

Gaming Computer Peripherals For Virtual Reality

These days video card, game controller, monitor are not enough for PC Gaming. **Here is gaming computer peripherals for virtual reality.** We have published many small and big articles on computer gaming hardwares. As [virtual reality and augmented reality](#) becoming more common in any type of computer or console based gaming, possibly many readers would love to read around some useful article on gaming computer peripherals for virtual reality and their approximate pricing. In latest test builds of Windows, Microsoft including “Windows Holographic First Run” application which tests a machine to ensure that is compatible. That is good to know for anyone interested around virtual reality. Microsoft has interest for for the sake of manufacturing selling their own hardware. It is not only PC, the new MacBook Pro has support for external GPU making it a gaming option with enough good display but that is not really a practical option for cost at least on September 2017. Cost of Mac based setup is well guessed to be double or triple and more importantly with least software support.

Hardware Requirement For Gaming Computer Peripherals For Virtual Reality

This is an agreeable need of practically minimum requirement to have a modern gaming computer with the following specifications for supporting devices like HTC Vive or Oculus Rift :

- 1 Processor: Intel Core i5-4590 or AMD FX 8350
- 2 Graphics card: NVIDIA GTX 1060 or AMD Radeon RX 480
- 3 RAM: 8GB
- 4 Video output: HDMI 1.4 or DisplayPort 1.2
- 5 USB: Three USB 2.0
- 6 OS: As per need. Windows 7 or newer

As we can see, the need of RAM actually coming towards a stable value unlike in previous decade the need of RAM frequently used to change. 16GB is actually good amount of RAM. If we compare with the servers, common server models these days have a minimum of 32GB RAM.

It is obvious that a [game seat like we talked about before](#) will complete a setup like that of Need For Speed like racing games on computers.

Hardwares For Gaming Computer Peripherals For Virtual Reality

We are really talking about the displays. You are likely to face information around Oculus Rift and HTC Vive headsets on various websites as these are common hardware for the most of the PC gamers. It is obvious to be curious to know about pricing and packaging. Please note, that the support for rendering virtual reality games with multiple graphical processing units is currently mostly under development. Obviously, using multiple GPUs will be the best way to achieve high frame rates and high graphical quality in virtual reality games. To understand the basic technological matter, you can look at website of Geforce :

<https://www.geforce.com/hardware/technology/vr/system-requirements>

If you are confused, in above paragraph, we are talked about the [head mounted display](#) unit what Geforce shown. If you are wondering why cost is higher – these are for room-scale virtual reality. Virtual reality headsets for smartphones has no integrated displays, but those units are essentially enclosures in which a smartphone can be inserted. Funny way to make many human fool. HTC Vive is one virtual reality headset with integrated display featuring an OLED display with a 2160 x 1200 resolution and 90Hz refresh rate. It has tracking with 32 headset sensors, a 360-degree motion tracking, a 110-

degree field of view. These headsets are more like external displays; they're powered and driven by a desktop PC. HTC VIVE virtual reality system has own controllers.

Virtual Reality is already mature industry that has not many hardwares. How that possible? Peoples are buying Oculus Rift and HTC Vive headsets only for playing virtual reality games? We are not counting casino and cyber sex as games! We are deliberately not providing information around casino on virtual reality and cyber sex on virtual reality.

Conclusion

Virtual reality is expensive because the displays are quite precise and not sensor feedback are not really just easy technology. The virtual reality headsets cost anything between \$599 to \$799. PC required to run them starts at \$1000 and sharply go up from there. Adding game seat with simulator and hardware control devices will make it just higher. Total budget of such hardware will simply becomes over \$3000 as minimum cost. As like anything on this earth, adding the peripherals and a good monitor easily adds \$3000 more to make the total cost of a high end setup towards \$6000 or more. If you are unused with the pricing, it is obviously normal to feel a virtual electrocution like feel to think how so many peoples can easily buy these hardwares and post photographs on Facebook or other social networks. Pricing and lack of operating system support is reasons behind buying the [PlayStation 4](#)

combined with PlayStation VR. PlayStation is ONLY for gaming. Again, PlayStation is only for kid like gaming. Oculus Rift and HTC Vive are for all types of gaming. Oculus Rift and HTC Vive sells with high price tag. We are a technology website. We possibly should avoid talking about online practices which society of these days becoming easy with. We pointed towards that adult part on previous paragraph. Need of money for entertainment is increasing. Once betting on horse was legal in the countries like New Zealand but betting on horse was sarcastically illegal. These days it is common to see [online casinos](#) in New Zealand (we linked to offer you to look at their offerings for a practical idea). Online casinos is a sober job (lack of better alternative word) than many cyber activities which yields money becoming common. These days, paid cyber adult indecent chats has various names and worldwide a class is ready to pay money for such services. It is agreeable to an American, British, Aussie or Indian that online casinos are better moral compromise than worser options. Of course, we are not pushing the readers to play online casino or paid cyber adult indecent chats to manage money or get more fun. We are sadly saying about what society is going towards. If you try to know about the sell of the gaming computer peripherals for virtual reality, that will be no lesser. The total system is becoming vicious cycle – make money and also get fun. Of course, you probably need to run surveillance on the activities of your spouse and specially a child.