Tobii Pro Fusion
Product Description
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1 Introduction

1.1 Overview

Tobii Pro Fusion is the next generation of compact high-performance eye trackers from Tobii Pro. It provides a flexible solution that supports different research scenarios and study designs.

Pro Fusion has a slim design that integrates well with external monitors up to 24 inches and laptop screens. The eye tracker can also be mounted on a tripod and coupled with a scene camera so it can be used in study setups that use real-world stimuli such as physical objects or scenes. The sampling speed of up to 250 Hz allows you to capture data for a wide range of experimental paradigms (fixation, smooth pursuit, and saccade based).

With high, selectable, sampling rates (up to 250 Hz), two eye tracking cameras and two pupil tracking modes (bright and dark pupil), Pro Fusion enables you to adapt your data collection setup to different research populations, scenarios, and date requirements.

Use Pro Fusion for studies on:
- Windows and Mac computers
- Monitors, 24" (16:9) or less
- Real-world setups such as physical objects and social interactions (using the Tripod Stand)
- Larger screens, projections, simulators (using the Tripod Stand)

1.2 Product versions

Pro Fusion is available in two different product versions: 120 Hz and 250 Hz. The 120 Hz version can be upgraded to the faster version by contacting your sales representative.
2 Technical Specifications

2.1 Eye tracking specifications

<table>
<thead>
<tr>
<th>Specification</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eye tracking technique*</td>
<td>Video-based pupil- and corneal reflection eye tracking with dark and bright pupil tracking</td>
</tr>
<tr>
<td>Sampling frequency</td>
<td>60, 120 &amp; 250 Hz or 60 &amp; 120 Hz, depending on the hardware version</td>
</tr>
<tr>
<td>Accuracy**</td>
<td>Approximately 0.4° at optimal conditions</td>
</tr>
<tr>
<td>Precision**</td>
<td>Approximately 0.3° RMS at optimal conditions</td>
</tr>
<tr>
<td>Binocular eye tracking</td>
<td>Yes</td>
</tr>
<tr>
<td>Total system latency</td>
<td>3 frames</td>
</tr>
<tr>
<td>Blink recovery time</td>
<td>1 frame (immediate)</td>
</tr>
<tr>
<td>Gaze recovery time</td>
<td>250 ms</td>
</tr>
<tr>
<td>Freedom of head movement</td>
<td>Width × height: 30 cm × 25 cm (11.81&quot; × 9.84&quot;) at 65 cm</td>
</tr>
<tr>
<td>Operating distance</td>
<td>50–80 cm (19.69&quot;–31.49&quot;)</td>
</tr>
<tr>
<td>Max gaze angle</td>
<td>30 degrees</td>
</tr>
<tr>
<td>Max screen size</td>
<td>24” (16:9 aspect ratio)</td>
</tr>
<tr>
<td>Data sample output***</td>
<td>Timestamp, Gaze origin, Gaze point, Pupil diameter, Validity code</td>
</tr>
<tr>
<td>Eye image data stream</td>
<td>Eye image data stream frequency is approximately 2 x 4 Hz</td>
</tr>
<tr>
<td>User calibration</td>
<td>Binocular and monocular</td>
</tr>
<tr>
<td>Tracker and client time synchronization</td>
<td>Integrated between the eye tracker time domain and the client computer time domain</td>
</tr>
</tbody>
</table>

*Dark pupil tracking is supported in all sample frequencies. Bright pupil tracking mode is supported at 60 and 120 Hz.

**Tobii Pro uses an extensive test method to measure and report performance and quality of data. These accuracy and precision numbers are preliminary. Final numbers will be published as soon as they are available.

***For the complete list of available data and the supplementary data stream, download the Pro SDK documentation from Tobii Pro’s Developer website.

2.2 Tobii Pro Fusion Eye Tracker

<table>
<thead>
<tr>
<th>Specification</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dimensions</td>
<td>374 mm L × 18 mm H × 13.7 mm W (14.72&quot; × 0.70&quot; × 0.53&quot;)</td>
</tr>
<tr>
<td>Weight</td>
<td>168g (5.9 oz.)</td>
</tr>
<tr>
<td>Connectors</td>
<td>USB Type-C (USB Type-A to Type-C adapter provided)</td>
</tr>
</tbody>
</table>
Power options

- Powered directly via USB Type-C connector
- Or
- When the computer has a USB Type-A port or the computer’s battery power is insufficient for supporting the eye tracker, the included AC power adapter can be used.

