

Framework Installation Instructions

State: June 11th, 2019

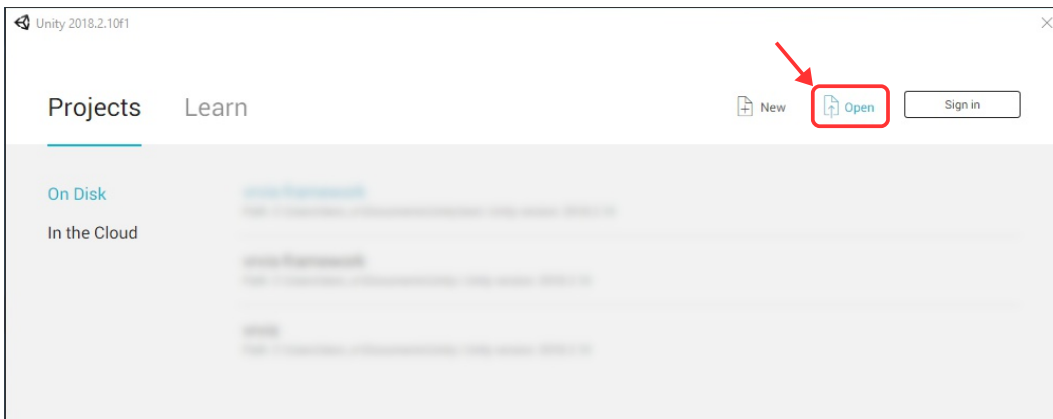
1. Preparation

Make sure that *SteamVR* and *Unity* are installed and download the framework's repository. Plugins should be installed by default. If they are not after step 2, ensure to install them and check that they work properly. You can find a list of all programs and their versions below.

Program	Version	Link
SteamVR	1.5.5	https://store.steampowered.com/app/250820/SteamVR
Unity	2018.2.10f1 with .NET 4.x enabled	https://unity3d.com/de/get-unity/download/archive
SteamVR Plugin	2.2.0	https://assetstore.unity.com/packages/tools/integration/steamvr-plugin-32647
TextMeshPro Plugin	1.2.4	https://assetstore.unity.com/packages/essentials/beta-projects/textmesh-pro-84126

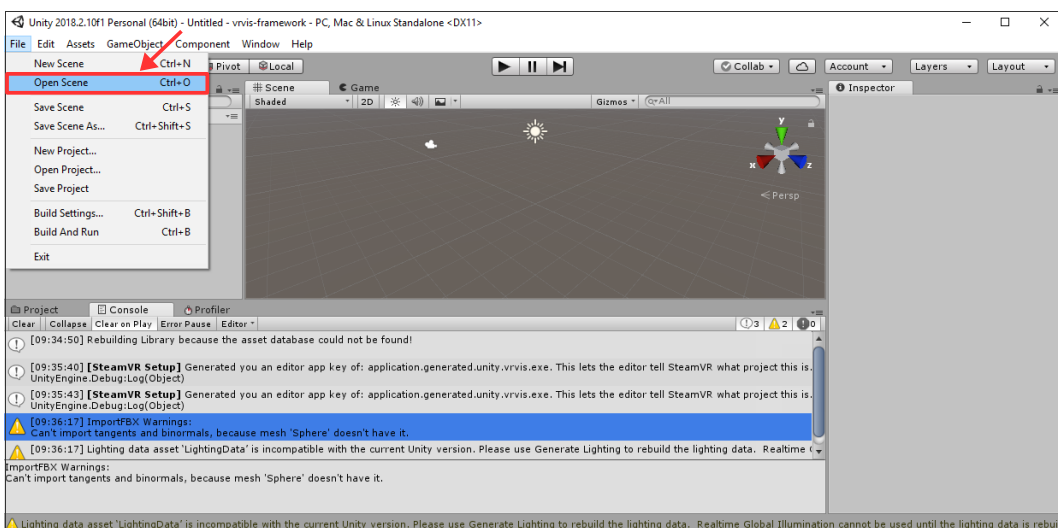
2. Unity Project

The next step is to open the project in *Unity* as shown by the figure below. Make sure to select the main folder of the repository and then click “open” and wait for the process to finish.



3. Open Scene

As soon as *Unity* starts, you will see a “blank” (default) scene. To get started, based on a working example, you should now open the scene: [Assets/Scenes/ExampleScene_Catena.unity](#) .



