the HDMI-Connection-Dongle, to the PC. This will power-up the LOC.30.

To disconnect the LOC.30 from your computer, perform the above steps in reverse order.
If you have the LOC.30 + CAM version, a second USB plug is provided. Connect this USB plug (coming from the HMD) to the PC. New hardware will be detected by the OS. Wait until the drivers are installed and the notification of *new hardware is ready to use* appears.

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