Application Authorization User Guide

1.Introduction

KAT VR products are standardized product packages and cannot be used directly for secondary development. Developers who have secondary development needs must contact us and obtain an application authorization. If you are a developer, please contact a KAT VR salesperson to purchase an application authorization.

Application authorization includes two contents: development runtime (after referred to as Runtime) and application authorization device. The appearance is shown in Figure 1.

Figure 1 Application Authorized Device (Product form may vary depending on the batch)

The role of application authorization is to allow developers to run the "Runtime" program, which allows developers to access data from the KAT VR family of products and pass it to application content developed using the SDK.

2 User Guidance

1. Request the Runtime program from the KAT VR salesman and we will send it to you by email. Download the SDK development kit yourself at https://drive.google.com/file/d/1RXyc2oO9b7QxHZILHCOSj2V-_PTGiVII/view
2. Confirm that the KAT VR series is connected correctly.
3. Plug the application authorization device into the USB port (USB 2.0 or 3.0) and run the Runtime program.

   Note: The application authorization device is not a storage device and has no storage capabilities, so no files would be found on it. This application authorization device is also not displayed in the computer file manager.
4. Open the runtime and make sure that the runtime window is running, then run the application content developed with the KAT SDK or test it in the development engine.
5. **The following is an example of the kat walk mini runtime. The runtime usage of**

other KAT VR series products is basically the same.

① Opening the WALK_Mini_Development_1.2.1 folder, as shown in Figure 2:

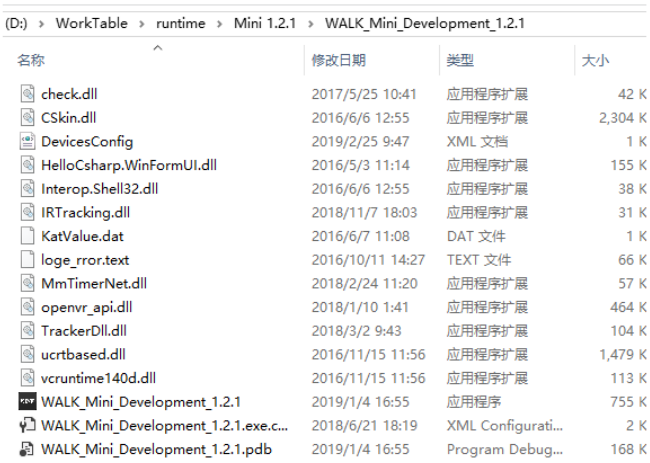


图 1 WALK_Mini_Development_1.2.1 文件夹内容

② Open the runtime program (exe file) with KAT logo, the interface is shown in Figure 3.

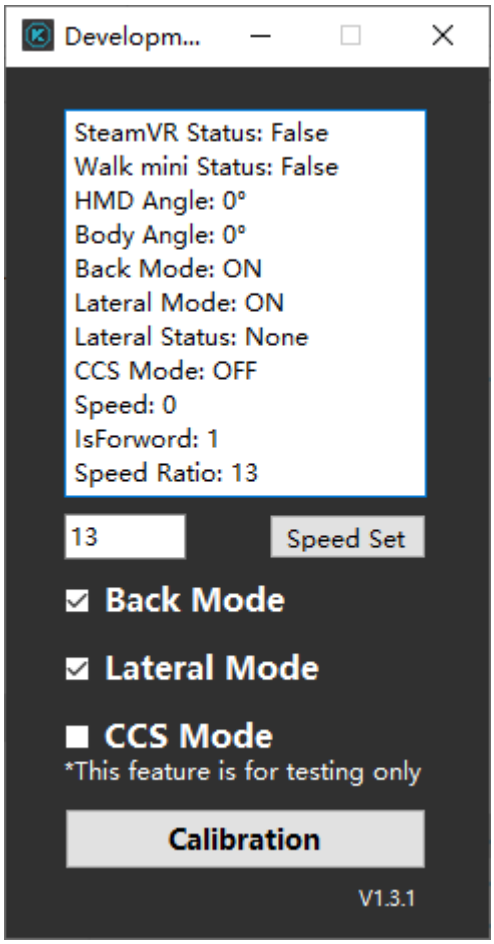
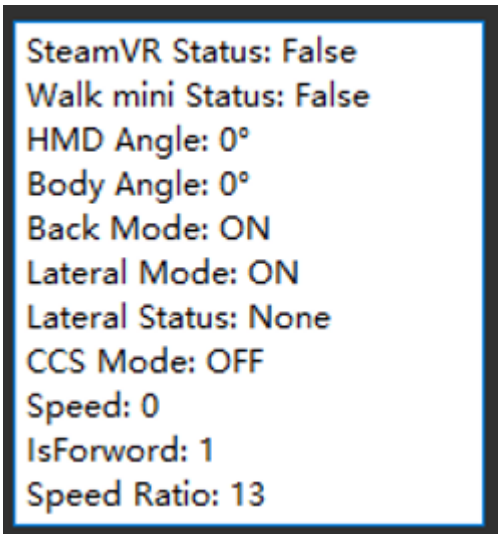
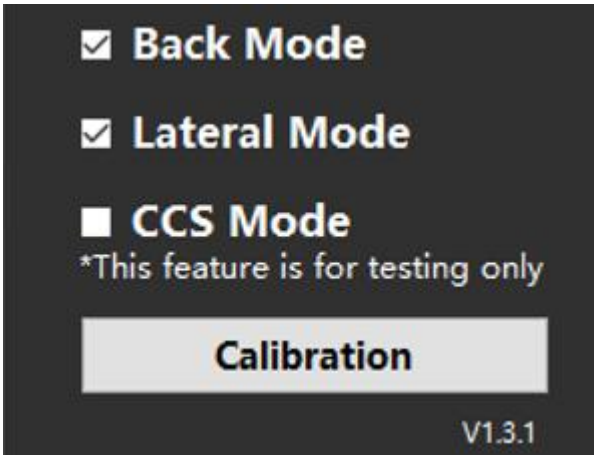


