

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.

First Use

KAT Gateway download

Visit the official website: https://www.kat-vr.com/, and click the Download KAT Software button below Support.

Products ~	Accessories ~	Games & Headsets ~	Business ~	Support ~	Blog	Review
			Download K Technical Su	AT Software pport		

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

nsumer Products Software KAT Gateway	
Gateway 2.0 and Above For Windows 10 x64 (Support C2 Series, Loco s and C)	
KAT Gateway 2.3.0 BETA For Windows 10 x64 (Support C 2 series And Walk C and loco S)	Download
Gateway 2.3 Software User Manual	Download
KAT Nexus Owner's Manual	Download

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.

Connection been detec wish to use	n with multiple KAT devices has cted. Please select the device you e.	
loco	Walk Coord 2	

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.



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



PC VR: Hold Menu button on controller until vibration.



Meta Standalone VR: Hold Oculus button on right controller until vibration.



PC VR / Meta Standalone VR: Hold both triggers on controllers only, no other buttons, until vibration.

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.

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.



| Home Page

Current status display

Now the KAT Gateway Home Page is ready!

察 Visitor	KNTVR	© – ×
Headset Direction 0° Body Direction 254° Left Foot Right Foot ©	C For Standalone VR D FIX	KAT Device Config
KAT Walk C 2 Sensor Manager	ted] Direction 🔵 💽 34% Left Foot Receiver 🌒 Right Foo	●



- 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.



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.



Troubleshoot the sensors

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



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.

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.

← System	
C LED ① Brightness Default	Left Handed Mode ON OFF Language English Image Start on boot ON OFF Start on connection ON OFF
	User Experience Program ON OFF KAT inPut version: 1.0.0.1 Gateway version: Gateway 2.3.0 beta version Oculus Support Version: 1.0.0.1 Steam Support Version: 1.0.0.3 Reinstall Share Your Feedback
KAT Walk C 2	

| Configuration

Overview

Click the KAT Device Config 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.

← Profile: DEFAULT Games ⑦	Default 🗸 前 Restore Default Settings 🛛 Save to Profile 🔄 Save as 🔹 Import Profile
 List shows Steam games by default. Click "Add" for games from other platforms. 	Preference Game Config Sitting () Haptics ()
Search Q 1L	Left Handed Mode
DEFAULT	Original Trackpad/Joystick For Walk ⑦ Controller Secondary 🔻
VRCHAT	Both Trigger Calibration 🕜 🛛 🛛 🗖
VRCHAT OSC	Walking Speed Multiplier
Ancient Dungeon	
Zero Caliber VR	MIN
Green Hell VR	Walking Accuracy 🕐 Default
Metro Awakening	- • •
Run Game	Huency Accuracy Unintentional Movement Filter ⑦ Default
Configure all settings before running.	- 000
☉ Scan + Add 🗎 Delete	Unfiltered High Filtering
KAT Walk C 2 [Connected] Sensor Manager	Direction 🕘 🛄 33% Left Foot 🌒 🖬 63% Session 0 n Receiver 🥚 Right Foot 🌒 🖬 52% dick to change 0 step

Game

Introduction

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.



VRChat OSC

Versions above Gateway 2.2.7 support VRChat natively via OSC. It enables the implementation of VRChat on the Steam platform, Oculus platform, and Quest platform (when on the same local area network as the PC) through the PC end.



How to use

Before use, please turn on the OSC function in the game.

You can turn on OSC in the Action Menu under Osc > Enabled.



Supported Settings

Since it is a native game, some settings are not supported by the game. The list of retained settings is as follows.

Pereference:

- Walking Multiplier
- Walking Accuracy
- Unintentional Movement Filter
- Jump Threshold

Game Config:

• No need to adjust

Haptics:

• Trigger by Steps

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 " \sim " icon.

	001	\sim	III
Default			
001		Pro	file
Load Historical Set	ting Drofil		

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 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.



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.



Preference

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



Common Settings

Left-Handed Mode

Default OFF, toggle between left and right main controllers.

Both Trigger Calibration

If there is a conflict between Both Trigger Calibration and the game in your game, you can click to turn off this function in this game.

Both Trigger Calibration ②	ON	OFF	

Original Trackpad /Joystick For Walk

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

- 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.
- Controller Priority: (Optimized for competitive gaming)
 - Controller prioritizes walking control. When walking on the device, original trackpad/joystick can still control walking.
- Disable: (Minimize Misjudgment)
 - Only use the locomotion device for walking control to prevent controller misjudgment. The original trackpad/joystick is disabled for walking control.

Original Trackpad/Joystick For Walk ⑦ Both Trigger Calibration ⑦ Controller Secondary Controller Secondary Controller Priority Disable

Walking Speed Multiplier

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



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.



