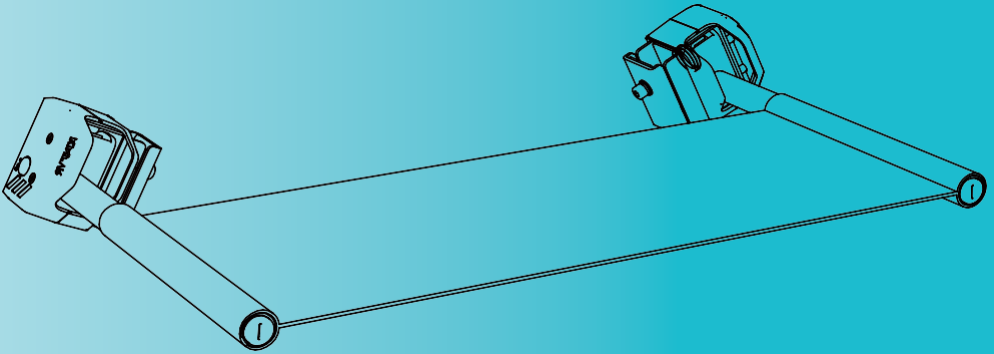


KAT Vehicle Hub Owner's Manual



Acknowledgement

Thank you for purchasing our product!

Please, read this instruction manual carefully and keep it safely stored for future use.

KATVR reserves the right to interpret and modify the manual. Any amendments, updates and interpretations to the manual will be published on the KATVR official website. Please pay attention.

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Before using the device in games, read carefully and follow the instructions of the KAT Vehicle Hub User Manual.



The Vehicle Hub can only be Used with C2\ C2 Plus\ C2 Core, and other application is prohibited.



Do not install it on other objects. Once installed on the protect, do not remove.

Please take attention that changes or modification not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

This device complies with Industry Canada licence-exempt RSS standard(s).

Operation is subject to the following two conditions:

- (1) this device may not cause interference, and
- (2) this device must accept any interference, including interference that may cause undesired operation of the device.

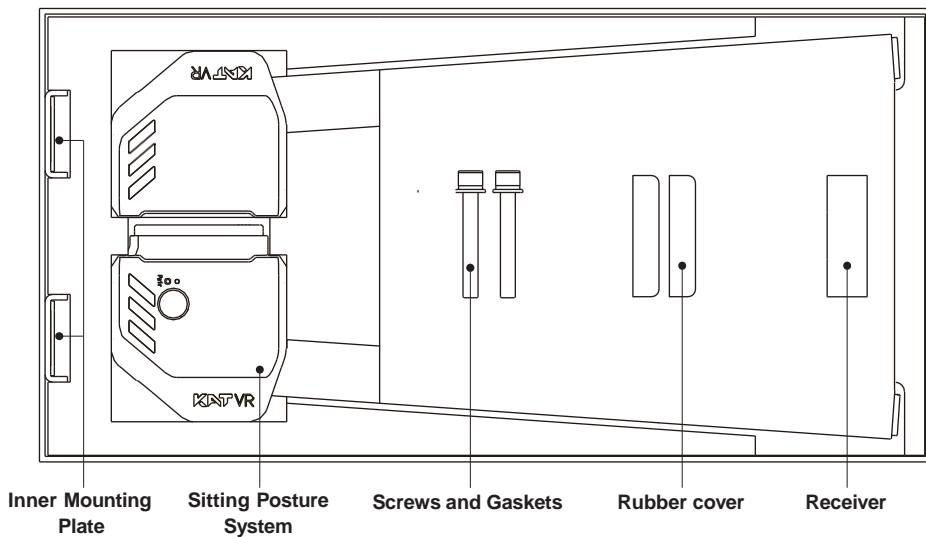
Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radioexempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

- (1) l'appareil ne doit pas produire de brouillage, et
- (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

The KAT Vehicle Hub is designed to provide more efficiency and convenience in VR locomotion, making the single spot that protect takes a 2 in 1 – Walking & Sitting Spot.

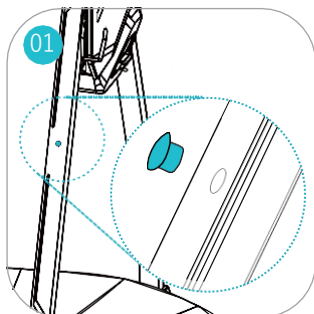
It combined the benefits of haptics feedback simulation of C 2 Plus, and the sitting posture module to create the VR vehicle hub which redefines your VR vehicle experience letting you not only sit as you drive, but also feel the physical feedback.

Packing list

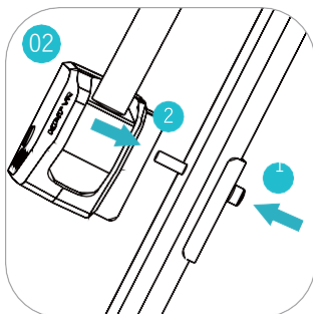


Rubber cover: If needed, you may install it to protect the surface from scratches. Small differences may occur depending on the device version.

