



# KAT Gateway Software USER MANUAL



**This product is for personal use ONLY. Any form of commercial application is prohibited.**

# **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.

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# KAT Gateway Software Introduction

KAT Gateway is the dedicated software for running KAT VR devices. It is currently available in PC and VR-Integrated version.

Gateway for PC operates in the Windows OS environment, allowing the user to set up and manage the device before getting onto it.

The VR-Integrated version is a plug-in that allows you to access all the settings and other features directly from your VR headset and without getting back to the PC.

With KAT Gateway, you can quickly connect the KAT VR devices with your computer system to manage the device, view the current connection status, adjust the settings, and run the available VR content. Thanks to our inSteam Turbo Mode, each compatible game will be automatically launched with the optimal settings configuration. You can access the KAT Gateway's control panel either from your computer screen or directly from the VR headset.

Both the desktop and VR-Integrated dashboard of KAT Gateway grant you access to a variety of adjustable parameter settings allowing to make the necessary changes and turn the KAT VR devices into a perfect VR input device for your needs.

Note: KAT Gateway supports active recognition of all the supported content whether launched through steamVR or directly through the game exe files.

KAT Gateway VR-Integrated dashboard can be only accessed through SteamVR.



The KAT Gateway VR integrated dashboard based on the Steam VR will be provided as a software update.

## System Requirements

Operating system: Microsoft Windows 10/11

USB port: 2x USB 2.0 or higher

Hard Disk Space: At least 400 MB of space (For installing product software)

Software: Steam VR (Steam Official Website: <http://store.steampowered.com/>)



For additional information, please refer to the system requirements of your VR HMD.


# KAT Gateway download

Visit the official website: <https://www.kat-vr.com/>, and click "Support" to proceed to the product list.




Select KAT Walk Coord 2 and proceed to the product resource page


**Consumer Products**



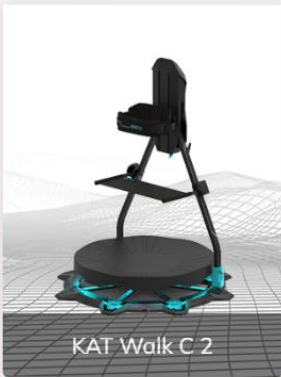
KAT loco



KAT loco S



KAT Walk C



KAT Walk C 2

**RESOURCES**

- + User Manual
- + Guide Video
- Software
  - KAT Gateway 2.2.0 BETA For Windows 10 x64 (Support C 2 series and KAT Nexus) [Download](#)
  - KAT Gateway of Nexus 1.0.2 BETA apk (For Quest 1. Please refer to the KAT Nexus Owner's Manual) [Download](#)
  - KAT Gateway of Nexus 1.0.3 BETA apk (For Quest 2 & Quest Pro. Please refer to the KAT Nexus Owner's Manual) [Download](#)
- + Warranty

Download KAT Gateway and install it on your PC, double-click the shortcut icon to open after installation.



## Device Detection

Connect the USB data cable of the KAT product to the PC USB port. KAT Gateway will detect all the currently connected KAT Devices but can only run one at a time. (Here using C2+ as an example, and the same applies to the following)

First case - No device detected: Please connect the device to your PC.

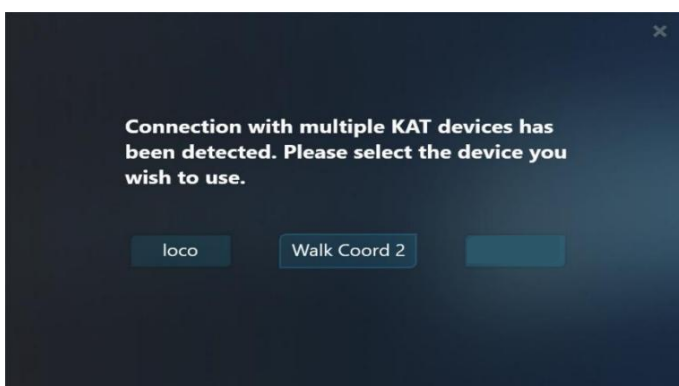


Skip the following step if you only have one product.

Second case - Multiple devices of the same model detected: Please disconnect the device that is not in use.

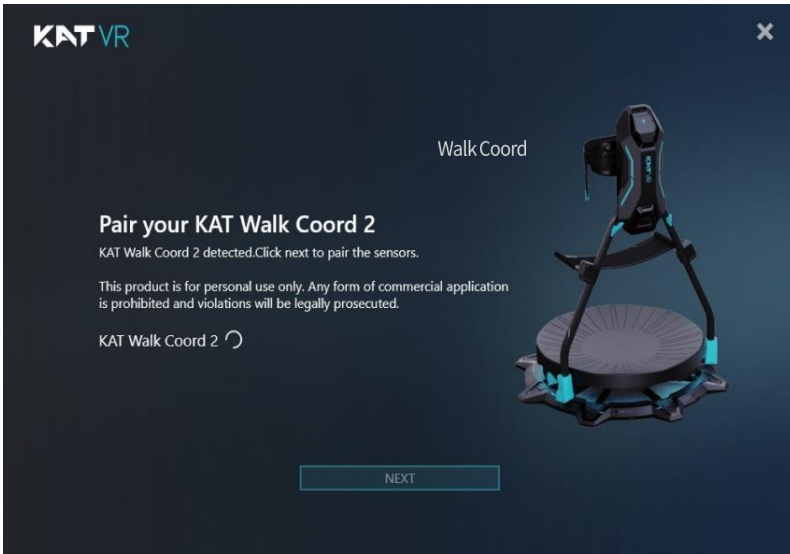


Third case - Multiple devices of different type detected: Please select the device needed.

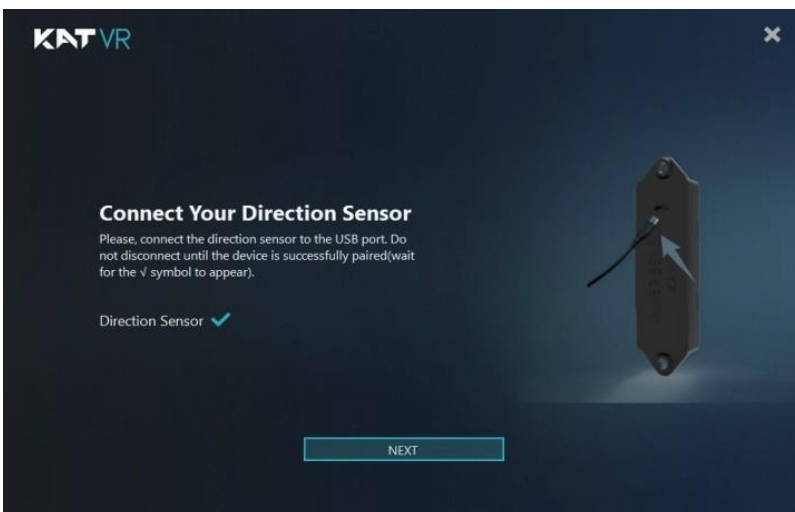
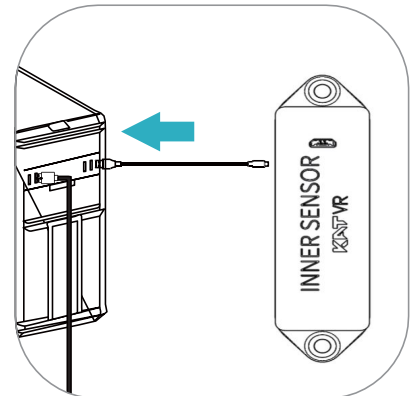
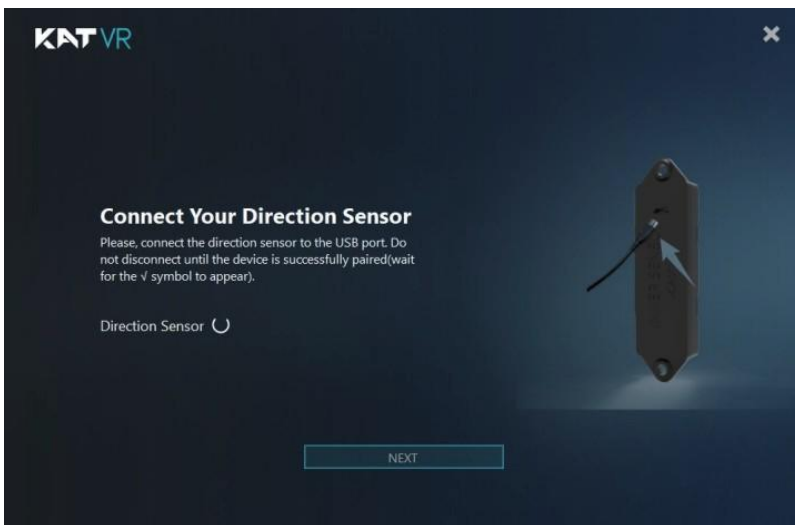


## Sensor Pairing

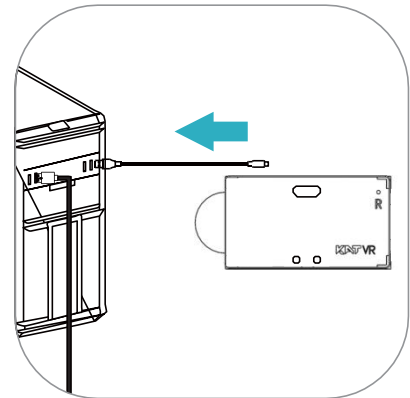
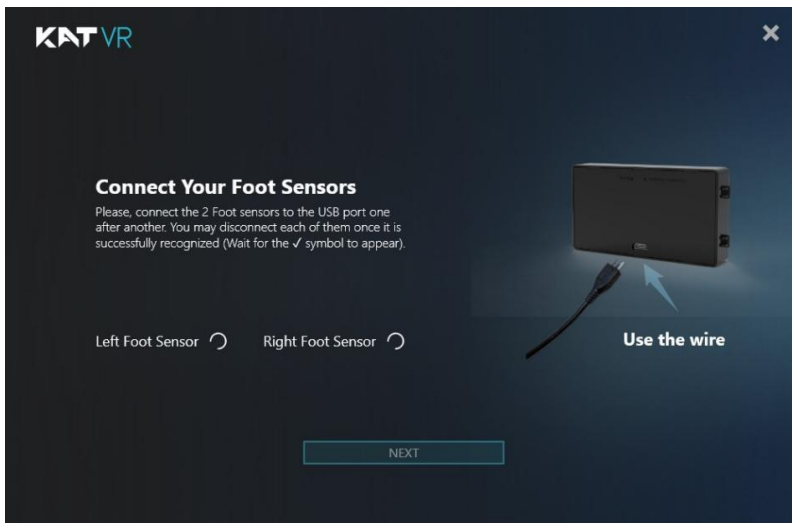
Once the below window appears, the device pairing starts, click "NEXT" when ready.



