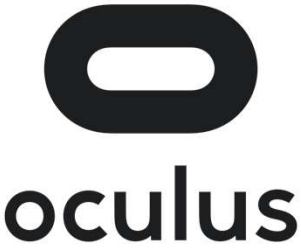
VIRTUALLINK FOR VIRTUAL REALITY

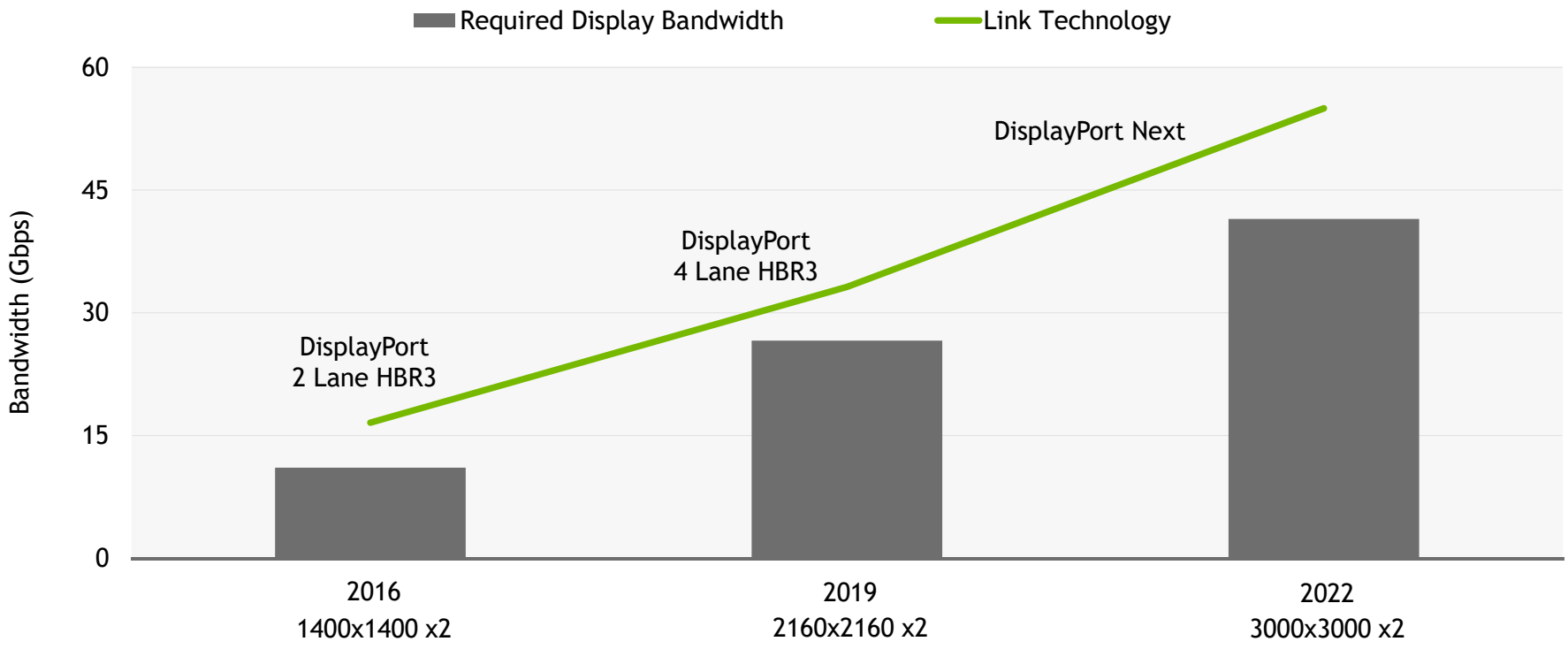
Rambo Jacoby

INDUSTRY STANDARD



www.VirtualLink.org