Power port

- AC power adapter port

Processing

- 3 x Tobii EyeChip™ ASIC with fully embedded image and gaze processing

Eye tracking cameras

- 2 x Tobii EyeSensor™ Modules

Illuminators

- Dark Pupil Illumination Modules
- Bright Pupil Illumination Modules

Power consumption

- Typically 7.5W

### 2.3 What’s in the box

<table>
<thead>
<tr>
<th>Item</th>
<th>More information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pro Fusion eye tracker</td>
<td>Used for eye tracking</td>
</tr>
<tr>
<td>AC power adapter</td>
<td>Provides the additional power required when the USB Type-A to Type-C adapter is used</td>
</tr>
<tr>
<td>6 International plug adapters</td>
<td>Used with the AC power adapter to match international outlets</td>
</tr>
<tr>
<td>USB Type-A to Type-C adapter plug</td>
<td>Used when the computer does not have a USB Type-C port</td>
</tr>
<tr>
<td>Safety and Compliance</td>
<td>Printed versions of important information</td>
</tr>
<tr>
<td>Four cleaning wipes</td>
<td>Removes any dust and grease in the area around the screen before attaching a mounting plate</td>
</tr>
<tr>
<td>Four mounting plates with non-permanent adhesive</td>
<td>Attaches the Pro Fusion eye tracker to the screen bezel</td>
</tr>
<tr>
<td>Cleaning cloth</td>
<td>For cleaning the surface of the eye tracker</td>
</tr>
<tr>
<td>Travel case</td>
<td>Stores, protects, and carries Pro Fusion and the included accessories</td>
</tr>
</tbody>
</table>

### 2.4 Tobii Pro Eye Tracker Manager

Tobii Pro Eye Tracker Manager is free software available on the [Tobii Pro Eye Tracker Manager](#) webpage.

Pro Eye Tracker Manager helps you manage your Pro Fusion eye tracker. It lets you see which eye tracker firmware and software versions you are running and also facilitates applicable updates. It provides:

- Drivers and Firmware installation or updates
- Display setup
- Positioning guide
- User calibration
- Gaze visualization
2.5 Additional software options

<table>
<thead>
<tr>
<th>Software</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pro Lab</td>
<td>Pro Lab is a comprehensive research software platform for eye tracking designed to meet the highest demands on different research scenarios with exact timing accuracy. This software offers an efficient workflow, making it easy to design experiments, record data, analyze and visualize eye tracking data, and to sync this data with other biometric data streams.</td>
</tr>
<tr>
<td>Pro SDK</td>
<td>Pro SDK offers a broad set of tools that makes it simple to develop a variety of niche applications or scripts across multiple platforms, using a wide range of programming languages. This SDK gives the researcher access to the full set of relevant gaze data streams, such as 3D eye coordinates, raw data, pupil data, etc.</td>
</tr>
<tr>
<td>Third-party software</td>
<td>This term refers to any application built on Pro SDK.</td>
</tr>
</tbody>
</table>

Pro Fusion will be delivered with compatible versions of Tobii Pro Lab, Pro SDK, and Tobii Pro Eye Tracker Manager. Pro Fusion is not compatible with Tobii Studio.

2.6 Pro Fusion compatibility — Windows & Mac OS

<table>
<thead>
<tr>
<th>Specification</th>
<th>Windows 10</th>
<th>macOS 10.14 Mojave and later</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating system</td>
<td>Windows 10</td>
<td>macOS 10.14 Mojave and later</td>
</tr>
<tr>
<td>CPU</td>
<td>1 GHz, 2 cores</td>
<td></td>
</tr>
<tr>
<td>RAM</td>
<td>2 GB RAM memory*</td>
<td>*Software for eye tracking research may require higher RAM</td>
</tr>
<tr>
<td>Port</td>
<td>USB Type-A or USB Type-C</td>
<td></td>
</tr>
</tbody>
</table>
3 Safety

3.1 Mounting warning

Pro Fusion should be mounted according to Tobii Pro’s instructions for approved mounts.

