

Fugal Citizen – SmoothTrack Head Tracking for \$10

Runs on your phone and offloads CPU utilization to your phone (5-10% of my CPU). This ensures you don't lose any frames per second to head tracking.

What you need

Smoothtrack

Grab the app (along with the OpenTrack app) and follow the instructions from the link below to install and configure

<https://smoothtrack.app>

Lighting

You need a well lit face. If you have a dark gaming area, the app does have a white screen you can use to light your face up a bit, but you are much better off getting a cheap USB LED light or something you can light your face with. If your room is well lit then it should work fine. Mine worked fine with just the room light. Lighting is the one downside to using OpenTrack vs Tobii or TrackIR. I don't find it an issue for me. But if you like to play in the dark then this probably isn't for you.

Phone Placement

Some people just lean their phone up against their monitor, but my setup didn't work for that so I got a \$20 phone/tablet holder that holds the phone just to the right of my laptop screen. It works great, even with a bit of an offset to the side.

OpenTrack

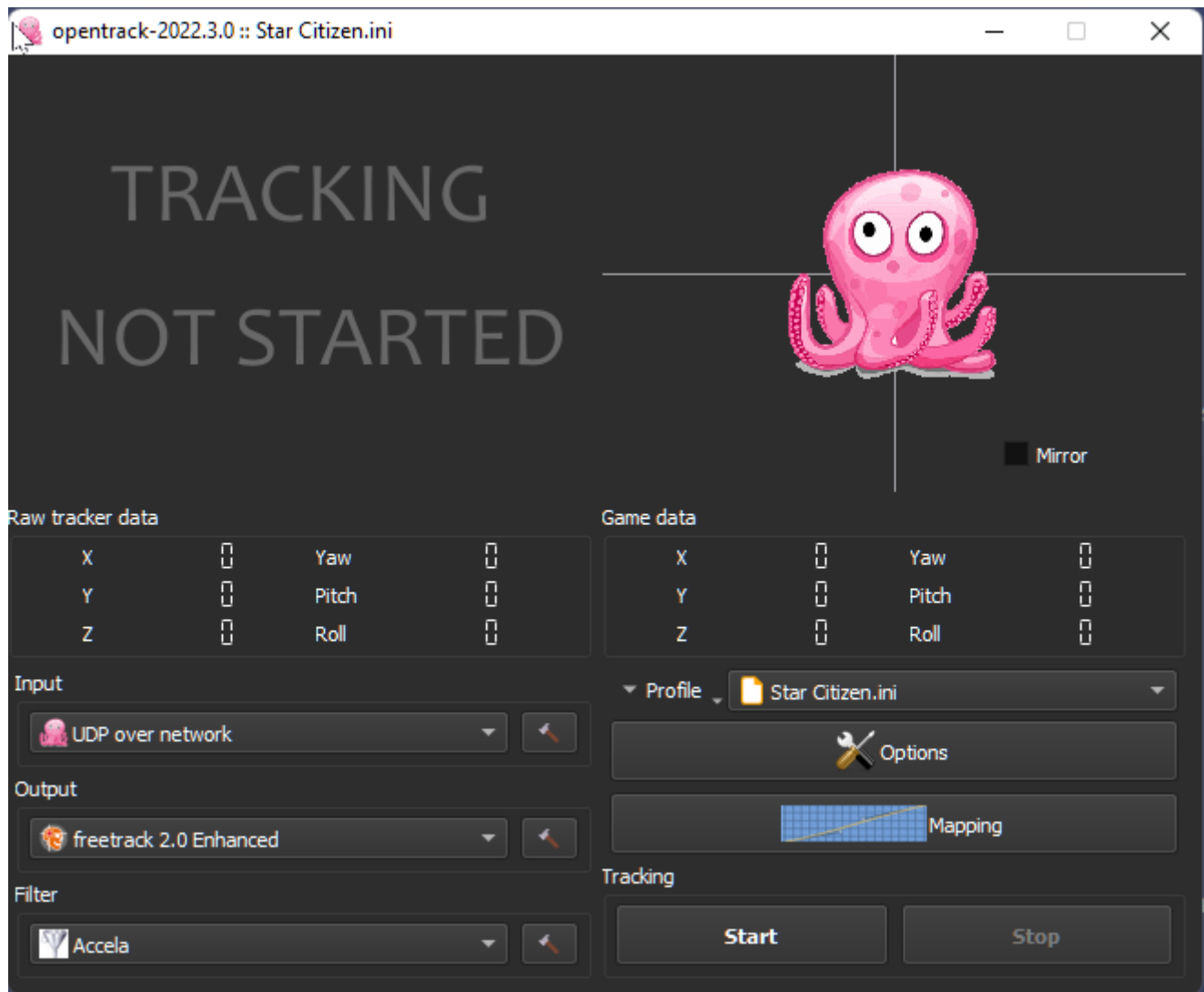
<http://github.com/opentrack/opentrack/releases>

