



# TACTIK 360

VIRTUAL REALITY SIMULATOR FOR  
HIGH-RISK INTERVENTIONS

User manual



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# Meta headset startup

## Account creation

Before using the headset for the first time, make sure to create a Meta account. To do so, scan the QR code and follow the steps. Ensure your headset is turned on and follow the on-screen instructions. An internet connection is required for the first use.



## Headset startup

The power button is located on the left side of the headset. Press and hold it for about 3 seconds. You will hear a sound signal and the Meta logo will appear. This button is also used to turn off the headset:

- Quick press: puts the headset into sleep mode.
- Hold for 3 seconds: opens a menu, then select 'Power off.'
- Hold for 5 seconds: forces the headset to shut down.



## Headset charging

To charge the headset, plug the USB-C cable into the port located above the power button.

If your headset is new and still in its original box, remember to remove the charging unit before discarding the packaging.



## Under-the-headset settings

Two buttons are located under the headset:

- The wheel: adjusts the distance between the lenses for a clearer and more comfortable image.
- The volume button: press one side to increase the volume and the other to decrease it. A sound icon will appear in the headset when you adjust the level.



## Démarrage casque Meta (suite)

Inside the headset, on each side, there is a button to adjust the depth of the facial interface.

It is recommended to set it to the maximum depth if you wear glasses, to avoid scratching the lenses. You can see the depth level using the white dots, which indicate the four available settings.

The other components of the headset are sensors and cameras. Make sure to clean them regularly to ensure optimal performance.



## Cleaning and maintenance

### Cleaning the fabric or silicone facial interface

- Preferably, do not remove the facial interface: it is difficult to take off and may be damaged.
- Wipe it directly with a soft, damp cloth or use alcohol-free disinfectant wipes.
- Do not use harsh chemicals or pure alcohol.
- Allow it to air dry completely.



Fabric facial interface



Silicone facial interface

- Use a dry microfiber cloth after each use (eyeglass cloths are suitable).
- Do not use chemicals or alcohol.
- For a deeper clean, lightly dampen a corner of the cloth and gently wipe.
- Clean in circular motions, from the center outward.
- Avoid using a shirt or any non-microfiber fabric.
- The rest of the headset can be cleaned with chemical-free, alcohol-free antibacterial wipes





# Controllers

## Controllers

Two controllers are included in the base kit.

- To distinguish the left controller from the right one, check the button on the handle: it should face inward.
- The Meta button (yellow) opens the universal menu in virtual reality.
- Press and hold this button for 3 seconds to recenter the environment.



## Batterie des contrôleurs

- Each controller uses one AA battery.
- To access it, press the button located on the outer side of the controller.
- You can use either disposable or rechargeable batteries



# E3 Pro strap (with battery)

## Installing the E3 Pro strap

- Don't forget to connect the strap to the headset.
- You can leave the headset and strap connected and charge them via the USB-C port located under the head strap.

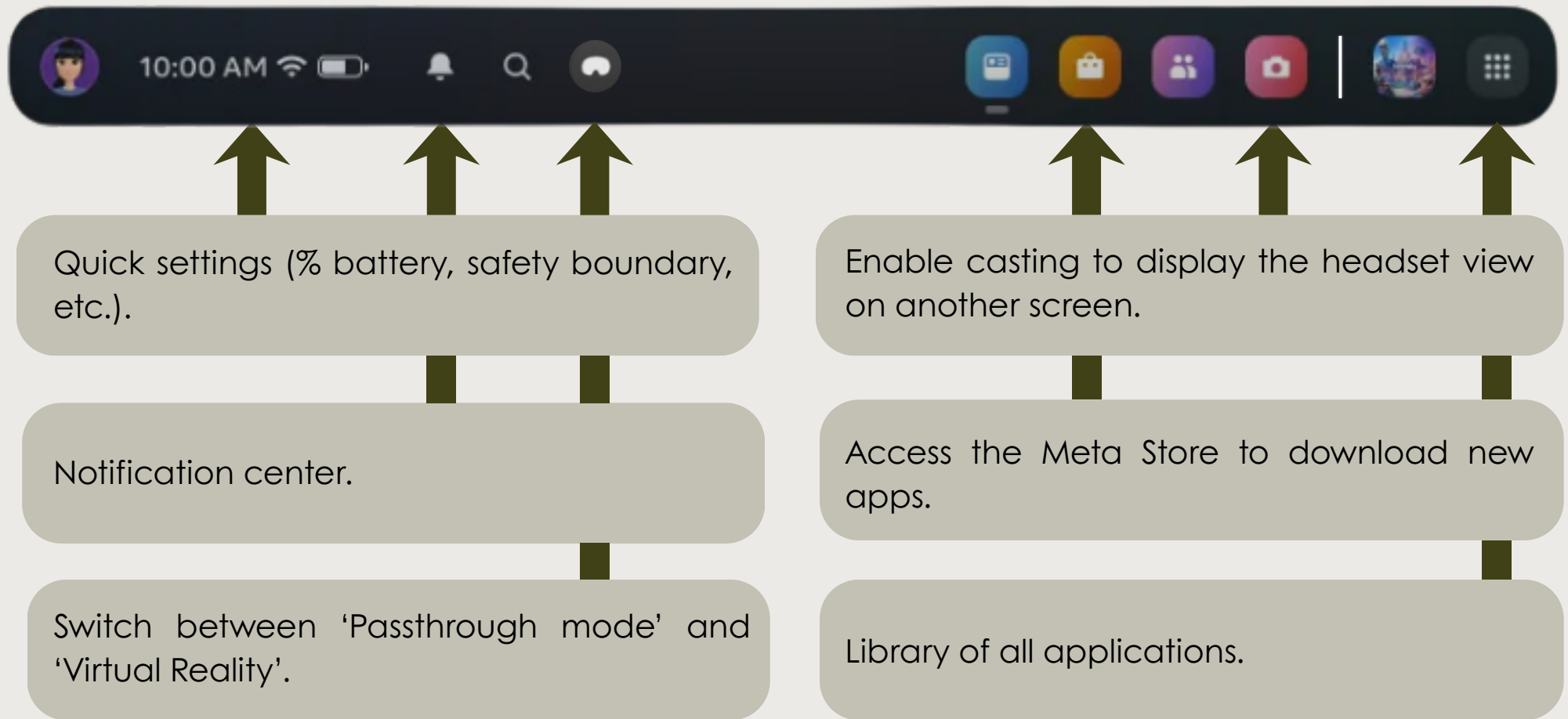


## Battery life and charging

- Headset battery life: approximately 2 h 30 (reduced in mirroring mode).
  - With an external battery (BoboVR or Elite strap): up to 4 h.
- Charging time:
- Headset only: ~1 h 30
  - Elite strap: ~1 h 30 additional

\*Durations are approximate and may vary depending on usage and power source.

# Virtual Reality

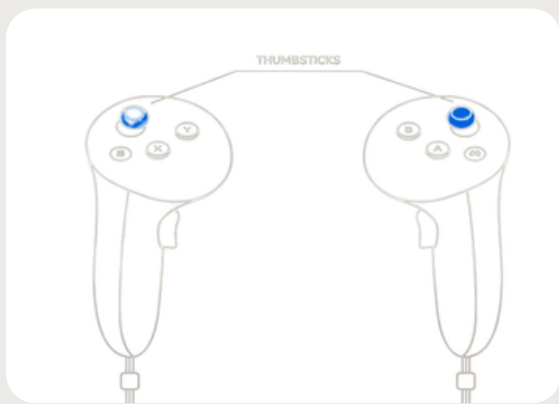


If the toolbar disappears, you can press the universal menu button with the Meta logo on the right controller.



