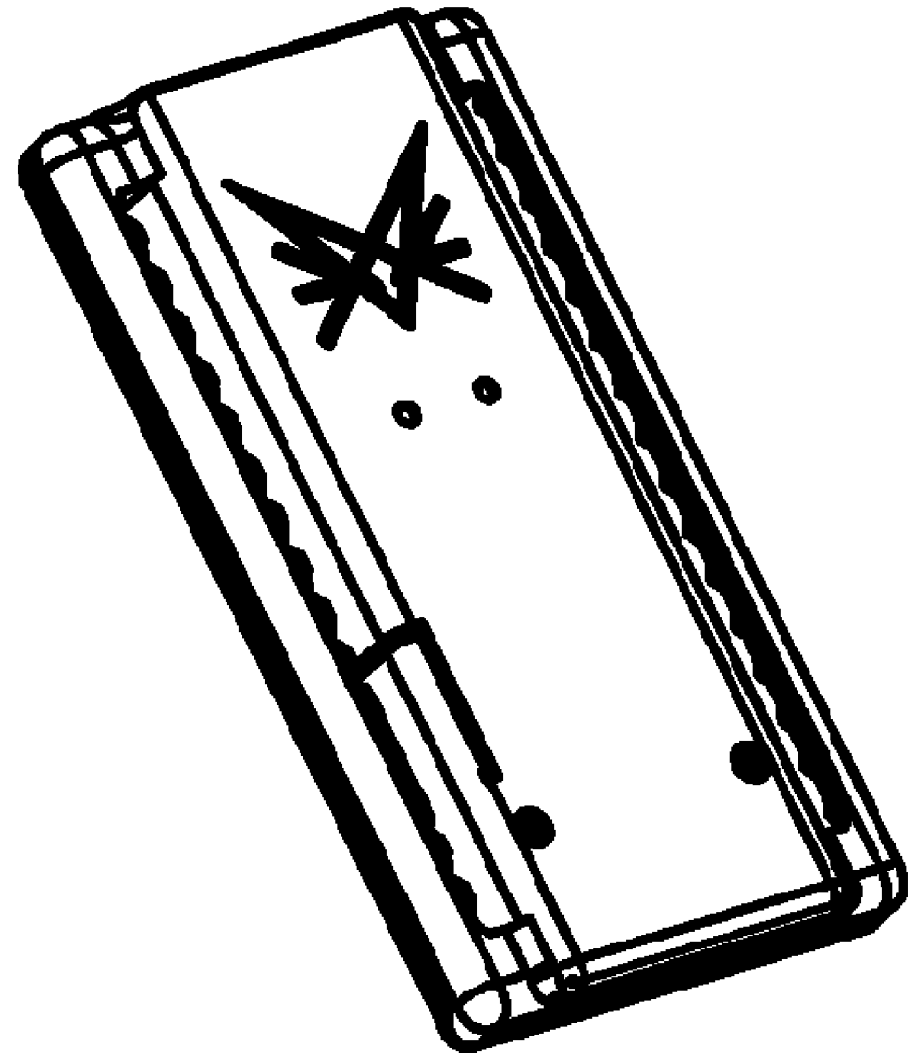


Macroplastics ✖

**MP-S-4.4.x**

User Manual

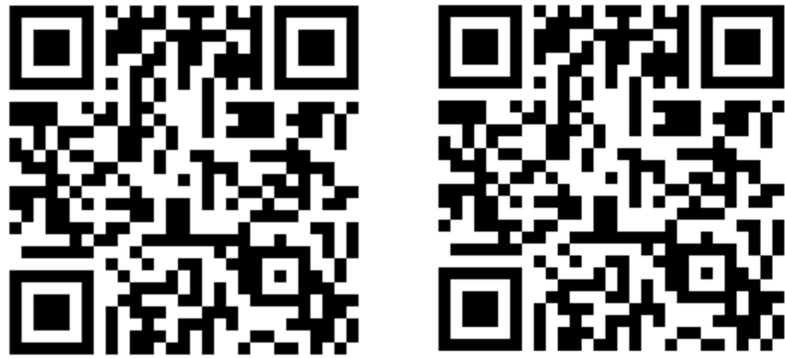


# Attributions

i didnt make the WHOLE thing...