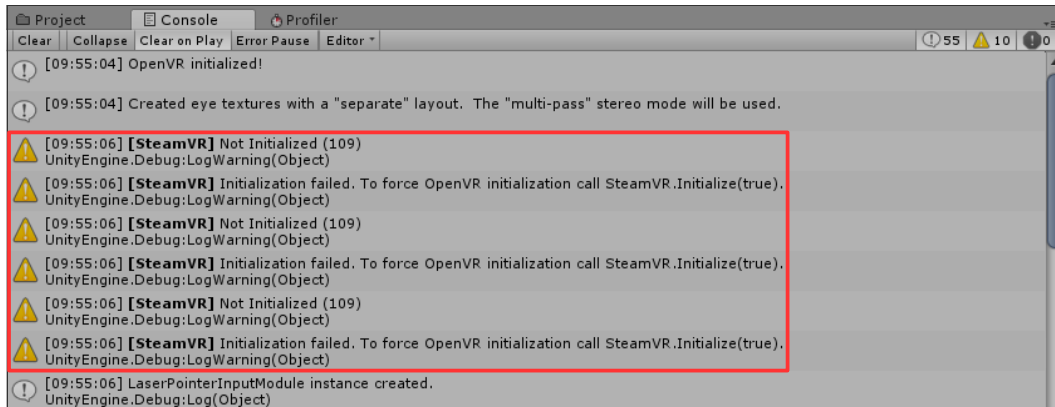
4. Starting Example Scene

Before you start the scene, ensure that *SteamVR* is running and working.

It is sometimes necessary to have *Steam* running as well, especially for correct controller bindings.

Starting the project the first time may result in a **SteamVR initialization problem** as shown below.

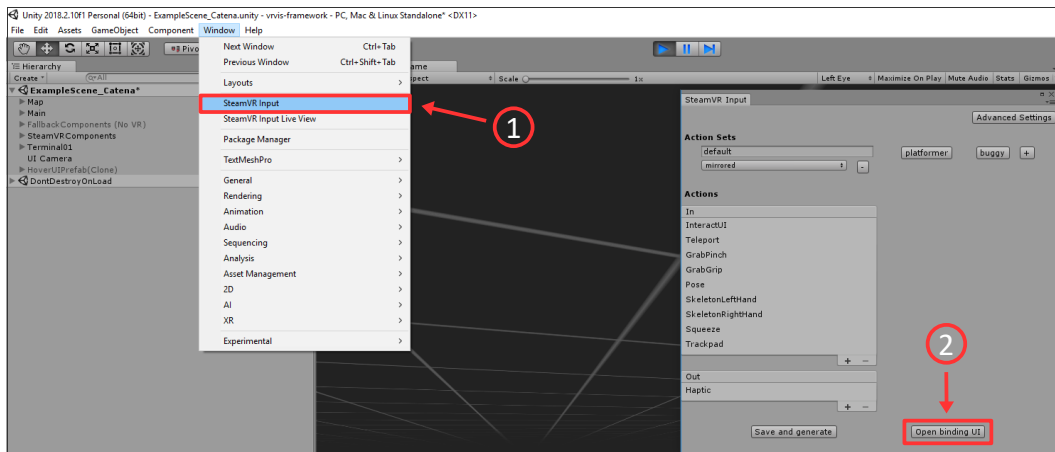
Therefore, we suggest to **restart Unity** before starting the scene. This should resolve the problem.



5. Adjusting Controller Bindings

To use the position of the finger on the trackpad, it is required to adjust the controller bindings accordingly.

To do so, open the window “SteamVR Input” ① and click at “Open Binding UI” ② as shown by the figure below.

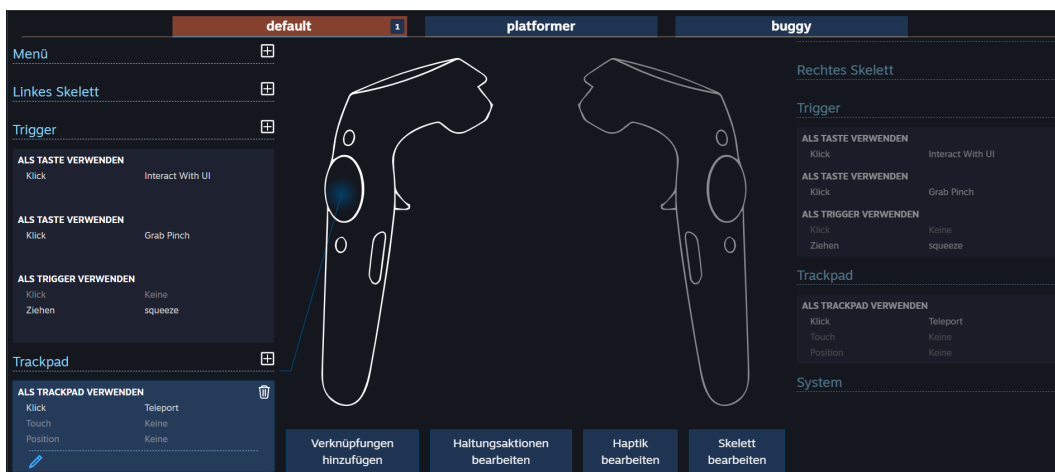


Then select the “Vive Controller” and edit the current binding. You should then see a window like shown below.

The tab “default” is marked in a different color and shows a warning on hover (the “trackpad” action is not assigned).

Now edit the “Trackpad” entry by clicking at the “pen” icon. Then click at “None” right next to “Position” and select “trackpad”.

After that, save the settings as a personal binding and ensure that it is selected as the current binding.



Opening “Window → SteamVR Input Live View”, you should then see input values for the field “Trackpad”.

If no values are shown, check that the controllers are enabled and the application is running properly.