# Navigation

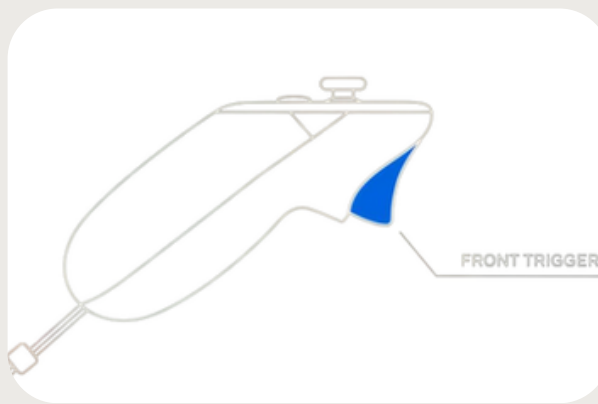
## The joystick



The joystick allows you to scroll through pages more quickly by moving up or down.

It is also used in some applications to move through virtual environments, using a movement mode called teleportation.

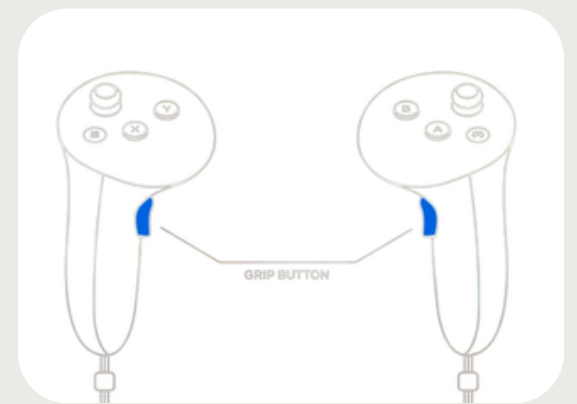
## The trigger



The front trigger works like a mouse cursor on a computer.

It allows you to select actions, scenarios, or response options in the virtual environment.

## The grip triggers



The grip triggers allow you to grab and manipulate objects in virtual reality.

# Casting (screen mirroring)

Casting (screen mirroring) allows you to display what the headset user sees on a screen. There are three ways to cast.

## Before starting casting

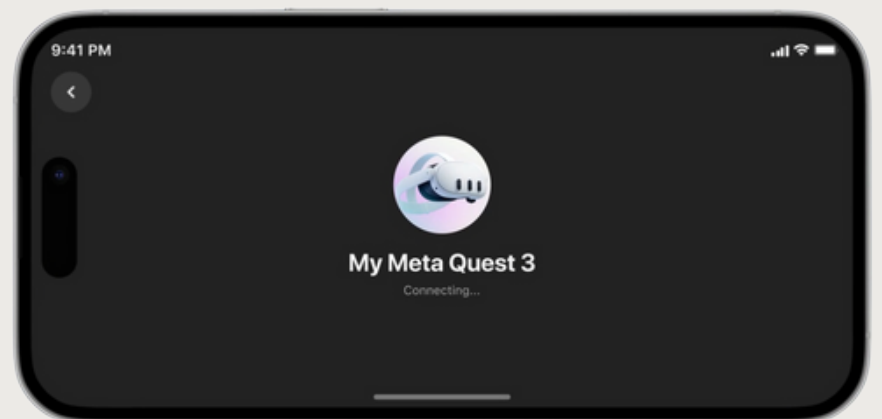
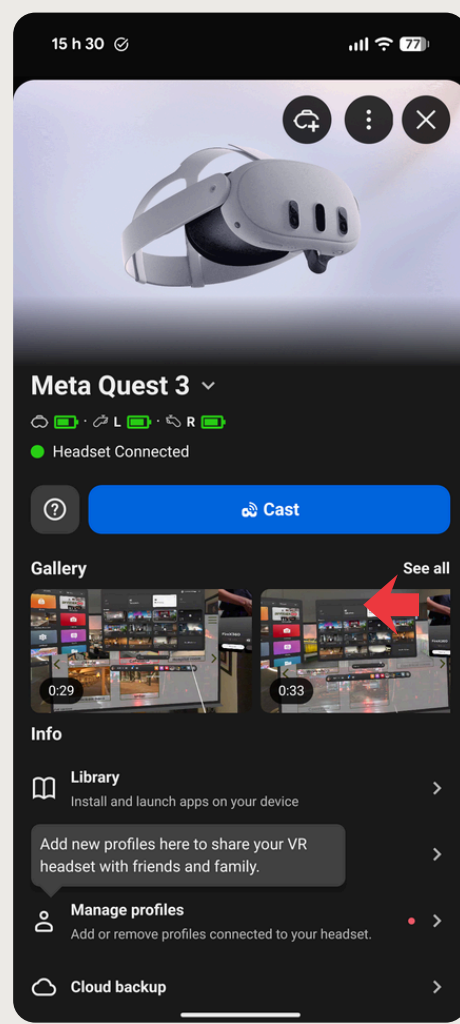
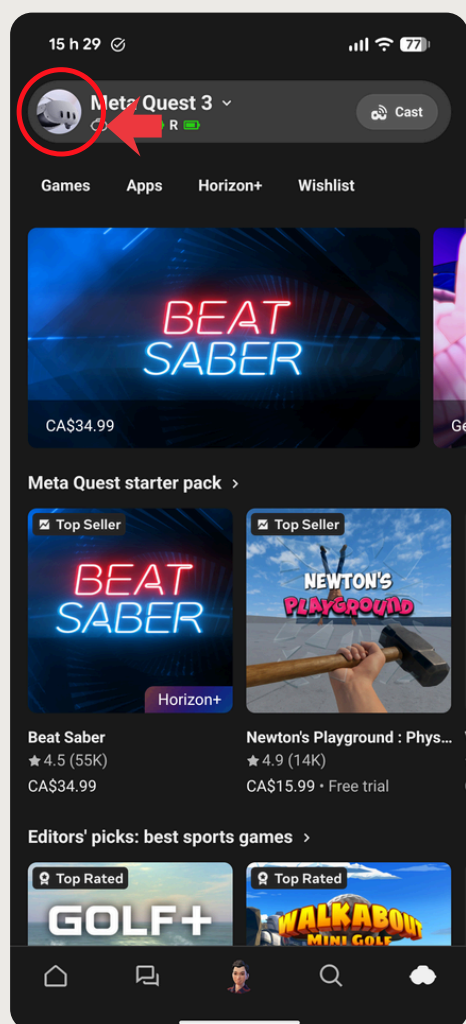
- Make sure your phone or computer, as well as your headset, are connected to the same Wi-Fi network.
- If your Wi-Fi network supports dual-band, ensure both devices are connected to the same frequency (2.4 GHz or 5 GHz).
- Make sure the headset and the device used for casting are logged into the same Meta account.

## Issues connecting to the organization's Wi-Fi network

You may experience difficulties connecting your headset to your organization's Wi-Fi network. Check with local technical support, as some organizations use a firewall that blocks new devices. Authorization from your IT department may be required.