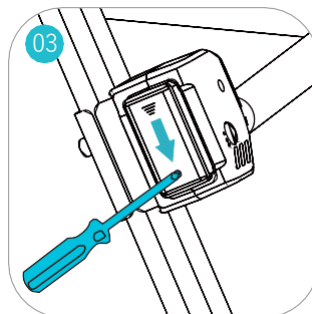
Installation Guide



Remove the hole plugs from the supporting rods.

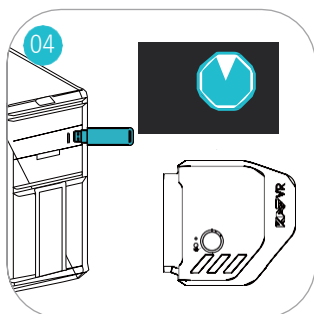


Insert the bolts of the inner mounting plates into the rod holes from inside out. Then, align the openings of the outer mounting with the bolts and tightly fasten with a hexagon key.

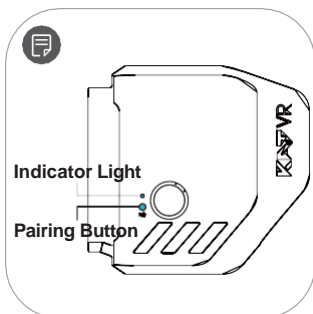


Push the cover down to open it and install the AA battery.

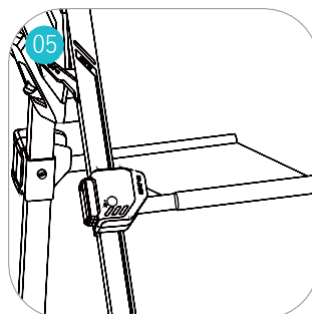
*According to different version: Standard can be opened normally; A reinforced version requires to first remove an extra screw holding the cover.



Take out the receiver and plug it into the computer. Pair the sensor (follow the instructions in KAT Gateway).



Pairing Button: Press the button for 3 seconds to complete the pairing. Indicator light: Blinking light - pairing. Continuous light - pairing completed.

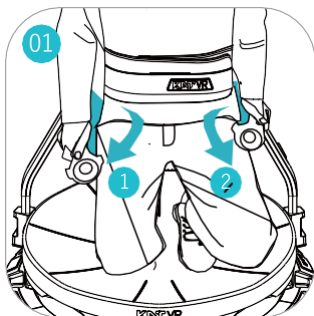


Installation complete ! Open the sitting posture system as shown above and enjoy your adventure with the KAT Vehicle Hub!

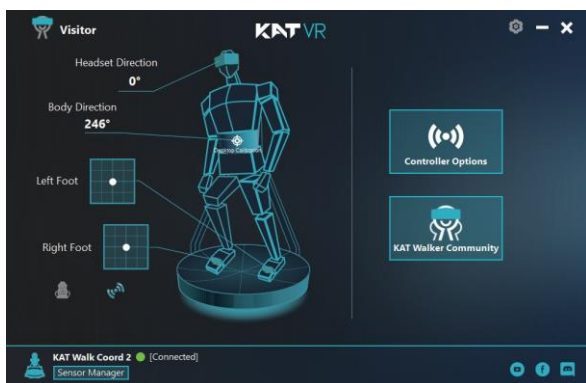
 **Note: The cushioning material is fabric, it is normal to deform during use.**

Software Guide

Seat Mode

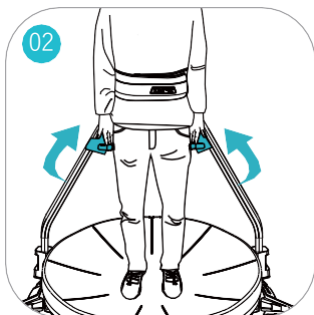


Grab the seat-rods and pull them down to unfold the seat module. Sit at any moment whether to interact with the virtual environment in a natural way, or just to relax.



Once you sit down, the device will detect it and enter the seat mode as indicated by a short haptic vibration and lock the walking function.

Walking/Sitting switch

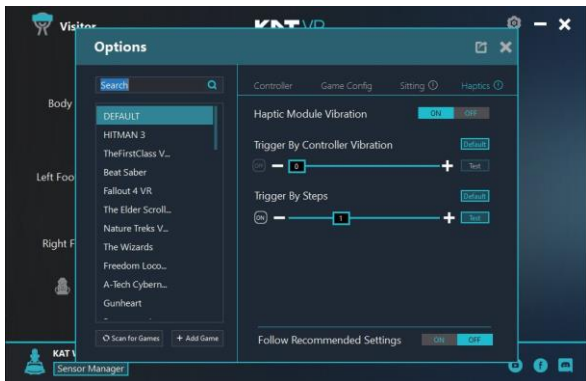


The module automatically retracts when you stand up. The sensor will automatically detect your posture and enter the walking mode with haptic feedback (Depending on the body height and the length of legs, some users may need to support the module retraction manually).

