

Overview

HP Reverb G2 Virtual Reality Headset



Introduction

Realistic visuals. Immersive soundscapes. Superb tracking and performance. Developed in collaboration with Valve and Microsoft, our breakthrough headset delivers a more immersive experience.¹ Ergonomically designed for comfort. Optimized for compatibility. Introducing the new standard in VR.

Important note: HP Reverb G2 Virtual Reality Headset is not recommended for children under the age of 13. All users should read the HP Reverb G2 Virtual Reality Headset User Guide to reduce the risk of personal injury, discomfort, property damage, and other potential hazards and for important information related to your health and safety when using the headset. Windows Mixed Reality requires Windows 10 May 2019 Update installed on the workstation or PC. Features may require software or other 3rd-party applications to provide the described functionality. To minimize the possibility of experiencing discomfort using a VR application, ensure that the PC system is equipped with the appropriate graphics and CPU for the VR application. For HP workstation VR ready recommended configurations, see: [overview/vr/solutions/commercial](#)

¹ Compared to HP Reverb G1 HMD.

Overview

Key Features and Benefits

- Get more clarity over the previous gen with new lenses designed by Valve. And, interpupillary distance (IPD) adjustment allows you to adapt with the width of lenses – so you get a perfect fit.
- With four cameras and internal sensors for position detection, you can now track more of your arm movement. Jump right into virtual reality without additional peripherals.
- Immerse yourself in ultra sharp visuals with mura-free, 2160 x 2160 LCD panels per eye and full RGB stripe.
- Looking for access across all VR content? With compatibility across both SteamVR & Windows Mixed Reality,¹ access to everything VR is within reach. All with quick & painless setup.
- Connecting directly to the headset, our new and improved 6 meter cable is thinner, lighter and longer than ever, allowing for more room to move freely.
- With a smaller and more ergonomic design, our controllers are more natural and comfortable to hold onto. Plus, get superb tracking performance with integrated Bluetooth® connection.
- Get a high-quality audio experience with industry-leading Valve speakers. They sit off the ear by 10mm, allowing you to have a more comfortable fit.
- Increased cushion size allows for even weight distribution. Flex material and magnetic detachability provide a custom fit, no matter your face shape or size.

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In The Box

- HP Reverb G2 Virtual Reality Headset
- 6m headset cable for desktop and mobile PC's
- Power adapter
- 2 motion controllers
- 1 DisplayPort to mini-DisplayPort™ adapter
- Setup document
- 1 year limited warranty

Recommended minimum workstation specifications

Graphics: DX12 capable graphics.

Cards that typically run Reverb at full resolution:

- Consumer
 - NVIDIA® GeForce® GTX 1080, NVIDIA® GeForce® GTX 1080 Ti
 - NVIDIA® GeForce® RTX 2060 SUPER, NVIDIA® GeForce® RTX 2070, NVIDIA® GeForce® RTX 2070 SUPER, NVIDIA® GeForce® RTX 2080, NVIDIA® GeForce® RTX 2080 SUPER, NVIDIA® GeForce® 2080 Ti
 - NVIDIA® GeForce® RTX 3070, NVIDIA® GeForce® RTX 3080, NVIDIA® GeForce® RTX 3090
 - AMD Radeon™ RX 5700, AMD Radeon™ RX 5700 XT, AMD Radeon™ 7
- Workstation
 - NVIDIA® Quadro® P5200
 - NVIDIA® Quadro® RTX 4000, NVIDIA® Quadro® RTX 5000, NVIDIA® Quadro® RTX 6000, NVIDIA® Quadro® RTX 8000
 - AMD Radeon™ Pro WX 8200, AMD Radeon™ Pro WX 9200
 - AMD Radeon™ Pro W5700

Cards that typically run Reverb at half resolution:

- Consumer

Overview

- NVIDIA® GeForce® GTX 1060, NVIDIA® GeForce® GTX 1660, NVIDIA® GeForce® GTX 1660ti, NVIDIA® GeForce® GTX 1070
- NVIDIA® GeForce® RTX 2060
- AMD Radeon™ RX 580, AMD Radeon™ RX 5500XT, AMD Radeon™ RX 590, AMD Radeon™ RX 5600 XT, AMD Radeon™ RX Vega⁵⁶, AMD Radeon™ RX Vega⁶⁴
- Workstation
 - NVIDIA® Quadro® P3200, NVIDIA® Quadro® P4000, NVIDIA® Quadro® P4200, NVIDIA® Quadro® P5000
 - NVIDIA® Quadro® RTX 3000
 - AMD Radeon™ Pro WX 7100

Processor: Intel® Core™ i5, i7, Intel® Xeon® E3-1240 v5, equivalent or better. AMD Ryzen 5 equivalent or better

Memory: 8 GB RAM or more

Video out: DisplayPort™ 1.3

USB ports: 1x USB 3.0 Type C®

Power: USB Type C® with power delivery or included power adapter

Operating system: Windows 10 May 2019 update or later

Overview

Available Localizations and HP AMO Product Numbers

HP Reverb G2 Virtual Reality Headset	1N0T5AA	1G5U1AA#ABA	1G5U2AA#AB2
HP Reverb G2 Virtual Reality Headset w/no controllers	1N0T4AA		

Service and Support

1 year standard limited warranty. Optional Care Packs are available to extend your protection beyond the standard limited warranty. For details : <https://systemactive.co.uk/online/product/hp-3-year-next-business-day-exchange->

Technical Specifications



HP Reverb G2 Headset

Screen:	Dual LCD 2.89" diagonal with Pulse Backlight technology
Resolution:	2160 x 2160 pixels per eye (4320 x 2160 pixels combined). RGB sub-pixels
Refresh rate:	90 Hz with recommended system specs
Field of view:	~114 degrees, Fresnel-Aspherical
Tracking:	2 front-facing cameras and 2 side-facing cameras
Sensors:	HP Reverb G2 inside/out 6 DOF motion tracking, gyroscope, accelerometer, and magnetometer
Eye adjustments:	64mm +/- 4mm by hardware slider
Connections:	DisplayPort™ 1.3, USB 3.0 type C, power adapter
Cables:	One 6m 2-in-1 (DisplayPort™ 1.3 + USB 3.0 Type C®) cable, and one power adapter (for use when USB-C® does not have power delivery). Mini DisplayPort™ to Full size DisplayPort™ adapter
Mechanical ID:	Replaceable face cushions.
Dimensions (without straps):	2.95x7.32x3.31 in (75x186x84 mm)
Weight :	1.2lb (550g)

Technical Specifications



HP Reverb G2 Controllers

Sensors:	HP Reverb G2 tracking, IMU, active LEDs
Connections:	Bluetooth®
Inputs:	A&B (right) or X&Y(left) buttons, menu button, Windows button, analog grip, analog trigger, thumbstick, pairing button (prepared to HMD)
Power:	Two AA batteries per controller (included in box)
Dimensions (WxDxH)	2.6x5x4.7in (66x129x119mm)
Weight (w/o cable)	0.37lbs (167g)

Tracked area requirements

Standing / seated:	No minimum space requirements
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Summary of Changes

Date of change:	Version History:		Description of change:
September 23, 2020	From v1 to v2	Changed	Format



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