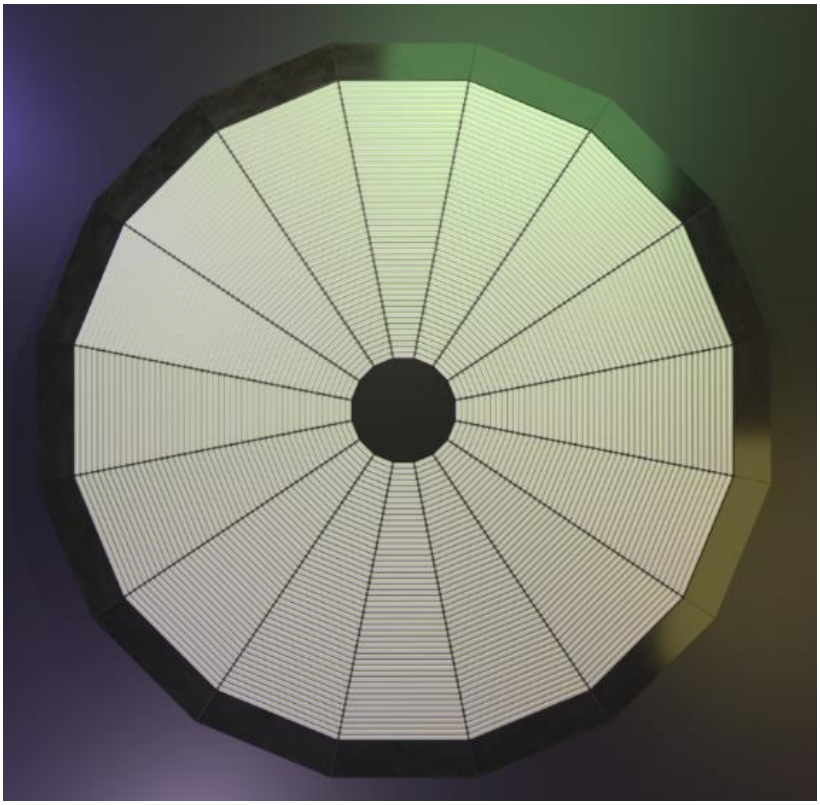
Controlling applications using the Omnideck

Omnifinity



Introduction

This document outlines the various ways you can control an application using the Omnideck. For details on each mode please contact us.

Ways to control the Omnideck

We can provide various ways to control a game. The prefered solution is to use our Omnideck API which is tailored for game engines.

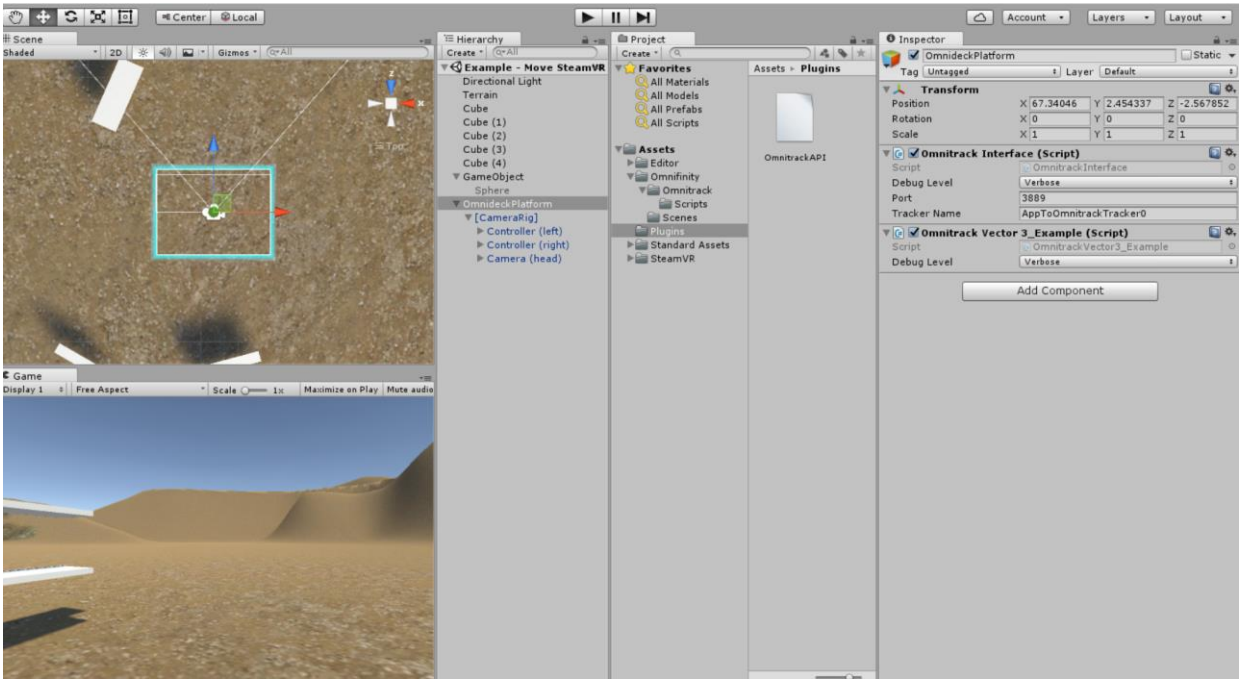
Method	What	Integration quality level	Comment
A	Native integration using the Omnideck API	3	Available today: Unity API Available soon: Unreal API
B	Touchpad/Trackpad emulation	2	Available today: HTC Vive Omnideck driver
C	Custom integration with a specific application	Depends on functionality of application	
D	Keyboard and mouse	0	An emulator exists but this is not a recommended solution

