

BOUND (main thread)



Frame rate

Smart Smoothing

By predicting tracking data and the video feed of the headset, the refresh rate can be improved by frame interpolation.



Lock Frame Rate to Half Refresh Rate

Synchronizes the game's frame rate to half of the display's refresh rate to reduce screen tearing. If GPU performance is below the target frame rate, this setting may not take effect.



Color options

Color channel

Supports adjustment of the red, green, and blue primary colors. You can optimize color balance and saturation based on personal preference to achieve more realistic visual reproduction.

All >

Tone

Choose a predefined cool or warm tone for the headset display.

Standard >

Reset this page to default

Current Version

Pimax Play 2.0.3



Language

English



Download Location

C:\Program Files\Pimax\PimaxClient



General Operations

Beta Channel

Receive and try pre-release builds. You can turn this off at any time.



Launch on Startup

Start Pimax Client automatically with the system.



Start Minimized

Launch the app minimized in the background.



Hide to Tray on Close

Keep the app running in the background and move it to the system tray when the window is closed.



Announcement Alerts

Receive product announcements, event messages, and important update reminders.



Switch Window

Switch to a specified window.

Pimax EVO



Go

Device Diagnose

Device Diagnose

Restore Defaults

- Device
- General
- Image/Performance

Device Info

Headset Firmware: V1.0.21

SN: XXXXXXXXXX [Copy](#)

Check for Updates

Controller Settings

Vibration Adjustment

Adjust controller vibration intensity. Higher values mean stronger feedback.

100 >

Controller Calibration

Supports adjusting joystick center, Grip pressure sensing, and fine Trigger calibration.

Calibrate

Simulate Index Controller

Emulates the Index controller layout for supported games.



Controller-Free Mode

After enabling controller-free mode, the headset's volume "+" and "-" buttons will no longer adjust the volume. Long press for 2 seconds to open the Pimax Play or SteamVR shortcut menu.



Location settings

Tracking mode

Switch between Lighthouse and Inside-Out tracking modes.

Inside-Out

Indoor Lighting Frequency

Adjust the lighting power frequency to improve tracking stability.

Automatic >

Safety zone

Automatically alerts when approaching the safety boundary to prevent accidental injury. Requires VST to be enabled to use.



Recline Mode

Enable Recline Mode to disable positional tracking. Press and hold the π button to reset your view in any direction. Disable Recline Mode to re-enable tracking and start Room Setup.



Motion compensation

Requires a connected controller. Assists in compensating for headset motion when enabled.

None >

Recenter Motion Compensation View

Recenter using the current position and orientation of the motion compensation device as the reference.

Reset

Settings

Device

General

Image/Performance

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Switch between Lighthouse and Inside-Out tracking modes.

Inside-Out

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None >

Recenter Motion Compensation View

Recenter using the current position and orientation of the motion compensation device as the reference.

Reset

Visual adaptation

IPD Adjustment

Adjusting the interpupillary distance (IPD) allows the image to better align with your eyes. The IPD adjustment range is 58–72 mm.

58.0mm

Sound settings

Default Headset Audio Output Device

Automatically sets the headset as the default sound output when connected.

Display settings

Brightness

The overall brightness of the display. By adjusting the brightness, you can precisely control the light and dark levels of the image, ensuring that visual details remain clearly visible.

100 >

Refresh rate

Controls how many times the display updates per second. Higher refresh rates deliver smoother visuals.

120 Hz >

Advanced Settings

Reset this page to default

Device

General

Image/Performance

General settings

OpenXR Runtime

Specifies the runtime environment connecting applications to the Pimax headset.

Pimax OpenXR

OpenXR API Layers

The OpenXR API Layer can be used to manage and control the behavior of the OpenXR Runtime.



Home Environment

Enters a 3D virtual lobby displayed after device connection.

Off >

Headset Sleep

Sets the idle time before the headset display turns off.

20 min >

Quick Passthrough Mode

Double-tap the right side of the headset to quickly enable passthrough mode. Requires enabling the Passthrough option first.



Custom Keys

Remap headset buttons, keyboard, mouse, or controller functions.

[Reset this page to default](#)

Device

General

Image/Performance

Rendering

Image quality

Adjusts the level of visual detail, realism, and effects in rendered scenes.Requires restarting the game or SteamVR.

Custom >

Overlay Render Factor

The overlay will close automatically after the settings take effect.

1.00 >

Quad View

QuadView lets you adjust center and peripheral rendering in real time, but the settings directly affect output resolution. Restart the game after adjustments for better performance optimization.

