D-BOX VIBE

USER GUIDE-

1.1

DBOX

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REGULATORY COMPLIANCE STATEMENTS

FCC Regulatory Compliance

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device does not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try correcting the interference by one or more of the following measures:

- Reorient or relocate the VIBE chair.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a different circuit from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
- Warning: any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

RF Exposure Compliance

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20 cm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Supplier's Declaration of Conformity

47 CFR § 2.1077 Compliance Information Unique Identifier Trade Name: D-BOX Technologies Inc., Model No.: H300 Responsible Party – U.S. Contact Information D-BOX Technologies Inc. 2172 Rue de la Province, Longueuil, Québec J4G 1R7 Canada 1-450-442-3003

FCC Compliance Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device does not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

ISED Regulatory Compliance

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- 1. This device may not cause interference.
- 2. This device must accept any interference, including interference that may cause undesired operation of the device.

This equipment complies with IC RSS-102 radiation exposure limits set forth for an uncontrolled environment. This transmitter must not be colocated or operating in conjunction with any other antenna or transmitter. This equipment should be installed and operated with a minimum distance 20cm between the radiator and your body.

CAN ICES-3 (B)/NMB-3(B)



IMPORTANT SAFETY INSTRUCTIONS

Please read this manual carefully to ensure that the installation and operation of the D-BOX VIBE chair.

DANGER - To reduce the risk of electrical shock:

1. Always unplug this furnishing from the electrical

$WARNING - {\sf To}\ {\sf reduce}\ {\sf the}\ {\sf risk}\ {\sf off}\ {\sf burns}, {\sf fire}, {\sf electric}\ {\sf shock}, {\sf or}\ {\sf injury}\ {\sf to}\ {\sf persons}:$

- 1. Suitable for indoor use For household / Residential use only.
- 2. Connect the D-BOX VIBE chair to a properly grounded outlet only. **See Grounding Instructions**.
- 3. Unplug from outlet before putting on or taking off parts.
- 4. Unplug your D-BOX VIBE chair during electrical storms or when unused for long periods of time.
- 5. Close supervision is necessary when the D-BOX VIBE chair is used by, or near children, invalids, or disabled persons.
- 6. Do not allow children or pets to play on or around the chair (especially in use); nor can they sit or stand on armrests.
- 7. Use the D-BOX VIBE chair only for its intended use as described in these instructions. Do not use attachments not recommended by the manufacturer.
- 8. Never operate the D-BOX VIBE chair if it has damaged cord or plug, if it is not working properly, if it has been dropped or damaged, or dropped into water. Contact D-BOX Customer Service for examination and repair.
- 9. Keep the chair and cord away from heated surfaces.
- 10. Never drop or insert any object into any opening.
- 11. Do not use outdoors.
- 12. To disconnect, turn all controls to the off position, then remove plug from outlet.
- 13. Use of hot liquids in the vicinity of the D-BOX VIBE chair should always be avoided to prevent spillage which could cause serious injuries to the user.
- 14. The D-BOX VIBE chair may be harmful to women who are pregnant, persons with heart conditions, the elderly, or those with other pre-existing medical conditions. All such persons should consult their physicians before using this chair.

SAVE THESE INSTRUCTIONS



GROUNDING INSTRUCTIONS

This product is for use on a nominal 230-volt circuit and has a grounding plug (protective earth) that looks like the plug illustrated below. Make sure your D-BOX VIBE chair is connected to an outlet having the same configuration as the plug. No adapter should be used with this product:



PRODUCT MARKINGS

Please read the following product markings:



HAPTIC PROCESSOR SIDE VIEW



HAPTIC PROCESSOR BACK VIEW





HAPTIC SYSTEM TOP



HAPTIC SYSTEM REAR VIEW



HAPTIC SYSTEM BOTTOM VIEW





DBOX

Owners and/or users of this D-BOX VIBE chair are responsible for the dissemination of this information to all such persons named herein. Each owner and/or user of this D-BOX Haptic System agrees to evaluate and bear all risks associated with the use of this D-BOX VIBE chair for themselves and for any subsequent users of this D-BOX VIBE chair and any subsequent users of this D-BOX VIBE chair shall be deemed to be using this D-BOX VIBE chair under the direct supervision of such owner/user and such owner/user will be deemed to have communicated this advisory to all person described herein.

