

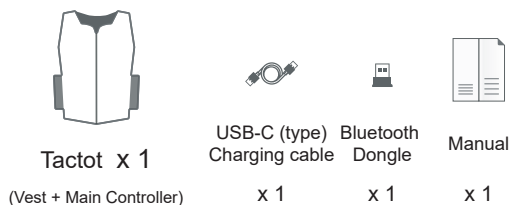
# TACTOT

TACTOT.DK3 \_Wearable haptic vest

Tactot is a wireless vest for full torso haptic feedback. Using a total of 40 discrete vibro-tactile motors, 20 on the front and 20 on the back, it creates a continuous form of tactile sensation around the body. It aims to enhance the users' experience in an audio-visually immersive environment.

<b>Model</b>	Tactot DK3
<b>Size</b>	26 - 48 inch (body circumference)
<b>Weight</b>	1.7 kg (including battery)
<b>Connection</b>	Bluetooth Low Energy technology
<b>Battery</b>	Li-ion, 8850 mAh

## UNBOXING



## PRECAUTIONS

Before using the Tactot, please read this manual carefully.

### Safety and Warnings

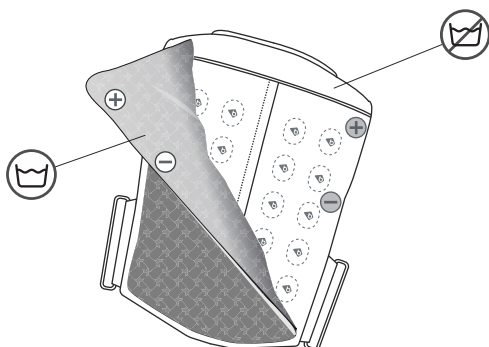
- \* If you have sensitive skin, watch for contact with bare skin.
- \* Do not fasten the body straps excessively.
- \* Never disassemble or modify the product.
- \* Do not expose the device or battery to extreme weather conditions.

### Care and Handling

- \* Do not throw, drop, or expose the device to physical impact.
- \* Keep the device away from liquids - it is not water-resistant.
- \* Do not store the device in extreme cold or hot areas.
- \* Do not use chemicals or cleaning solvents on the device.

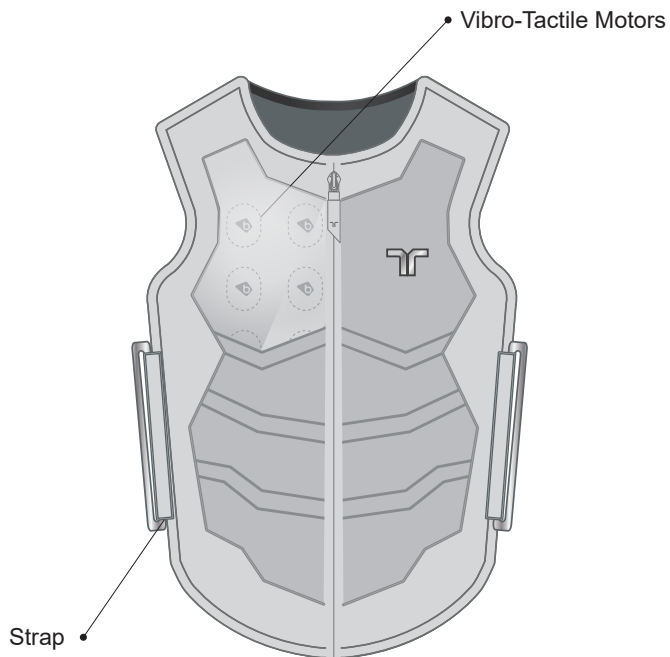
### \*Washing

To wash, remove and machine wash the detachable inner sleeve. When dry, reattach the inner sleeve, following the Velcro guides.