Firmware

[github.com/SlimeVR/SlimeVR-Tracker-nRF](https://github.com/SlimeVR/SlimeVR-Tracker-nRF)



My PCB is based off Sctanf's slimenrf r3  
[github.com/SlimeVR/SlimeVR-Tracker-nRF-PCB](https://github.com/SlimeVR/SlimeVR-Tracker-nRF-PCB)

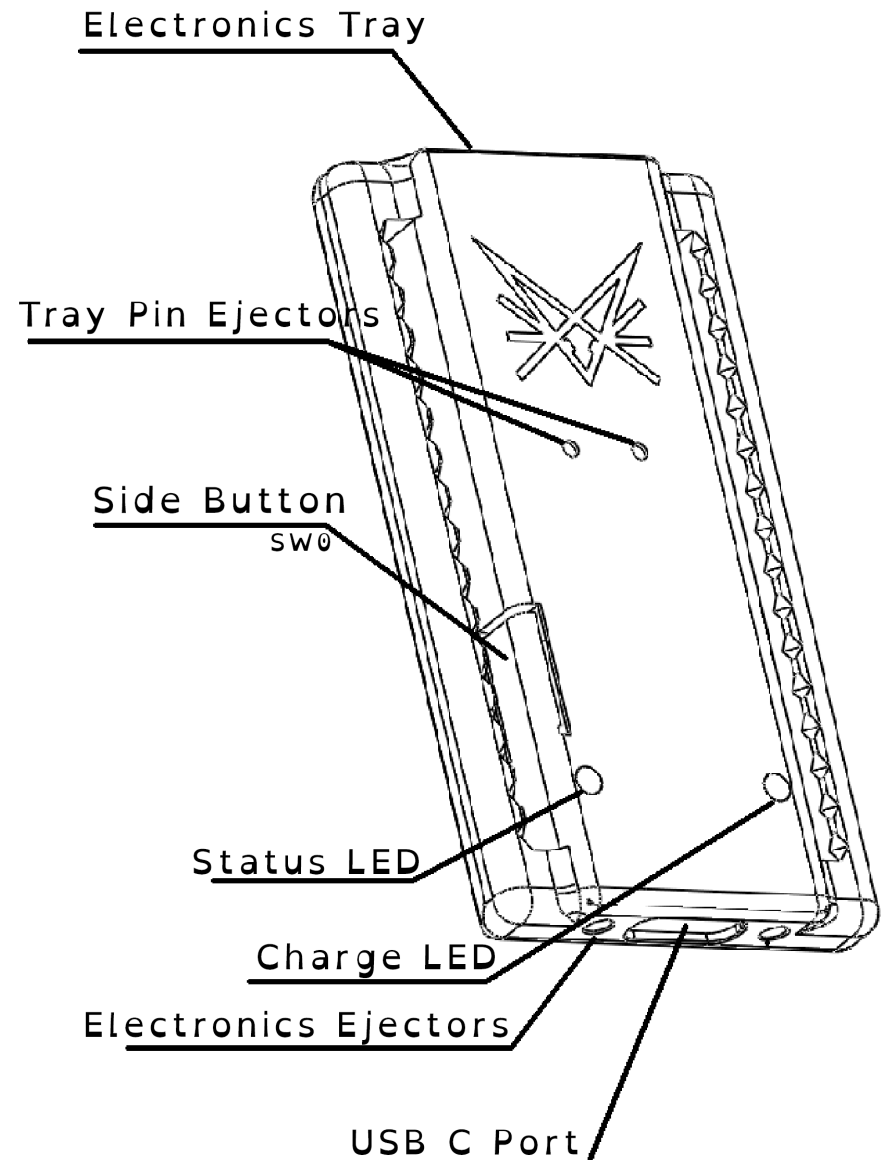
**And a huge thanks to everyone who  
has worked on the SlimeVR project.**

You can find all files for these on Github  
<https://github.com/Zipra1/SlimeNRF-Fuimini>  
this one i did make ^w^

includes most recent  
manual version, in  
case this gets lost  
or damaged.



