

KOSMOSIMA



Dear fellow sim pilots - Happy New Year 2019!

The Kosmosima Space Combat Grip (SCG) is finally here! An alloy of superb quality, ergonomics, and design incorporated into unprecedented functionality.

The compact grip design is ideal for prolonged desktop use. VKB engineers have spent extra time planning for optimal positioning of the controls, with all buttons, triggers and hats to be within easy reach; pilots don't need to shift their hand position to reach any button.

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The new pistol grip design allows for comfortable handling. This becomes particularly important as the grip is equipped with a twist axis besides in addition to the standard controls. It's essential that pilots while focused on operating buttons, triggers, and hats, have easy access to the SCG's smooth twist functionality.



Similar to VKB's Modern Combat Grip (MCG), the Kosmosima takes its construction modularity to a new level, as there's only one 3-wire cable inside, which runs from the grip to the base connector (see image on the left).

All other elements of the grip are interconnected by means of printed circuit board (PCB) modules. Having less cables increases reliability, and makes taking the grip apart and reassembling it easy and effortless.

Kosmosima's new cam-based twist design is an absolute breakthrough in gaming devices available today, and a hallmark of VKB's design and engineering.

Supported by a contactless sensor (MaRS) this built-in twist axis affords unprecedented reliability and precision. The self-centering mechanism does not affect the pitch and roll axes of the grip; likewise, even intensive grip movements around pitch and roll axes won't cause unwanted twist deflection.

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Kosmosima comes in two different versions

Kosmosima Standard:



Features:

- Left- or Right-hand versions
- Compact grip design - Perfect for tabletop joysticks
- Lockable Twist axis w/ contactless MaRS sensor
- Dual Action Trigger
- 3 Hat switches with center push
- 4 Buttons
- Programmable red color LED
- Programmable RGB LED
- 2 interchangeable palm rests (total of 3 palm sizes)

Content:

- Grip with installed palm rest
- Palm rest for small hands
- Set of grip-to-base fasteners

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Kosmosima Premium



- Extra button module for C1 position
- Extra hat switch module for A1 position
- Trigger cover
- Screwdriver
- Set of screws
- Coaster (VKB-Sim Crew Kosmosima)

Features:

- Left- or Right-hand versions
- Compact grip design - Perfect for tabletop joysticks
- Lockable Twist axis w/ contactless MaRS sensor
- Dual Action Trigger
- Rapid Fire Trigger
- 3 Hat switches with center push
- 3 buttons
- 1 analog minystick with center push
- Programmable red color LED
- Programmable RGB LED

Content:

- Grip with installed palm rest
- Palm rest for small hands
- Set of grip-to-base fasteners

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Specifications for all SCG variants:

- Kosmosima is an all-purpose control grip for aero-, robo-, and space simulators
- Material: industrial-grade ABS
- Compact design and low height makes it extra comfortable with desktop joysticks
- Kosmosima offers plenty of handily positioned buttons
- A 32-bit ARM controller is used for precise and speedy data computation and transmission to the joystick base
- Kosmosima sports original Japanese ALPS buttons for extended longevity, and a VKB proprietary self centering twist
- LEDs are user-programmable

Specifications for the SCG Premium variant:

- Default analog ministick can be swapped for included hat switch (A1)
- Default hat switch with center push can be swapped for included thumb button (C1)
- Additional Rapid Fire trigger allows for pouring the enemy with fire from different type of weapons

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The Kosmosima Premium variant boasts another VKB invention - the additional Rapid Fire trigger.



The pilot's index finger - positioned between the Dual-Action trigger and the Rapid Fire trigger – can switch between different weapons instantaneously.

There are a total of 5 buttons within immediate reach of the index finger, allowing for ergonomic switching from one type of weapon to another, while never continually blasting the enemy with a hail of fire.

In some missions the additional trigger may not be needed or if you prefer to use your Kosmosima for the left hand, or to control a helicopter, or a commercial aircraft, it can be taken off it's base covered with the provided plug.

Premium version owners can replace the A1 hat switch with a microstick, and the C1 button can be replaced with a mini hat switch with center push. The replacements can be carried out easily by the user simply by using the provided screwdriver to take the two halves of the grip apart and making the replacement(s).

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Our testers are diligently working towards creating profiles for various sims and while this is still in the works the production of the first batch of the Kosmosima will be going full steam ahead.

We're planning to start final assembly in mid-January and the expected release date is the end of January 2019.

In the meantime, you have the option to join the waitlist for a Kosmosima grip based on your individual preferences and to stay informed, as the first batch will not be very big.

Recommended retail prices:

- \$79 for Kosmosima Standard
- \$119 for Kosmosima Premium

Please visit your regional VKB Partner Site for more information:

- VKB EU (<https://flightsimcontrols.com>)
- VKB North America (<https://vkbcontrollers.com>)
- VKB Russia (<http://vkb-sim.pro>)

Let the fun begin!