## 1. Casting from a phone or tablet

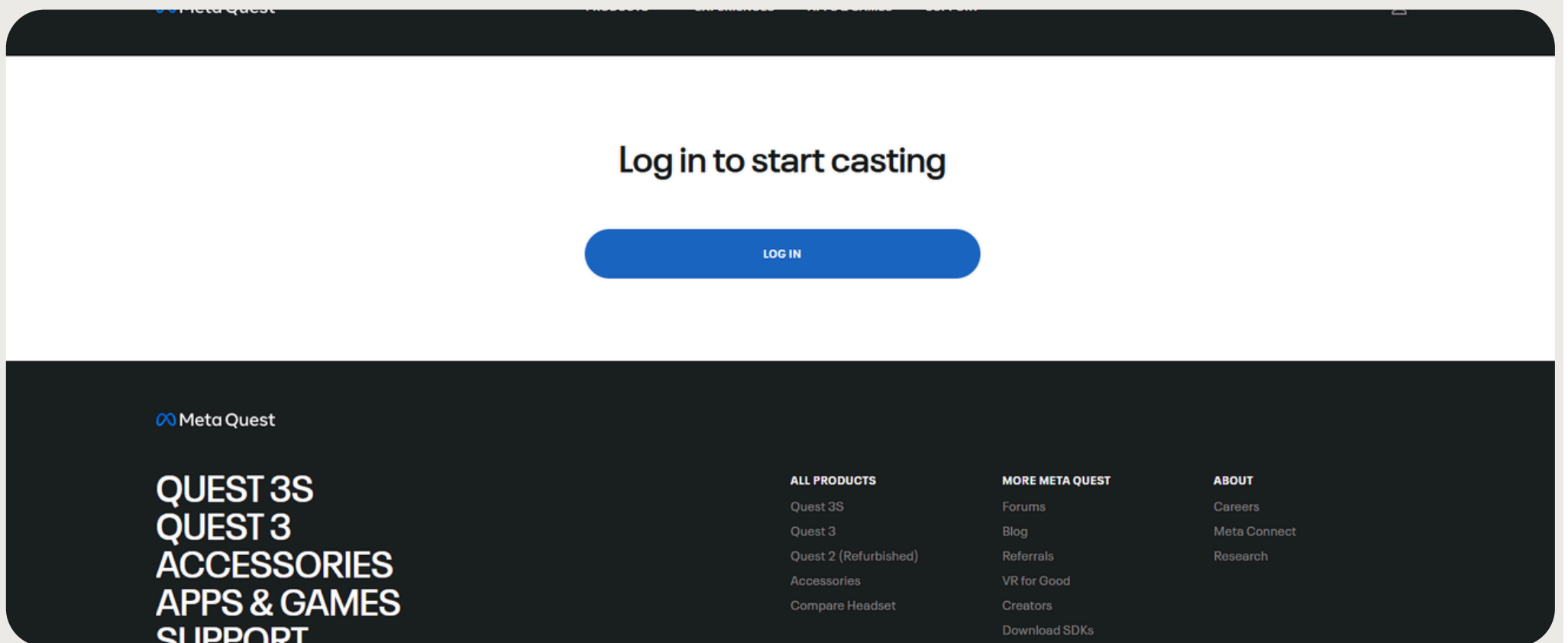
- Download the Meta Horizon app and sign in with the Meta account linked to the headset.
- Make sure you have completed the 'Before starting casting' steps.
- Open the app.
- Tap the headset icon in the top left corner.
- Select Casting.
- Casting should start automatically after a few seconds.







## 2. Casting from a computer

- Make sure you have completed the 'Before starting casting' steps.
- Go to [www.oculus.com/casting](http://www.oculus.com/casting) and sign in to your account.
- In the headset, open the Camera app.
- In the top left corner, click 'Cast.'
- Select 'Web,' then click 'Next.'
- Casting should start automatically after a few seconds.

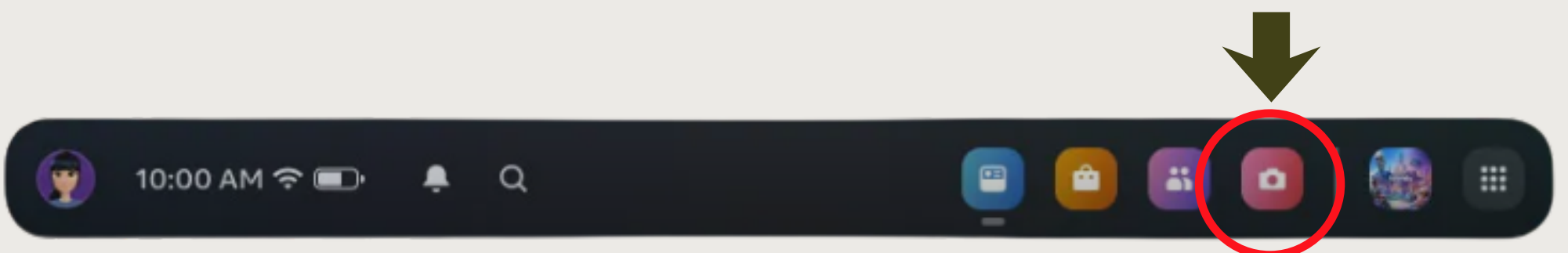
### Computer web page



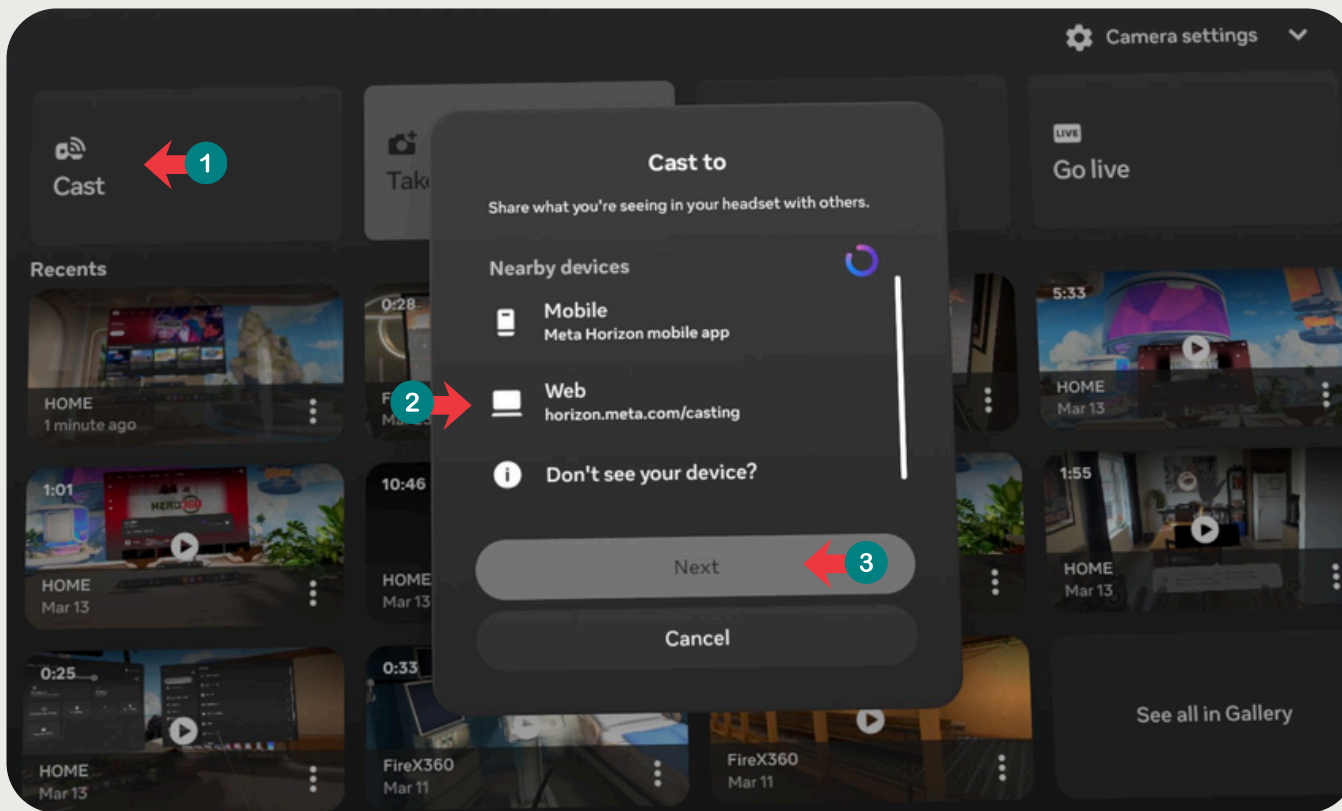
### Start casting to this private link from your headset

-  Press the  button to open the universal menu
-  Go to **Camera**
-  Select **Cast**
-  Select **Computer**