⚠️ The mounting bracket is designed for adhesion to a wide variety of surfaces, such as monitors or laptop screens. It is also designed for clean removability. Failure to follow the recommended removal instructions can result in damage to both the monitor/laptop and the mounting bracket. Do not mount the Pro Fusion on monitors positioned above the head or face of a user, as it might fall.

3.2 Emergency warning

Pro Fusion is to be used for research purposes only. Be aware that due to the low, but possible risk of failure or distraction, Pro Fusion should not be relied upon or used in dangerous or otherwise critical situations.

3.3 Epilepsy warning

Some people with photosensitive epilepsy are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

⚠️ A person with photosensitive epilepsy would also be likely to have problems with TV screens, some arcade games, and flickering fluorescent bulbs. Such people may have a seizure while watching certain images or patterns on a monitor, or even when exposed to the light sources of an eye tracker. It is estimated that about 3-5% of people with epilepsy have this type of photosensitive epilepsy. Many people with photosensitive epilepsy experience an “aura” or feel odd sensations before the seizure occurs. If you feel odd during use, move your eyes away from the eye tracker.

3.4 Infrared warning

When activated, Pro Fusion emits pulsed infrared (IR) light. Certain medical devices are susceptible to disturbance by IR light and/or radiation. Do not use Pro Fusion when in the vicinity of such susceptible medical devices, as their accuracy or proper functionality could be inhibited. Do not stare into the LED lights at a close distance (<15cm).

3.5 Magnetic field warning

Pro Fusion contains magnets. Magnetic fields may interfere with the function of cardiac pacemakers and implantable cardioverter defibrillators. As a general rule, maintain a minimum distance of 6 inches (15 centimeters) between any item with magnets and your heart device.

3.6 Child safety

Pro Fusion is an advanced computer system and electronic device. As such, it is composed of numerous separate, assembled parts. In the hands of a child, certain of these parts have the possibility of being separated from the device, possibly resulting in a choking hazard or other danger to the child.

⚠️ Young children should not have access to, nor use of the device or its accessories without parental or guardian supervision.
3.7 Electricity

⚠️ Do not open the casing of the Pro Fusion device, since you may be exposed to potentially hazardous electrical voltage. The device contains no user-serviceable parts. Noncompliance will result in loss of warranty! Contact Tobii Pro Support if your Pro Fusion is not working properly.

3.8 Accessories

⚠️ Only use accessories provided by or approved by Tobii Pro AB.

3.9 Third party

⚠️ Any use of Pro Fusion outside the intended use and together with any third-party software or hardware that changes the intended use is a risk, and this is not a scenario for which Tobii Pro AB can take any responsibility.

3.10 Power supply

⚠️ Only use the AC power adapter provided by Tobii Pro to power your Pro Fusion. If the AC power adapter is damaged, contact Tobii Pro Support to arrange for repair or replacement. If damaged, do not use the AC power adapter until it has been replaced. Tobii Pro and its agents are not liable for any damages or injuries to a person or property due to wrong use of the provided accessories.
4 Compliance Information

4.1 Compliance

Tobii Pro Fusion is CE-marked, indicating compliance with applicable health and safety legal requirements set out in the European Union and EEA.

この装置は、現在設置されている場所で妨害波の測定がされた情報技術装置です。この場所以外で使用する場合は、その場所で、再び妨害波の測定が必要となります。

Tobii Pro Fusion is RCM-marked which signifies compliance with all applicable ACMA regulatory arrangements, including all technical and record-keeping requirements.

Tobii Pro Fusion is KC-marked which signifies compliance with Korea’s product safety requirements for electrical and electronic equipment and components.

4.1.1 FCC interference statement

Pro Fusion has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Pro Fusion can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If Pro Fusion does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by increasing the separation between Pro Fusion and the receiver. Modifications not expressly approved by Tobii Pro AB could void the user’s authority to operate the equipment under FCC rules.

