Hello,

I am trying to use a Gyroscope as a device for extended Tracking in an AR application.  I am using unity 2017.3.0f3 and Vuforia 7.1.34 to be deployed on an Android target (HDfire10).  The application is going from not tracking to tracking to extended tracking as it should. One difficulty is that I cannot set the state to go into extended tracking. I activated extendedTracking on the imageTarget in unity and when the visual algorithm can’t see the image target but can get landmarks it goes to extended tracking, and then to NOT\_FOUND. It oscillates when what I really want is it just to stay in tracked. Ideally I would set the extendedTracking myself.

I tried:

mTrackableBehaviour = GetComponent<TrackableBehaviour>();

Debug.Log("Image type " + mTrackableBehaviour.GetType());

ObjectTarget et = GetComponent<ObjectTarget>();

et.StartExtendedTracking();

That compiled but produced a null reference. In other words did not successfully convert to an ObjectTarget. I tried to convert also to an ExtendedTrackable but that also did not work. The logfiles below show that the imagetype is Vuforia.ImageTypeBehaviour.

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I have an image Target and I confirmed that by checking:

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