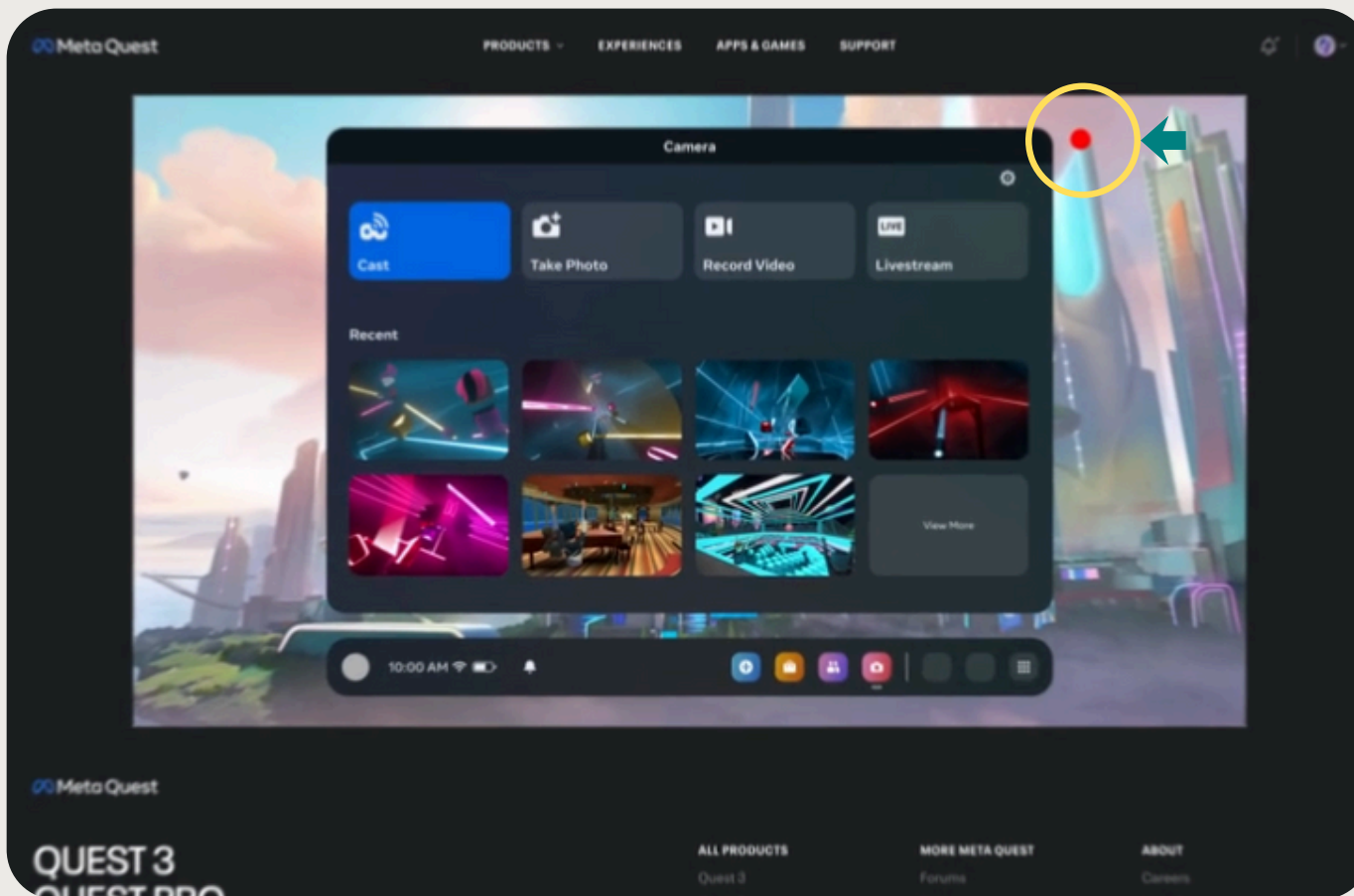
### Open the 'Camera' app in the headset



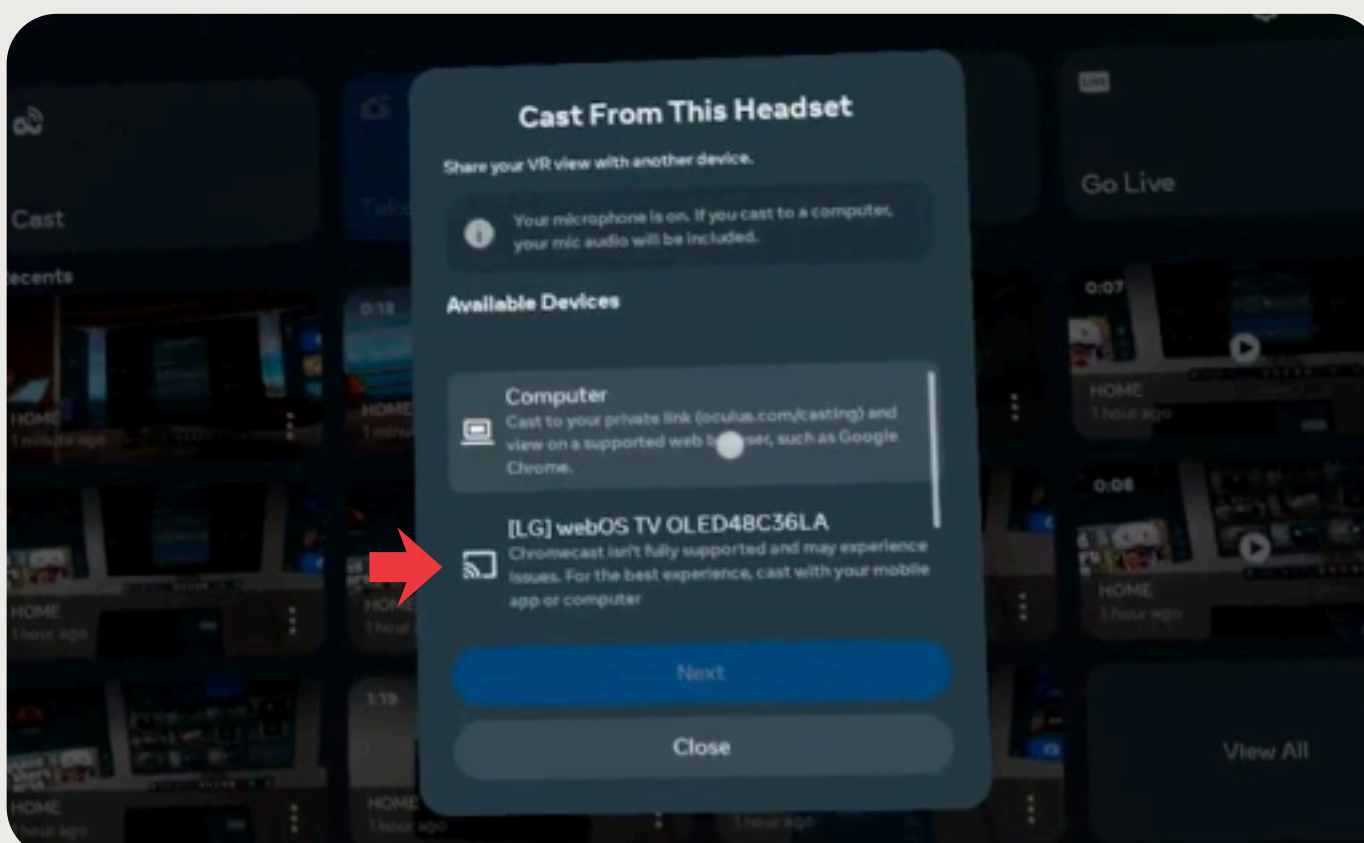
In the app, click **'Cast,'** then **'Web,'** then **'Next.'**



The connection may take a few seconds. Casting will appear on the computer once it is active. A red dot will appear in the headset to indicate that casting is working correctly. You can connect your computer to a TV using an HDMI cable.



You can also use a Google Chromecast or a smart TV running Google TV. Once your Chromecast or TV is connected to the same network as your headset, the option should appear under 'Web' when casting.