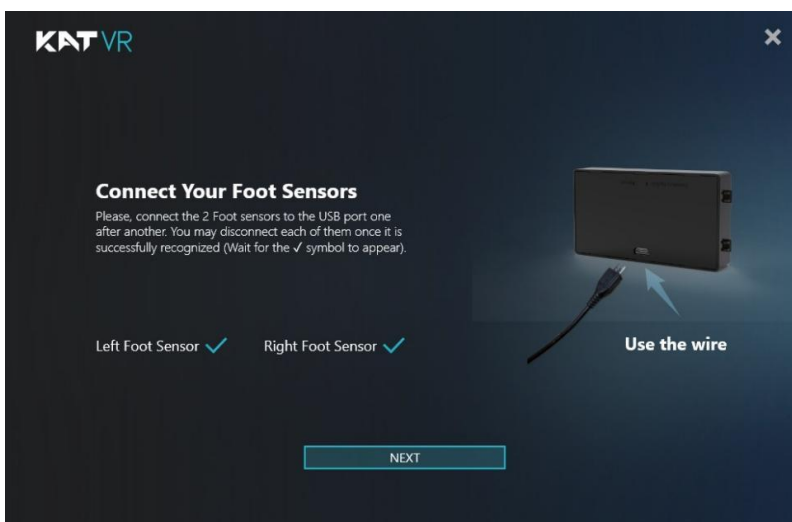
Once the below window appears, connect the direction sensor (also known as inner sensor) to your PC. Follow the software instructions and click "NEXT" to complete the direction sensor pairing.



Once the below window appears, disconnect the direction sensor, and connect one of the foot sensors to pair it.



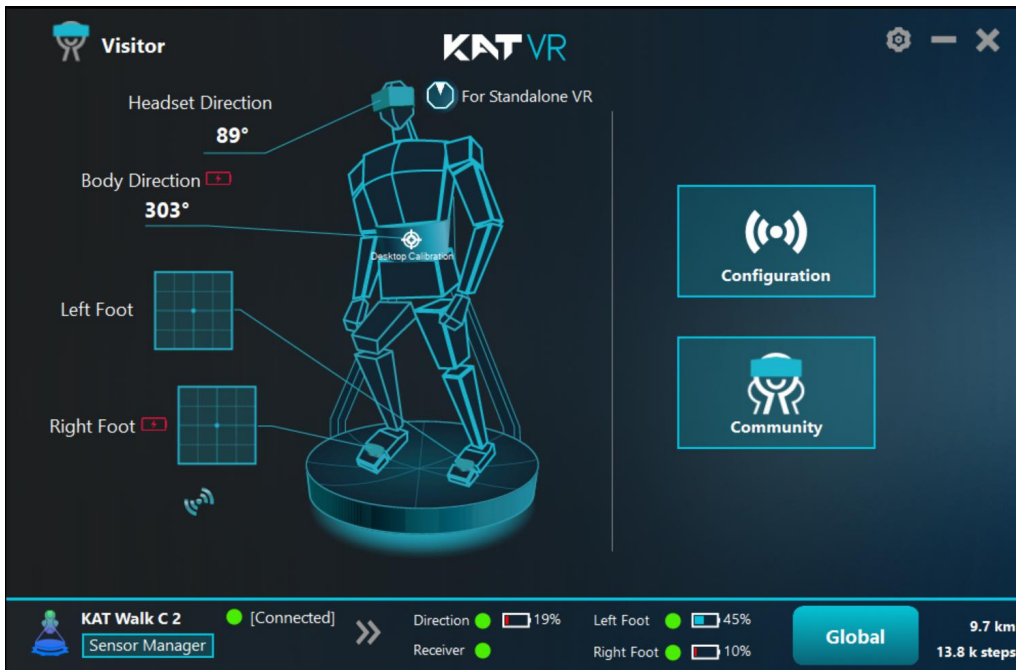
After you see the "✓" symbol, disconnect the current foot sensor and connect the other foot sensor. Click "NEXT" to complete the pairing process for both foot sensors.



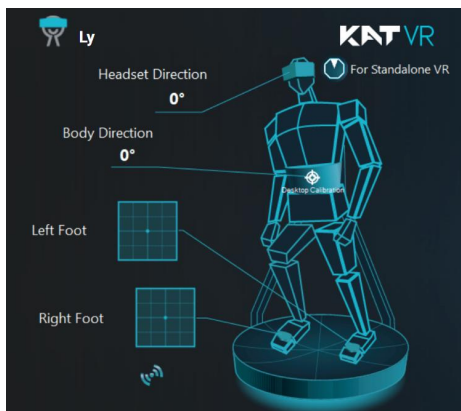


# Home Page

Now the KAT Gateway Home Page is ready!

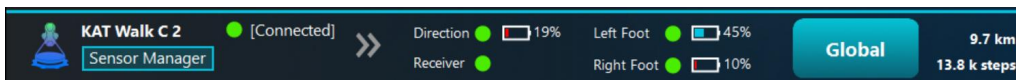


## Current status display



- The KAT Walker account login status;
- The body direction status (inner sensor);
- The left foot sensor status;
- The right foot sensor status;
- The Vehicle hub status (Certain Models)
- The Haptic status (Certain Models)

## Device status and Data statistics



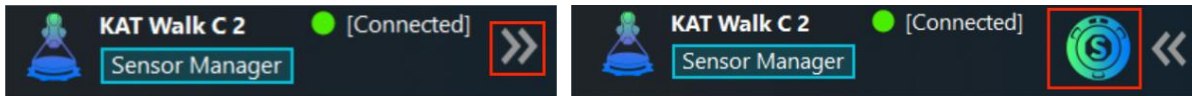
The current device information, connection status, Sensor Manager and the current sensors status; The mileage statistics, click to check Session or Global status.

## Connection Status

- Connected: Device ready to go.
- Disconnected:
  - Sensors may enter the sleep mode: Wake up the device every time by clicking the main button on the device and shake the shoe sensors.
  - No battery: Ensure the sensors are charged.
- Unpaired: Please pair the sensors in the Sensor Manager.

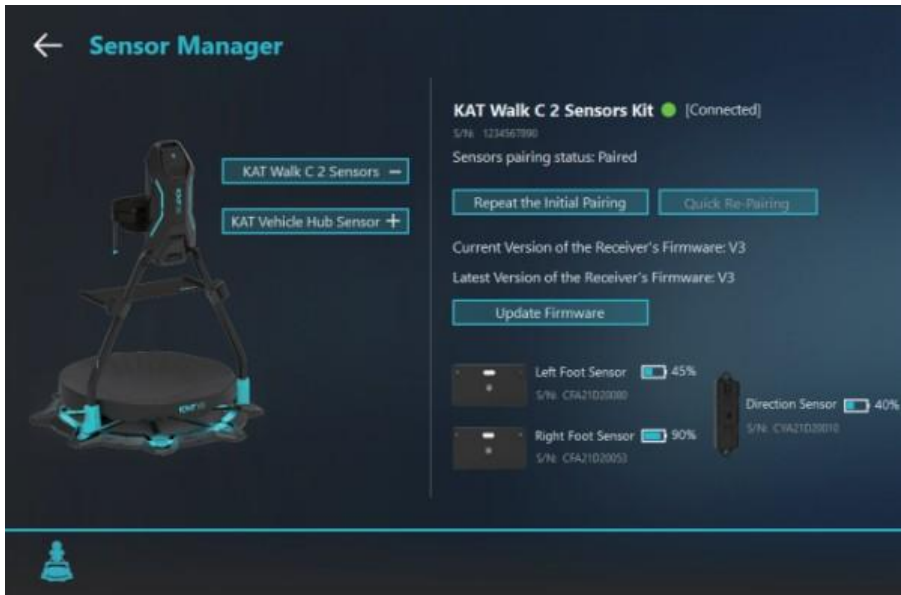
## Device switch

Switch between different KAT products that you may own. Click '»' and select the device needed to switch to it.



## Sensor Manager

Check the sensor status and manage the sensors, click "+" to see the details under each sensor system.

