## CONNECTING THE DEVICE

**bHaptics Designer** I Web-based haptic feedback editing tool. Utilizing this tool, you can easily create a haptic feedback pattern without using a single line of code. Just like adding a subtitle to a video, you can add a haptic pattern to a video, a game, etc.

**bHaptics Player** I Desktop software, used for the optimization and control of your experience with TactSuit. Acting as a link between the device, application, and the bHaptics Designer, it controls the bluetooth connections, device settings, and more.

**bHaptics Plugin** I We support plugins for Unity3D and Unreal Engine, which can be found in the Asset Store and Marketplace. Please refer to the plugin manuals for how to use them. For any other SDKs, please contact us directly.

## BHAPTICS PLAYER

### 01 Downloading software
Downloads for the bHaptics Player software are available on our website    www.bhaptics.com.

### 02 Pairing
With the device and PC bluetooth turned on, and with the BLE dongle plugged into the PC, if needed, find the Tactot icon on the Player interface. Hover over the icon and click on the 'pair' button to find and pair the device.

*Unpairing*
*If a device has been paired before, it will connect automatically when turned on. To unpair, hover over the paired device's icon and find the 'unpair' button.*

*Firmware update* ⚙
*When an update is available, a notification will pop up on the settings button. The update can be found in the settings tab. Keep the firmware updated to its latest version. For more information visit our site.*

### 03 Testing haptic feedback
The draw function can be found in the settings tab.

**Path Mode**
Draw lines within the dotted section to create continuous haptic feedback.

**Dot Mode**
Select specific vibro-tactile motors to activate.

### 04 Enjoy and feel the next-generation haptic suit.
*To use the Designer, enter the URL(https://designer.bhaptics.com) on your PC and Log-In. (Sign-up is required)*

Contact our email for customer support .
support@bhaptics.com / www.bhaptics.com

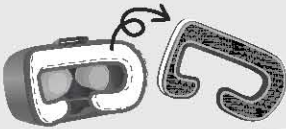### Compatible devices

VIVE    VIVE PRO    oculus    Windows MR

Tactal is optimized for the Vive model (Vive Vive Pro), Oculus, and Windows MR. The rest of the device is required to attach Velcro to the HMD face.
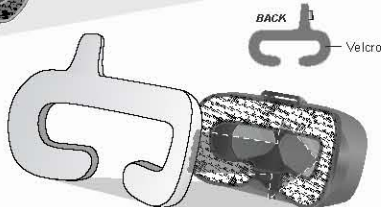
## CONNECT

### STEP 1 Attach Haptic pad to HMD
Remove the cushion (cover) inside the HMD unit and reattach the Tactal haptic pad to the cushioned area.

① Remove the existing cushion(cover) that touches the user's forehead.

BACK
Velcro

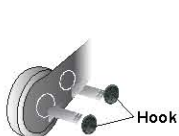② Reattach the Tactal haptic pad to the area from which you removed the cushion, with the pad's attachment face forward.
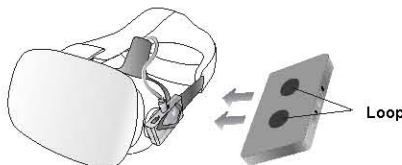
### STEP 2 Attach Main controller to HMD
First, attach two Velcro to the left side of the HMD. And attach the main controller to the left side of the HMD with Velcro.
*Windows MR (Microsoft) attaches to the top of the front of the HMD device.*

Hook
Loop

① First, attach two Velcro(hook) to HMD left side.

② Attach the main controller with Velcro(loop) where the Velcro is attached.

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# TACTAL
TACTAL. DK2 _ Haptic mask for the face

*Tactal is a haptic cushion attachable to HMD that provides haptic feedback on your forehead surface. Using a total of 6 discrete vibro-tactile motors, it creates a continuous form of tactile sensation. It aims to enhance users' experience in an audio-visually immersive environment.*
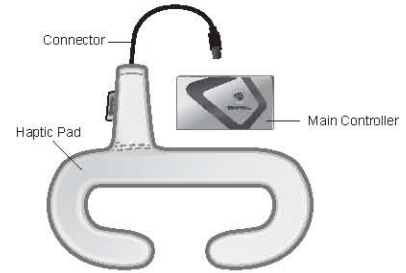
| | |
|---|---|
| **Model** | *Tactal DK2* |
| **Size** | *Outer: 22 x 10.5 cm (8.7" x 4.1")  /  Inner: 17 x 5.5 cm (6.7" x 2.1")* |
| **Weight** | *91g* |
| **Connection** | *Bluetooth Low Energy technology* |

## UNBOXING

Connector
Haptic Pad
Main Controller

Tactal (Haptic pad + Main Controller)
x 1

Micro USB Cable
x 1

Velcro
x 4

Manual
x 1

Bluetooth Dongle
x 1

** *The number of Bluetooth dongle and USB cables is subject to change once purchased.*

### STEP 3 Connecting the device
Connects with the connector of the haptic pad and the connection part of the main controller. Press the on / off button of the main controller to turn on the device. The device will blink to indicate it is ready for bluetooth connection.

* *Vive's HMD (available only in versions prior to Vive pro) can be connected to the USB connection on the top of the front panel and the Tactal main controller charging section for charging.*

Icon Indication

⚡ Charging
🔗 Connection

① Connects with the connector of the haptic pad and the connection part
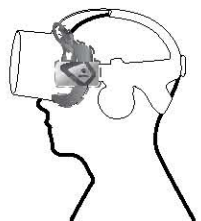
② Press the on / off button

**LED Color Indication**
● Red light
  - Charging
◉ Red light (blinking)
  - Waiting for connection
○ Yellow light
  - Connected to PC

### STEP 4 Wearing device
Wear the HMD the same as you would normally wear, being careful that the tactal falls off the HMD and the connector becomes tight.

*Tips for use*
- *Using the bHaptics Player, users may test various vibration levels of vibro-tactile motors to optimize the Tactal experience.*
- *Keep track of the remaining battery through the bHaptics Player to prevent sudden shutdown of the Tactal.*

## PRECAUTIONS
Before using the Tactal, please read this manual carefully.

**Safety and Warnings**
* Avoid contact with bare skin.
* Keep this product out of reach of small children.
* Never disassemble or modify the product.
* Avoid tight connections of connectors.
* Do not apply excessive force to the button.
* Do not expose the device to extreme weather conditions.
* Put the device only on HMD units.

**Care and Handling**
* Do not throw, drop, or expose the device to physical impact.
* Keep Tactal away from liquids, it is not water-resistant.
* Do not store Tactal in extreme cold or hot areas.
* Do not use chemicals or cleaning solvents on the device.
* Do not leave the device on charge when not in use, as overcharging may shorten the battery life.

## FCC Information to User

This equipment 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. This equipment generates, uses and 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 this equipment 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 one of the following measures:

• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is con-nected.
• Consult the dealer or an experienced radio/TV technician for help.

## Caution

Modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**FCC Compliance Information :** This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation