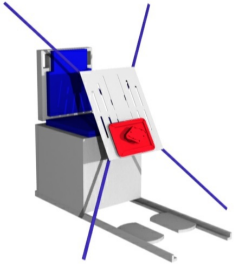
Tracker Alignment

Ready to perform the alignment procedure for the 3D tracker:

- Verify that the Quasi-Freefloating restraint is installed as shown with the Chest Marker Structure attached with velcro to the restaint plate.

Note: *Alignment of the marker structure on the restraining plate is critical. Please ensure that the top edge of the marker structure (see label) is aligned with the edge of the plate nearest the floor.*



- Check that the field of view of the tracker cameras is free of obstructions.

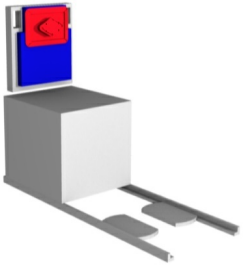
Press **'Execute'** to perform alignment.

Tracker Alignment

Ready to perform the alignment procedure for the 3D tracker:

- Verify that the GRIP chair is installed as shown with the seatback deployed and the Chest Marker Structure attached with velcro to the backrest.

Note: *Alignment of the marker structure on the backrest is critical. Please ensure that the top edge of the marker structure is aligned with the top edge of the seatback.*



- Check that the field of view of the tracker cameras is free of obstructions.

Press **'Execute'** to perform alignment.

Set No GRIP Tracking

Executing this task will set a flag to tell GRASP to use only the inertial tracking inside the Oculus.

- The Visual-Visual should work normally.
- The Visual-Manual and the Manual-Manual paradigms will work in a mode where tracking of the hand is simulated with the mouse and arrow keys.

This trackerless version allows for debugging of the user interface, procedures and operations without the need for connection to the GRIP hardware.

Press **'Execute'** to continue.

Set Normal GRIP Tracking

Executing this task will reset the system to use the normal 3D tracking system for HMD, hand and chest. The Perspectives computer (this computer) must be connected to the GRIP hardware and the HMD, Hand and Chest marker arrays must be available and connected as well.

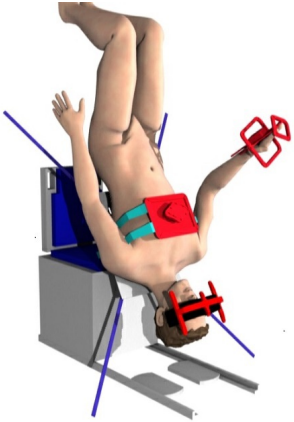
Press **'Execute'** to continue.

Ready to Start

Press **'Execute'** to continue.

Ready to Start

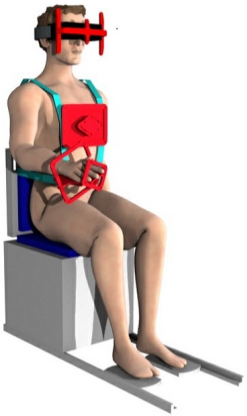
- Adopt the ***quasi-freefloating*** posture in the restraint system.
- Attach Chest Marker Structure to your torso and verify that it is well centered left-to-right on your chest.
- Place the Virtual Reality Headset on your forehead in preparation for performing science tasks.
- Attach the Hand Marker Structure to your ***right*** hand.
- Take the Remote Control in your ***left*** hand.



Pull the Virtual Reality Headeset over your eyes then press the Center Button on the Remote Control to begin.

Ready to Start

- Adopt the ***seated*** posture in the GRIP chair.
- Attach Chest Marker Structure to your torso and verify that it is well centered left-to-right on your chest.
- Place the Virtual Reality Headset on your forehead in preparation for performing science tasks.
- Attach the Hand Marker Structure to your ***right*** hand.
- Take the Remote Control in your ***left*** hand.



Pull the Virtual Reality Headeset over your eyes then press the Center Button on the Remote Control to begin.