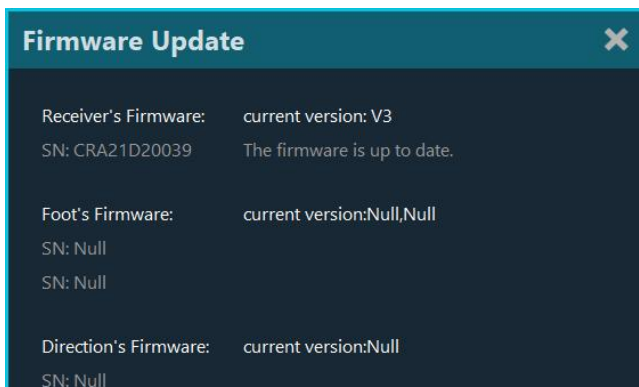


### Sensors Kit Connection Status

- S/N: the serial number of the receiver
- Sensor pairing status:
  - Paired: Sensors ready to go
  - Unpaired: Click "Repeat the Initial Pairing" to pair.
  - If you have already paired the sensors before, click "Quick Re-Pairing" to recover.
- Version of the Receiver's Firmware: Check if your firmware version is up to date.
  - Click "Update Firmware" to update firmware.
- Battery Information: Shows the battery status of each sensor

### Update Firmware

Finish the update by following the instructions on the pop-ups.



**Firmware Update** ✕

Receiver's Firmware: current version: V2  
S/N: CRA21D12345 The firmware is up to date

Foot's Firmware: current version: V3  
S/N: CFA21D12345 New firmware available. [Click to update](#)  
S/N: CFA21D12345 New firmware available. [Click to update](#)

Direction's Firmware: current version: V3  
S/N: CFA21D12345 New firmware available. [Click to update](#)

Update at a later time, Gateway will now close

## Troubleshoot the sensors

Finish the update by following the instructions on the pop-ups.

**Troubleshoot the sensors** ✕

Receiver's Firmware: current version: V3  
SN: CRA21D20039 The sensor works properly.

Foot's Firmware: current version:Null,Null  
SN: Null  
SN: Null

Direction's Firmware: current version:Null  
SN: Null

**Troubleshoot the sensors** ✕

Receiver's Firmware: current version: V2  
S/N: CRA21D12345 The sensor works properly.

Foot's Firmware: current version: V3  
S/N: CFA21D12345 The sensor works properly.  
S/N: CFA21D12345 Problems have been detected.  
[Click to troubleshoot](#)

Direction's Firmware: current version: V3  
S/N: CFA21D12345 Problems have been detected.  
[Click to troubleshoot](#)

## Wake Up and Calibrate Each Time



- Wake up the device every time before getting on if it entered sleep mode (No movement for more than 30 min, lights off)
- Click the main button and shake the shoes to wake up.
- Check the connection status on Gateway.

**Calibrate every time entering a game or any time if the walking direction, jump status or vibration is incorrect.**

Put on the HMD, look forward and calibrate in one of the following ways:

### Quick Calibration:

Hold controller Menu button until vibration.



**Meta Standalone: Hold Oculus button instead.**

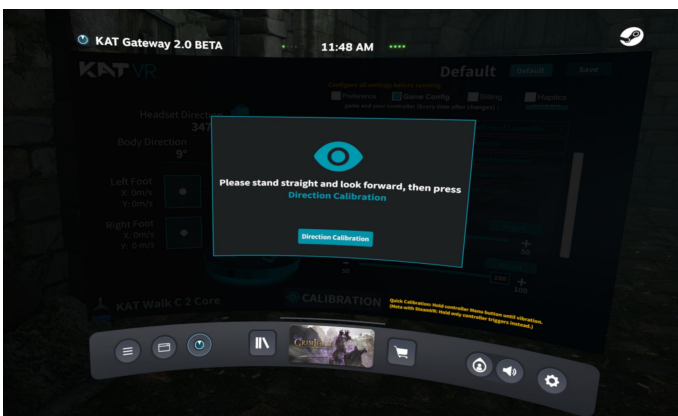
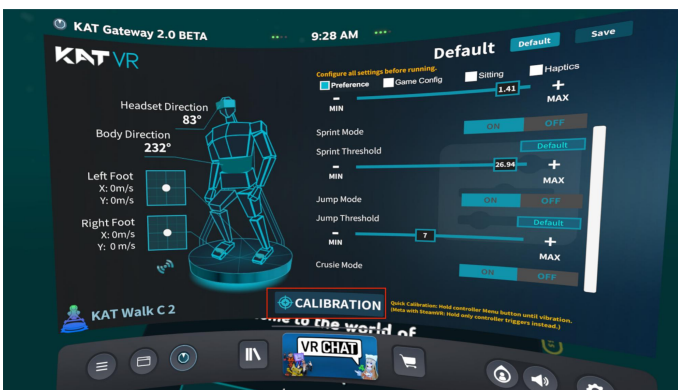


**Meta with SteamVR: Hold only controller triggers instead.**



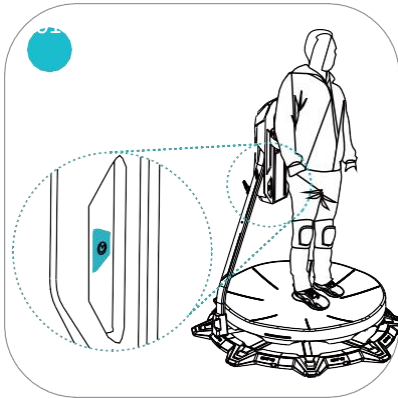
## Dashboard Calibration:

Click controller system button, open the Gateway via KAT icon in platform dashboard. Click the Calibration button and follow the instruction.



### Button Calibration:

Reach back to click the main button.



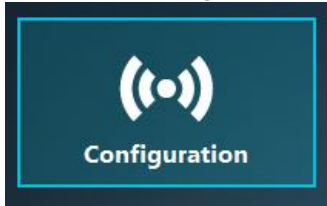
**Calibrate from PC: (For situations where other calibration methods are not possible)**



Access your PC desktop and Gateway through Remote Desktop or similar method, and click the waist calibration icon. Once the calibration pop-up appears, the process is complete.

# Configuration

Click the configuration button before running a game.

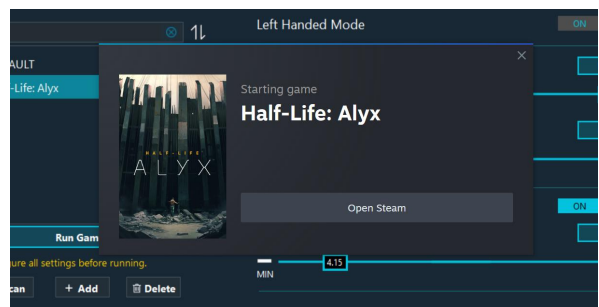
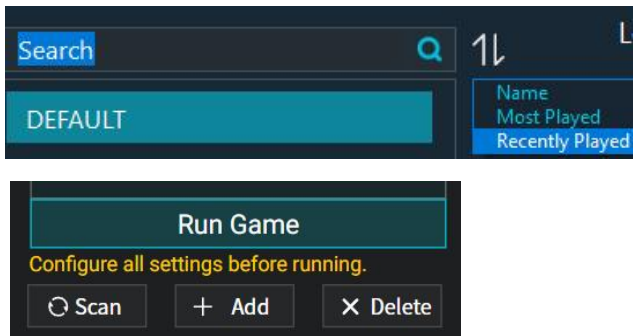


The Configuration page is essential for optimizing device performance in different games. It offers default profiles with recommended settings for popular games. Clicking the "default" button in each section will restore the recommended default configuration for that particular section.



## Game

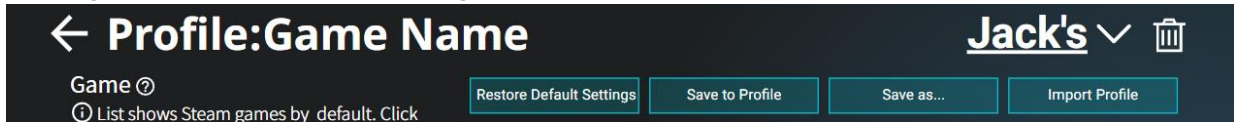
You can customize configurations for each game, and the changes take effect in real-time. The game list automatically displays your installed Steam games. You can search, sort, view the current game, scan for new games, manually add or remove games, and launch a game through its respective platform after configuring the settings.



## Profile

Profiles function similarly to documents, as they store all the configurations for each game. Managing profiles is similar to managing documents.

When you click on each game, the game name and default profiles with recommended settings will be applied accordingly.



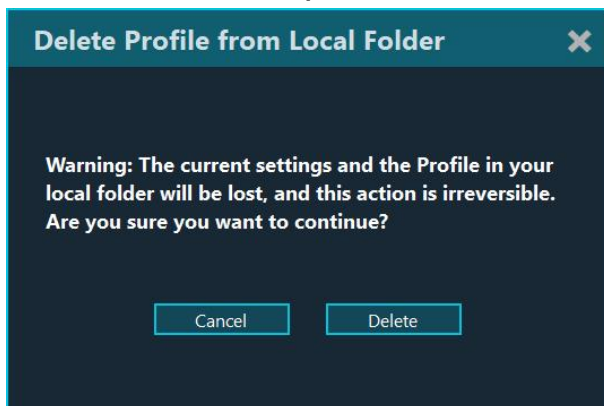
You can use the default profiles or create multiple customized profiles with unique names for each game. Just like managing a document.

### Switch or Delete Profile

To switch between different profiles, click on the profile name or the "∨" icon.

