



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

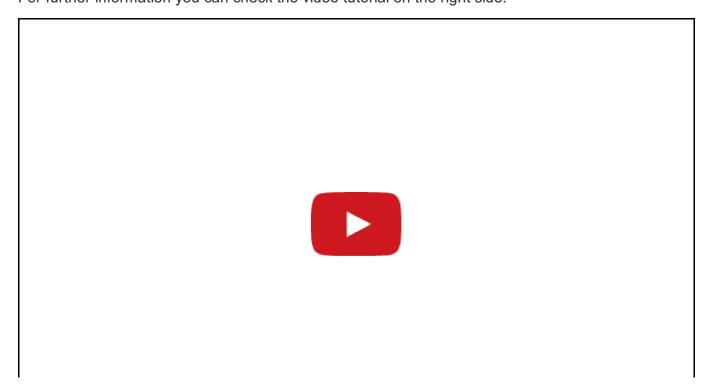
Before we made the Unity Plugin I used the Quake2 Source Code on Android to make Quake 2 playable on the OpenDive.

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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