D-BOX Technologies Inc. is in no way responsible for any damages of any kind arising from the use of this D-BOX VIBE chair and the owners and/or users of this D-BOX VIBE chair hereby agree not to hold D-BOX Technologies Inc. responsible for any and all damages of any kind arising from the use of this D-BOX VIBE chair including, but not limited to direct or indirect, punitive, incidental, special or consequential damages arising out of or in any way connected with the use of this D-BOX VIBE chair.



Congratulations on purchasing your new at-home D-BOX VIBE chair!

Life is a journey, and we hope that your new D-BOX VIBE chair will add more thrilling experiences to your life! At D-BOX, we believe that your body is the ultimate vehicle to make life resonate; that by tapping into its sensory potential with perfectly synchronized haptic technology we can create richer, fuller experiences to bring to your home!

Your new D-BOX VIBE chair is designed to be used with the D-BOX HaptiSync App and features an integrated sound sensor capable of synchronizing your favorite movies, series, music, and more experiential content using your room's ambient sound. With haptic codes available for more than 2,500 titles and the new adaptive audio mode, watching movies, series and more at home will never FEEL the same again!

Use your tablet, smartphone, or PC to adjust your D-BOX VIBE chair quickly and easily by configuring your HaptiSync App!

Do not hesitate to contact us if you have questions.

Please make sure to provide the serial number of your VIBE chair when contacting the D-BOX Support.

The serial number is available in your D-BOX HaptiSync app. It is also located on the shipping box as well as on the side of the back panel module:







D-BOX VIBE SPECIFICATIONS:

TECHNICAL SPECIFICATIONS				
POWER REQUIREMENTS (Max.)	230V, 50/60 Hz, 2A			
MAXIMUM LIFTING CAPACITY	250 lbs (122 kg)			
MAX ANGULAR DISPLACEMENT FOR PITCH	+/- 5°			
MAXIMUM VELOCITY	100 mm/s			
MAXIMUM ACCELERATION	+/-1g-force			
FREQUENCY RANGE	0-100 Hz			
OPERATING TEMPERATURE RANGE	0°C – 40°C (41°F – 104°F)			
OPERATING HYGROMETRY	10 to 85% (Free from condensing)			
WEIGHT	89.3 lbs (40.5 kg)			

SIDE VIEW



REAR







DBOX

1. PACKAGE CONTENTS



2. UNBOXING

- Unpack the product from the box.
- Visually inspect the product for damage.
- If any part appears to be broken, contact the D-BOX Support Team.

3. CHAIR ASSEMBLY

Your new D-BOX VIBE chair comes preassembled. Please follow the steps below to complete the assembly:

STEP 1: Install your new chair on a flat surface to ensure proper operation:



STEP 2: Remove the two (2) screw from the bottom back of the seat using a 13mm wrench:





STEP 3: Flip manually the backrest to its upright position:



STEP 4: Secure the backrest by tightening both screws located at the rear bottom of the seat using a 13mm wrench:



4. CHAIR COMPONENTS







4.1 Seat Controller

Your D-BOX VIBE chair is equipped with a control panel located on the outside of the right armrest:



4.1.1 Power Operation Button

The power operation button on your D-BOX VIBE chair has different functionalities. If you press the button for:

- 1 to 3 seconds, then release:
- 4 to 7 seconds, then release:
- 8 to 11 seconds, then release:
- 12+ seconds:

Power on/off Network reset (while blinking twice per second) Factory reset (while blinking 4 times per second) Nothing (cancels all operations)



4.2 D-BOX HaptiSync Processor

The D-BOX HaptiSync Processor is located at the back of the chair right beside the haptic module:





TO HAPTIC SYSTEM

Used to connect the IEC power cable to the D-BOX Haptic Module.

2 POWER

Used to connect the IEC power cable to the wall outlet.

ETHERNET

Used to connect a LAN cable when connecting to a wired LAN network. Not required when using Wi-Fi.

TO HAPTIC SYSTEM (USB PORT)

Used to connect the USB cable to the D-BOX Haptic Module or to a Windows PC (optional).



AUDIO IN

Used to connect a 3.5mm analog stereo audio source to sense the audio content. Also available on the Control Panel.

Not required when using the integrated sound sensor feature.

6 Connected from factory. Do not disconnect.



4.3 D-BOX Haptic Module





POWER

Used to connect the IEC power cable to the D-BOX HaptiSync Processor.