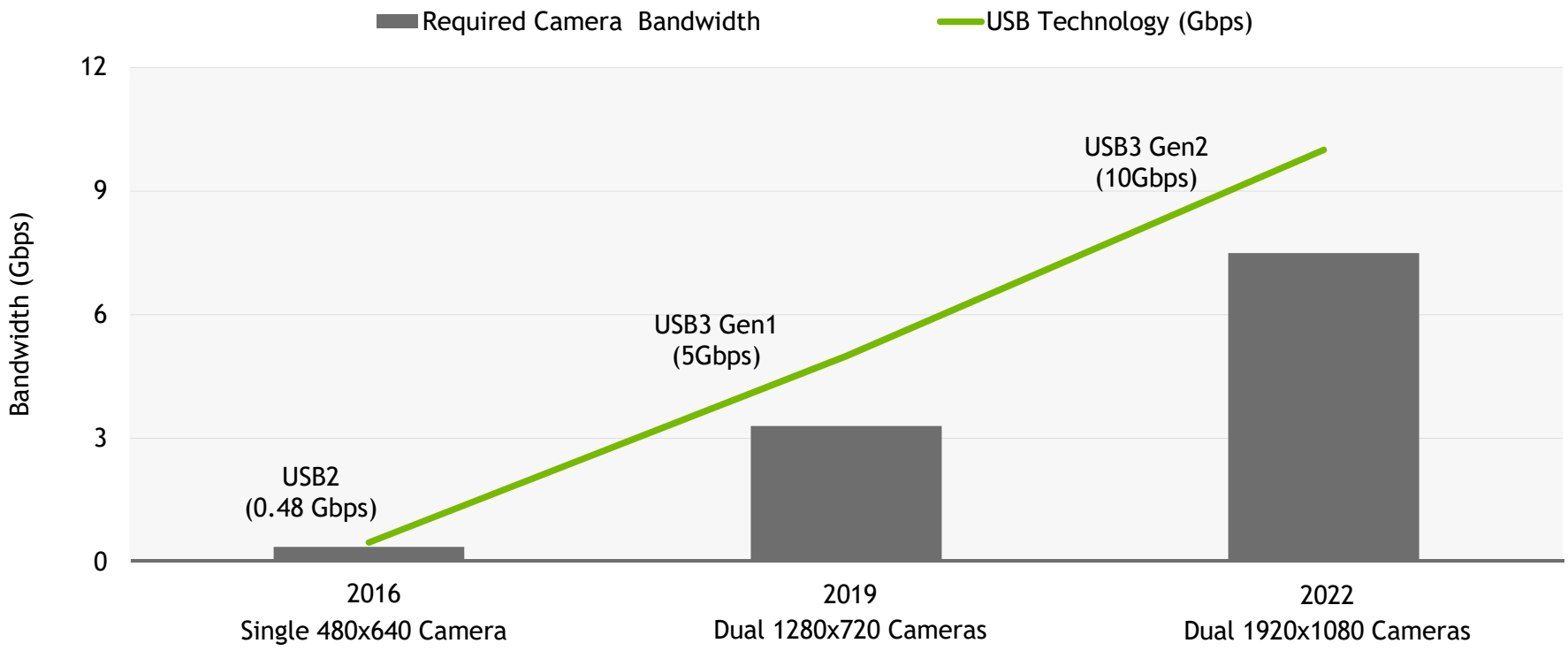
DISPLAY BANDWIDTH



Bandwidth requirements include 20% 8b10b Encoding and 10% Blanking Overhead; All resolutions quoted at 90Hz Refresh Rate

NVIDIA.

