

# **omni one** **Enterprise Edition**





## Introduction

For businesses seeking to elevate their VR capabilities, Omni One Enterprise provides an innovative, versatile, and scalable solution for full-body VR integration. Designed to support a variety of commercial applications, it empowers enterprises to unlock the full potential of virtual reality.

## About Virtuix

Virtuix Inc. is the developer of “Omni,” the premier brand of omni-directional treadmills that enable players to walk and run in 360 degrees inside video games and other virtual reality applications. Founded in 2013 and headquartered in Austin, Texas, Virtuix has raised more than \$40 million from individual and institutional investors. For more information, visit [www.virtuix.com](http://www.virtuix.com).

## Key Features

### **Freedom of Movement**

Unlock the power of Omni One for commercial applications, enabling unrestricted 360-degree movement in VR including crouching, kneeling, and jumping.

### **Unrestricted SDK Access**

Seamlessly integrate with Unity, Unreal Engine, and SteamVR controller bindings to create custom applications and experiences, tailored for training, education, healthcare, and design.

### **Full Developer Support**

Collaborate with Virtuix's developer relations team for integration guidance and technical assistance. Your Omni One comes with a 1-year support license.

### **Compact and Mobile**

Omni One Enterprise features a 4' diameter footprint, tool-free assembly and built-in wheels for easy relocation, making it adaptable to diverse spaces.

### **Adaptive for Multiple Users**

Designed to accommodate a wide range of users, Omni One supports heights from 4'4" (132 cm) to 6'4" (192 cm) and weights up to 250 lbs (113 kg) without the need for accessory replacements. The system includes variable arm resistance settings and offers three overshoe sizes for a customizable and comfortable fit.

### **Body Support System**

The adjustable support vest and sturdy aluminum arm enable you to navigate virtual realms with confidence, free from the risk of bumping into walls or colliding with others.

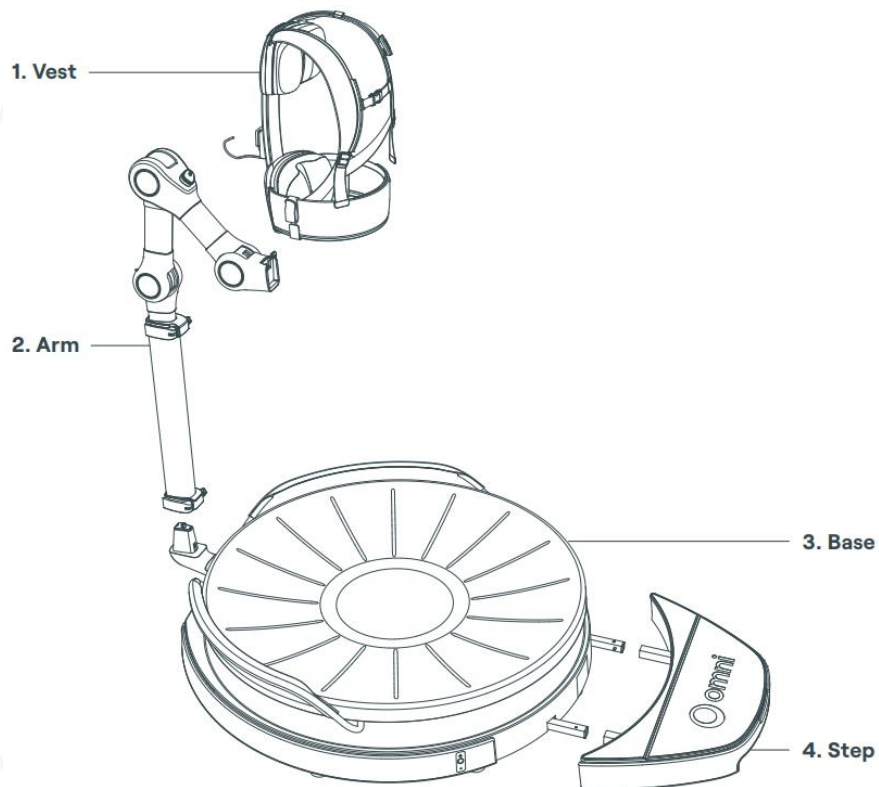
## Technical Specifications



Supported User Height	4'4" (132 cm) to 6'4" (192 cm)
Supported User Weight	Up to 250 lbs (113 kg)
Vest Size	Up to 46" waist (116 cm)
Treadmill Size	5' (150 cm) x 4' (120 cm) x 4' (120 cm)
Treadmill Weight	150 lbs (68 kg)
Required Floor Space	6' (183 cm) x 6' (183 cm) clearance area
Power Requirement	100 - 220V ~50/60Hz
Headset Compatibility	All PC-compatible headsets from Meta, HTC, and Pico
Driver Compatibility	Windows 10 and Windows 11 operating system
Warranty	One-year warranty covering manufacturing defects

## In the Box

When you purchase the Omni One Enterprise VR system, you receive a comprehensive package. Here's what comes packaged with your Omni One:



**Omni One Treadmill:** Inclusive of the base, step, support arm, and vest

**Overshoes (S, M, and L pairs):** Specialized footwear worn on top of your shoes

**Foot Trackers:** Sensors that attach to your overshoes to track your foot movements

**Cables and Chargers:** Foot tracker, and Omni One power cables

**Accessories:** Omni One Cleaning Essentials Kit for maintaining your treadmill

---

## Common Questions

### **Q: What headsets are compatible with Omni One Enterprise?**

**A:** You can either connect Omni One Enterprise to a PC via Bluetooth and use any PCVR headset (including all PC-compatible headsets from Meta, HTC, and Pico), or you can use Omni One's customized standalone Pico 4 Enterprise headset (sold separately).

### **Q: What actions will the Omni One track?**

**A:** Omni One's advanced three-axis separation technology delivers a highly realistic walking experience. The platform separates motion data for the head, hands, and feet, allowing users to move naturally and independently. This means you can freely rotate your head and operate your arms while walking forward without affecting your walking direction, enabling a seamless and immersive VR experience.

### **Q: How do I integrate Omni One into my application?**

**A:** If you're developing a PC application (Windows only), then you'll use Omni Connect to link the Omni One treadmill to your PC via Bluetooth. Omni Connect emulates a handheld controller using SteamVR bindings, seamlessly replacing traditional controller input with your real-world movements on the Omni One treadmill. If you plan to use Omni One's customized standalone Pico 4 Enterprise headset, we have an SDK for Unity and Unreal Engine to adapt your application to the Pico 4E headset and operating software.