USB INPUT

Used to connect the USB cable to the D-BOX HaptiSync Processor.

Power Switch

Used to turn ON/OFF the chair.

5.SYSTEM CONNECTION

Connect the USB and power cables to the Haptic Module and HaptiSync Processor as follows:







6. D-BOX VIBE CONFIGURATION

6.1 D-BOX Connect Account Creation

- Create your D-BOX account at <u>https://connect.d-box.com/</u>. This is mandatory to have access to the D-BOX Coded Video mode.
- Activate your D-BOX Connect account by clicking the link in the email you received. You will be automatically redirected to the D-BOX Connect home page.

Visit this page for detailed instructions: D-BOX Connect Account Creation



6.2 D-BOX HaptiSync Subscription

The HaptiSync subscription gives you access to haptic codes for over 2500 movies! To do so, click **Subscriptions** and then **ADD SUBSCRIPTION**.

If you have a promo code, you will enter it when completing your subscription payment. Visit this page for detailed instructions: I have a promo code. How do I use it in D-BOX Connect?

6.3 D-BOX HaptiSync App Installation

The D-BOX HaptiSync App is an application that is compatible with iOS, Android, and Windows devices. This app allows you to manage and customize your D-BOX VIBE chair.

- Download the D-BOX HaptiSync App from your mobile device's app store or by using one of the following download links:
 - > Apple App Store
 - ➢ Google Play Store
 - Windows download link (Included in the D-BOX Motion Core software suite)
- Connect the Haptic Processor to your network:

To use a wireless Wi-Fi network:

- a) Open the HaptiSync App.
- b) Press the **Add** button to add your D-BOX VIBE chair.
- c) Follow the on-screen instructions to complete your network configuration (you must know your Wi-Fi password).

To use a wired Ethernet network:

- a) Connect a network cable to the ETHERNET port on your D-BOX VIBE chair.
- b) Open the HaptiSync App.
- c) The Haptic Processor will automatically be detected.
- Activate your D-BOX VIBE chair (Haptic Processor):
 - a) Make sure you have created your D-BOX Connect account and have a valid HaptiSync Subscription.
 - b) Click on your Haptic Processor in the HaptiSync App.
 - c) Follow the on-screen instructions to complete activation. You will need to enter your D-BOX Connect account email and password in the app.
- **NOTE:** After a successful activation, it could take up to 1 hour for the HaptiSync Processor to become operational following the update of the haptic codes database.



6.4 HaptiSync Recognition Technology

D-BOX HaptiSync Technology is the core of your D-BOX VIBE chair. This complex technology enables recognition and synchronization with your on-screen content. This recognition technology matches the audio to a specific D-BOX haptic code. Since the library contains thousands of haptic codes, some titles may take longer to be recognized. To maximize your system's performance, please take the following steps:

- Your Haptic Processor should recognize any D-BOX compatible content within 30 seconds when first played from the beginning of its timeline (the first 15 minutes).
- To accelerate the recognition, you can also activate the **Fast Sync** option in the D-BOX content library (mobile app only). More details here: <u>https://support.d-box.com/en/knowledge/faq-coded-video-hub-hemc-vibe</u>
- Recently added D-BOX titles (250 latest) should be recognized when first played from anywhere in their timeline.
- For example, if you want to watch the final scene from an old movie: first play the title from the beginning, wait for the haptic processor to recognize the content, and then skip to the final scene.
- Your Haptic Processor will remember the last 10 titles that have been recognized and/or included in the last library update. When a title is stored in the Haptic Processor memory, it can recognize it faster (within 10s).
- Please note that non-original versions (such as foreign languages) may take significantly longer for the Haptic Processor to recognize.
- You can adjust the audio recognition tolerance parameters in the HaptiSync App. Audio recognition tolerance can be set between 0 and 100 seconds. If a recognition failure occurs during the specified delay (foreign languages, ambient noise, etc.), the synchronization will be maintained, and the haptic will not be interrupted. When pausing or stopping playback, the haptic will continue for the duration you selected.
 - Use a higher tolerance value (like 30s) to continue the haptic experience for portions of unrecognized audio (foreign languages, ambient noise, talking).
 - Use a lower tolerance value (like 5s) to stop haptic experiences faster when pausing or stopping playback.



