



# USER GUIDE

AIVR A320 SOPs Trainer Software

Pico 4 Ultra

## PART 1

# Beginner's Guide

This section is designed to help trainees quickly master basic interaction in a virtual reality environment. Before beginning formal A320 flight training, please familiarize yourself with the following procedures.

## 1 Basic Interaction Logic

### Welcome Screen

Upon launching the software, the system will guide learners through how to interact with the virtual environment.

In this tutorial you'll learn how to interact with the virtual environment

### Exiting the Tutorial

At any time during the tutorial, flip your left wrist to exit tutorial mode immediately.

#### ID: Username

Current Course:01-Preliminary Cockpit Preparation

🏠 Go to Lobby

🚪 Exit the app

Text Block

Enabled AI Virtual Bot

OFF

Microphone

OFF

Change Role

PM

PF

## 2 Controller Button Functions

### Position & Rotation

Press the Grip buttons (side buttons) on both controllers simultaneously and move your hands to adjust the camera angle or rotate your character.

### Grip Buttons

If both grip buttons are pressed simultaneously, you can position or rotate yourself by moving your hands.



Note: Flip your left wrist to exit the tutorial.

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### Magnifying Glass

Press the left Grip button to activate the magnifying glass — useful for reading small text inside the aircraft cockpit.

### Use Grip Buttons

Try using the left grip button to use the magnifier to read the small text.

Note: Flip your left wrist to exit the tutorial.

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### UI & Object Interaction

Use the Trigger to interact with UI elements or 3D objects. When your hand touches an object and it turns blue, press the Trigger to activate it.

## Use Trigger Buttons

The trigger buttons are used to interact with both UI (User Interface) and 3D objects. Interactable 3D objects will highlight in the color that corresponds to the rank/role of the user that the interaction is assigned to.

Interact with the highlighted 3D objects below by touching them with your virtual hand and pressing the trigger button when they turn blue.



Note: Flip your left wrist to exit the tutorial.

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### Procedure List

Press the X button (left hand) or A button (right hand) to display a list of current procedures near your virtual hand.

## Use X and A Face Buttons

The X and A face buttons are used to show a procedure checklist near your virtual hand.

The checklist shows info regarding the current procedure.



Note: Flip your left wrist to exit the tutorial.

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## 3 Scene Movement and Interaction Methods

### Gaze Interaction

Certain interaction points are triggered by "gazing." Look at the target object to initiate the action.

## Gaze-based Interaction

Some interactions are done by looking at certain points of interest.

Try interacting with the object located below you by looking at it.

Note: Flip your left wrist to exit the tutorial.

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### Environment Movement

- ▶ Move the thumbstick on the controller.
- ▶ Point the controller in the direction you want to move.
- ▶ Release the thumbstick to complete the movement.

## Move in the environment

1. Tilt the thumbstick on the controller
2. Point the controller in the direction you want to go
3. Release the thumbstick

TRY THIS

Reach the GREEN area at the end of the room



Note: Flip your left wrist to exit the tutorial.

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**TIP:** Practice Goal: Try moving to the green area at the end of the room to complete the movement exercise.

## 4 System Menu Controls

**Flip Wrist Menu**

Flip your left wrist upward to bring up the system main menu, where you can access settings or exit the application.

## Flip wrist Menu

Flip your left wrist upward to trigger the main menu pop-up.

Note: Flip your left wrist to exit the tutorial.

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## 5 Completing the Tutorial

Once the trainee has completed all exercises, the system will display "Tutorial Completed." Click the EXIT button on screen to exit tutorial mode and begin the A320 flight training course.

## Tutorial Completed

Congratulations!

You have completed the tutorial. You may now exit tutorial mode and begin the official course.

EXIT

## PART 2

# Feature Overview and Step-by-Step Guide

## 1 Program Startup

In the app store interface of the Pico VR headset, locate and tap the icon for this training app to launch it.

## 2 Home Page Configuration



Upon entering the program, learners will see the main configuration interface, divided into three core sections:

### Training Log (Left Sidebar)

Displays historical training records in real time. This list updates only after selecting Training mode and completing an entire course workflow.