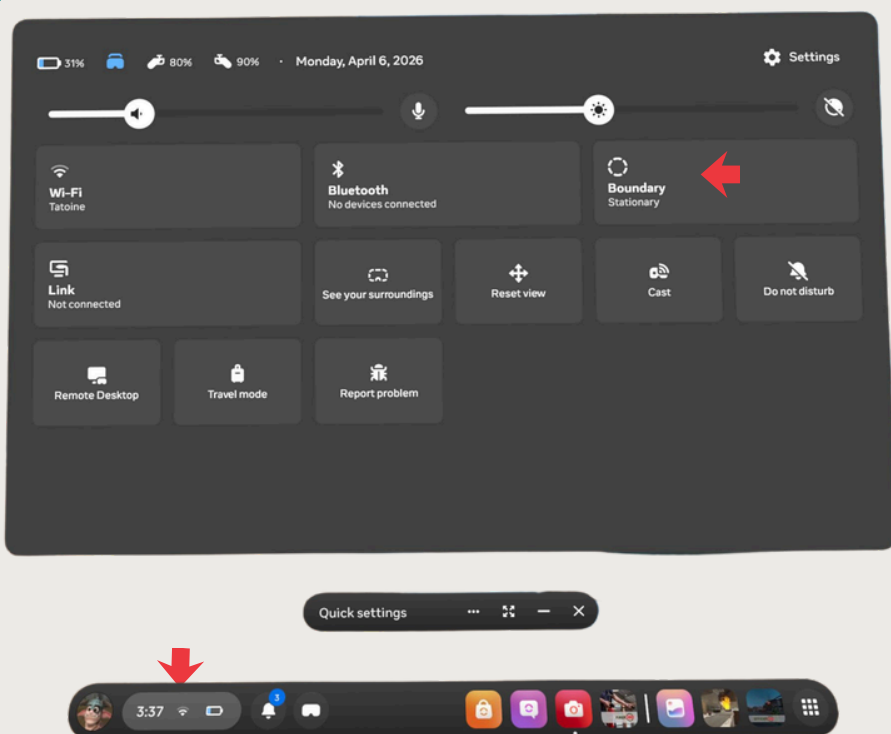
# Boundary area

- The boundary is a safety perimeter required for all applications. Whenever you launch a virtual reality app, you must define this boundary.
- If you use the headset in the same location, it will recognize the environment and suggest the existing boundary. If no boundary is detected, the headset will guide you to create a new one.

## Roomscale boundary

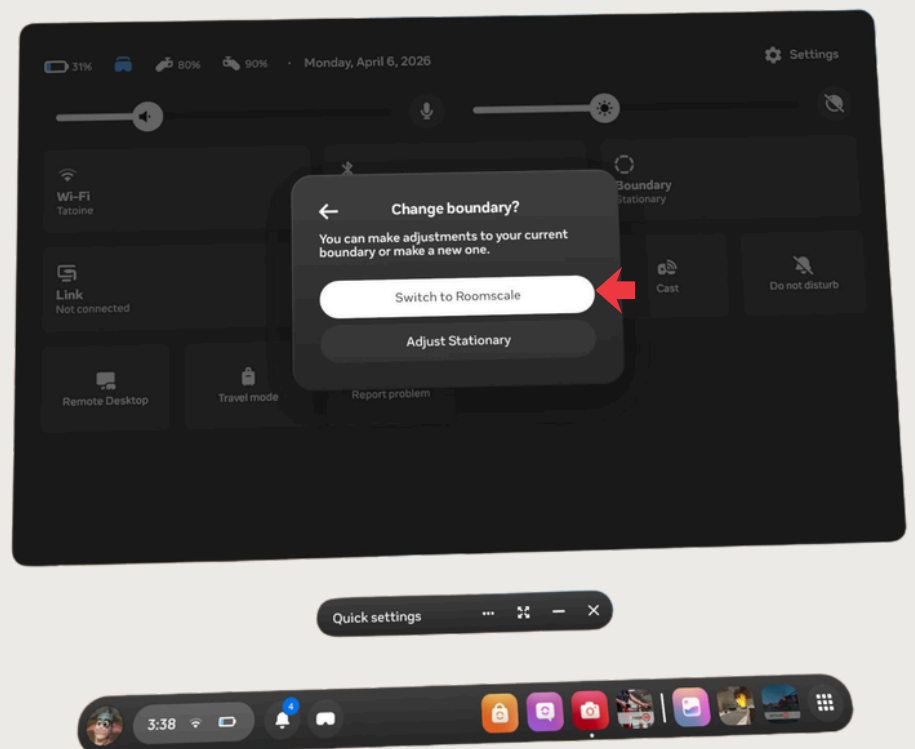
To draw a new boundary, follow the steps below.

1



When you tap the time in the menu bar, the 'Boundary' option appears in the top right

2



The 'Edit boundary' menu will appear. Tap 'Switch to Roomscale' and follow the instructions.

For Tactik 360 applications, always select the 'Roomscale' option to use the apps in a standing position.

To set the floor height, simply touch the floor with a controller without clicking

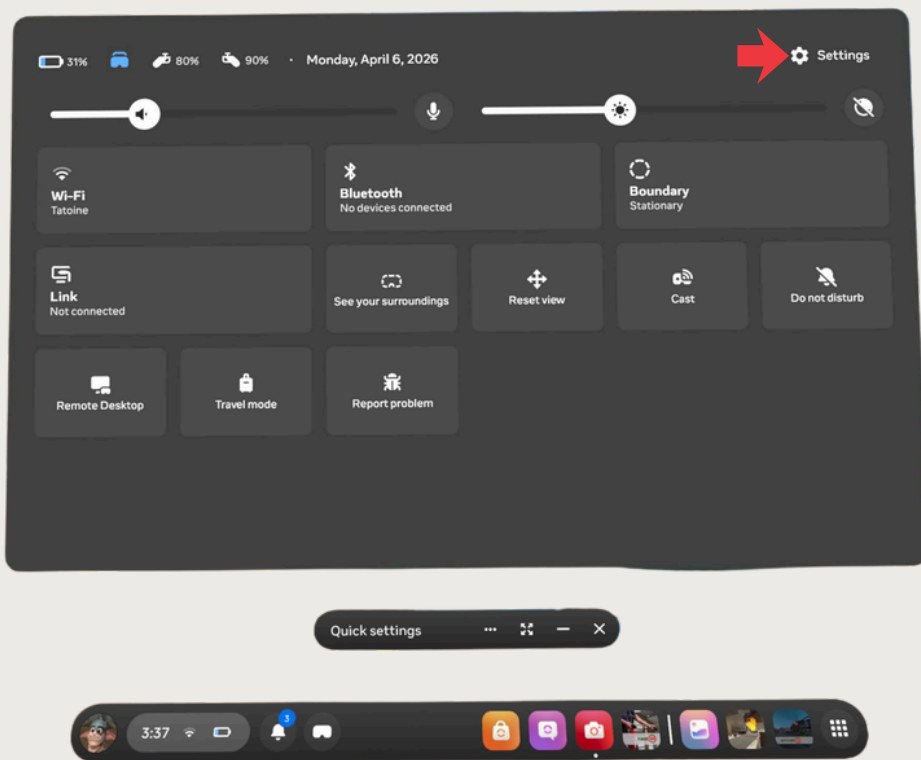
# Environment setup

Environment setup is required for FireX, Hero 360, and Kitchen Fire 360.

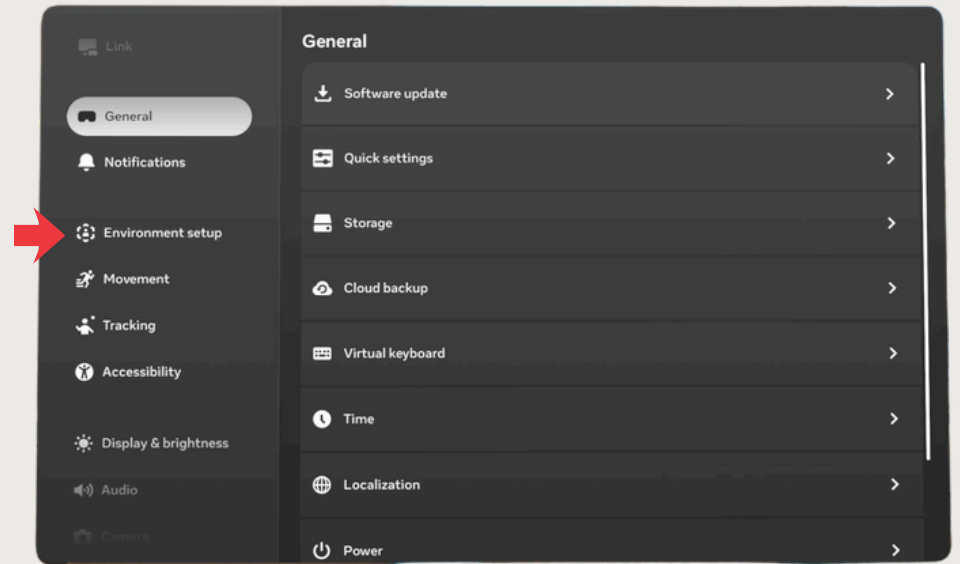
- On the home screen, tap the time.
- Then tap 'Settings' in the top right corner.