7. TEST YOUR SYSTEM

- a) Make sure that all components of your HaptiSync System are powered on.
- b) Play the <u>HaptiSync Test</u> video from the **D-BOX Haptic Experiences** YouTube channel. This can be done on your mobile device by pointing the speaker toward the audio sensor located outside the right armrest.
- c) Turn up the playback sound so that the Haptic Processor can detect it. Within 30 seconds, your system should move and follow the test video. Make sure your system is moving along with the onscreen instructions.
 - NOTE: The high-performance haptic actuator on your D-BOX VIBE chair is carefully designed to provide immersive vibrations while minimizing noise. The actual noise levels produced are different for every location. If you experience significant noise, you can reduce the vibration intensity by using the intensity slider in the HaptiSync App.

8. CALIBRATE YOUR SYSTEM

External factors may influence synchronization delays (Distance from your screen, sound transmission, etc.). We suggest calibrating your haptic system using our calibration video that can be found on our YouTube channel <u>here</u>. Based on this calibration test, set a motion delay between -200 to 200 milliseconds to compensate for the delay.

9.PLAY

It is now the time to enjoy your new D-BOX VIBE chair with your favorite immersive content!

- a) D-BOX has a comprehensive library of haptic codes for you to discover (or re-discover) a movie or series with immersive haptic effects.
- b) The complete list of compatible titles can be found on your HaptiSync App and in the D-BOX Catalogue <u>here</u>.
- c) To enjoy the ultimate viewing experience, start playing a D-BOX compatible title from your favorite source (disc, streaming, video-on-demand, etc.) and make sure that the sound level is comfortable.
- d) Using its integrated audio sensor (microphone), your HaptiSync Processor will automatically recognize any compatible title in less than 1 minute (**when played from the beginning**) and then start playing the corresponding haptic code in for your D-BOX VIBE chair.
- e) After a title is recognized, you can pause, rewind, or skip ahead, and the immersive experience will resume within a few seconds.



9.1 Content synchronization using the audio sensor (Basic Setup)

This option uses the integrated audio sensor located on the right armrest. It will synchronize your favorite movies, series, music, and more experiential content using your room's ambient sound.

NOTE: Make sure that you select the Integrated Microphone Audio Source in the HaptiSync App.

D-BOX VIBE Chair		
Control Panel	Audio Source	
	D-BOX CODED VIDEO CONFIGURATION	
	Audio Source IN: Audio Line-In	
	IN: Integrated Microphone	
	Haptic Delay Calibration:	0 ms
	Recognition Tolerance:	10 sec



9.2 Content synchronization using the AUDIO IN Jack

This option allows you to connect an analogue stereo source to the 3.5mm AUDIO IN port from the seat controller **or** the Haptic Processor.

This option is suitable if you get synchronization errors when using the integrated audio sensor because the sound level is too low.

When you use the AUDIO IN port, you can also connect wired headphones to the AUDIO OUT port seat controller.

NOTE: Make sure that you select the Audio Line-in Audio Source in the HaptiSync App.



*A Lightning to Audio Jack Converter may be required for Apple devices.



9.3 Content synchronization & D-BOX Coded Gaming using a Windows PC

This option allows you to play D-BOX coded video, coded games or use the Adaptive Gaming Mode from your Windows PC. This setup requires you to unplug the USB cable from the Haptic Module and connect a new USB cable type A to B (not included) from your PC to the Haptic Module:



*This configuration requires to download and install the D-BOX Motion Core software suite on your PC **here**.

D-BOX Motion Core: D-BOX Motion Core Includes the system's driver in addition to a complete software suite including the following software and utilities:

- D-BOX Control Panel
- D-BOX Game Center
- D-BOX Adaptive Gaming Configurator
- D-BOX HaptiSync App
- D-BOX System Monitor
- D-BOX Stimuli Presenter



9.3.1 D-BOX Control Panel

The D-BOX Control Panel allows you to configure system parameters such as the global intensity level, Motion /Vibration Balance, and latency. There is also a test button to verify that your system is working properly.

Default Mode:

Park: Haptic Module will go to its lower position when there are no haptic activities (minimum electrical consumption).

Hold Center: Haptic Module will stay in the middle position when there are no haptic activities.