4.1.2 Industry Canada statement

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

4.1.3 CE statement

Pro Fusion is CE-marked, certifying compliance with the legal requirements for health, safety and environmental protection requirements for the European market. Pro Fusion complies with the following directives:

- 2011/65/EU (RoHS 2) - Restriction of Hazardous Substances Directive
- 2014/30/EU (EMC) - Electromagnetic Compatibility Directive
- 2012/19/EU (WEEE) - Waste Electrical and Electronic Equipment Directive

4.1.4 Safety compliance

Pro Fusion complies with the following standards:

- IEC/EN 62471:2008, Photo Biological Safety of Lamps and Lamp Systems
- IEC 60950-1:2005 +A1 +A2, Safety of Information Technology Equipment
- IEC/EN 62368-1, including collateral standard IEC 62368-3 (European Standard)
- CAN/CSA-C22.2 No. 62368-1/UL 62368-1 Edition No. 2, including collateral standard IEC 62368-3 (US and Canadian Standard)
- J60950-1(H22) (Japanese Standard)
- GB 4943.1-2011 (Chinese Standard)

4.1.5 EMC compliance

Pro Fusion complies with the following standards:
• EN 55032:2015, Electromagnetic compatibility of multimedia equipment. Emission requirements (European standard)
• EN 55035:2017 Electromagnetic compatibility of multimedia equipment - Immunity requirements
• FCC part 15 Class B, Regulations under which an intentional, unintentional, or incidental radiator that can be operated without an individual license (American Standard)
• ICES-003 Issue Class B, Interference-Causing Equipment Standard (Canadian Standard)
• CISPR 32:2015, Electromagnetic compatibility of multimedia equipment - Emission requirements (International standard accepted in AS/NZS and Japan)
• GB17625.1-2012 and GB9254-2008 (Chinese national standard)
• KN32 (CISPR 32), KN35 (CISPR 35) (South Korean Standard)
5 Support, Learning Center, and Warranty

5.1 Customer Support
If you need help, please contact Customer Support at Tobii Pro. In order to receive assistance as quickly as possible, make sure you have access to your Tobii Pro device and, if possible, an Internet connection. You should also be able to supply the serial number of the device, which you will find on a sticker on the back or bottom of the device.

5.1.1 Get help online
Many questions can be answered by visiting Tobii Pro Connect. It contains the latest information about contacting Support, links to our Learning Center, and much more. Log in or register to see information about your account and to reach Customer Support at Tobii Pro Connect.

5.2 Learning Center
If you are new to eye tracking, or want to extend your knowledge about eye tracking research, sign up for one of our learning programs and events, or browse through our extensive article library in our Learning Center.
For further product information and other support resources, please visit www.tobiipro.com.

5.3 Warranty information
Read more about Tobii Pro Care and the Tobii Pro’s eye tracker warranty in Service Description.
6 Additional Information

6.1 Customer Support

For technical issues, please contact Tobii Pro Support at connect.tobiipro.com. In order to receive assistance as quickly as possible, make sure you have access to your Tobii Pro eye tracker and if possible, to an internet connection. You should also be able to supply the serial number of the eye tracker, which you can find on the back or bottom of the device.

6.2 Disposal of the eye tracker

Do not dispose of your Tobii Pro eye tracker in general household or office garbage receptacles. Follow your local regulations for the proper disposal of electrical and electronic equipment.

6.3 Limitation of liability

Except where prohibited by law, Tobii Pro AB is not liable for any loss or damage arising from the use or misuse of a Tobii Pro eye tracker or the mounting plate, whether direct, indirect, special, incidental or consequential, regardless of the legal theory asserted, including warranty, contract, negligence or strict liability.
Appendix A  Glossary

A1  Glossary

**Accuracy**  The angular average distance from the actual gaze point to the one measured by the eye tracker. For more details on how accuracy is calculated, please read the eye tracker accuracy and precision test report on tobiipro.com.

**Binocular calibration**  The eye tracker collects data from both eyes the same time and processes the data for each eye independently. The calibration is valid when it succeeds in collecting and processing data from both eyes.

**Binocular eye tracking**  Tracks and reports data for both left and right eye.

**Blink recovery time (time to tracking recovery for blinks)**  When a participant blinks, the eye tracker loses the ability to track eye gaze because the eye is covered by the eyelid. If the pupil is occluded for only a short period (a few hundred milliseconds), the system will regain tracking immediately when the pupil becomes visible again, but only if the subject has maintained approximately the same head position during the blink. Data during blinks are only lost when the pupil is occluded, i.e. during the eye lid movement itself or when the eye is closed.