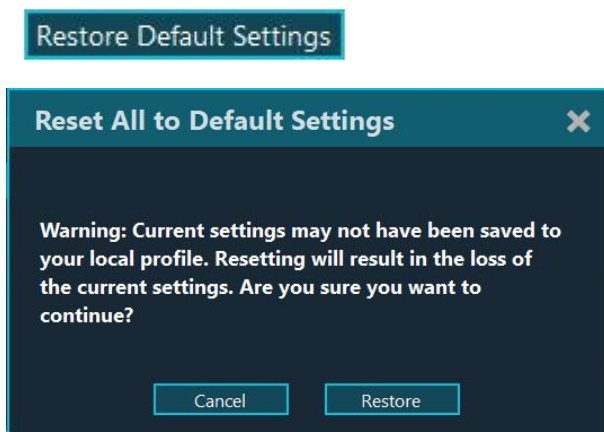


To delete the current profile, click on the trash bin icon.



### Restore Default Settings

You can always restore all the default recommended settings for the current game by clicking "Restore Default Settings". The current settings will be lost.

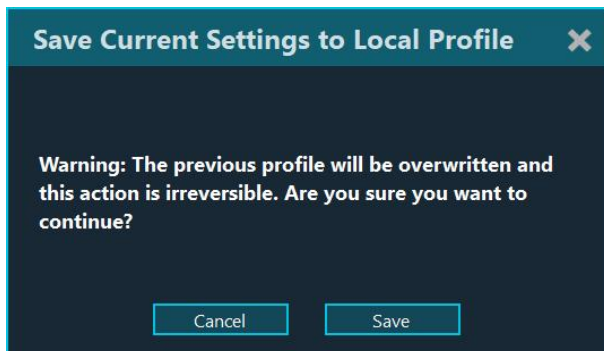




## Save to Profile

Save all your current configurations for the current game to the current profile. It will overwrite the original profile.

Save to Profile



## Save as . . .

Save all your current configurations for the current game to a new profile stored in the local path. You can use a memorable method to name it, such as: Jack's sister with jump on - Community ver.

Save as...



## Import Profile

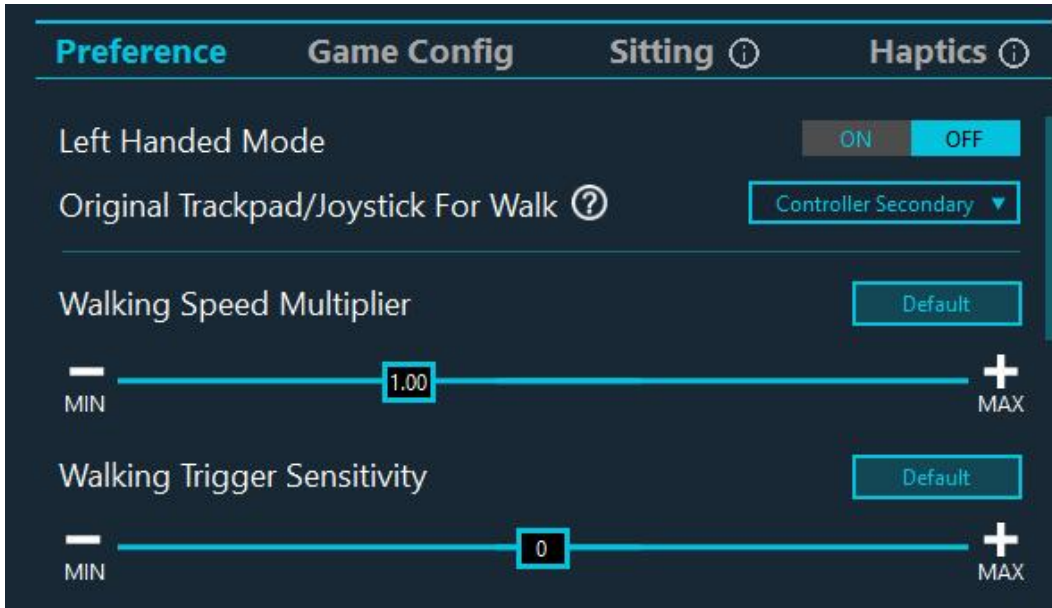
You can import a new profile from your computer to create a new profile for current game. The current settings will be lost.

Import Profile



## Preference

You can customize various settings based on your preferences for each game.



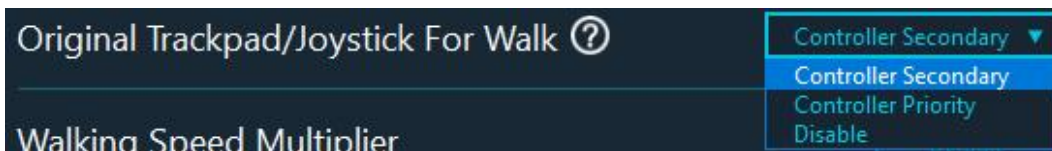
### Common Settings:

#### (1) Left-Handed Mode

Default OFF, toggle between left and right main controllers.

#### (2) Original Trackpad /Joystick For Walk

Define precedence in case of signal conflict: original trackpad/joystick or locomotion device.



##### a. Default - Controller Secondary: (Recommended)

Locomotion device prioritizes walking control. When walking on the device, original trackpad/joystick cannot control walking. When not walking on the device, original trackpad/joystick can control walking.

##### b. Controller Priority: (Optimized for competitive gaming)

Controller prioritizes walking control. When walking on the device, original trackpad/joystick can still control walking.

##### c. Disable: (Minimize Misjudgment)

Only use the locomotion device for walking control to prevent controller misjudgment. The original trackpad/joystick is disabled for walking control.

#### (3) Walking Speed Multiplier:

Higher value provides larger multiplier, leading to faster walking speed in game.



#### (4) Sprint Mode:

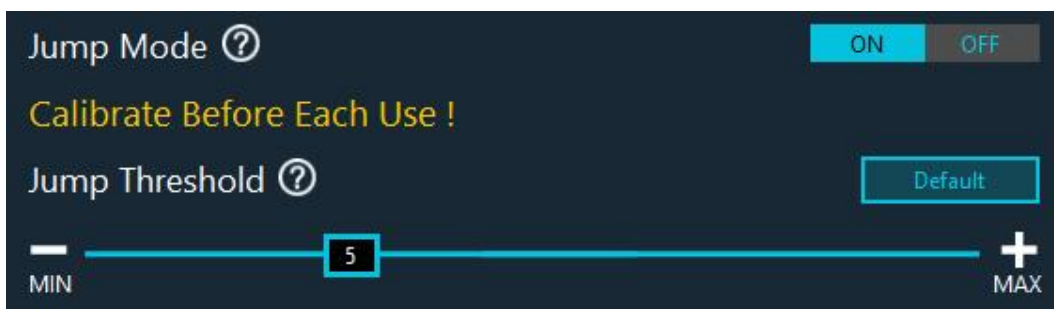
Turn on Sprint mode to enable sprint activation through a natural running action.



Use the Sprint Threshold to adjust the speed required for sprint activation. Decrease for easier activation, increase for more deliberate activation. Decrease if activation is too difficult, increase if walking is misjudged as running.

#### (5) Jump Mode:

Turn on Jump mode to enable Jump activation through a natural jumping action.



**Calibration is needed every time entering a game or any time if the jump is incorrect.** Use the Jump Threshold to adjust the jump range required for jump activation. Decrease for easier activation, increase for more deliberate activation. Decrease if activation is too difficult, increase it if normal actions are misjudged as jumping.

#### Settings for Walk C2 series :

##### (1) Walking Accuracy:



More Fluency provides smoother movement.  
More Accuracy provides more realistic, step-by-step locomotion.

##### (2) Sensor Sensitivity:



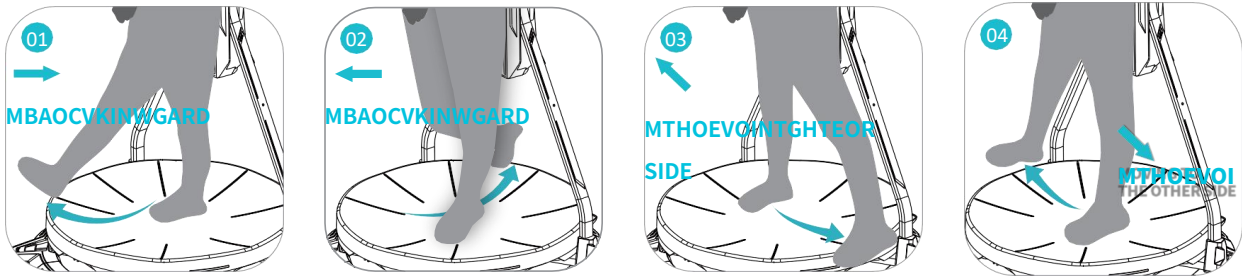
Decrease the value to prevent misjudgments of small movements.  
Increase it for more accurate micro-operations.

### (3) Cruise mode:

Turn on Cruise mode to enable Cruise Walking through swiping your foot across the base in a skateboarding-like action.



Putting your foot on the platform, sliding it forward or backward and keeping in a stable position. Cruise speed will based on your sliding speed.



### Settings for Walk C :

#### (1) Walking Trigger Sensitivity:



Decrease the value to prevent misjudgments of small movements. Increasing the value brings easier activation of walking. For best experience, set to minimum at which the sensor can detect your steps.

#### (2) Sensor Sensitivity:



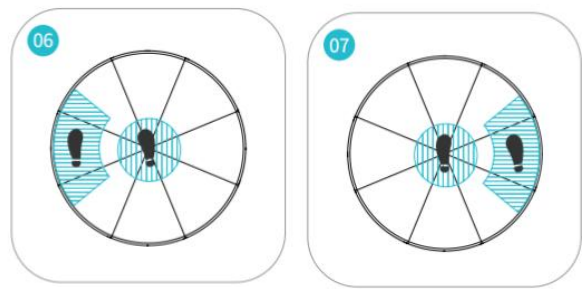
Decrease the value to prevent misjudgments of slow movements. Increasing the value brings easier activation of walking.