Motion Players			Help
vice Priority List	Configuration Settings		
😑 Defaults	Global Level (%):	100 🖨	5
D-BOX Haptic Bridge (00000113)	Motion / Vibration Balance (%):	0.	5
	Output Buffer Latency (ms):	0 🗣 📮	
	Platform Optimization:	Automatic detection	< 2
	Actuator Stroke:	Automatic	~ 3
	Default Mode	Park	~ 5



9.3.2 D-BOX Game Center

The D-BOX Game Center is an application to install the D-BOX compatible games haptic codes as well as manage and edit games profile.

NOTE: A D-BOX Connect account is required to install and receive software & haptic code updates.

D-BOX Coded Gaming Particle Coded Gaming	D-BOX Coded Video	Adaptive Gaming	D-BOX Cod Adaptive G Adaptive A	led Video aming (Beta) udio (Beta) p mode if vour	Gide	bbal Settings Log Out He
Name	Status 🔺	Startup	Installed	Available	Туре	Comment
Forza Horizon 5	Ready	Special Instructions	1.1.11111	1.1.11111	Racing	Up to 152 mm (6")
ACTC	Game Not Found		1.1.5274	1.1.5274	Racing	Up to 35 mm (1.5")
Assassin's Creed Valhalla	Game Not Found		1.1.11057	1.2.11128	Adventure	Up to 152 mm (6")
iRacing	Game Not Found		4.2.11102	4.4.11124	Racing	Up to 152 mm (6")
Aeolis Tournament	Not Detected		Not Installed	1.0.10993	Arcade	Up to 152 mm (6")
Aerofly FS2	Not Detected		Not Installed	2.1.10919	Flight	Up to 152 mm (6")
American Truck Sim	Not Detected		Not Installed	1.1.10941	Racing	Up to 152 mm (6")
ARCA Sim Racing	Not Detected		Not Installed	1.3.5341	Racing	Up to 35 mm (1.5")
🌢 Assetto Corsa	Not Detected		Not Installed	4.3.11124	Racing	Up to 152 mm (6")
Assetto Corsa Competizione	Not Detected		Not Installed	2.3.11124	Racing	Up to 152 mm (6")
Automobilista	Not Detected		Not Installed	1.0.9455	Racing	Up to 152 mm (6")
Automobilista 2	Not Detected		Not Installed	1.1.11084	Racing	Up to 152 mm (6")
BeamNG	Not Detected		Not Installed	1.0.10716	Racing	Up to 152 mm (6")
Bomber Crew	Not Detected		Not Installed	1.0.11005	Strategy	Up to 152 mm (6")

Select your haptic experience from the dropdown menu:

- D-BOX Coded Gaming: Premium haptic experiences for D-BOX coded apps, simulators & games. Use the adaptive gaming mode if your title is not in the list.
- **D-BOX Coded Video:** Premium haptic experiences for D-BOX coded movies, TV shows, using audio synchronization. Visit this page for detailed instructions:

https://support.d-box.com/en/knowledge/d-box-coded-video-with-game-center

Adaptive Gaming: Haptic experiences using real-time events from game controller or keyboard.
 Visit this page for detailed instructions on how to use this feature:

https://support.d-box.com/en/knowledge/adaptive-gaming

• Adaptive Audio: Automated haptic experiences for any movie, music, TV show and games using audio processing:

https://support.d-box.com/en/knowledge/adaptive-audio



9.3.3 D-BOX Adaptive Gaming Configurator

This application allows you to build, modify and activate your Adaptive Gaming profiles. You can also share your favorite profiles with other D-BOX users!

