

# CueScope User Manual

Welcome to **CueScope**! This guide will help you set up and use your **Mixed Reality Pool Assistant** with ease. Let's get started!

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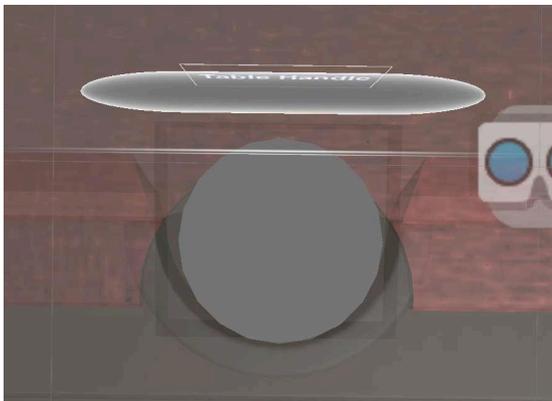
## 1. Setting Up Your Space

### Meta Quest 3 Environment Calibration:

- Open **Quest 3 Settings** → **Room Setup**.
  - Walk around to **scan walls, floor, and objects**.
  - Set up your **Guardian boundary**:
    - Choose **Roomscale** for full movement.
    - Calibrate **floor height** for proper alignment.
    - Adjust **anchor points** to match your real pool table.
  - Enable **Passthrough mode**.
  - **Save** your calibration for future sessions.
  - **Best experience for this application is in well-lit environments.**
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## 2. Table Alignment

1. Locate the **table handle** label.



2. Use **hand gestures** to grab and position the handle **above the real table**.
3. Align using the **three key components**:
  - **Table Handle** – for positioning.
  - **Ruler** – helps align the sides of the table.

- **Cylinder** – fits into the middle hole for precise calibration.

## Fixing the Table Position

Once the table is aligned:

- Press the "**Fix**" button on the left-hand menu to lock it in place.



## 3. Placing the Virtual Ball

1. Raise your **right hand** to reveal the wrist button labeled "**Set Up**".
2. Press "**Set Up**" above the table.
3. A **virtual ball** will appear and fall onto the table.
4. **Grab & position** it over the real ball.
5. The **predicted trajectory** will be displayed.

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## 4. Taking a Shot

1. Press "**Pause**" (middle of the left-hand menu) to **freeze the trajectory**.
2. Aim and shoot with **stable guidance**.

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## 5. Clearing Virtual Objects

- Raise your **left hand** to reveal the "**Clear**" button.
- Press "**Clear**" to remove all virtual elements.

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## 6. Optional Features

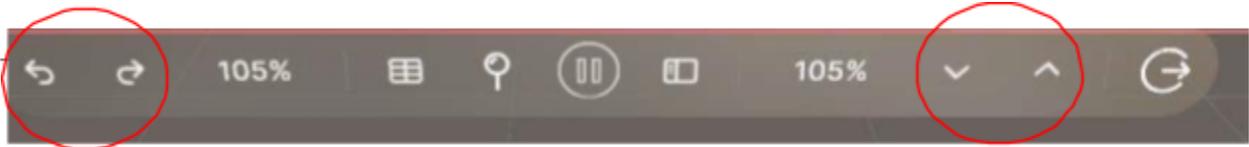
### Transparent Table Mode



- Press "**Transparent Table**" to hide virtual overlays and see only the real table.

## Rotating & Resizing the Table

- If alignment is off, use the "**Rotate**" button.
- Adjust the table size using "**Increase**" or "**Decrease**" buttons.



## 7. Adjusting Shot Accuracy

If the **predicted trajectory** isn't matching:

1. Raise your **right hand** to access the "**Force Panel**".
2. Use "**Up**" or "**Down**" to calibrate shot power.

To fine-tune the trajectory of your shot:

1. Raise your **right hand** to access the "**Force Panel**".
2. Use "**Left Arrow**" or "**Right Arrow**" to fine-tune shot trajectory.

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## 8. Troubleshooting

- A. **Issue:** Table isn't aligned properly?  
**Solution:** Recalibrate and use the **Fix** button.
- B. **Issue:** Virtual ball isn't positioned correctly?  
**Solution:** Ensure it's placed directly over the real ball.
- C. **Issue:** Trajectory looks off?  
**Solution:** Adjust simulation force using the **Force Panel**.

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## 9. Contact & Support

Need help? Reach out to us!

-  **Email:** [info@etheri.io](mailto:info@etheri.io)
-  **Website:** [www.etheri.io](http://www.etheri.io)
-  **Discord:** [Join us](#)

We value your feedback and are always improving CueScope for the best experience!