- Then tap 'Environment setup'

1



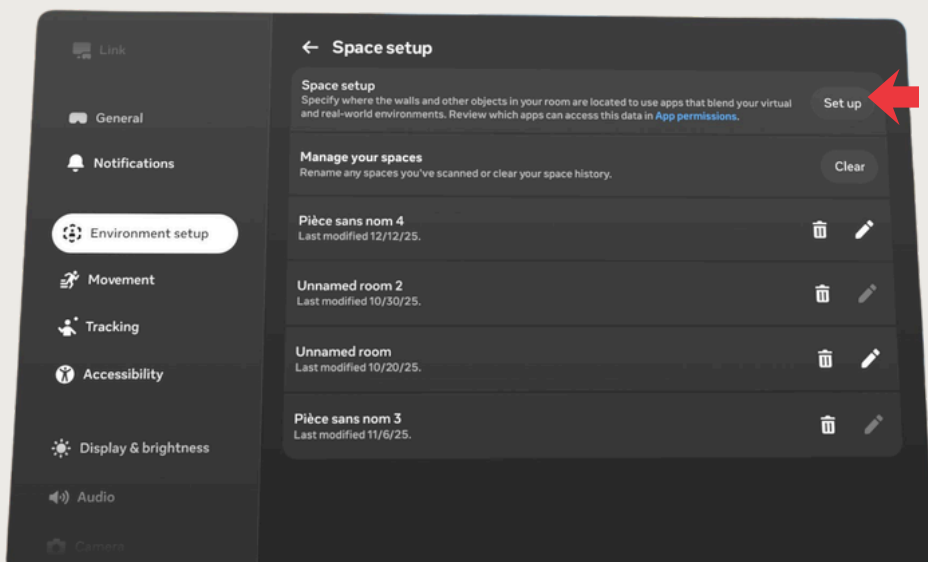
2



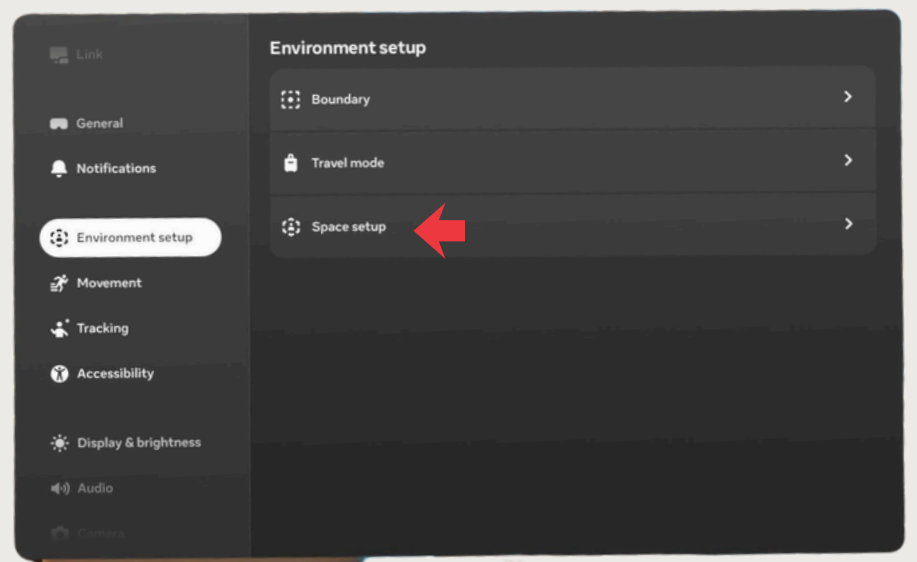
- Then tap 'Set up'.

- And finally, tap 'Space setup'

3



4

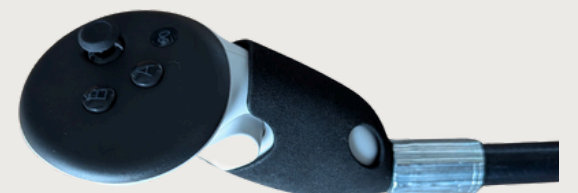


# FIREX360

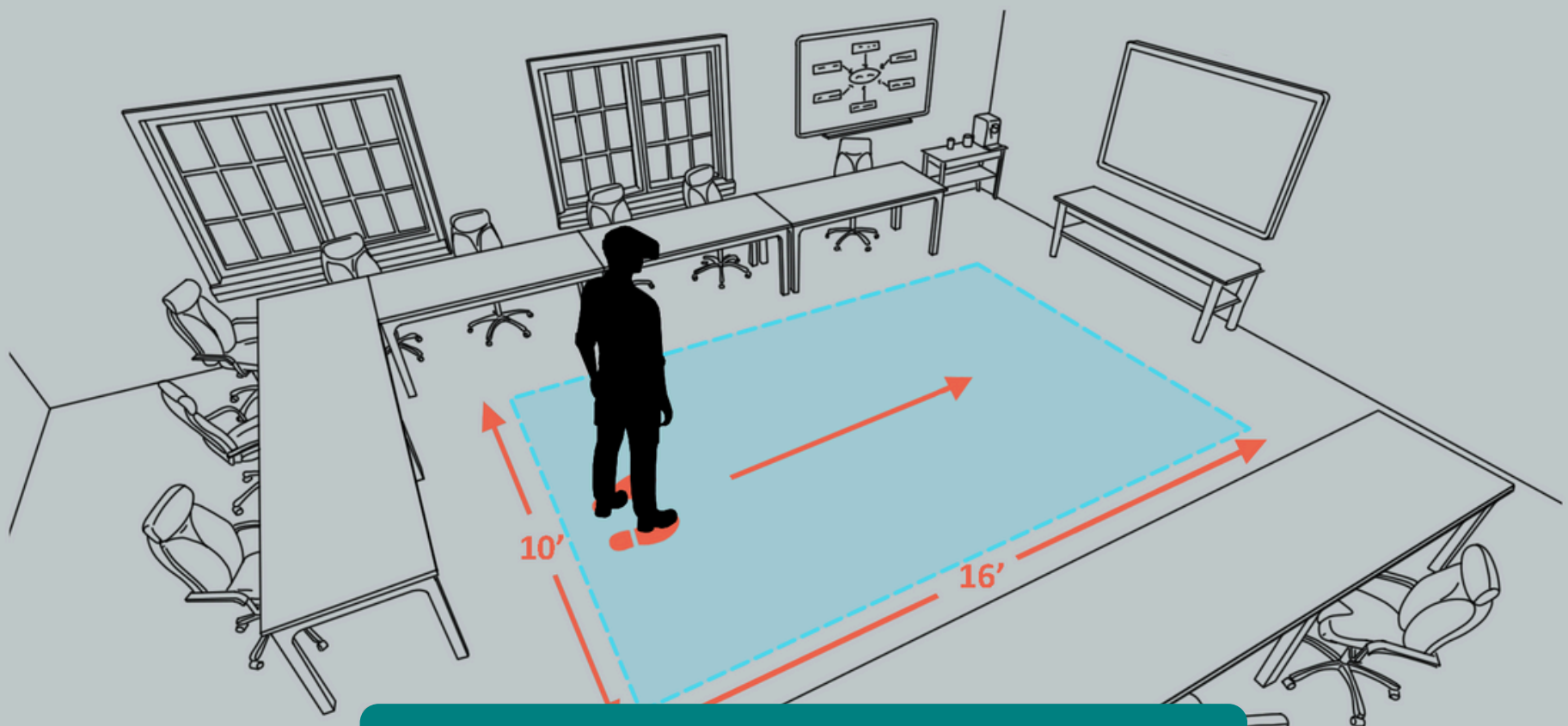
To properly use the FireX360 tool, you will need a virtual reality headset and a VR-compatible training fire extinguisher.