D-BOX Adaptive Gaming Configurator (Beta)	-	
D-BOX Adaptive Haptic Engine Adaptive Gaming Enabled On Haptic Output Enabled On	Fortnite (battle royale, gamepad)	
Adaptive Profile Selector	⊙ ✓ Movement - Joystick	
Search \mathcal{P}	Front-Back GC: AxisLeftY 🛞 Generator Player Velocity - Intensity	
 Custom Profiles (3/3) Generic) Base Profile (keyboard) (1) Fortnite (battle royale, gamepad) (1) 	Left-Right GC: AxisLeftX 🛞 Variation 📮 📮 — Up-Down Set Input	· · ·
🎮 My profile - Call of Duty	🛇 🗹 Movement - Joystick	
✓ Integrated Profiles (16/16)	Front-Back GC: AxisLeftY 🛞 Generator Footsteps Ambience 🔹 Intensity	
(Default) Common Profile (keyboard and g	Left-Right GC: AxisLeftX Ø	<u> </u>
(Generic) Base Profile (keyboard)	Up-Down Set Input	
Results of the second s	Co Contraction - Button Note	
PDOOM Eternal (fps, keyboard)	Trigger GC: A 🛞 Generator Jump 🔹 Intensity	• • •
Fortnite (battle royale, gamepad)	vanation , , , , , , , , , , , , , , , , , , ,	1.1
Concerninger Death Punch (2d, mouse)	🔿 🛃 Action - Continuous	
Ravman Legends (platformer_gamepad)	Trigger GC: AxisTriggerLeft 🛞 Generator Aim Sights 🔹 Intensity	<u> </u>
Rocket League (vehicle, gamepad)	Variation	
Shadow Of The Tomb Raider (action, game		
🕿 Spelunky HTML5 (2d, keyboard)	Note	
Sundered (2d, gamened)	Trigger GC: AxisTriggerRight 🛞 Generator Minigun 🔹 Intensity	- <u>• •</u> •
Create Profile Import Profile	Add Haptic Effect in Profile Add Group Selector Copyright © 2021-2022, D-BOX Technologies Inc. All rig	tts reserved.

9.3.4 D-BOX HaptiSync App

This application allows you to setup and control your D-BOX VIBE chair for the D-BOX Coded Video or Adaptive Audio modes:

YOUR DEVICE	(j)
٤	
NETWORK	
O Device Online	
HAPTISYNC SUBSCRIPTION	ď
Signed in as youraccount@123.com	~
Last Updated: 2023-08-07 10:02:48	C
A Checking for new content	
HAPTISYNC ENGINE	
HaptiSync Mode	
D-BOX Coded Video	•
Premium haptic experience for D-BOX coded m and TV shows, using audio synchronization.	
Capturing Audio Now Playing::	
List of D-BOX Coded Titles	





9.3.5 D-BOX System Monitor

This application displays live health and operational data on your D-BOX VIBE chair. This is useful to troubleshoot your system:

D-BOX System Monitor X		
SYSTEM MONITOR		
Haptic Bridge: D-BOX Haptic Bridge (00000113), Platform #1 (00000113) οκ		
Version: 2.1 (13830) Copyright © 2014, D-BOX Technologies Inc. Show Connections Export		
D-BOX System Monitor - Platform Detail X	D. ROY Susteen Monitor - Platform Detail	×
P = 10X System Meeter - Platform Detail X Haptic Bridge D-BOX Haptic Bridge (00000113) Platform ≠1 (00000113)	D-BOX System Menter - Platform Detail Haptic Bridge D-BOX Hapt Platform #1 (0000113) or	tic Bridge (00000113)
D-BOX System Meeter - Platform Data Y Haptic Bridge D-BOX Haptic Bridge (00000113) DeBOX Platform #1 (00000113) Our view Carreadors Details	O-BOX System Monter - Platform Detail Haptic Bridge D-BOX Hap Platform #1 (0000113) Ounder Correctore Detail	× tic Bridge (00000113)
D-BOX System Meeter - Platform Detail	O-BOX System Monter - Platform Detail Haptic Bridge D-BOX Hap Platform #1 (0000113) Overview Correction Detail Motion Player Actuations motion	× tic Bridge (00000113)
D-BOX System Meeter - Platform Detail	O-BOX System Monitor - Platform Detail Haptic Bridge D-BOX Hapt Platform #1 (0000113) Overvier Connection Details Motion Player Actuators Fed anse Paik Sola Box	tic Bridge (00000113)
D+20X System Meeter - Platform Deal X Happtic Bridge D-BOX Haptic Bridge (00000113) DeBOX Batom #1 (00000113) Overview Corrections Constant Constant Deale Platform Index: 0 Constant Cons	O-BOX System Monitor - Platform Detail Haptic Bridge D-BOX Hapt Platform #1 (0000113) Oreview Conrectors Details Motion Player Actuators Fried Via Ored State Via Ored S	Actuary 3 Actuary 2 Actuary 2 <t< td=""></t<>
2-2013 System Meeter - Partorn Dear	D-BOX System Monter - Platform Detail Happing D-BOX Happ Address M (2000113) Connets Connets	Actuary 3 Actuary 2 Actuary 2 <t< td=""></t<>
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PHOX System Meeter - Platform Deale	Oblik System Monitor - Platform Detail Haptic Bridge D-BOX Happ Lafform #1 (0000113) Oneview Connection Detail Motion Player Motion Play	Access Access<
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9.3.6 D-BOX Stimuli Presenter