When I first tried OpenTrack, I didn't like it at all. It didn't work the way I wanted and it actually gave me some motion sickness. Then I found and tried an options file called "smoothtrack IL-2.ini" that someone made for the IL2 Sturmovik game. <https://forum.il2sturmovik.com/topic/34403-a-complete-guide-to-set-up-head-tracking-opentrack/>

After seeing how this file was configured, I setup my own file for Star Citizen that does what I want it to do. I've uploaded this file in my SC-Config GitHub repository here.

<https://raw.githubusercontent.com/Chadarius/sc-config/main/Profiles/opentrack/Star%20Citizen.ini>

Here are what my config screens look like in OpenTrack



Shortcuts Output Relative translation Game detection Filter

Game detection

Start tracking automatically when a game starts with selected profile, and stop when the game exits.

☒ Start profiles from game executable names in this list

	Executable	Profile	
1	StarCitizen.exe	Star Citizen.ini	...

+ -

OK Cancel

Options

?

X

Shortcuts

Output

Relative translation

Game detection

Filter

Rotation filtering (Yaw, pitch, and roll)

Smoothing 2°

Deadzone 0.01°

Position filtering (X, Y, Z - translation)

Smoothing 1mm

Deadzone 0.1mm

Accela by [Stanislaw Halik](#)

Thanks to [Donovan Baarda](#)