#### (3) Lateral Movement



To trigger strafing left, place your right foot at the center of the platform and keep the left one at the left edge with toes directed forward and heel up. Wrong toe direction may cause movement deviations.

To trigger strafing right, place your left foot at the center of the platform and keep the right one at the right edge with toes directed forward and heel up. Wrong toe direction may cause movement deviations.



The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

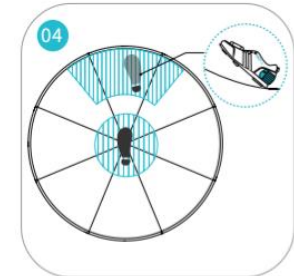
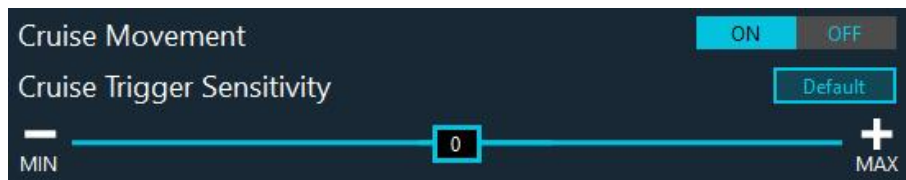
#### (4) Backward Movement



To trigger movement backward, place one of your feet at the center of the platform and keep the other one at the back edge with heel up.

The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

#### (5) Cruise Movement



To trigger continuous movement forward without walking, place one of your feet at the center of the platform and keep the other one at its front edge with toes up.

The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

### Settings for loco S:

#### (1) Walking Trigger Sensitivity:



Decrease the value to prevent misjudgments of small movements. Increasing the value brings easier activation of walking.

For best experience, set to minimum at which the sensor can detect your steps.

## (2) Sensor Sensitivity:



Decrease the value to prevent misjudgments of slow movements. Increasing the value brings easier activation of walking.

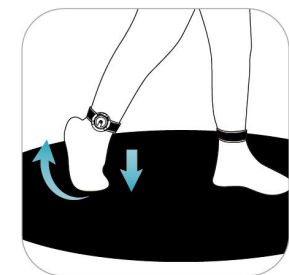
## (3) Lateral Movement



Swiftly turn one foot on the heel at 90 degree and back to normal position to trigger strafing in the corresponding direction. When a stop is needed, take a step.

The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

## (4) Backward Movement



To trigger movement backward, place one of your feet at the center of the platform and keep the other one at the back edge with heel up.

The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

## (5) Cruise Movement



To trigger continuous movement forward without walking, place one of your feet at the center of the platform and keep the other one at its front edge with toes up.

The higher the sensitivity, the lower the angle necessary to trigger movement but the higher the chance of unintended trigger and vice versa.

## Game Config

The parameters in this page are not for customize things, but to describe locomotion in the original game to ensure the device works properly with each specific game.

Preference **Game Config** Sitting ⓘ Haptics ⓘ

ⓘ These parameters below describe locomotion in the original game.  
Warning: To customize things, please go to "Preference".

By default, the recommended settings will be applied accordingly based on your selected game. You can use the default or adjust setting based on your situation, or set for a unknown game or a game without default profile.

### Step 1: Set the Game Config

ⓘ Step 1: Set the Game config as following:

**ALWAYS SET the game to HEAD ORIENTED DIRECTION and FREE / SMOOTH LOCOMOTION FOR WALKING to have the proper walking with independent walking direction.**

KAT always walk towards the direction of body.


[Click to learn how to set all Game config](#)

- ALWAYS SET the game to HEAD ORIENTED DIRECTION and FREE / SMOOTH LOCOMOTION FOR WALKING to have the proper walking with independent walking direction. KAT always walk towards the direction of body.
- "Click to learn how to set all Game Config" and you will find a detailed guide with images on how to configure the game settings for the selected game. You need to adjust all the parameters in the game accordingly.

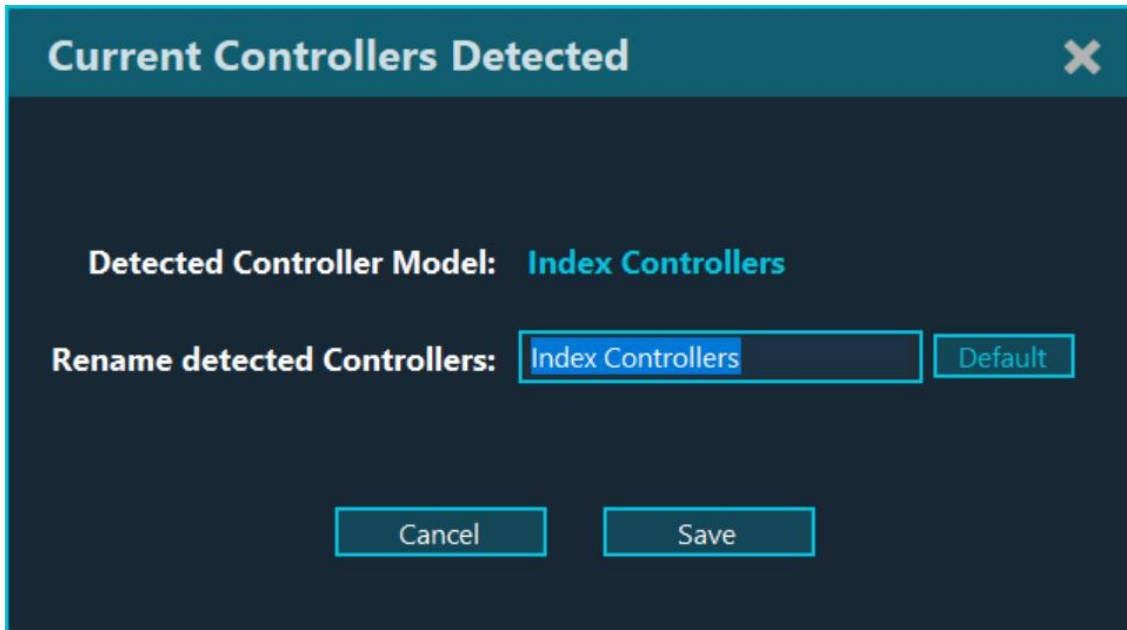
### Step 2: Set below locomotion method accordingly to original game and your controller.

ⓘ Step 2: Set below locomotion method according to original game and your controller (Every time after changes) :

Default

Current Controllers Vive Controllers 

Walk Controller	LeftHand Controller ▼
Walk Action	Trackpad touch ▼
Walk Speed Type	Linear movement ▼
Sprint Action	No sprint ▼
Jump Action	Left trigger ▼



Each controller may have different configurations for different games. Gateway can detect your Default Platform controllers and provide default configurations for Meta Touch controllers, Index controllers, and Vive controllers in different games. You can rename your current controllers, edit configurations under the current controllers based on your changes, and also manually edit configurations for other types of controllers.

The default settings are based on the default settings of the game. If you have made any changes to the game settings, controller key set, or your controller style, you will need to adjust the settings accordingly to ensure proper functionality of the device.

**The settings and options are as follows:**

**Walk Controller :** Check the game and find out which hand controller (left or right) controls walking and set the same here.

**Walk Action :** Check the game to find out what triggers the Walking action, and set the same here.

1. Trackpad touch: Touch the Trackpad to walk;
2. Trackpad click: Click the Trackpad to walk;
3. Both trackpads touch: Touch either Trackpad to walk;
4. Joystick: Push the Joystick to walk;
5. Joystick click: Click the Joystick to walk;
6. Both joysticks: Push either Joystick to walk;

**Sprint Action:** Check the game to find out what triggers the Running action, and set the same here.

1. No sprint: the game does not allow to sprint.
2. Trackpad click: first click and then push the Trackpad to run.
3. Trackpad double click: double click and then push the Trackpad to run.
4. Joystick click: first click and then push the Joystick to run.



5. Grip press: press grip and then push the Joystick/ Trackpad at the same time to run.

**Jump Action:** Check the game to find out what triggers the Jumping action, and set the same here.

1. Left trigger: Press left trigger to jump;
2. Left grip: Press left grip to jump;
3. Left trackpad click up: Click left trackpad up to jump;
4. Left trackpad click down: Click left trackpad down to jump;
5. Left trackpad click left: Click left trackpad left to jump;
6. Left trackpad click right: Click left trackpad right to jump;
7. Left trackpad click center: Click left trackpad center to jump;
8. Left joystick click: Click left joystick to jump;
9. Left joystick up: Press left joystick up to jump;
10. Left joystick down: Press left joystick down to jump;
11. Left joystick left: Press left joystick left to jump;
12. Left joystick right: Press left joystick right to jump;
13. Left X: Press X to jump;
14. Left Y/menu: Press Y/menu to jump;
15. Right trigger: Press left trigger to jump;
16. Right grip: Press left grip to jump;
17. Right trackpad click up: Click right trackpad up to jump;
18. Right trackpad click down: Click right trackpad down to jump;
19. Right trackpad click left: Click right trackpad left to jump;
20. Right trackpad click right: Click right trackpad right to jump;
21. Right trackpad click center: Click right trackpad center to jump;
22. Right joystick click: Click right joystick to jump;
23. Right joystick up: Press right joystick up to jump;
24. Right joystick down: Press right joystick down to jump;
25. Right joystick left: Press right joystick left to jump;
26. Right joystick right: Press right joystick right to jump;
27. Right A: Press A to jump
28. Right B/menu: Press B/menu to jump;

## Advanced hidden parameters

If you're unsure, please skip this part and use the recommended default setting.