Method A – Native integration using the Omnideck API

We provide an API for popular game engines allowing you to get best-in-class integration of the Omnideck in your application.

The Unity API can be freely downloaded from github:
https://github.com/Omnifinity/Unity-SteamVR-API

We currently use the HTC Vive system as our prefered Tracking/VR-system. If you use another Tracking/VR-system please contact us and we can help you with the integration.



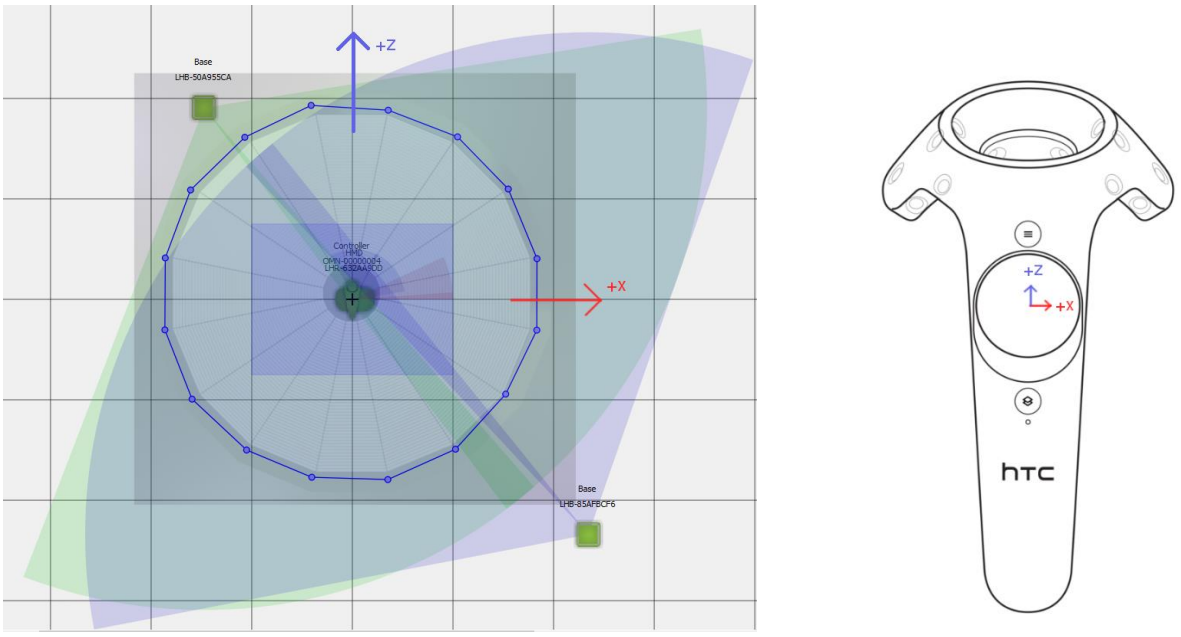
Figur 1 Unity API implementation example

Method B – Touchpad/Trackpad emulation

Note: Beta/experimental feature. This can break at any point of time.

We provide a beta-driver for the HTC Vive system that uses touchpad/trackpad emulation to control applications that support touchpad locomotion.

This is an experimental feature that can be used as an initial step to try your application on the Omnideck with hopefully little overhead. Any serious implementations should however rely on Method A.



Figur 2 Overview of the HTC Vive tracking space and chaperone bounds

Method C – Custom integration with a specific application

We can provide you with details on data formats to make it possible to control your application using the Omnideck.

Method D – Keyboard and mouse

Although we can provide emulators for keyboard movement (WASD) we do not recommend this discrete method of controlling any serious VR application since it is incompatible with how humans move around.