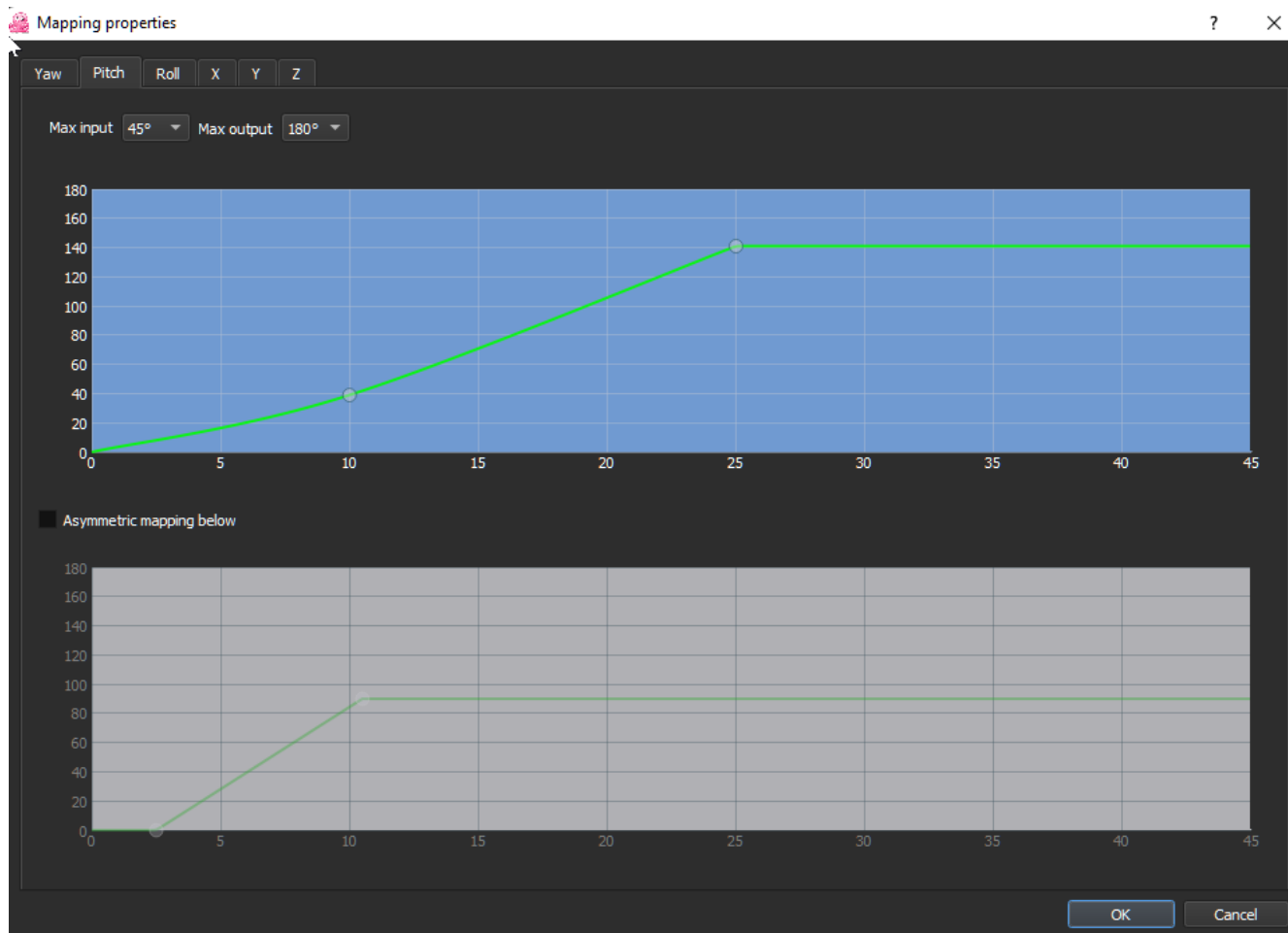
2012-2017

Visit [our wiki](#) for description of the settings.

OK

Cancel





Yaw

Pitch

Roll

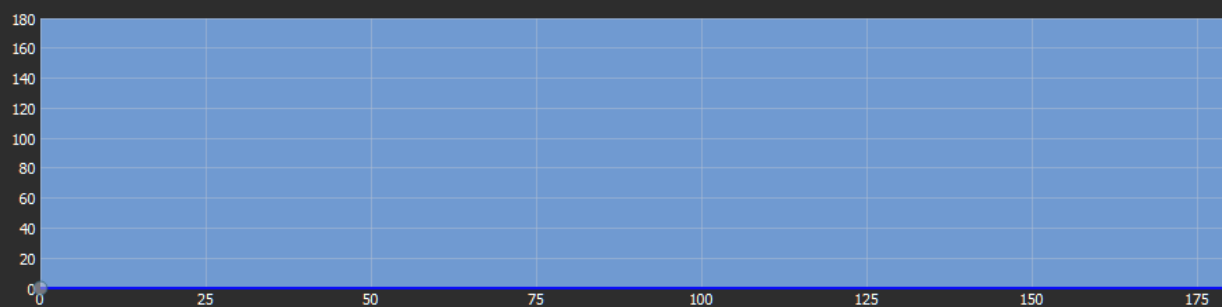
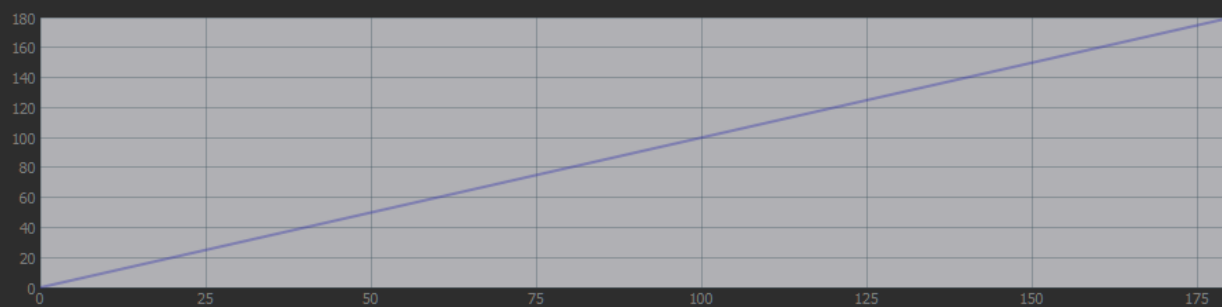
X