**Dead Zone:** (In certain games, a larger dead zone is implemented to prevent misjudgment but may make walking more difficult)

Increasing the value brings easier activation of walking.

Decreasing it brings lower misjudgment of walking.

**Active Zone:** (In certain games, pushing the joystick to the top may trigger special actions)

Increase the value to the top to have full use of the joystick range.

Decrease it to avoid triggering special actions when pushing the joystick to the top.

**Curve:** (In certain games, the walking speed may have a gradual increase to reduce motion sickness, but may make it more difficult to start walking)

Increasing the value brings an enhanced speed curve for easier acceleration.

Decrease it brings a more even linear speed change.

**Max Speed in Game:** (The maximum speed varies across different games, resulting in different walking experiences)

Increasing the value brings harder reaching the top speed in the game.

Decreasing it brings easier reaching the top speed in the game.

## Sitting (For Certain Models)

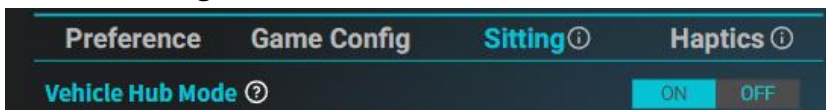
You can customize the functions of KAT Vehicle Hub in the "Sitting" page.



### Vehicle Hub mode:

Turn OFF Vehicle Hub mode to only use the seat.

Turn ON Vehicle Hub mode to enable cruise driving function in any game. (Even when there is no in-game vehicle available)



You can also hold the module button for 1s until vibration to turn on and off.

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

### How To Drive/Ride:

#### Quick Drive Mode



Click the right controller joystick (not push) to start or stop driving.

If the right controller joystick clicking conflict any action in the game, please disable it.

#### Feet Ride/Drive



To start riding, place your right foot on the ground and slide it back.

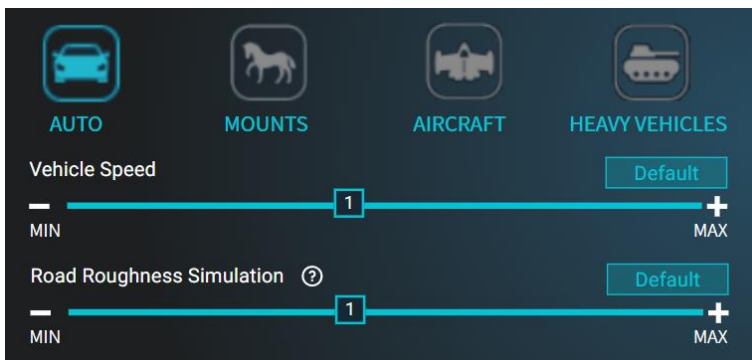
It will continuously move forward, without using your feet to maintain the motion. You can control the direction by naturally turning your body. To stop, slide your right foot forward. You can also stand up and stop driving/riding anytime you want to switch back to the walking mode.



### Vehicle Modes Settings

You can save up to 4 customized settings for driving/riding, or use a single setting for any mode in the selected game.

The 4 vehicle modes are Auto, Mount, Aircraft, and Heavy Vehicle, making it easy to remember.



### Vehicle Speed

You can adjust the driving/riding speed for each vehicle mode according to your preference.

### Road Roughness Simulation (For Certain Models)

It provides a haptic representation of randomized road events. You can adjust the vibration strength according to your preference.

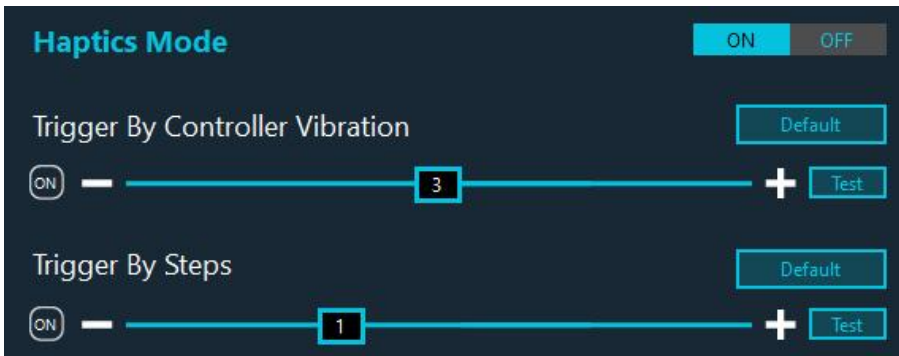
### Quick Switch



Click the icon to quickly enable a vehicle mode. You can also change modes by clicking the main button on the Vehicle Hub.

## Haptics Mode (For Certain Models)

You can toggle the haptics Mode ON or OFF and customize the settings according to your preference.



**Triggered by Controller Vibration:**

The base will vibrate in sync with your controller's vibration based on different games. You can toggle it ON or OFF and adjust the vibration strength.

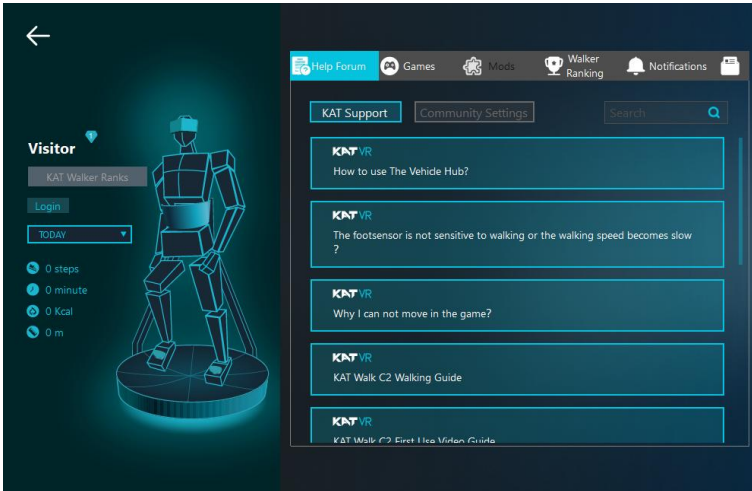
**Triggered by Steps:**

The base will vibrate when you walk.

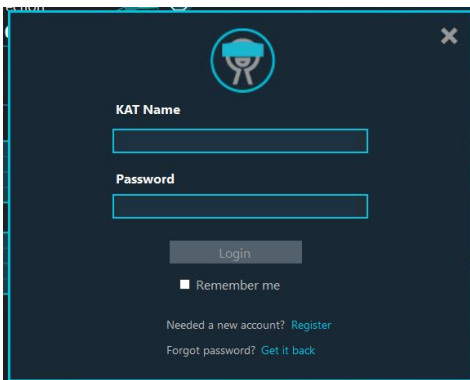
You can toggle it ON or OFF and adjust the vibration strength.

Click the "Test" buttons to test the vibration strength.

# Community



Login: Click login when you first enter.



KAT Name  
[Text Input Field]

Password  
[Text Input Field]

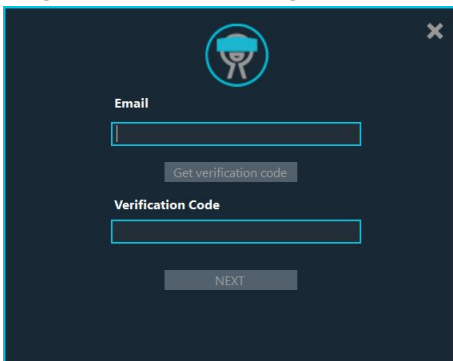
Login

Remember me

Needed a new account? [Register](#)

Forgot password? [Get it back](#)

Register: Click to register an account via email.

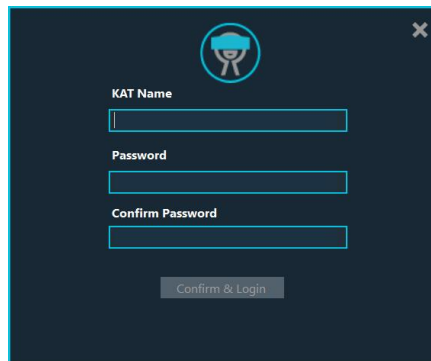


Email  
[Text Input Field]

[Get verification code](#)

Verification Code  
[Text Input Field]

NEXT

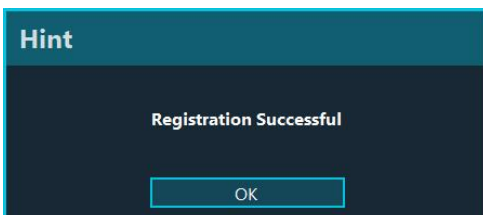


KAT Name  
[Text Input Field]

Password  
[Text Input Field]

Confirm Password  
[Text Input Field]

Confirm & Login

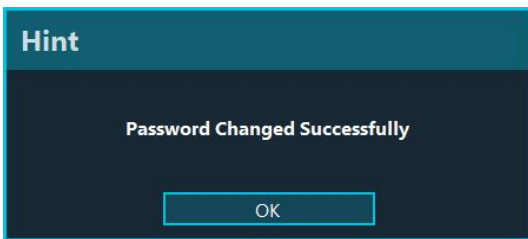
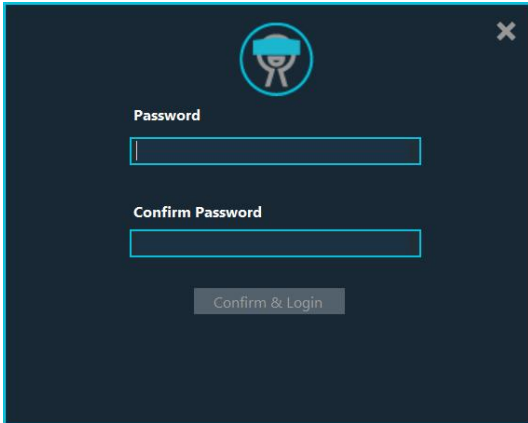


Hint

Registration Successful

OK

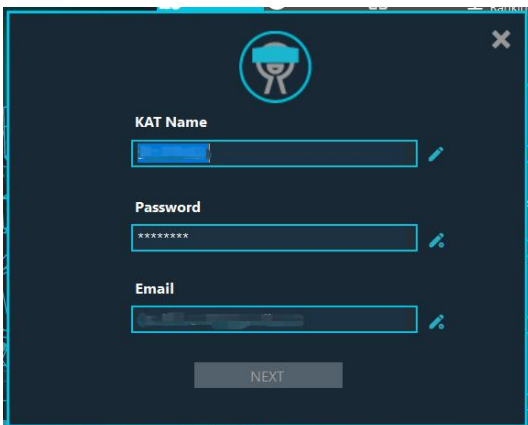
If you forget your password, you can retrieve your account and update the password.