Haptics

Controller Options for Haptics: C2+ only.

You can customize the functions of haptics.



Haptics Module Vibration: You can open or close the haptics function.

Trigger By Controller Vibration: When ON, the base will vibrate together with your controller vibration based on different games.

Trigger By Steps: When ON, the base will vibrate when you walk.

Click "Test" buttons for a test of the vibration strength.

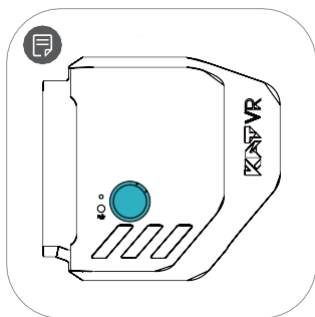
Click "-" or "+" to adjust the vibration strength.

Click Default buttons for a reset.

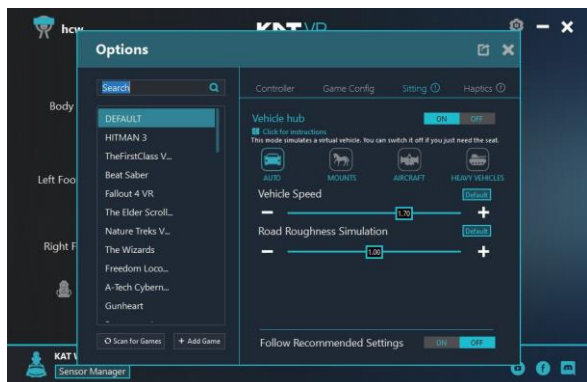
Vehicle Hub mode

The Vehicle Hub fixes the problem of unnatural body postures in which we usually experience vehicles in VR games.

What's more, you can open the Vehicle Hub anytime you want to drive a virtual vehicle for a long trip or any other occasions, even when there is no vehicle in VR.



The vehicle Hub is off by default. Long-press the module button for 1s to turn on and off as indicated by a short haptic vibration.



You can also open the Vehicle Hub mode by click "ON" in Gateway or Gateway in VR.

Once the Vehicle Hub is enabled, by default it will enter the the 'AUTO' vehicle mode in idle state.

IDLE:

Under IDLE, the haptic system will simulate the vibrations of an ignited car engine awaiting for the beginning of driving.

How To Drive/Ride:



To begin driving, touch the ground with your right foot and slide it back. The virtual vehicle will start driving forward, and the haptic feedback will change to simulate vibration of a car in motion as well as randomized road events (to help you imagine a more natural driving environment where your car encounters small obstacles or drives on rough road).

You can control the direction by turning around. The in-game vehicle will follow your body direction.

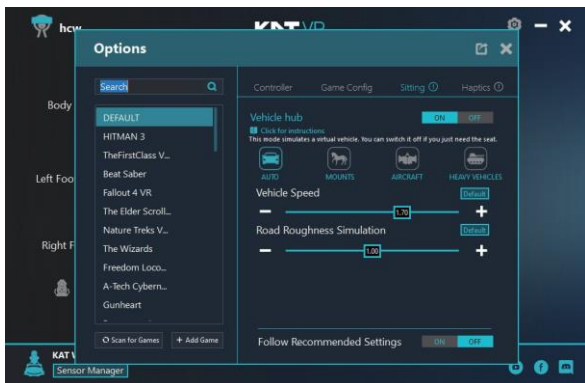
How To Stop:



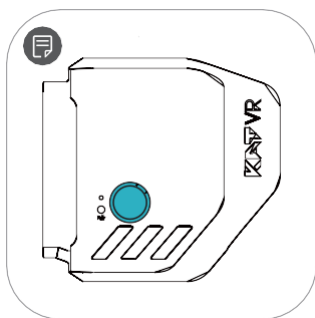
To stop, slide your right foot forward. You can also stand up and stop driving/riding anytime you want to switch back to the walking mode.

Sitting Options

You can customize the functions of KAT Vehicle Hub in the "Sitting" page both in the PC and VR-integrated version of KAT Gateway for each game.



Vehicle Hub



AUTO



HEAVY VEHICLES



MOUNTS



AIRCRAFT

Explore 4 different types of simulated vehicles.

Click to quickly switch between: Auto / Mount / Aircraft / Heavy Vehicle.

You can also change modes by clicking the main button on the Vehicle Hub.

Each mode has different Vehicle Speed, Road Roughness Simulation (haptic representation of road holes, stones, etc.) and the haptic vibration strength. Click "-" or "+" to adjust them based your preferences.

Click "Default" button to reset the settings.

Contact Information

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- **Email** : service@katvr.com
- **Web** : www.kat-vr.com/