

Using AR Function

The AR function allows you to place virtual fire sources in your own real environment.

Launching AR Mode

1. Select PyroquestAR.
2. Always ensure you perform the exercise in a well-lit area; avoid direct sunlight.

WARNING: If direct sunlight hits the glasses lenses, it can cause fatal damage to the display.

The software can remember locations where we have previously performed simulations. If we are in a completely new location, the glasses automatically recognize the furniture, walls, and doors around us. To set up the environment, follow the glasses' instructions. Walk around the location thoroughly, even multiple times.

3. After setting up the environment, proceed with the Complete option.

Room Preparation

In this menu item, you can place fire sources and set up combustible surfaces. **IMPORTANT:** Use the Select/Place (i.e., TRIGGER) button to perform the operation.

- Select the <Solid material fire> menu item with the TRIGGER button. A fire icon will appear at the end of the controller.
- Place the fire source at the desired location with the TRIGGER button. If you want to place multiple fire sources, click the TRIGGER button on the <Solid material fire> menu again.
- Optionally, you can select the <Combustible material menu item>. An x,y,z axis-symbolizing shape will appear. Mark the four corners of the combustible surface. If you place a fire source on or near the combustible surface, the virtual fire will spread across the surface.
- The selected area is indicated by a yellow rectangular prism. The fire will spread in this area. The extent of spread depends on the area size and how many fire sources we have designated.
- If you want to restart the operation, use the <Delete all> menu item.

Practice

In this menu item, the firefighting exercise can be started. After starting, you have 5 minutes to complete the exercise. To begin the exercise, click the TRIGGER button on the <Start> menu item.

In the Settings menu, you can change the language and hide virtual walls.

AR Firefighting Practice

After placing the virtual fire, you should proceed as in VR mode:

- Approach the fire from a safe distance
- Prepare the extinguisher (by pulling out the safety pin; the pin must be physically pulled)
- Aim at the fire
- Press the lever to discharge the extinguishing agent

In AR mode, it is especially important to be aware of your surroundings, as you are moving in real space.

Execute the extinguishing with proper technique, observing the virtual fire's reaction.

Distance Meter Option

By pressing the Y button, you can see how far you are from the fire source. If you are too far away, the line turns white; if the distance is optimal, it's green; if you are too close (within 2 meters), it turns red.

! [Distance meter illustration]

Completing AR Simulation

1. After successfully extinguishing the fire or depleting the extinguishing agent, the exercise automatically ends. The simulation can last a maximum of 5 minutes. The simulation can be interrupted at any time using the A button on the controller.
2. The system displays a performance evaluation.

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