### Main Settings (Centre Area)

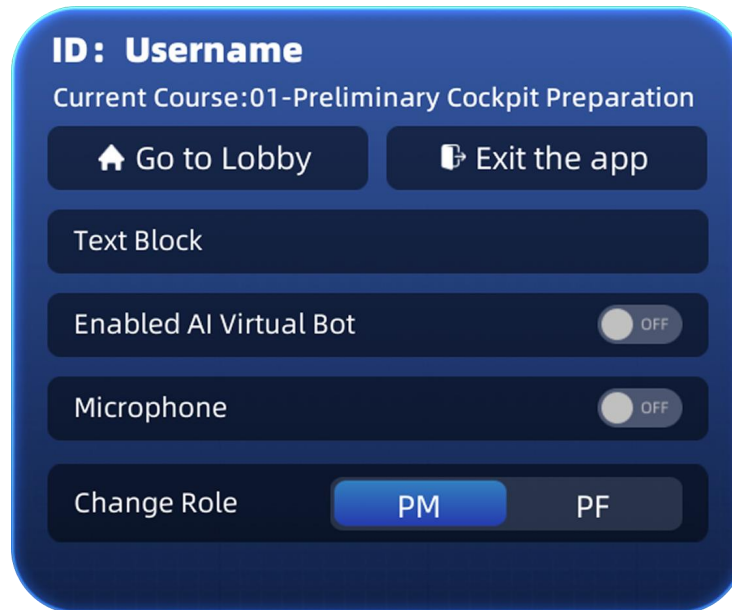
- ▶ **Aircraft Model Select:** Select an aircraft model. Currently the A320 is supported by default; additional models will be added in future updates.
- ▶ **Training Course:** Select the course(s) you wish to start (multiple selections allowed).
- ▶ **Training Mode:**
  - Training — Provides highlighted guidance and directional cues.
  - Exam — No hints provided; used for final proficiency assessment.
- ▶ **Responsibility & Roles:** Select Captain / First Officer and PM / PF roles.
- ▶ **Error Tracking:** When enabled, all interactive elements are clickable; when disabled, only the buttons required for the current step are accessible.

- ▶ **Virtual Robot:** When enabled, the AI robot assistant will automatically complete the current step.

<b>Exam Overview (Right Pane)</b>	Displays the course introduction in Training mode; shows the most recent exam results (score, duration, error rate, etc.) in Exam mode.
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**⚠ NOTE:** Click the START button at the bottom of the configuration page to begin the formal process after all settings are complete.

### 3 Wrist Quick Panel



Flip your left wrist during a workflow to bring up the quick access panel:

**Go to Lobby** | Pause the current task and return to the main lobby screen.

**Exit the App** | Exit the application immediately.

**Text Block** | Displays the current date and time in real time.

**AI Virtual Bot** | Toggle the AI assistant on or off at any time during the workflow.

**Microphone** | Microphone toggle — reserved for future multi-user collaboration mode.

**Change Role** | Switch between PM and PF roles in real time.

### 4 Interactions During Training

### Directional Cues

In Training mode, blue arrows indicate direction and buttons flash / highlight when they need to be pressed. Press the Trigger after your hand turns blue on an object.



### Eye Tracking Steps

For certain steps, look at the indicated gauge and hold your gaze for 2 seconds. The step ends automatically when the green circle completes a full rotation.



### Task List

Press the X button on the controller at any time to display a detailed task list.



## 5 Study Log Recording and Synchronisation

### Automatic Upload

Once all predefined steps are completed, the system automatically generates a "Final Evaluation Report."

### Data View

The report includes training date, role, duration, and scores for each section. Data is automatically uploaded to the server and synced to the Training Log on the home page.

## 6 Exit the Program

### Method 1 (In-app)

Flip your left wrist to open the quick access panel, then select "Exit the app."

### Method 2 (System)

Press the Home button on the Pico controller, then select "Close app" from the system pop-up menu.