

SteamVR-OpenHMD

From The Relativity Wiki

How to install the SteamVR-OpenHMD plugin from source.

Work in progress

TODO:

- finish writing this page
- test/verify
- do proper static linking under windows

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Setting up a build environment

see OpenHMD#Setting_up_a_build_environment

Obtaining the source code

Get OpenHMD as described here: OpenHMD#Obtaining_the_source_code this plugin depends on it. And set the serial **PORT** in `src/drv_serial/serial.c` as described under OpenHMD#Modifying_the_source_code_for_your_system Then get the SteamVR-OpenHMD plugin sources like this:

```
cd
git clone https://github.com/ChristophHaag/SteamVR-OpenHMD.git
cd SteamVR-OpenHMD
rm -rf subprojects/openhmd
ln -s ../../OpenHMD subprojects/openhmd
mkdir build
```

Building

General

First make sure you're in the build directory

```
cd ~/SteamVR-OpenHMD/build
```

Then continue with the platform specific instructions below.

Linux

```
cmake ..  
make
```

Windows

```
cmake .. -G "MinGW Makefiles" -D CMAKE_SH=CMAKE_SH-NOTFOUND  
mingw32-make
```

Now to put things in their proper place:

```
cp ../driver.vrdrivermanifest ./  
cp -r ../resources ./  
mkdir -p bin/win64  
cp driver_openhmd.dll bin/win64  
cp -v `ldd bin/win64/driver_openhmd.dll | grep -v '/c/' | sed 's/^.* => \([^\ ]*\).*$/\1/'` bin/win64/
```

Installation

First install SteamVR in Steam (under LIBRARY>TOOLS) and (maybe) switch to the beta (SteamVR>properties>BETAS).

Linux

```
cd ~/SteamVR-OpenHMD  
./register.sh
```

If you didn't change the **PORT** in OpenHMD's code, you can create a symbolic link called com5 to your serial device, like `/dev/ttyACM0` for example in the `~/.steam/steam/steamapps/common/SteamVR` directory.

```
ln -s /dev/ttyACM0 ~/.steam/steam/steamapps/common/SteamVR/com5
```

Windows

Assuming everything was installed with the defaults, in a nutshell:

- make backup of the old *steamvr.vrsettings* file from *C:\Program Files (x86)\Steam\config*
- copy *steamvr.vrsettings* from SteamVR-OpenHMD to *C:\Program Files (x86)\Steam\config*
- run: *"C:\Program Files (x86)\Steam\steamapps\common\SteamVR\bin\win64\vrpathreg" adddriver C:\msys64\home\<your-username-here>\SteamVR-OpenHMD\build*
- to verify run: *"C:\Program Files (x86)\Steam\steamapps\common\SteamVR\bin\win64\vrpathreg" show*
- possibly remove any other external drivers with: *"C:\Program Files (x86)\Steam\steamapps\common\SteamVR\bin\win64\vrpathreg" removedriver <path>*

```
cd ~/SteamVR-OpenHMD/build
```

Find steam (Steam not on your C:\ drive? Adjust the *c* below accordingly)

```
VRPATHREG=`find /c/ -iname vrpathreg.exe -print -quit 2>/dev/null`  
STEAMDIR=`echo $VRPATHREG | sed -ne 's/^\(.*Steam\/\).*$/\1/p'`
```

Make backup:

```
mkdir steamvr-config-backup  
mv "$STEAMDIR/config/steamvr.vrsettings" steamvr-config-backup/  
cp ../steamvr.vrsettings "steamvr-config-backup/steamvr.vrsettings-`date '+%Y%m%d_%H%M%S'`"
```

Register driver:

```
"$VRPATHREG" adddriver $(cygpath -w `pwd`)  
"$VRPATHREG" show  
#"$VRPATHREG" removedriver '<path>'
```

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