## **Noitom Hi5 Sample Instructions**

Version

1\_0\_0\_655 17

Before starting your development, first make sure your glove is calibrated. Download the Hi5 Sample on <a href="https://hi5vrglove.com/">https://hi5vrglove.com/</a>.

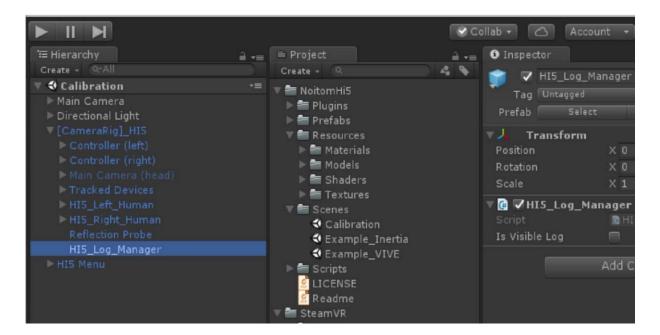
## Instructions:

- 1. To use the Hi5 glove, confirm all the preparation steps below:
  - a) The HTC VIVE system is running in a clean environment, without any optical reflection and other IR interference.
  - b) The SteamVR system is running correctly.
  - c) Attach the VIVE controller or VIVE tracker on each of your Hi5 gloves.
  - d) Turn on the attached controllers or trackers.
  - e) Insert the Hi5 dongle to the USB port of your computer/ HMD.
  - f) Turn on the Hi5 gloves.
- 2. Open the Hi5 calibration executable file.
- 3. Follow the instructions to do the calibration. The full calibration procedure includes two steps.

The first step is B-pose calibration, if you successfully doing B-pose, you will see your hands in VR. If you have successfully done B-pose and just want to redo P-pose to recalibrate your thumb, you can skip B-pose.

The second step is P-pose calibration, which means pinch pose calibration. This allows you to do pinch pose gesture.

- 4. If you think your hand posture is still not good enough after doing the calibration, you can press REDO B-POSE or REDO P-POSE button and then redo it.
- 5. Once you finished the calibration procedure, it will save the calibration information to the default folder. Next time when you start any of your Hi5 projects, it will load the calibration files directly.
- 6. Check the Is Visible Log to show the Hi5 log.



## Note:

- 1. If you change other controllers or trackers, you need to calibrate your gloves again.
- 2. All of the Hi5 Sample resources are provided by the Hi5 Unity SDK/Unreal Plugins.

## **Hotkey:**

1. Backspace: Open or close the menu.