**Bright pupil tracking**  The process of capturing and processing eye images, with a set of illuminators that are placed close to the optical axis of the camera. This causes the pupil to appear lit up in the image (this is the same phenomenon that causes red eyes in photos). The eye tracking algorithms identify the pupil by searching for a bright elliptical form in the image.

**Dark pupil tracking**  The process of capturing and processing eye images, with a set of illuminators that are located further from the optical axis of the camera. This causes the pupil to appear darker than the rest of the eye in the image. The eye tracking algorithms identify the pupil by searching for a dark elliptical form in the eye image.

**Data sample output**  Type of data provided by the eye tracker.

**Eye image data stream frequency**  The number of eye images per second outputted in the eye image data stream, expressed in Hz units. These images can be used to help to troubleshoot tracking issues.

**Freedom of head movement**  Describes the region in space where the participant may move his/her head and still have at least one eye within the eye tracker’s field of view (trackbox).

**Gaze recovery time**  An eye tracker working in a natural user environment may occasionally lose track of the subject’s eyes, e.g., when the subject completely turns away from the tracker. If a period of a few hundred millisecond elapses during which the eye tracker is unable to detect the eyes near where they were last detected, the eye tracker will start searching for the eyes within the entire head movement box. The stated measurement is the typical time to tracking recovery once the eyes return to the field of view of the cameras again, i.e. when the subject is within the trackbox limits, with the eyes open and facing the eye tracker.

**Maximum gaze angle**  The maximum gaze angle for which the eye tracker can perform robust and accurate tracking on the eyes. The gaze angle is the angle ABC with A = center of the eye tracker (midpoint between the two eye tracking sensors), B = eye position (midpoint between the left and the right eye) and C = stimuli point.

**Maximum screen size**  The maximum screen size supported by the standard eye tracker setup (i.e. mounting the eye tracker directly on the screen).

**Operating distance**  The minimum and maximum distances between the subject’s eyes and the surface covering the eye tracker sensors at which eye tracking can be done while maintaining robust tracking.

**Optimal conditions**  Please download the data quality test report from tobiipro.com.

**Precision**  Describes the spatial angular variation between individual and consecutive gaze samples (Root Mean Square), calculated on raw data. For more details on how precision is calculated, please read the eye tracker accuracy and precision test report on tobiipro.com.
<table>
<thead>
<tr>
<th><strong>Sampling frequency</strong></th>
<th>The number of data samples per second output for each eye. Expressed in Hz units, where 1 Hz = 1 sample per second.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total system latency</strong></td>
<td>The duration from the mid-point of the eye image exposure, to when a sample is available via the API on the client computer. This includes half of the image exposure time, image read-out and transfer time, processing time and time to transfer the data sample to a client computer.</td>
</tr>
<tr>
<td><strong>Tracker and client time synchronization</strong></td>
<td>The eye tracker and software client clocks can drift naturally during operation. To compensate for this, the Pro SDK will periodically ask the eye tracker about its current time stamp, noting the system time stamp when the request is sent and received. This data is then used to calculate how the system time corresponds to the device time.</td>
</tr>
<tr>
<td><strong>Video-based pupil and corneal reflection eye tracking</strong></td>
<td>At the center of this technique is a hardware setup that consists of one or two video cameras and one or multiple sets of infrared-light illuminators. The cameras capture images of the eyes and the illuminators produce reflections on its surface. These images are processed by algorithms that identify the pupil and the reflections caused by the illuminators. This information is then combined with different parameters from a 3D model of the eye and used to map the gaze onto the stimulus.</td>
</tr>
</tbody>
</table>
Support for Your Tobii Pro Device

Get Help Online
Visit Tobii Pro Connect for help with your Tobii Pro device. It contains the latest information about contacting Support, links to our Learning Center, and much more. Visit connect.tobii.pro

Contact Your Solution Consultant or Reseller
For questions or problems with your product, contact your Tobii Pro sales representative or authorized reseller for assistance. They are most familiar with your personal setup and can best help you with tips and product training. Visit tobiipro.com/contact