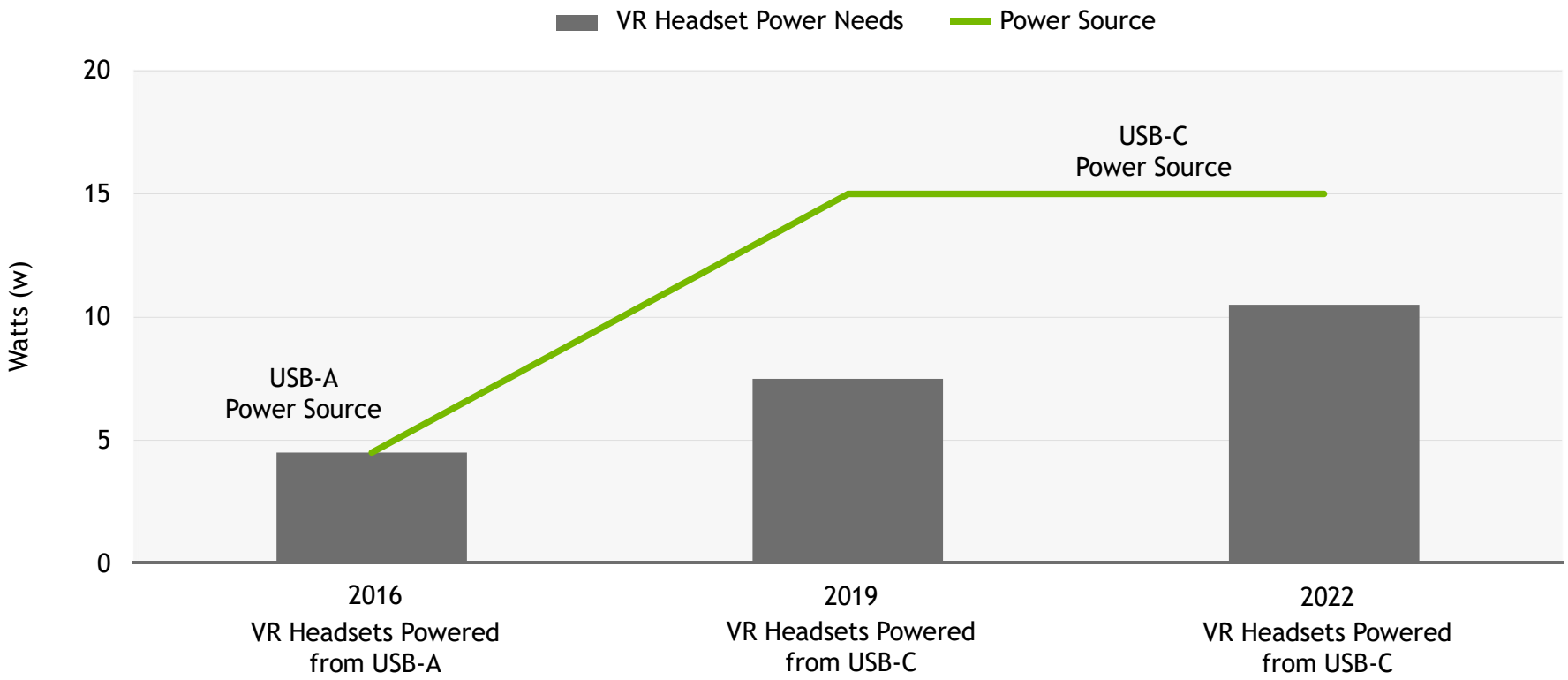
CAMERA & SENSOR DATA BANDWIDTH



Bandwidth Requirements Assume 60FPS, 16bpp, and Include 20% 8b10b Encoding Overhead

NVIDIA.

POWER DELIVERY



CABLING COMPLEXITY

VIRTUALLINK ON TURING

Full Featured USB-C™ Port

4 Lanes of DisplayPort HBR3

USB3.1 Gen2 SuperSpeed

Up to 27W of Power Delivery

VIRTUALLINK EXPLAINED

A1. GND	A2. DP[2]+	A3. DP[2]-	A4. VBUS	A5. CC1	A6. USB3TX+	A7. USB3TX-	A8. SBU1	A9. VBUS	A10. DP[0]-	A11. DP[0]+	A12. GND
B12. GND	B11. DP[3]+	B10. DP[3]-	B9. VBUS	B8. SBU2	B7. USB3RX-	B6. USB3RX+	B5. VCONN	B4. VBUS	B3. DP[1]-	B2. DP[1]+	B1. GND

USB Type C Receptacle Pinout (Front View) in VirtualLink Mode

Engineered For Next-Gen VR Headsets

VR Designers Can Implement 4 Lanes of HBR3 DisplayPort *And* USB3.1 Gen2 **Simultaneously**

FOR MORE INFORMATION
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