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

Walking Accuracy

More Smooth provides smoother movement.

More Accuracy provides more realistic, step-by-step locomotion.



Unintentional Movement Filter

Adjust recognition of unintentional movements.

Unfiltered allows any small movement.

High Filtering filter small unintended movements.



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

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.

Walking Trigger Sensitivity		Default
MIN	0	

Unintentional Movement Filter

Adjust recognition of unintentional movements.

Unfiltered allows any small movement.

High Filtering filter small unintended movements.



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.



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.



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

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.



Unintentional Movement Filter

Adjust recognition of unintentional movements.

Unfiltered allows any small movement.

High Filtering filter small unintended movements.



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.



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.



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.



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

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.

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.

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

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 push and then click the Trackpad to run.
- 3. Trackpad double click: push and then double click the Trackpad to run.
- 4. Joystick click: first push and then click 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.

Acceleration Curve

Adjusts the Acceleration Curve.

With low values resulting in slower acceleration.

High values resulting in faster acceleration.



Hardness to Get Max Speed

Adjusts the hardness to get max speed.With low values resulting in easier to reach max speed.High values resulting in more difficult to reach max speed.

Hardness to Get Max Speed 🧭)	Default	
_	Adjusts the hardness to get i With low values resulting in a	max speed.	and
0	High values resulting in more	e difficult to reach max	speed.
<u> </u>			

Starting Joystick Mapping

Maps the smallest step to the defined joystick push value, enabling easy walking triggers even where walking is restricted by game dead zones.

Increasing the value brings easier activation of walking.

Decreasing it brings lower misjudgment of walking.



Max Joystick Mapping

Maps the maximum walking action to the defined joystick push value, avoiding unintended actions if game has special actions on max push.

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.

Max Joystick Mapping 🤇	0	Default
	Maps the maximum walking action t	o the defined joystick push value,
50	avoiding unintended actions if game	e has special actions on max push.

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

Overview



Personal Account

Login

Click login when you first enter.



Register

Click to register an account via email.



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.

	×
KAT Name	
Password	
Email	
A CONTRACTOR AND A CONT	
NEXT	

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;

Reccommended Oculus Games: Click the game and proceed to the Oculus platform.

Reccommended 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.

	Help Forum	🙉 Games	🥷 Mods 💇 🖁	alker 🌲 Notifi Inking	
	Ranking	Name	KAT Walker Ranks	Device	Steps
X					
	2				
	3				4497
Anna the	5				
	6	Mickim23		Walk C 2	3410
	7				
	8			Walk C 2	1796
	9			Walk C 2 Core	1728
	10				
	11				
	12	MartydudeVR		Walk C 2	1220

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.



VRify

Attention

Our VRify feature has officially ended the BETA phase of testing. We would like to express our sincere gratitude to the community for their positive feedback during this time. Every suggestion has been very important to us and has greatly promoted the optimization and improvement of VRify features. We will keep you updated on further plans for this feature in the future, and explore more possibilities with you.

Declare

VRify is a derivative software built based on the open-source project UEVR (project address: https://github.com/praydog/UEVR). We always respect and follow the open-source spirit, and hereby solemnly declare:

The development of VRify strictly adheres to the open-source license agreement (MIT) applicable to the UEVR project. The copyright notices, license files, and disclaimer clauses of the original project will continue to be retained in this software and its derivative code.

The complete authorization terms, disclaimer, and source code of the original UEVR project can be obtained through https://github.com/praydog/UEVR. It is recommended that all users read them carefully.

We sincerely thank the developers of UEVR and the technical contributions of the open-source community. If you have any questions regarding authorization, please contact: service@katvr.com.

The copyright of the newly added functional modules, interface designs, and related documents in VRify based on UEVR belongs to KATVR, and KATVR reserves the right to interpret these rights.

Overview

VRify can convert games developed with the Unreal Engine (UE) into VR games, bringing players an immersive virtual reality gaming experience.

The list of supported games can be viewed in https://www.kat-vr.com/pages/uevr-game-lists. These games have been thoroughly tested and optimized to ensure balanced settings, enabling you to launch them in VR mode with just one click—no additional setup required. The list will gradually expand over time.

First Use

If you have used the KAT Gateway before, you can use this function by clicking the [VRify] button on the home page. (See Figure 1 on the next page)

If you don't have a KAT device, when you enter the software for the first time, click the [Experience VRify (UEVR) Now!] button at the bottom to use this function.



Game List

The left area (①) is the game list section, featuring the VRify game catalog. These games have been thoroughly tested and optimized to ensure balanced settings, enabling you to launch them in VR mode with just one click. The list will gradually expand over time.