图 2 Runtime Running Interface

③. KAT VR series product parameter information interpretation



- **SteamVR** Status: Detect current SteamVR Yes / No Start (True/False)
- **Walk mini** Status: Detect current sensor yes/no connection (True/False)
- **HMD Angle**: Detect current head angle (0°-359°)
- **Body Angle**: Detect current body orientation (0°-359°)
- **Back Mode:** Current Runtime Yes/No Turns (ON/OFF)Back Mode
- **Lateral Mode:** Current Runtime Yes/No Turn on lateral function (ON/OFF)
- **Lateral Status:** Current lateral state (None/Left/Right)
- **CCS (Cruise control system) Mode：** Current Cruise control system mode state
- **Speed:** current walking speed
- **Speed Ratio:** Current speed parameter



- **Speed Set：** Modify speed parameters
- **Back Mode:** Turns the back mode of the current Runtime on/off
- **Lateral Mode:** Turns on/off the pan mode of the current Runtime
- **CCS (Cruise control system) Mode：** Turns on/off Cruise control mode of the current Runtime
- **Calibration:** Stand straight and visually in front so that the HMD direction and the Body direction are at the same angle

Q&A

1. Q: After purchasing the application authorization, if I do not use the KAT SDK, can I use the KAT VR series to run the program I developed?

A: No, Runtime does not work for applications that do not have the KAT SDK in the development phase, so it cannot be run directly on the KAT VR series. The KAT VR series must be re-used in conjunction with the KAT SDK development in the application content.

2. Q: I have not purchased the KAT device and application authorization. Can I use the KAT SDK for development and testing?

A: Yes, we provide simulation development software. You can download the KAT SDK separately and use the test runtime simulation test in the SDK. For details on the use of the test runtime, please refer to the test runtime guide.

3. Q: The developer's game/application content has been put on STEAM. How to adapt the KATKAT VR series? Need to redevelop the adaptation game?

A: KAT VR's insteam technology is compatible with the application content in the steam that supports the free locomotion mobile method. So if your application content is on the STEAM platform, the KAT VR series will automatically support the free locomotion mobile method in your application content.

However, KAT's insteam technology will not guarantee perfect operation due to different operation methods in different application contents. So if you want to better adapt the KAT VR series, we strongly recommend that you use the SDK for native development.

We also have a developer business share plan. For more information, please email developer@katvr.com

4. Q: After connecting to the KAT VR series, the application content (or the engine editor) does not respond and cannot accept data from the KAT VR series. Or there is a problem with receiving data.

A: Check if the runtime is running normally and the SDK is configured correctly. Check if KATIO or test runtime is running. Please turn off test runtime or KATIO when using runtime. The test runtime is the test software in the SDK development kit to simulate a virtual KAT VR series. KATIO software is the KAT VR series game platform with built-in runtime.

5. An error occurs when opening the runtime. As shown in Figure 4, please insert or remove the application authorization device or replace the USB interface.

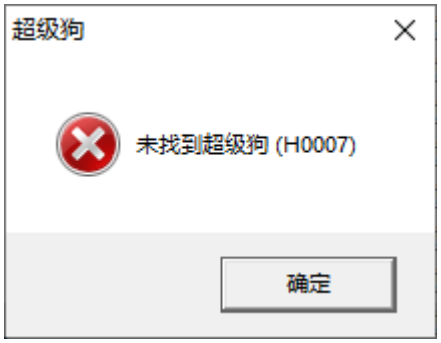


图 3 application authorization device not found

As shown in Figure 5, the data of the application authorized device authorization device cannot match the running runtime. If there are multiple application authorization devices in the developer's hands, please replace other application authorization devices. If there is only one application authorization device, please contact the after-sales department, we will reissue the modified version of the runtime to the developer.

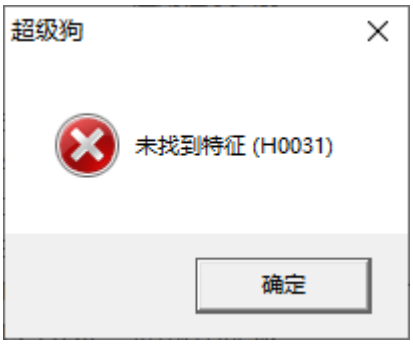


图 4 Feature value not found