Y

Z

Max input

180°

☐ Asymmetric mapping below

OK

Cancel

Yaw

Pitch

Roll

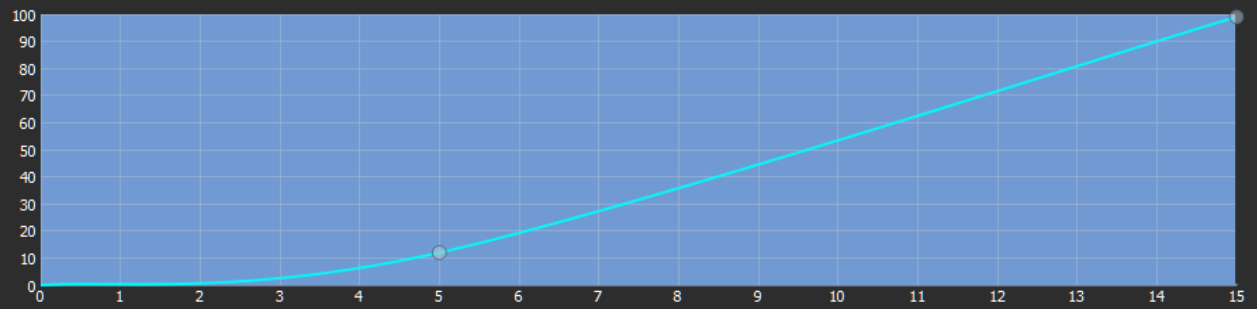
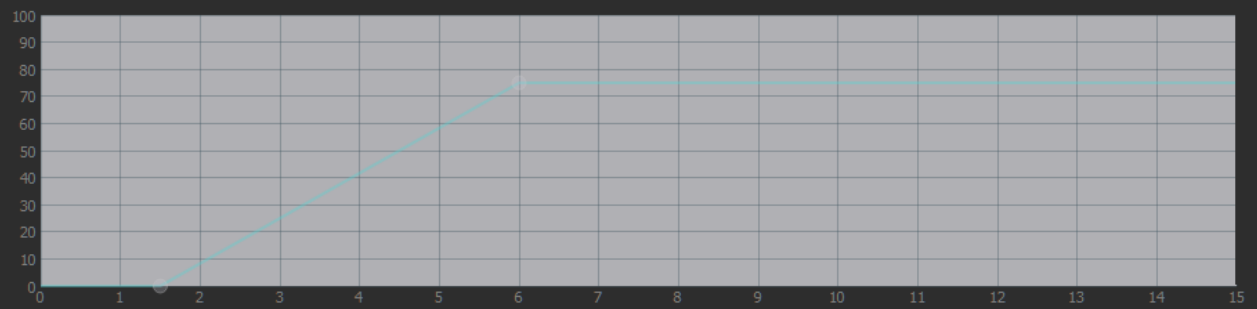
X

Y

Z

Max input 15 cm

Max output 100 cm

☒ Asymmetric mapping below

OK

Cancel