Problem: Oculus not working in Unity, coming up with error:  <RI.Hid> Device is not supported: Tracker DK (0003, 0x0005). Oculus working with Configuration Utility demo scene, and HDMI is working, but tracking is not being supported by Unity and not registering the device. Thought Unity Pro trial had run out but it hadn’t. Thought firmware for Oculus needed to be upgraded to DK2 but not compatible using Oculus version 1.

Note: This problem was continuous, and for multiple team members.

Fix: Reinstalled Unity, version 4.5.2.