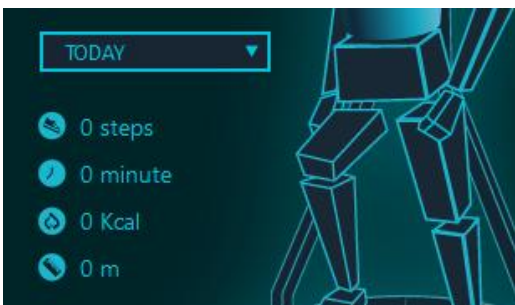
The personal center displays user information, game data, data ranking, and self-help forums.

You can modify and manage your personal information here, including modifying your name, password, and email address; viewing game data and rankings; replying or finding questions or answers.

Edit: modifying your name, password, and email address.

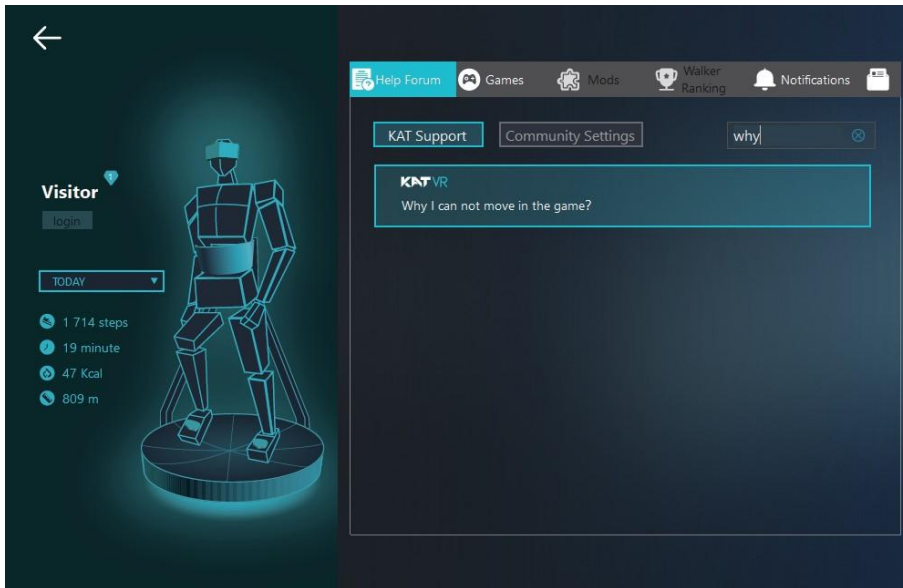


Data: Displays the total data, annual data, monthly data, and current data of walking steps, game time, calorie consumption, and walking distance



## User Status

You can login and check your status including the Nickname, level, steps walked, walking time, calories burned and walked distance.



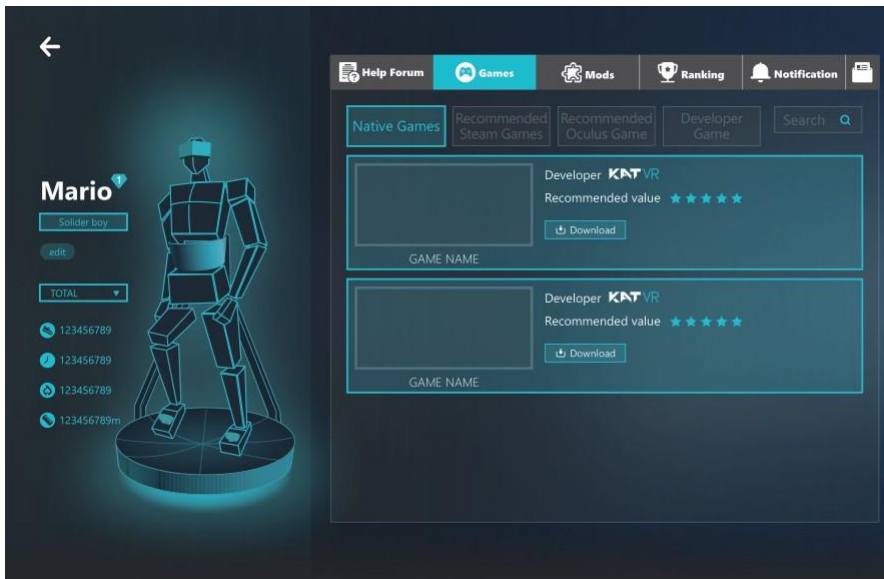
## Help forum



- KAT Support: KAT team will release product related support information here. You can request support by replying different topics or look for the information you need.
- Community Settings (coming soon): You can share your own custom profile for different game settings with other community members.

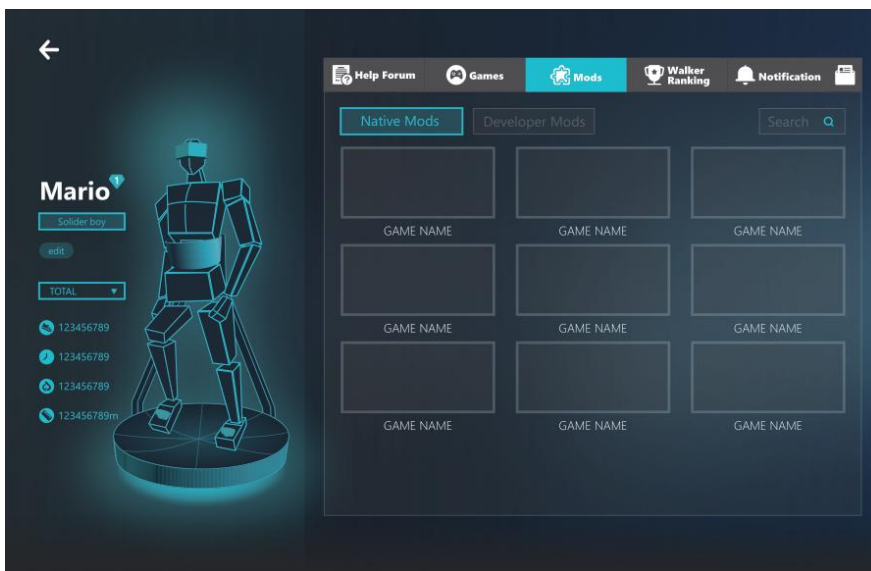


## Game



- Native Games ( Lab) : You can download, review and rate KAT's native games;
- Recommneded Oculus Games: Click the game and proceed to the Oculus platform.
- Recommneded Steam Games: Click the game and proceed to the Steam platform.
- Developer Games (coming soon) : If you're a developer of a VR game you would like to share with the community, please feel free to contact us!

## Mods(coming soon)

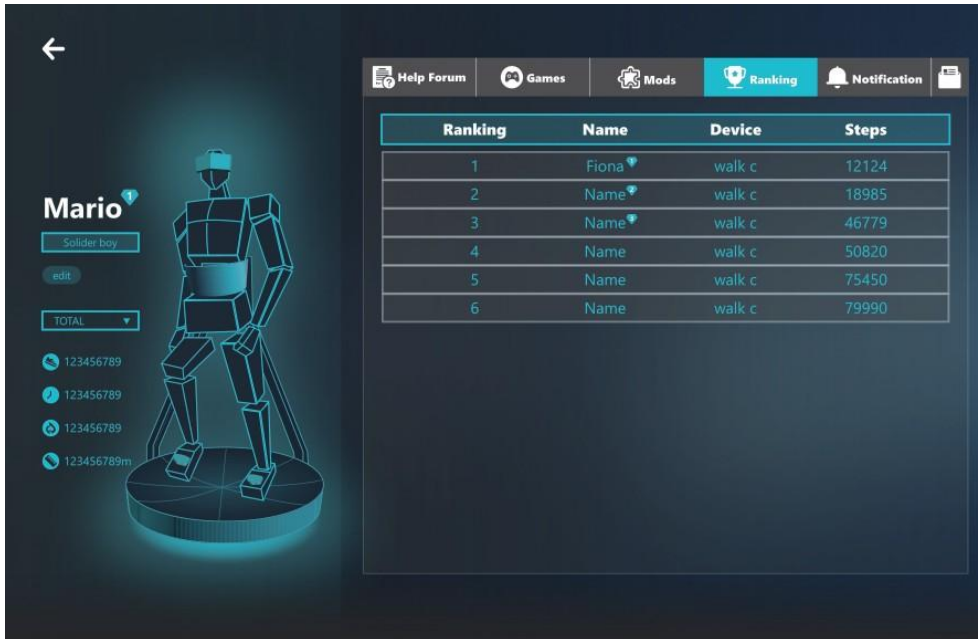


**Mods (Under development):** Content mods that help to increase the experience of playing the VR games on the KAT VR equipment