1. Unscrew the top part of the extinguisher.
2. Insert the left controller, then screw it back on.
3. Place the pin on the left side of the extinguisher.

Insert the right controller at the end of the hose. You can prepare the extinguisher before putting on the headset, as all necessary start-up buttons are accessible.



- Before opening the application, make sure you have a clear area of 10 ft by 16 ft (3 m x 5 m).
- Stand 2 feet away from the edge of the space and look straight ahead.
- Open the application. If you always use the headset in the same location, it will automatically recognize the environment at startup.
- In a new environment, the app will prompt you to draw the boundary—simply follow the on-screen instructions.
- Scan the room to stabilize the environment and ensure a consistent starting point.
- A green point will appear in VR to indicate your starting position.
- **IMPORTANT:** when launching the application, make sure to look straight ahead in your desired orientation."



**Face forward when launching FireX360**



# Using the **FireX360** portable extinguisher system

To use the extinguisher, follow the same steps as with a real one: pull the pin, aim, and press the handle.

Movement is done by physically walking, with no teleportation. Make sure you have enough space.



To activate the manual station or use the phone, bring the end of the hose close to the element until it activates.

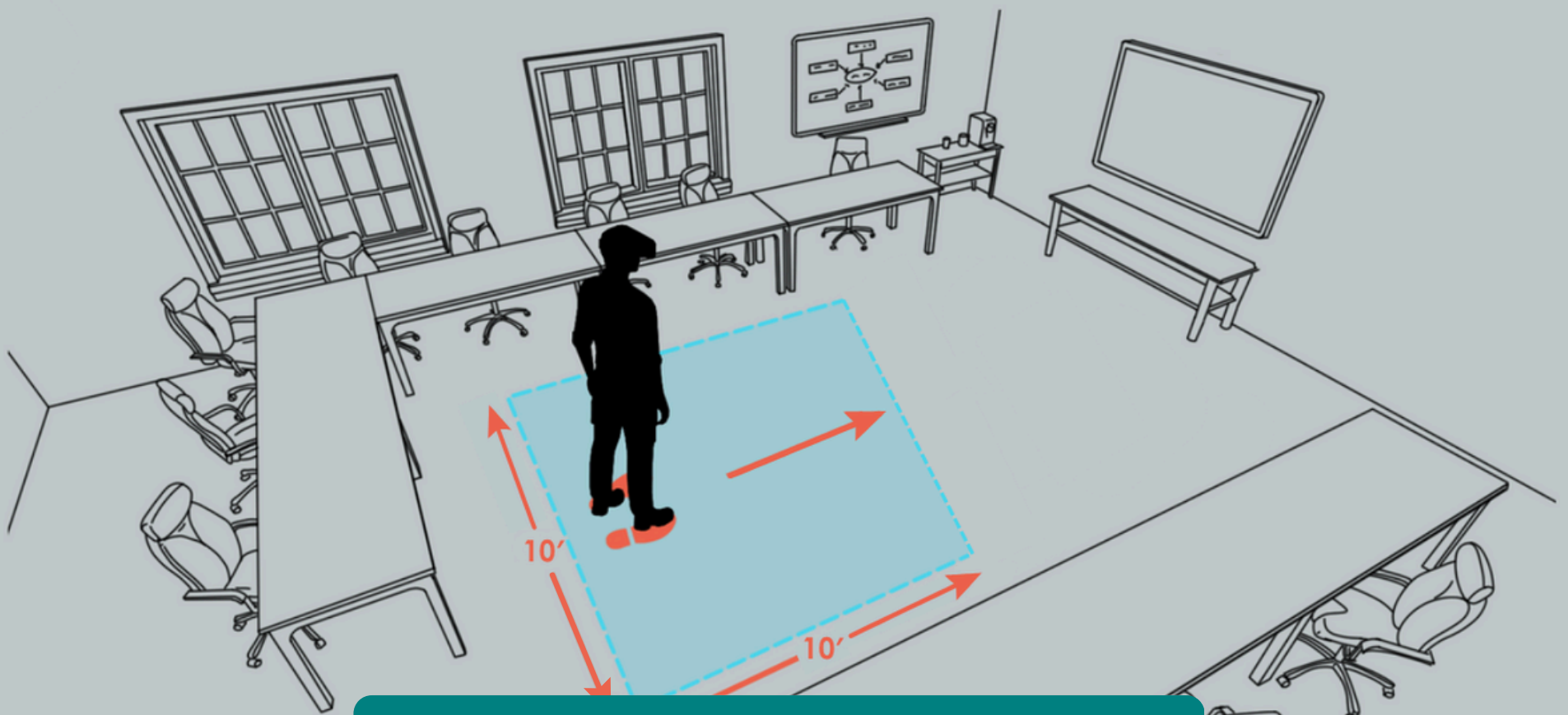
There is only one extinguisher available. To complete the scenario, the learner must touch the exit door with the controller at the end of the hose.





## Hero360 is an awareness application focused on smoke alarm response and movement in a smoke-filled environment.

- Before opening the application, make sure you have a clear 10 ft × 10 ft (3 m × 3 m) area and stand with your back to the boundary of your play space.
- If you always use the headset in the same location, it will automatically recognize the environment. In a new environment, follow the on-screen instructions to draw the boundary.
- Scan the room to stabilize the environment and ensure a consistent starting point.
- Once the environment is set, a menu will appear. You can complete three free trials of the software. After that, a client code will be required to use it, linked to the purchase of a license. One license is required per headset.



**Face forward when launching Hero360**

## Important

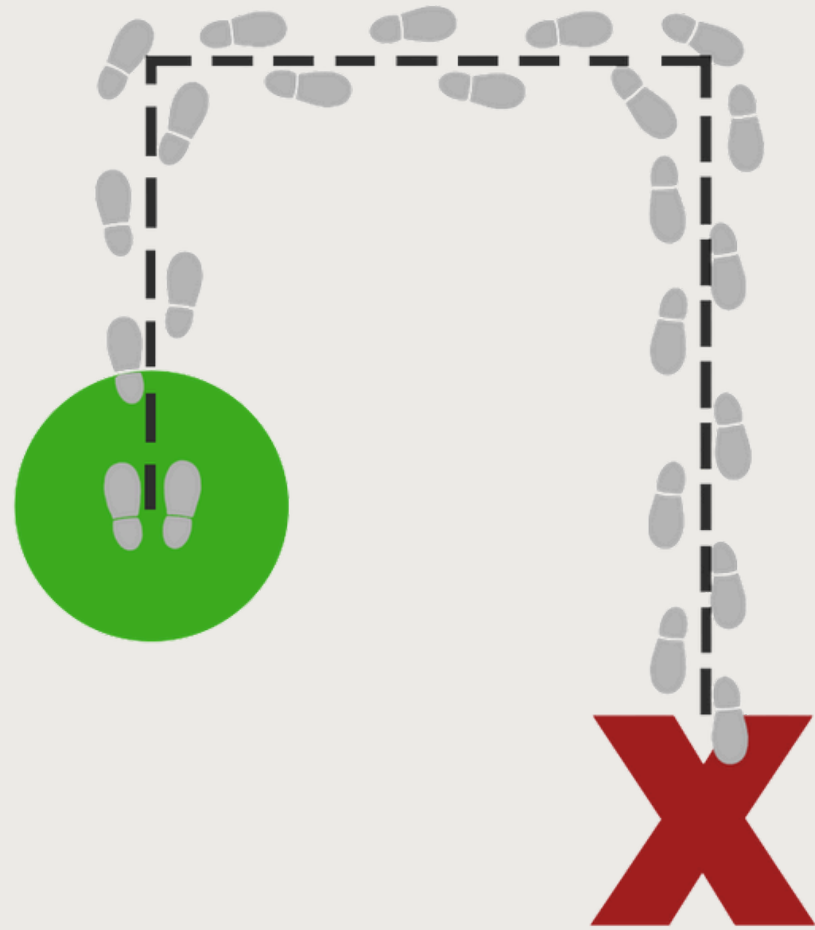
- At the moment of launching the application, make sure to look straight ahead in your desired orientation.
- We recommend enabling hand tracking for an optimal experience.
- There is no recentering option. If the alignment is incorrect, restart the application. This likely means you were not facing straight ahead when launching it.



