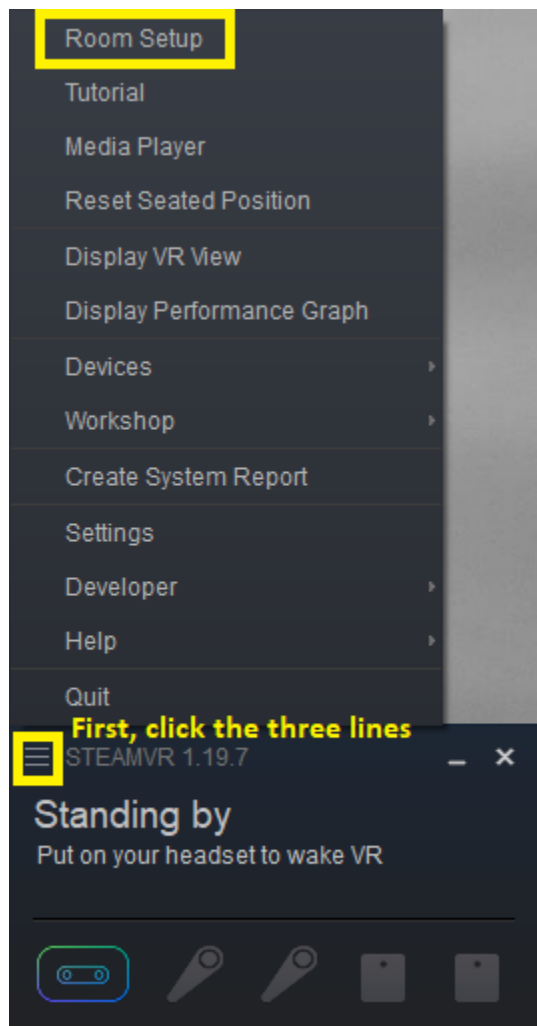
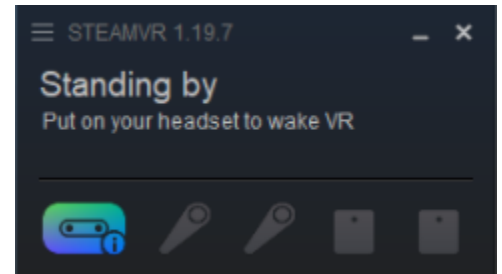


## VR Setup for Wireless HTC Vive Experiments

**Step 1:** Turn on the computer and plug the headset into the battery pack, push the button on the battery pack

**Step 2:** Open “Vive Wireless”, the computer should play sounds as the headset connects. If it never connects, check that the battery pack is turned on. There should be a light on the top of the wireless connector on the headset’s strap. If it is not on, try pushing the button. If it doesn’t come on, try disconnecting and reconnecting the battery and trying again. If the light is on and the headset is not connecting, try restarting the Vive wireless app. If it still does not connect, check the wireless sensor on top of the monitor to make sure it’s plugged in. If none of this works, a computer restart may fix the problem.

**Step 3:** Open SteamVR, wait for Steam VR to detect the headset (the headset will appear lit up in the SteamVR window). If your experiment requires controllers, turn on the controllers.



**Step 4:** Go to “Room Setup” in SteamVR. Each experiment should have its own starting point that is determined by the person writing the experiment. This may be on the floor or on the subject’s head, and the person who wrote the experiment will need to show you where this is at. Place the headset in it’s starting position and follow the prompts in SteamVR’s room setup.

**Step 5:** That’s it! You should be able to open your experiment now. Don’t forget to wipe down the equipment and plug in the battery pack when you’re finished!!

### Troubleshooting -

If something isn’t working, first try just restarting the programs (close the experiment, SteamVR, and Vive Wireless). If the tracking doesn’t seem right (people say they’re inside a wall, underground, floating, etc) then re-run the room setup. **If you can’t figure it out, don’t panic! Restart the computer.** If it still doesn’t work, contact the person running the experiment. If they are unavailable, apologize to the participant and ask if they can reschedule.