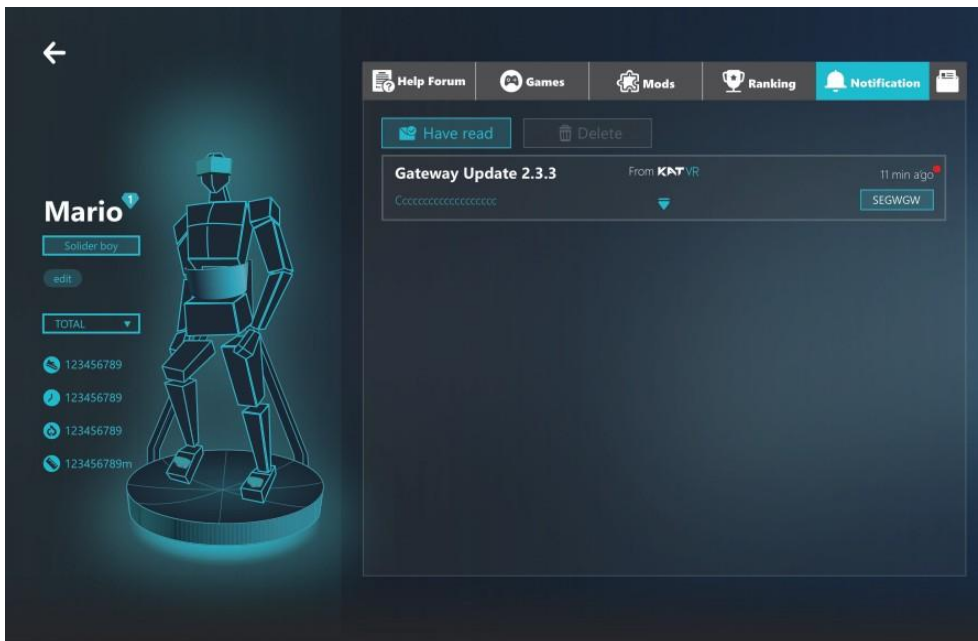
- Native Mods: You can download the native game mods added by the KAT VR team.
- Developer Mods: You can download the mods provided by the developers. If you're a developer and would like to add game mods, please feel free to contact us!
- d. Search: Insert keywords to look for game mods.

## Ranking

You can check your KATer ranking information here.

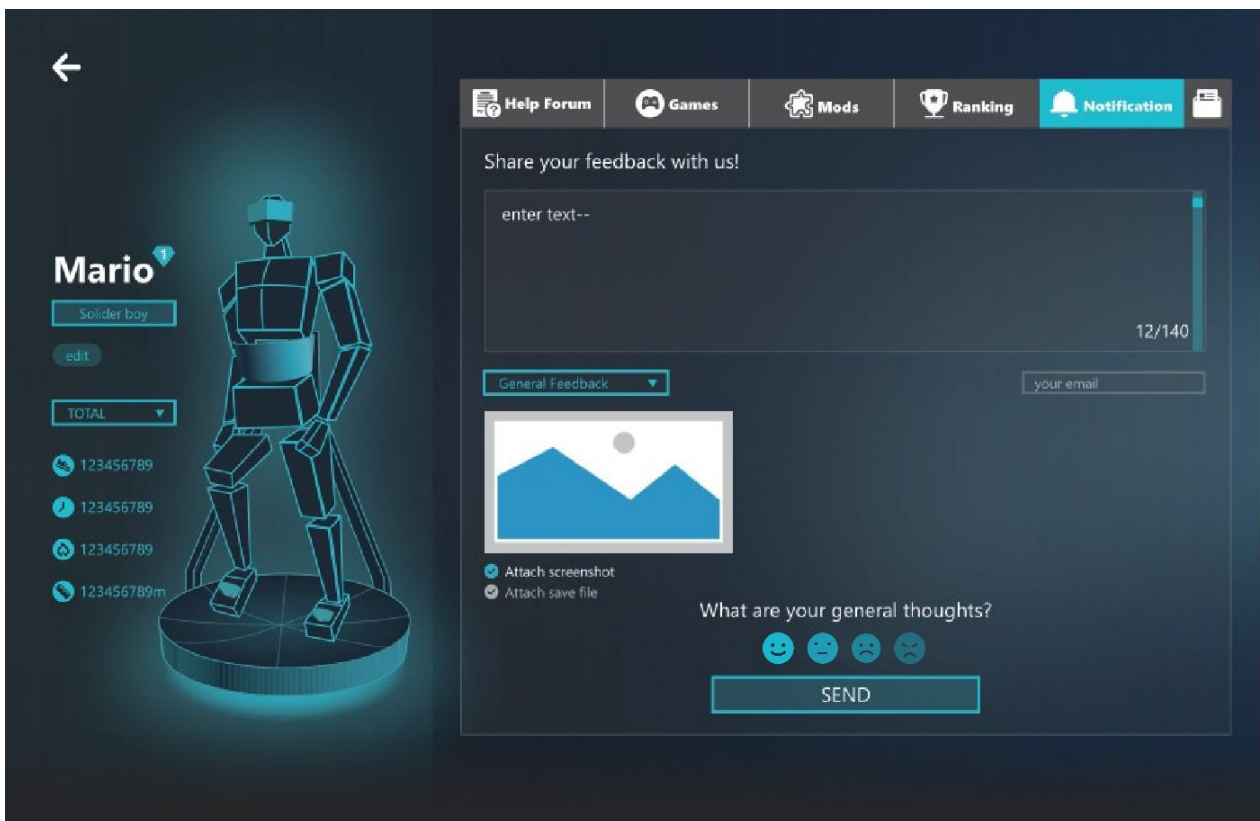


## Notification



Here you can see the notifications sent to you by the KAT VR team about software updates and other important events. Click 'delete' to remove the notifications.

# Feedback



You can use this function to share your feedback with us.

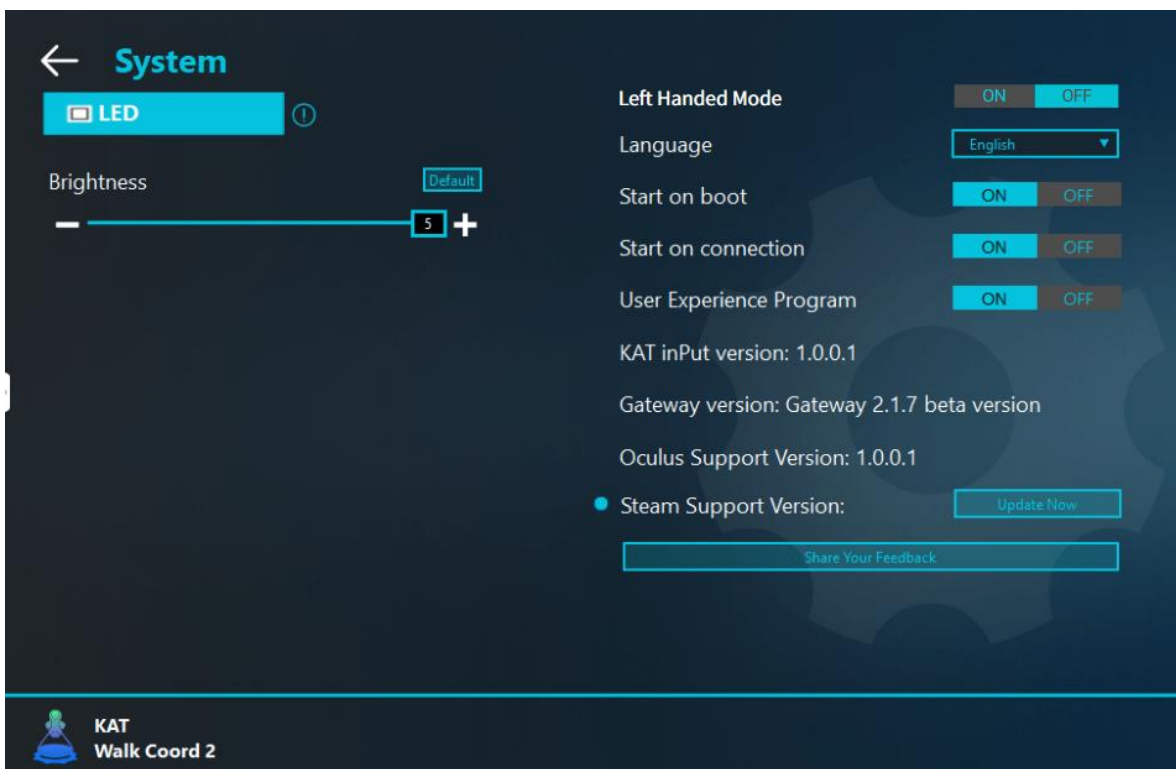
## System

The system settings page shows the currently selected language and the current inSteam drivers and the current version of KAT Gateway.

From this page you can exit the software, change the language and reinstall the drivers, as well as set up the LED lights and use the LAB FUNCTIONS.

**Left handed Mode:** Enabling the global left handed mode will activate the left handed mode switch for all games in bulk, and disabling it will turn off the left handed mode for all games.

**LED:** You can adjust the brightness or turn off the light.



## VR-Integrated Gateway

### Opening KAT Gateway

VR-Integrated Gateway allows you to easily access and configure parameters in the headset.

Press the System Button on your hand controller and click the Gateway icon in the bottom left corner.



**KAT VR**  
[www.kat-vr.com](http://www.kat-vr.com)