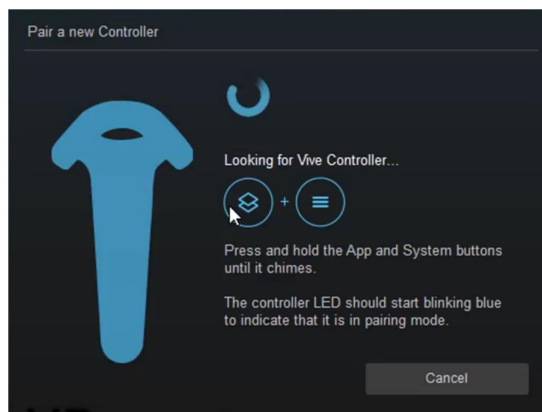


SolidEarthVR Vive Tracker Unity Tutorial for Unity 2017 Beta

Pair the Vive Trackers



Hold Tracker button for 3 seconds until LED starts blinking blue.



LED will turn green when it is paired.

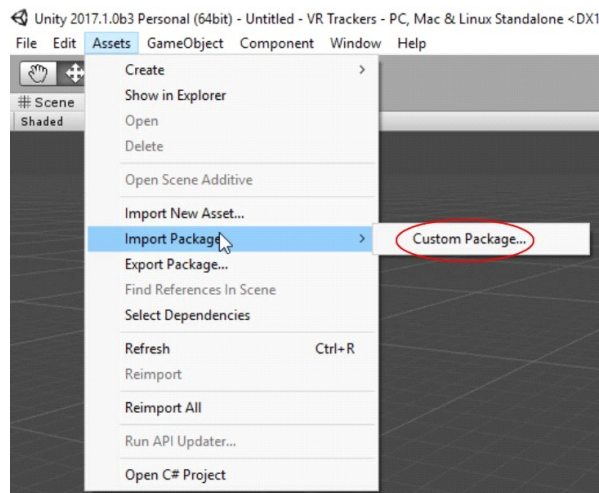
If it fails to pair then turn off Vive tracker insure that the tracker's Bluetooth dongle is connected to the PC's USB port and try again.

Repeat this for each of the controllers

Unity Project Setup

1. Download and Install SolidEarthVR Tracker Tutorial Package

http://www.solidearthvr.com/shared/packages/SolidEarthVR-TrackerTutorial_20170510.unitypackage

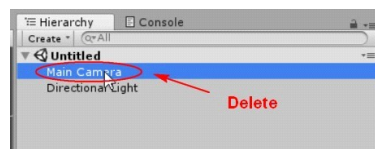


2. Import SteamVR Plugin from Asset Store

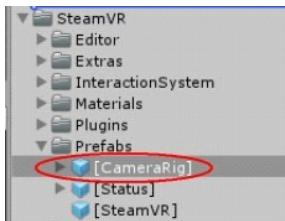


Unity Scene Creation

3. Delete the Main Camera in the Hierarchy View



4. **Drag the SteamVR [CameraRig] from the Project View into the Hierarchy View**



5. **Create a 3d object in the Hierarchy view that will be associated with the tracker**
6. **Add SteamVR Tracked Object Component to that tracked 3d Object**
7. **Drag the 3d object into the Objects property of the [CameraRig]**
8. **Specify the Correct index for the 3d Objects SteamVR Tracked Object Component. The 1st paired tracker usually starts at Device 5 and any additional trackers increment from there based on the order in which they were paired.**

Typical Device Numbering
#1: Base station b
#2: Base station c
#3: Hand controller 1
#4: Hand controller 2
#5: Tracker 1
#6: Tracker 2
#7: Tracker 3