The D-BOX Stimuli Presenter is a keyboard-controlled application to send basic signals to the haptic system, helpful for tests and demos:

D-BOX Stimuli Presenter		
Initializing Started		
Travel time: 1.0 s. Ambiance and effect intensity: === PRESENTER MENU ===	0 dB	
Roll/Pitch TRAVEL DIRECTION	Heave TRAVEL DIRECTION	TRAVEL DURATION
[7] [8] [9] Forward <-[4] [5] [6]-> Center [1] [2] [3] Backward \ /	//\ arrows \// Down	[-] Decrease [+] Increase
[T][Y] Gun effect (front)	[B] Boat ambiance	EFFECT INTENSITY
[G][H] Gun effect (back) [E] Explosion effect	[R] Rumble ambiance	[/] Decrease [*] Increase
[I] Sine Generator	<pre>[U] Decrease Frequency [0] Increase Frequency</pre>	
[L] Stop ambiances	[Q] Quit	



10. TROUBLESHOOTING

This section describes the step-by-step process to troubleshoot your D-BOX VIBE chair.

10.1 Haptic seat not detected / Fault in System

Make sure the HaptiSync Mode is set to D-BOX Coded Video:

HAPTISYNC ENGINE	
HaptiSync Mode	
D-BOX Coded Video	*
Premium haptic experience for D-BOX coded movies and T synchronization.	√ shows, using audio

From the HaptiSync app, the status of your haptic seat should indicate **System OK** as follow:

HAPTIC SEAT 1	*
⊘ System OK	

If the status indicates **No Seat Detected**, try the following steps:

HAPTIC OUTPUT				
× No Seat Detected				

STEP 1: Verify that all cables are firmly plugged in to the corresponding ports (see section 5).

- **STEP 2:** Make sure your D-BOX VIBE chair is connected to a grounded electrical outlet. If you must use an extension cable, use a 3-wire cable with properly grounded plugs. <u>Don't connect to a circuit with a GFCI breaker</u>.
- **STEP 3:** If the steps above didn't solve the issue, contact the D-BOX Customer Support team at: <u>support@d-box.com</u>



If the status indicates Fault in System, try the following steps:



- **STEP 1:** Do a visual inspection of your setup to make sure nothing prevents the Haptic Module from moving properly.
- **STEP 2:** Press the heart icon to access the HAPTIC SYSTEM STATUS page then apply the filter by selecting **Faults Only**:

A	D-BOX HaptiSy	nc – 🗆 🗙			
C-BOX VIBE					
	HAPTIC SYSTEM	STATUS			
Filter: Top	pology Outline				
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	HAPTIC SYSTEM STATUS				
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STEP 3: The table below shows the most common faults including corrective actions:

Faults	Potential Causes	Corrective Actions
Actuator Hard Fault	This is a Hard fault. The Haptic Module is going to its lowest position.	Do a visual inspection to make sure nothing is blocking the travel of the Haptic Module.
		Proceed with a power cycle of the Haptic Module.
		If the error persists, contact D-BOX Customer Support.
Communication Fault		Visually inspect the entire length of the USB cable for obvious signs of damage.
	Power and/or USB cable for Haptic Module is damaged or disconnected.	Make sure the chair is connected to a grounded electrical outlet. Do not use adapter plugs or remove the grounding prong from cables. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
High Voltage Rail Overvoltage Fault	Too high voltage detected.	Make sure the chair is connected to a grounded electrical outlet. Do not use adapter plugs or remove the grounding prong from cables. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
	Voltage from the wall outlet is too high for the haptic system.	Make sure you are not connected to a GFCI breaker.
		Visually inspect the entire length of the power cable for obvious signs of damage.
High Voltage Rail Undervoltage Fault	Too low voltage detected.	If you are using an extension cable, try without.
	Voltage from the wall outlet is too low for the haptic system.	If the error persists, contact D-BOX Customer Support.
	There's too much weight on the chair.	Make sure that the weight on the chair is < 250lbs (113kg).
Overweight Fault	The weight is unbalanced on the chair.	Make sure that the weight is evenly distributed among the chair (as centered as possible).
		If the error persists, contact D-BOX Customer Support.
Travel Fault	Travel measure during the search-stop procedure is too large or too small.	Do a visual inspection to make sure nothing is blocking the Haptic Module travel.
	Normally caused by an external body preventing the Haptic Module from moving properly.	If the error persists, contact D-BOX Customer Support.
	Could be a defective Haptic Module.	