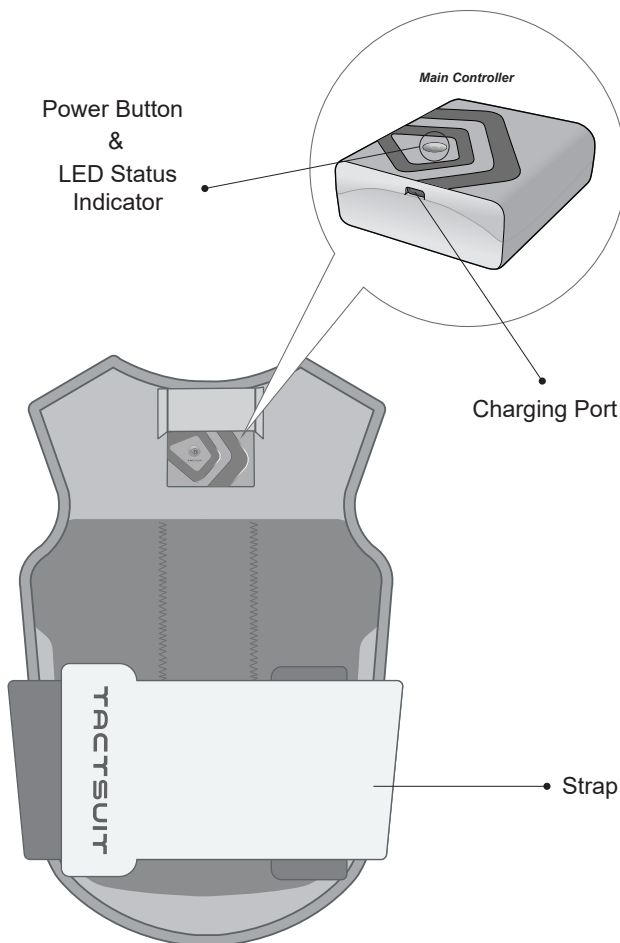


## TACTOT VEST

### Front



### Back

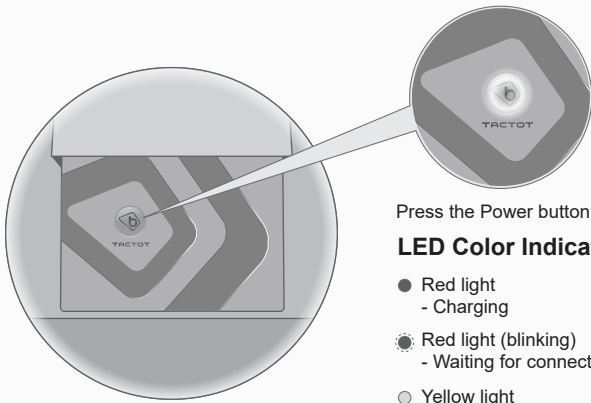


## CONNECT

STEP

### 1 Turning Tactot on/off

Press the Power Button to turn the device on. You can turn off the power to the device by pressing the switch on the main controller. The device will turn off automatically when it is left disconnected for 2 mins.



Press the Power button

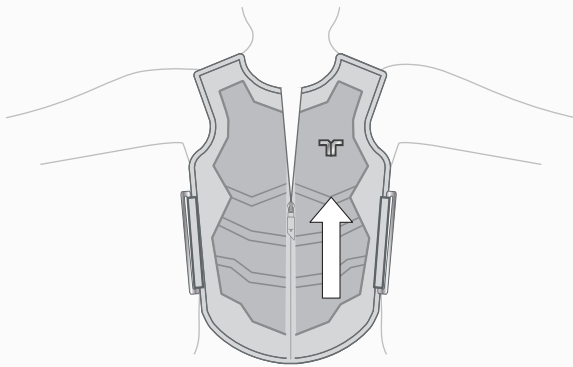
#### LED Color Indication

- Red light  
- Charging
- Red light (blinking)  
- Waiting for connection
- Yellow light  
- Connected to PC

STEP

### 2 Adjusting to Match Body Size

Detach the Velcro body straps and put on and zip up the Tactot, as you would a vest.



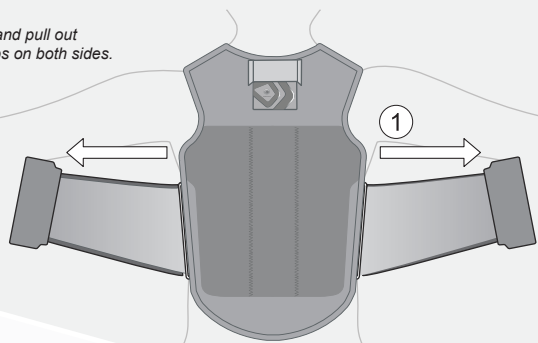
STEP

### 3 Wearing the device

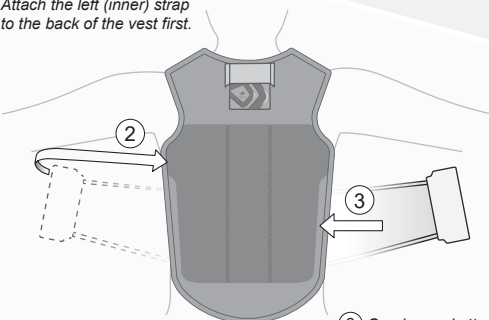
Pull the straps tightly to fit, then secure along the Velcro guide towards the center of the body.

*\*It is recommended that the assistant perform step 3 for the wearer.*

- 1 Detach and pull out the straps on both sides.



- 2 Attach the left (inner) strap to the back of the vest first.



- 3 Overlap and attach the right (outer) strap to the left strap.

## CONNECTING THE DEVICE



**bHaptics Designer** | The 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** | The 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** | 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. For any other SDKs, please contact us.



## BHAPTICS PLAYER

### 01 Downloading software

Downloads for the *bHaptics Player* software are available on our website, [www.bhaptics.com](http://www.bhaptics.com).

### 02 Pairing

With the device and PC bluetooth turned on (and when needed, with the BLE dongle plugged into the PC), find the Tactot icon on the Player interface. Right-click on 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, right-click on 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 will be found in the settings tab. Keep the firmware updated to its latest version. For more information visit our site.

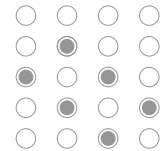
### 03 Testing haptic feedback

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>) in your PC and Log-In. (Sign-up is required)  
Design freely with the Designer.*



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

## **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 connected.
- 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