



Manuals.plus /

- › Accell /
- › Accell USB-C VR Adapter (Model J231C-008B-3) Instruction Manual

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Brand: Accell

Model: J231C-008B-3

1. PRODUCT OVERVIEW

The Accell USB-C VR Adapter is designed to simplify the connection of Virtual Reality (VR) headsets to compatible computers. It integrates both HDMI and USB outputs from VR headsets into a single USB-C plug, connecting to your computer's graphics card. This adapter provides an 8-foot (2.5-meter) extension, offering increased movement freedom for an immersive VR experience.

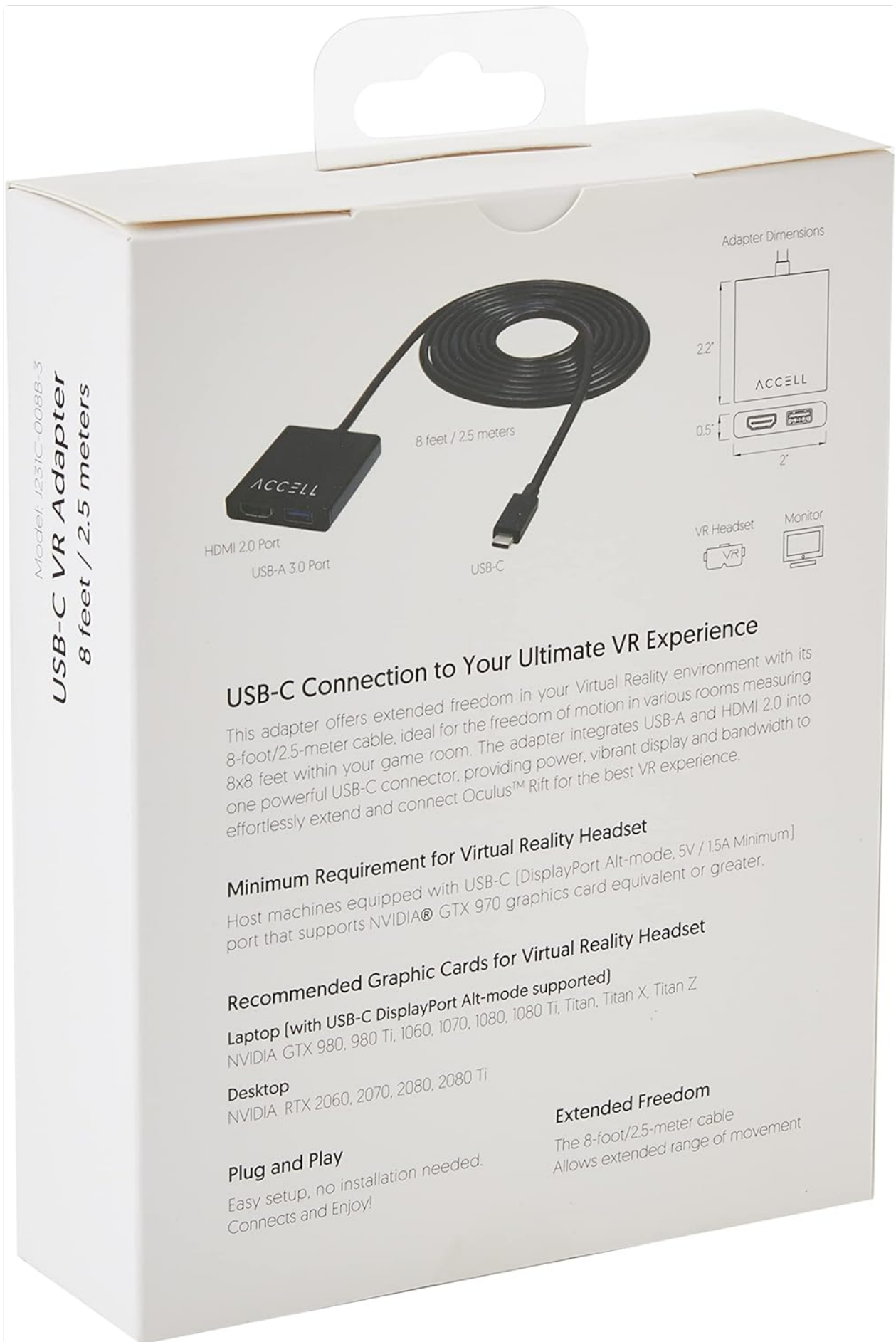


Figure 1.1: Accell USB-C VR Adapter product packaging.

