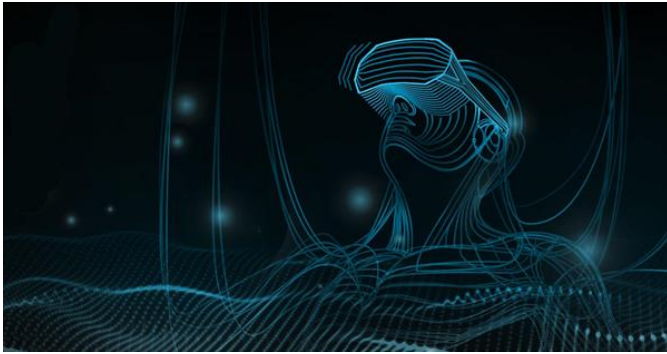


Next generation VR headsets needs a different kind of connection standard, the industry declares. Enter the VirtualLink standard, a USB-C alternate mode able to provide all necessary power and data through a single Type-C cable and connector.



VirtualLink is developed by a newly formed industry consortium bringing together big names including Nvidia, AMD, Oculus, Valve and Microsoft. So far the consortium is merely announcing its intentions, namely the creation of an "open industry standard" boiling down all VR headsets plugs into a single, thin cable.

The group says the VirtualLink connector consists of x4 high-speed HBR3 DisplayPort lanes "scalable for future needs," a USB 3.1 data channel for on-board cameras and up to 27W. The standard is "purpose-built for VR," with the aim of making the connection of headsets to PCs a simpler process. After all, current headsets need 2 or 3 different cables, generally HDMI, USB and a separate power cable.

Little else is known of the standard, but rumours suggest Nvidia and AMD might start USB 3.1 controllers in graphics cards for VirtualLink purposes, not to mention replace the DisplayPort connector with USB-C.

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