

About 20m Extension Package

The 20m Extension Package extends the distance between VR headsets and computer hosting content with lossless fiber-optic cables. This allows arcade operators and enterprise users more flexibility in VR deployment while maintaining the performance and quality of the VR experience. The cables use the host computer for power, and don't need additional power or repeaters.

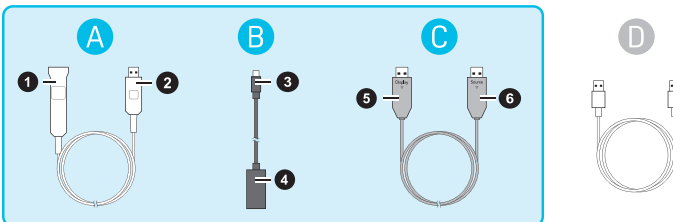
! These cables are fragile, and particularly vulnerable to being twisted.

What's inside the box

- A** 20m USB 3.0 extension cable
- B** DisplayPort™-to-Mini DisplayPort dongle
- C** 20m DisplayPort extension cable

You will also need:

- D** USB 3.0 cable from the link box



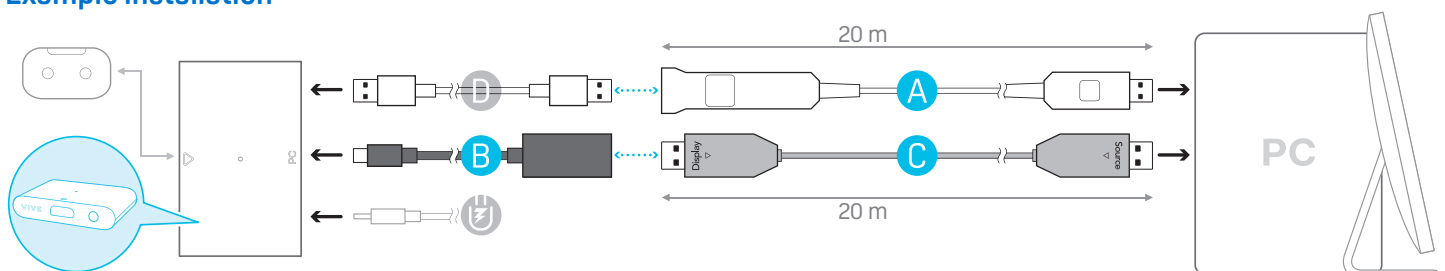
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| 1 USB Type-A port (to link box) |
| 2 USB Type-A connector (to computer) |
| 3 Mini DisplayPort connector (to link box) |
| 4 DisplayPort dongle connector (to extension port) |
| 5 DisplayPort connector DISPLAY (to dongle) |
| 6 DisplayPort connector SOURCE (to computer) |

Things to keep in mind...

... with extension cables

- Make sure to test the cables with all equipment before final installation and mounting. Cables are guaranteed against manufacturing defects only. Once mounted, the cables are no longer under warranty.
- These cables are unidirectional. They will not work if installed backwards. For the DisplayPort cable, make sure to connect the end labelled **SOURCE** to the computer. For the USB cable, make sure to connect the extension cable directly to the computer, and to use the original USB cable to connect the extension cable to the link box.
- The extension cables are fragile, and particularly vulnerable to being twisted. Make sure that there is no mechanical stress on the cable during or after installation.
- Avoid tight corners with a radius of less than 40 mm, as these will damage the cable.

Example installation



... for floor mounting

Make sure to mount the cables in a rigid cable guide to prevent damage from foot traffic, utility carts, or accidental tripping. Avoid high traffic areas wherever possible. Make sure that any fixed curves in the cable run have a radius of at least 40 mm. If the cable is meant to flex, make sure that curves are no less than 80 mm.

... for ceiling mounting

The cables in the package are not plenum-rated and should not be installed in duct work or spaces dedicated to air circulation.

Make sure that cables are held in place firmly, but are not put under undue pressure. The maximum long-term compression tolerance of the cables is no more than 200 N. Excess pressures, such as those from straight staples or other high stress mounting methods should be avoided.

Cables can be hung or run through conduit or cable runners, as long as there is minimal movement, twisting, and tension.

Before mounting: Test your cables

! Important! Make sure to avoid sharp turns when running the extension cables. The minimum turning radius of the extension cables is 40mm, smaller radii (sharper turns) will damage the cables.

Test your cables by connecting them to the headset and computer BEFORE mounting them permanently. Cables are guaranteed against manufacturing defects only. Once mounted, the cables are no longer under warranty.

Connecting the headset

1. Connect the power adapter to the link box. Plug the power adapter into the wall outlet.
2. Remove the plastic caps from the extension cables.
3. Plug the original USB cable into the link box, and then plug the other end into the USB extension cable. Make sure the extension cable plugs directly into the computer, as the cable is unidirectional and cannot be used in reverse.
4. Plug the mini DisplayPort dongle into the link box, and then make sure the dongle is plugged into the DisplayPort extension cable. Plug the extension cable directly into the computer graphics card.
5. Insert the headset cable connector (triangle mark up) into the port on the link box with the corresponding triangle mark.

Tip: Fix the link box in place to prevent excess strain on the extension cables.