Off >

Center Rendering

Reduces rendering quality at the edges of the field of view while keeping the center in high resolution to save performance.Requires restarting the game or SteamVR.

Off >

GPU Upscaling

Uses algorithms to upscale low-resolution images or videos in real time.Higher upscale ratios improve performance but may slightly reduce image clarity.Requires restarting the game or SteamVR.

FSR >

Sharpness

Enhances edge and detail clarity for better image quality. Available only when GPU Upscaling is set to "None". Restart game or SteamVR to apply.

0.1 >

Frame rate

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Color options

Color channel

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All >

Tone

Choose a predefined cool or warm tone for the headset display.

Standard >

Custom application configuration



Device

General

Image/Performance

Rendering

Image quality

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Off >

Image quality

✕

Adjusts the level of visual detail, realism, and effects in rendered scenes.Requires restarting the game or SteamVR.

☐ Automatic☐ Low☐ Medium☐ High☒ Custom

Custom:



1.00

Cancel

Confirm

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Lock Frame Rate to Half Refresh Rate

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☐☐

Device

General

Image/Performance

Other

Local dimming

Enhances contrast and black levels by dynamically adjusting brightness across different screen zones.



FOV Crop

Controls the visible scene range.Larger FOV provides a wider view.Smaller FOV improves performance.Requires restarting the game or SteamVR.

Normal >

FOV Mode

Switches between the standard FoV and the wider FoV mode.Requires restarting the Pimax service.

Wide FOV >

Hide Hidden Mask Area

Skips rendering invisible edge areas to save performance.Requires restarting the game or SteamVR.



IPD Horizontal Offset

Adjusts the horizontal offset of the interpupillary distance (IPD) for precise eye alignment.

Left: 0 Right: 0 >

Image Vertical Offset

Adjusts the vertical offset of the display image relative to its standard position.

Left: 0 Right: 0 >

Adapt for Vive-exclusive games

To adapt to Vive games, SteamVR needs to be restarted for the



Advanced Settings



General

Image/Performance

Local dimming

Enhances contrast and black levels by dynamically adjusting brightness across different screen zones.



FOV Crop

Controls the visible scene range. Larger FOV provides a wider

Normal >

FOV Crop



Controls the visible scene range. Larger FOV provides a wider view. Smaller FOV improves performance. Requires restarting the game or SteamVR.

☒ Normal

☐ Narrow

☐ Custom

Cancel

Confirm

IPD Horizontal Offset

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Left: 0 Right: 0 >

Image Vertical Offset

Adjusts the vertical offset of the display image relative to its standard position.

Left: 0 Right: 0 >

Adapt for Vive-exclusive games

To adapt to Vive games, SteamVR needs to be restarted for the

Advanced Settings



Pair Control

Restart Sen

Tracker



Color channel

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All >

Tone

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Standard >

Custom application configuration

Select an Application

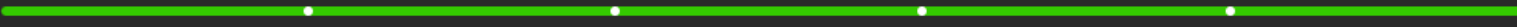
Create custom settings for individual applications. Supports locally imported apps.

Select an Application >

Local dimming



Enhances contrast and black levels by dynamically adjusting brightness across different screen zones.

Custom: Low  High

Cancel

Confirm

FOV Mode

Switches between the standard FoV and the wider FoV mode. Requires restarting the Pimax service.

Standard FOV >

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Image Vertical Offset

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Left: 0 Right: 0 >

Rendering

Image quality

Adjusts the level of visual detail, realism, and effects in rendered scenes. Requires restarting the game or SteamVR.

Custom >

Quad View

QuadView lets you adjust center and peripheral rendering in real time, but the settings directly affect output resolution. Restart the game after adjustments for better performance optimization.

Off >

Center Rendering

Reduces rendering quality at the edges of the field of view while keeping the center in high resolution to save performance. Requires restarting the game or SteamVR.

Off >

GPU Upscaling

Uses algorithms to upscale low-resolution images or videos in real time. Higher upscale ratios improve performance but may slightly reduce image clarity. Requires restarting the game or SteamVR.

FSR >

Sharpness

Enhances edge and detail clarity for better image quality. Available only when GPU Upscaling is set to "None". Restart game or SteamVR to apply.

0.3 >

Rendering

Image quality

Adjusts the level of visual detail, realism, and effects in rendered

Custom >

Image quality

Adjusts the level of visual detail, realism, and effects in rendered scenes.Requires restarting the game or SteamVR.



Automatic



Low



Medium



High



Custom

Custom:



1.00

Cancel

Confirm