# Product Diagram



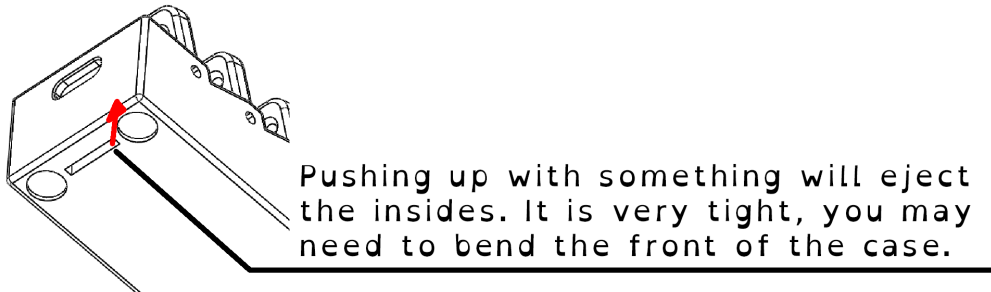
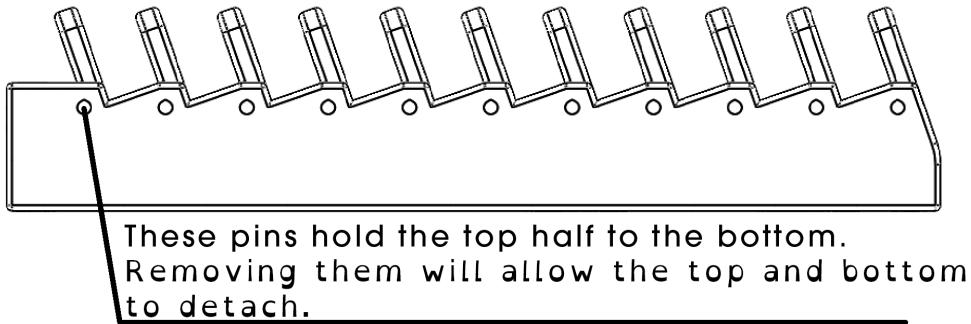
# Dock

screwdriver required

Dock comes with 2 drywall screws. Due to the weight of a fully loaded dock, it can't be mounted with sticky stri

I recommend lining it up by placing a piece of paper over the mounting holes and scribbling over it with a pencil. That will leave a perfect image of the mounting holes, and you can line up the screws on your wall perfectly.

## Disassembly



# Setup Guide

Installation

1. Download the SlimeVR Server at:  
[slimevr.dev/download](https://slimevr.dev/download)
2. Launch the installer, install the SlimeVR Server, then launch it
3. Install the SlimeVR driver into SteamVR:
  - Start SteamVR, go to Settings Manage Add-Ons
  - Enable the SlimeVR Addon
  - Restart SteamVR
4. Plug the Dongle into your computer.
5. Press the side button on the trackers to turn them on. They should be paired already.
6. Done! Your trackers should appear in SlimeVR.

# Disassembly

I hope this is just for fun.

To disassemble, you will need a small metal object to poke and some pieces of filament. Filament cutoffs are included with trackers, as disassembly tools and replacement tray pins.

A paperclip or SIM ejector works well.

Insert the metal tool into the Tray Pin Ejectors on the front of the tracker. This will poke a hole through the plastic here as it is purposefully very thin here. The Electronics Tray Pins will pop out of the back, grab them and pull them out.

Use the same tool to push upward on the Electronics Tray Ejector. Grab it and pull it out.

Insert a short filament piece into the Electronics Ejectors by the USB C port.

This will take some force, but be sure to keep it PARALLEL to the side of the tracker, or you risk damaging it. Once that is inserted, take a longer filament piece and push on the other side. Grab the black PCB and pull.

If you need help, please contact me via Discord or Email.

Email: [fui@macroplastics.ca](mailto:fui@macroplastics.ca)

Discord: [fui\\_\\_](#)

# Setup Guide


Using your trackers

## Putting them on

Wrap the tracker and strap around your limb with USB C port facing downward. Hook ends together, then cinch to a comfortable tightness.

## Assignment

In the SlimeVR Server, assign each tracker to a limb. The server may have guided you through this already but if it hasn't:

1. Enter the main screen of the server by clicking the Slime logo  in the top left.
2. Click on a tracker, and press "Edit Assignment"
3. Click the limb that the tracker is on.
4. Click "Edit mounting"
5. Select the direction the tracker is facing.

Repeat those 3 steps with all trackers.

Exposed lithium batteries can be dangerous.  
I am not responsible for whatever you do once it's open.

Do not disassemble unless you know what you're doing.  
I am not responsible for whatever you do once it's open.

# Troubleshooting

Regular calibration is normal

Poor drift times: you can try recalibrating. Regular calibration is good for keeping trackers running well, and is recommended to do upon receiving them.

1. Press your tracker against a flat, stable surface.
2. Double-press the side button
3. Wait a few seconds. The light will hold solid red for a few seconds, then flash a few times. It is now calibrated.
4. Repeat for all other trackers

# Light Guide

I think it's trying to tell me something

