# Installation Guide

## User

### Step 1

This project requires drivers to be installed for use. The main driver to be installed is the oculus driver package that is supplied with the project. Every variation of the project requires the use of the oculus so if the driver does not install it is best to check the oculus website here: <http://www.oculus.com/> and debug the problem before installing any of the other drivers.

### Step 2

The next selections of drivers are the device drivers for the device that you are using with the project. If your project is the Kinect then the Kinect driver package needs to be installed. In the Kinect drivers folder the installer exe’s are supplied. If you are using the Razer Hydra or the Leap Motion their driver installers are in their respective folders.

### Step 3

After the drivers have been installed your computer should be ready to operate the simulation. You now should have all of the required packages installed for your version of the program and you are now ready to begin.

### Step 4

Running the program is the next step. Double click on the executable file for the version of the program you are running and you should be taken to our main menu. From the main menu you can perform a small number of options which include profile, help, about and exit. To figure out how to use these menu options look at the user guide for the main menu.