- When you click 'Start', you will see a green circle, footprints, and a red X, representing the planned evacuation route.
- Make sure this area, as well as an additional surrounding space, is kept clear to prevent any accidents.

The **green** dot represents the starting point. Once you are positioned inside it, the virtual reality simulation will begin.

The **red X** indicates the exit door. Once the door is reached, the passthrough cameras activate, allowing the user to restart the exercise.



**The application contains two scenarios**

**Scenario 1**

The user wakes up in an environment filled with smoke due to the absence of a functioning smoke alarm. If they are too upright, a logo prompts them to crouch lower. When they reach the exit, the passthrough cameras as well as the green and red circles reappear, and the user can reposition themselves in the green circle.

**Scenario 2**

The learner is awakened by a functioning smoke alarm (make sure sound is enabled). Visibility is clear, and they can move while standing to evacuate. Once the exit door is reached, passthrough cameras take over.



Both scenarios run continuously, one after the other, so each user completes both before passing the headset to the next person.

To close the application, press the Meta button to open the universal menu, then click 'Quit'.

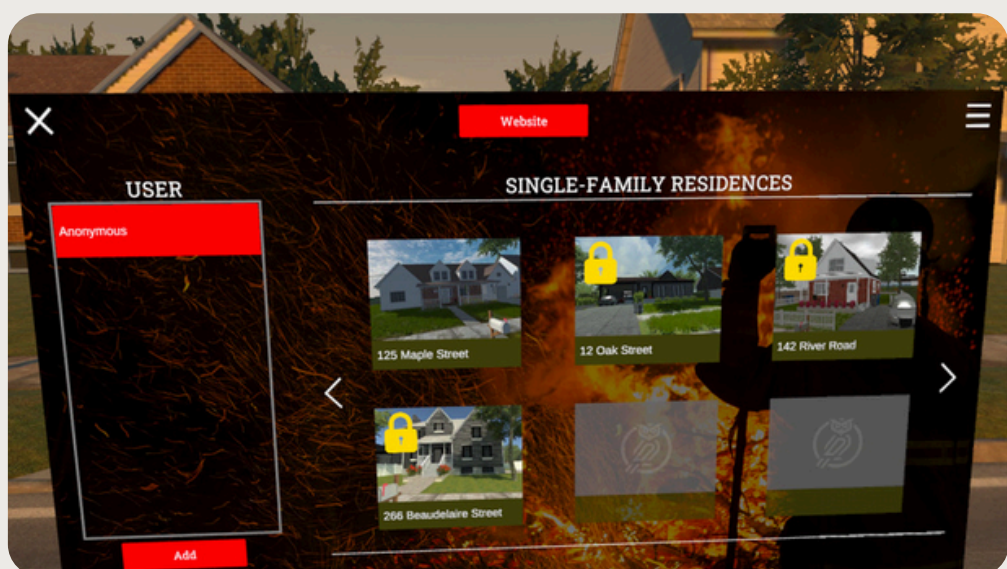
Teleportation is not available; users must move physically within the real space.



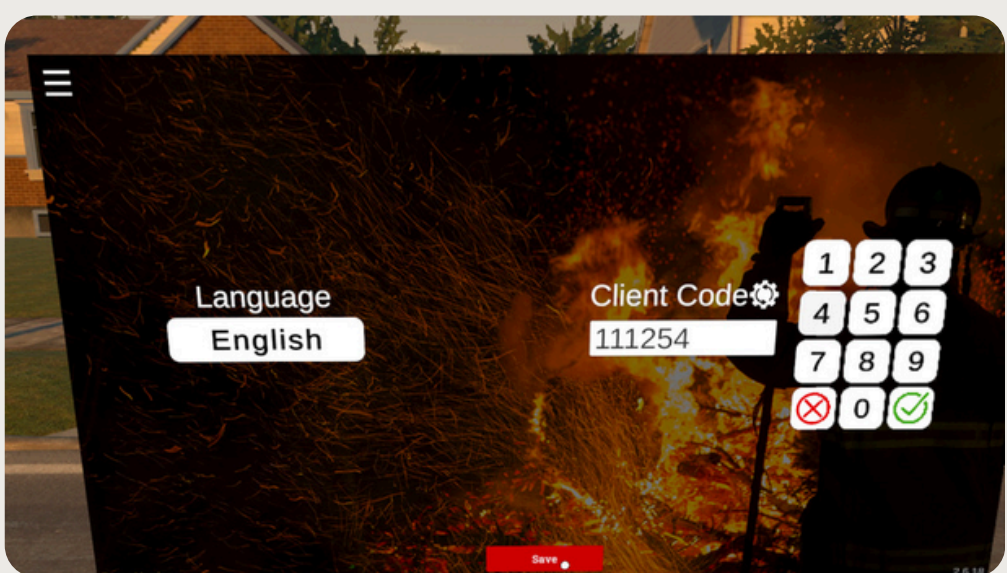
**Officer 360 is an application dedicated to incident management. It offers various scenarios with multiple possible actions.**

**The officer in charge must perform a 360° assessment and carefully analyze the incident environment. Encourage communication and explore different approaches to fully take advantage of this simulator. The possibilities are vast!**

On the first launch of the Officer 360 application, only a demo scenario is available. To unlock all scenarios included in your subscription, enter the client code provided at the time of purchase.



1. Click the three-line menu in the top right corner.
2. Click the text field and enter your client code.
3. Click 'Save'.



You now have access to the scenarios included in your subscription plan



Some scenarios may appear locked, meaning they are part of a higher-tier subscription or are still under development.

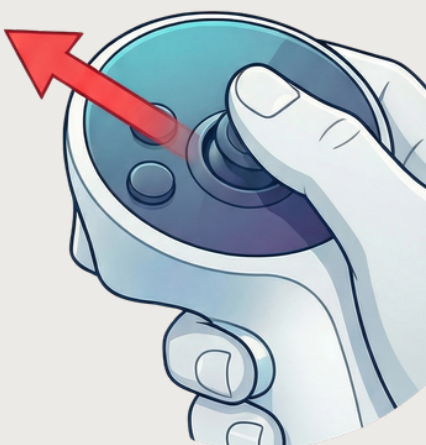


- When opening the application, choose the scenario of your choice.
- Select a scenario, then click 'Start' at the bottom of the screen.
- You will hear the initial dispatch announcing the beginning of the scenario.
- The officer starts alone, with no initial fire spread, and must launch the simulation using the control tablet.
- Firefighters are then deployed, and the fire begins to spread depending on time and the officer's actions.
- The fire does not spread as a full flashover, but may develop in zones and across multiple floors.



- To move and perform a proper 360° assessment, the officer must use teleportation.
- To do so, push both joysticks (right and left) on the controller forward and hold them.

- A line will appear at the end of your controller with a white dot at its tip.
- As soon as you release the joystick, you will be teleported to the location indicated by the white dot.
- If the line is red or a red X appears, an obstacle is preventing you from teleporting to that location, or you are attempting to leave the allowed area.



## End of scenario

**The scenario ends when the officer determines that all tasks have been completed. The officer ends the scenario by clicking the flag at the bottom of the control tablet.**

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VIRTUAL REALITY SIMULATOR FOR  
HIGH-RISK INTERVENTIONS

**Need more information?**

**Feel free to contact us by  
email or by phone at the  
number provided.**

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**(819) 809-2596**