The adapter is compatible with Oculus Rift and various Windows Mixed Reality headsets, including HTC Vive, Samsung Odyssey+, HP WMR, Acer WMR, Asus WMR, Dell Visor, and Lenovo Explorer. It operates as a

plug-and-play device, requiring no additional drivers for basic functionality.

2. SETUP INSTRUCTIONS

2.1 System Requirements

- **Host Machine:** Must be equipped with a USB-C (DisplayPort Alt-mode) port.
- **Graphics Card:** NVIDIA GTX 970 equivalent or greater is required.
- **Operating System:** Ensure your system drivers are up to date for optimal performance.

2.2 Connecting the Adapter

1. Locate the USB-C (DisplayPort Alt-mode) port on your computer's NVIDIA graphics card.
2. Connect the USB-C end of the Accell VR Adapter to this port on your graphics card.
3. Connect the HDMI cable from your VR headset to the HDMI port on the Accell VR Adapter.
4. Connect the USB-A cable from your VR headset to the USB-A 3.0 port on the Accell VR Adapter.
5. Ensure all connections are secure. The adapter is designed for plug-and-play operation.



Figure 2.1: Connection diagram for the Accell USB-C VR Adapter.

3. OPERATION

3.1 Initial Use

Once connected, the Accell USB-C VR Adapter should be recognized by your computer and VR headset automatically. No specific driver installation is typically required for the adapter itself. Ensure your VR headset software and graphics card drivers are updated to their latest versions for optimal performance and compatibility.

3.2 VR Headset Compatibility

The adapter is compatible with the following VR headsets:

- Oculus Rift
- HTC Vive
- Samsung Odyssey+
- HP Windows Mixed Reality

- Acer Windows Mixed Reality
- Asus Windows Mixed Reality
- Dell Visor
- Lenovo Explorer

4. MAINTENANCE

4.1 Cleaning

To clean the adapter, gently wipe its exterior with a soft, dry, lint-free cloth. Avoid using liquid cleaners, aerosols, or harsh chemicals, as these may damage the device.

4.2 Storage

When not in use, store the adapter in a cool, dry place away from direct sunlight and extreme temperatures. Avoid bending or kinking the cable excessively to prevent internal damage.

5. TROUBLESHOOTING

5.1 No Video Output to VR Headset

- **Check Connections:** Ensure both the HDMI and USB cables from the VR headset are securely connected to the adapter, and the adapter's USB-C cable is firmly plugged into the graphics card.
- **Graphics Card Compatibility:** Verify that your graphics card meets the minimum requirement (NVIDIA GTX 970 or greater) and has a functional USB-C (DisplayPort Alt-mode) port.
- **Driver Updates:** Update your graphics card drivers to the latest version. Outdated drivers can cause display issues.
- **Monitor Limit:** Some graphics cards have a maximum number of active displays. If you have multiple monitors connected, try temporarily disabling one or more to see if the VR headset then receives a signal.
- **Firmware Update:** In some cases, particularly with older Oculus Rift CV1 headsets or after major Windows updates, a firmware update for the adapter may be necessary. Refer to the Accell support website for available firmware and instructions.

5.2 Intermittent Disconnections or Black Screens

- **Cable Integrity:** Inspect the adapter cable for any visible damage or kinks.
- **Port Stability:** Ensure the USB-C port on your graphics card is stable and not loose.
- **System Load:** High system load or insufficient power delivery from the USB-C port can sometimes cause instability. Ensure your power supply is adequate for your system and graphics card.

6. TECHNICAL SPECIFICATIONS

Feature	Specification
Model Number	J231C-008B-3
Connector Type	USB-C (Input), HDMI, USB-A (Output)
Cable Length	8 feet (2.5 meters)
Color	Black
Item Dimensions (L x W x H)	96 x 2 x 0.5 inches
Item Weight	4 ounces
Compatible Devices	Computers with USB-C (DisplayPort Alt-mode) and NVIDIA GTX 970 or greater, VR Headsets

7. WARRANTY AND SUPPORT

7.1 Warranty Information

The Accell USB-C VR Adapter typically comes with a **2-year warranty** from the date of purchase. This warranty covers defects in materials and workmanship under normal use. Please retain your proof of purchase for warranty claims.

7.2 Customer Support

For technical assistance, troubleshooting, or warranty inquiries, please visit the official Accell website or contact their customer support team. Contact details can usually be found on the product packaging or the Accell website.