Games displayed normally are those already installed on your computer, while grayed-out entries indicate games that have not been detected as installed.

Current game: Indicated by a green dot on the right side.



Click the sorting button in the upper right corner to expand the menu. By default, it sorts alphabetically. The following sorting methods are available:

Name: Games are arranged in alphabetical order.

Most Played: Frequently played games are ranked higher.

Recently Played: Games played recently are arranged from the newest to the oldest.

Favorites: Favorite games are on top, non-favorite ones are at the bottom.

You can click the search area above and use a fuzzy search to find games. After entering content, the games at the bottom are filtered in real-time according to the input content. Games containing the input content (case-insensitive) will be displayed.

Game Area

The game launch area is divided into six sections:

- **1. Game Overview Area:** Shows the game's icon, name, and path. The star icon shows if the game is favorited.
- 2. Game Poster Area: Shows relevant game poster.
- 3. Game Launch Area: Contains two buttons, [VRify] and [Launch].
- 4. VRify Settings Area: Configure detailed settings for VRify.
- **5. Controller Mapping and Connection Status Area:** Shows the current controller's connection status and mapping details.
- 6. System Test Configuration Display Area: Shows relevant system test configuration details.

If a KAT device is connected, the [KAT DEVICE Config] button will appear in the upper right corner. Click it to access the Configuration interface.

Functions of the Game Launch Buttons

When the game is not running:

VRify: Quick launches the game in VR mode.

Launch: Starts the game in its original (non-VR) mode.



When a game is running:

VRify: Click [VRify] to switch the game to VR mode at any time.

II Running: Click it to close the game.

VRify

II Running

When a game is running under VR mode:

II Running: Click it to close the game.

II Running

If SteamVR is not connected, only the [Launch] button is active, while [VRify] remains disabled.



Button Mapping Settings

Here, you can configure the button mapping between your controller and VR controller based on your preferences.



Button mapping process

You can choose the default settings from the UEVR project, the recommended settings from KAT, or customize the button mapping



You can modify the button mapping by clicking either the buttons in the **[Handle Buttons]** section or the icons in the **[Mapped Handle Buttons]** section. The process for changing the button mapping is as follows:



For the mapping of Dpad buttons on Xbox, we implement the mapping in a special way, you can choose your favorite mapping method in the drop-down box.

Left Controller Left Controller Motion Enables J - D Mapping Right Controller Motion Enables J-D Mapping



Right Controller Head Motion Enables Joystick \rightarrow D-Pad Mapping

Lift the right controller to your head's right side until vibration to enable Joystick to D-pad mapping. During vibration, moving the joystick up, down, left, or right to simulate the D-pad buttons.



Left Controller Head Motion Enables Joystick \rightarrow D-Pad Mapping

Lift the left controller to your head's left side until vibration to enable Joystick to D-pad mapping. During vibration, moving the joystick up, down, left, or right to simulate the D-pad buttons.



Right Thumbrest Motion Enables Joystick \rightarrow D-Pad Mapping (Quest Only)

Place your right thumb on the Thumbrest area to enable Joystick to D-pad mapping, moving the left joystick up, down, left, or right to simulate the D-pad buttons.



Left Thumbrest Motion Enables Joystick \rightarrow D-Pad Mapping (Quest Only)

Place your left thumb on the Thumbrest area to enable Joystick to D-pad mapping, moving the right joystick up, down, left, or right to simulate the D-pad buttons.

Controller default mapping value

Meta Quest Controllers

KAT Recommend Mapping:

- "button_A": "A",
- "button_B": "B",
- "button_X": "X",
- "button_Y": "Y",
- "L": "left joystick",
- "R": "right joystick",
- "LT": "left trigger",
- "RT": "right trigger",
- "LB": "left grip",
- "RB": "right grip",
- "system(view)": "right thumbrest + X",
- "menu": "left thumbrest + A"

HTC Vive Controllers

KAT Recommend Mapping:

- "button_A": "right trackpad back",
- "button_B": "right trackpad right",
- "button_X": "right trackpad left",
- "button_Y": "right trackpad front",
- "L": "left trackpad",
- "R": "right trackpad",



KAT Recommend Mapping:

- "button_A": "right A",
- "button_B": "right B",
- "button_X": "left A",
- "button_Y": "left B",
- "L": "left joystick",
- "R": "right joystick",
- "LT": "left trigger",
- "RT": "right trigger",
- "LB": "left grip",
- "RB": "right grip",
- "system(view)": "left trackpad",
- "menu": "right trackpad"
- "LT": "left trigger",
- "RT": "right trigger",
- "LB": "left grip",
- "RB": "right grip",
- "system(view)": "left trackpad left",
- "menu": "left trackpad right"



