Thank you for your purchase of Noitom Hi5 VR gloves. The Hi5 Unity SDK provides all the necessary functions and interfaces to the Noitom Hi5 gloves. There is no more software needed to drive the Hi5 gloves.

Version

- Hi5_Unity_SDK_Readme_1_0_0_623

Version Update

1. Compatible working with Unity 2017.4.0f1.
2. Compatible working with SteamVR Plugin version 1.2.3.
3. Add inertia working mode example.

System Requirements

- Unity 2017.1.0+
- Windows 7+

Calibration

Before starting your development, first make sure your glove is calibrated. Download the Hi5 Sample on https://hi5vrglove.com/.

1. To use the Hi5 glove, confirm all the preparation steps below:
   a) The HTC VIVE system is running in a clean environment, without any optical reflection and other IR interference.
   b) The SteamVR system is running correctly.
   c) Attach the VIVE controller or VIVE tracker on each of your Hi5 glove.
   d) Turn on the attached controllers or trackers.
   e) Insert the Hi5 dongle to the USB port of your computer.
   f) Turn on the Hi5 gloves.
2. Open the Hi5 calibration executable file.
3. Follow the instructions to do the calibration. The full calibration procedure includes two steps. The first step is B-pose calibration, if you successfully doing B-pose, you will see your hands in VR.
4. The second step is P-pose calibration, which means pinch pose calibration. This allows you doing pinch pose gesture.
5. Once you finished the calibration procedure, it will save the calibration information to the default folder. Next time when you start any of your Hi5 projects, it will load the calibration files directly.

Note:

1. If you change other controllers or trackers, you need calibrate your gloves again.
2. All of the Hi5 Sample resources are provided by the Hi5 Unity SDK.

Prepare for Development

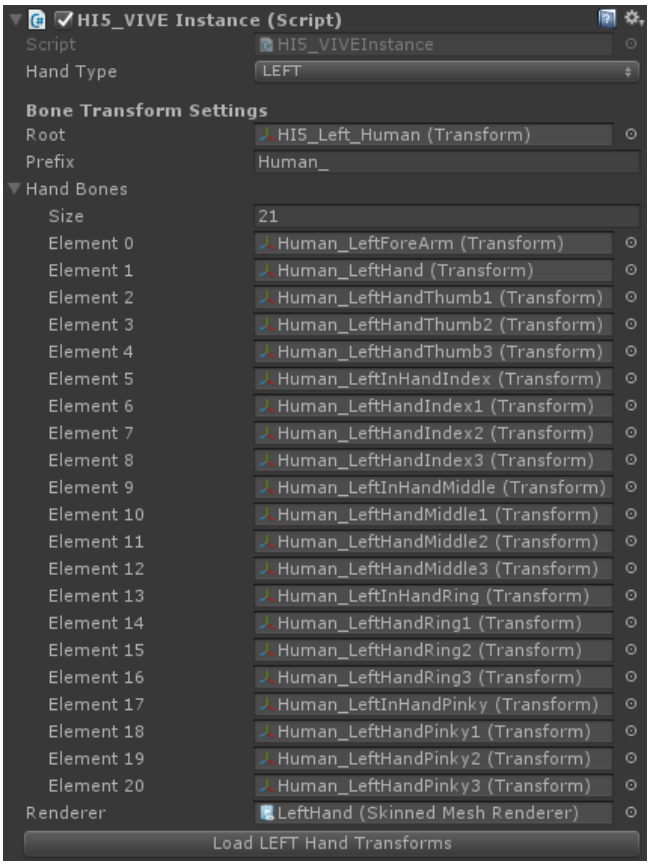
1. Please make sure you already correctly setup the HTC VIVE environment. Follow the HTC VIVE setup procedure as below.
   https://www.vive.com/us/support/category_howto/settings.html
2. Download and import the SteamVR Plugin to your Unity project.
   https://www.assetstore.unity3d.com/en/#!/content/32647

Quick Start

1. Import the Hi5 Unity SDK package.
2. Restart your Unity Editor.
3. Create a new scene.
4. Drag and drop the [CameraRig]_HI5 prefab into your scene, for running the steam tracked objects and rigged hand models in your scene.
5. Play your scene. If you already did the calibration using the Hi5 Sample, you will see the hand models driving by Hi5 gloves.

Use Your Models

1. First follow the rigging workflow provided by the Hi5 Rigging Instructions.
2. Attach the HI5_VIVEInstance component to your model.
3. As the pictures shown below, you need attach each of the hand joints to the HI5_VIVEInstance component. To easily doing this, select your hand type as LEFT or RIGHT, drag the root transform to the Root, type your skeleton name in the Prefix, and press the “Load LEFT/RIGHT Hand Transform” button. The bones will automatically assigned.



4. After assigned all of the bones, the hand will be driven by the Hi5 glove.