If you are unable to solve the issue, please take a screenshot and attach it to an email reporting back to support@d-box.com



10.2 Content recognition issues (D-BOX Coded Video)

When playing a D-BOX encoded title, you should see the name of the title and its corresponding timeline as follows:



In case of issue, please follow the steps below:

STEP 1: Make sure the HaptiSync Mode is set to D-BOX Coded Video:



STEP 2: Make sure you have selected the proper audio source:





STEP 3: Make sure to start the movie from the beginning. See section 6.4 for specific details about movies.

STEP 4: Make sure you are playing a D-BOX coded title. Click **List of D-BOX Coded Titles** and confirm that the title is part of your library:



*You can also access the full catalogue from D-BOX Plus <u>here</u>. If the title is present in the full catalogue but not in your local library, you might have an issue with your internet connection or your account.

STEP 5: In some cases, you may experience haptic interruptions while watching a movie. This could be verified from the HaptiSync app. If it switches from Audio Source Detected to Silence Detected continuously, the audio may not be loud enough to be captured by the integrated microphone. Loud ambient sound could also prevent the system from working properly:



NOTE: Non-original versions (such as foreign languages) may take significantly longer for the HaptiSync Hub to recognize. Increasing the **Recognition Tolerance** value may help to solve this issue:

D-BOX CODED VIDEO CONFIGURATION	
Audio Source	
IN: Integrated Microphone	
Automatic Input Level Control	0 ms
	UTIS
Recognition Tolerance:	15 sec

STEP 6: In the case that the content is recognized but there is no movement from the Haptic Module, **see** section 10.1 for troubleshooting steps.

DBOX

11. PARTS REPLACEMENT

11.1 Seat controller / microphone replacement

STEP 1: Insert a flat screwdriver into the top openings between the cover and the seat controller molding and gently rotate the screwdriver to separate the cover:



Do not lift the cover from the intensity switch!



STEP 2: Remove the microphone from its socket. Using a flat screwdriver, gently push the four (4) tabs (one at the time) to detach the board from the molding plate:





- Audio cable

 Press the latch
- **STEP 3:** Disconnect the black connector from the board by pressing the latch. Disconnect the audio cable then remove the electronic board:

STEP 4: Connect the new board then proceed with the reassembly (steps 3 to 1).

11.2 How to replace the HaptiSync Processor

- STEP 1: Disconnect the audio cable and board connector (see section 11.1).
- **STEP 2:** Disconnect the USB microphone cable underneath the seat and then remove the four (4) screws holding the HaptiSync Processor using a 10mm socket:



Microphone USB Cable ~



STEP 3: Remove the Haptic Processor with its cable harness then install the new one:

- Pass the control cable harness of the new HaptiSync Processor through the armrest hole.
- Screw the four (4) screws to attach the Haptic Processor using a 10mm socket.
- Connect the USB microphone cable.
- Reconnect the seat controller PCB connectors and put back the cover (see section 11.1).



11.3 How to replace the D-BOX Haptic Module

STEP 1: Using a 13mm socket, remove the three screws that hold the seat cushion in place underneath the seat:





STEP 2: Remove the seat cushion then remove the central screw using a 15 mm socket:



STEP 3: Using the D-BOX disassembly tool, turn counterclockwise the red handle to reach its maximum:



STEP 4: Install the tool in the same holes that keep the seat cushion in place then hand-tighten the same three (3) nuts that hold the cushion to the disassembly tool:





STEP 5: Turn clockwise the red handle until the seat frame pops out from the Haptic Module:



STEP 6: Hold the circular base with the foot then rotate the Haptic Module until reaching the stopper. Continue to rotate the module, then pull it to remove it:



STEP 7: Insert the new Haptic Module into the hole of the circular base:







STEP 8: Remove the D-BOX disassembly tool from the seat frame. Insert the seat frame on top of the new Haptic Module then tighten the bolt + washer using a 15mm socket:



STEP 9: Install the seat cushion on top of the seat frame then tighten the bolts using a 13mm socket:

