



Dive SDK

Dive Tracking Technology just works.

We have developed a cutting edge low-latency Plugin that brings head tracking to your Apps and Games. We have had many requests to also make it iOS / iPhone / iPod compatible besides Android.

So we made it happen:



Now the Dive Unity Plugin is cross Platform for iOS

/ Android.

Dive Tracking is now for Android and iPhone/iPod. Your Project stays the same. You just drag the Dive Camera Setup to your scene and you get lightning fast Head Tracking on both Platforms.

Download the Plugin Package: [Dive Unity Plugin Package 2.0 for Android/ iOS](#).

You can also download the [Dive Unity Demo Project 2.0](#).

The basic usage is to attach the OpenDive sensor script to a camera and compile for the phone. Stay tuned for Tutorial Videos and extended features.

You can also download the [Dive Unity Demo](#) from the Google Play Store. For more Tips and Questions please visit the [Durovis Dive Board](#)

NativeSensors

Before we made the Unity Plugin I used the Quake2 Source Code on Android to make Quake 2 playable on the OpenDive.

For Playing you need these two Packages and a Bluetooth Keyboard or a Gamepad:
[Native Sensors \(apk, 2013-04-14\)](#) and [Quake2 Side By Side Android \(apk, 2013-05-30\)](#)

There is also a Quake2 keyboard configuration file which can be placed to the baseq2 Folder:
[Quake2 Android keyboard configuration \(cfg, 2013-05-30\)](#)

Also you can Download the Quake2 Side By Side Source Code:
[Quake2 Android GPL-Sourcecode \(tar.gz for developers, 2013-04-15\)](#)

For further information you can check the video tutorial on the right side:



Job

We have open positions for software developers in Münster, Germany. If you are interested, have a look at the job description.

[Job descriptions »](#)

Accepted payment methods



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