OpenVR-Input-Emulator
YawVR edition

PURPOSE

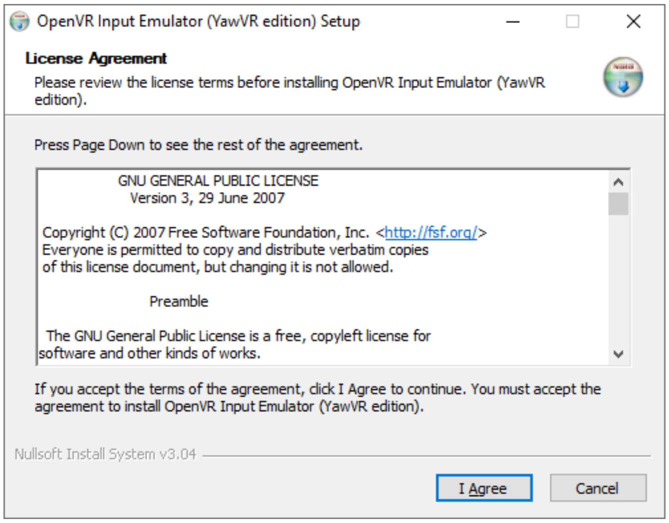
OpenVR-Input-Emulator-YawVR is based on the original open-source OpenVR-Input-Emulator OpenVR tool created by matzman666. Originally this tool helps you to configure OpenVR devices and implements motion compensation based on a controller attached to the any dynamic seat. Additionally OpenVR-Input-Emulator-YawVR add support for YawVR motion simulator dynamic seat and implements motion compensation based on YawVR seat orientation instead of using a controller.

SETUP GUIDE

Downloaded archive contains this manual and the setup file OpenVR-InputEmulator-YawVR.exe.

First, stop SteamVR if running.

Run the setup OpenVR-InputEmulator-YawVR.exe.



OpenVR Input Emulator (YawVR edition) Setup

License Agreement

Please review the license terms before installing OpenVR Input Emulator (YawVR edition).

Press Page Down to see the rest of the agreement.

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Version 3, 29 June 2007

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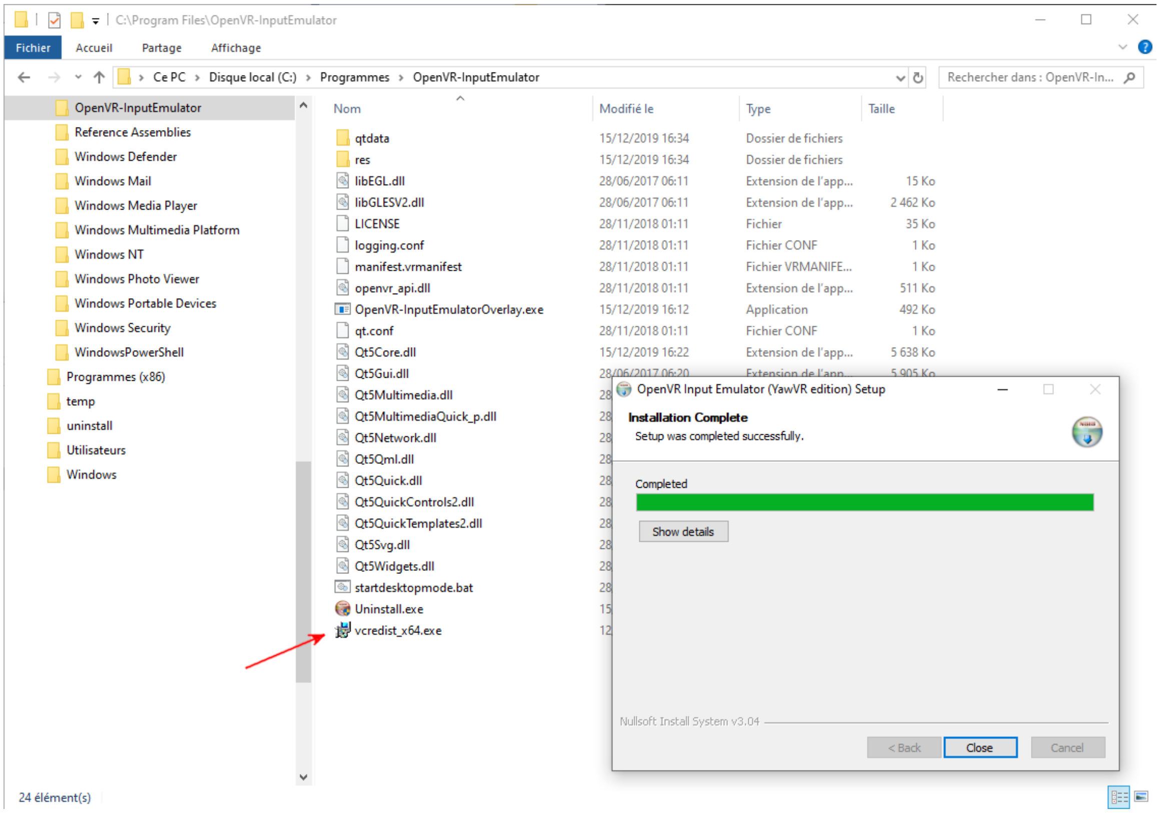
Preamble

The GNU General Public License is a free, copyleft license for
software and other kinds of works.

If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install OpenVR Input Emulator (YawVR edition).

If necessary, install the VC++ dependencies (Microsoft Visual C++ 2015-2019 redistributable)



C:\Program Files\OpenVR-InputEmulator

Ce PC › Disque local (C:) › Programmes › OpenVR-InputEmulator

Rechercher dans : OpenVR-In...

- OpenVR-InputEmulator
- Reference Assemblies
- Windows Defender
- Windows Mail
- Windows Media Player
- Windows Multimedia Platform
- Windows NT
- Windows Photo Viewer
- Windows Portable Devices
- Windows Security
- WindowsPowerShell
- Programmes (x86)
- temp
- uninstall
- Utilisateurs
- Windows

Nom	Modifié le	Type	Taille
qtdata	15/12/2019 16:34	Dossier de fichiers	
res	15/12/2019 16:34	Dossier de fichiers	
libEGL.dll	28/06/2017 06:11	Extension de l'app...	15 Ko
libGLESV2.dll	28/06/2017 06:11	Extension de l'app...	2 462 Ko
LICENSE	28/11/2018 01:11	Fichier	35 Ko
logging.conf	28/11/2018 01:11	Fichier CONF	1 Ko
manifest.vrmanifest	28/11/2018 01:11	Fichier VRMANIFE...	1 Ko
openvr_api.dll	28/11/2018 01:11	Extension de l'app...	511 Ko
OpenVR-InputEmulatorOverlay.exe	15/12/2019 16:12	Application	492 Ko
qt.conf	28/11/2018 01:11	Fichier CONF	1 Ko
Qt5Core.dll	15/12/2019 16:22	Extension de l'app...	5 638 Ko
Qt5Gui.dll	28/06/2017 06:20	Extension de l'app...	5 905 Ko
Qt5Multimedia.dll	28		
Qt5MultimediaQuick_p.dll	28		
Qt5Network.dll	28		
Qt5Qml.dll	28		
Qt5Quick.dll	28		
Qt5QuickControls2.dll	28		
Qt5QuickTemplates2.dll	28		
Qt5Svg.dll	28		
Qt5Widgets.dll	28		
startdesktopmode.bat	28		
Uninstall.exe	15		
vcredist_x64.exe	12		

24 élément(s)

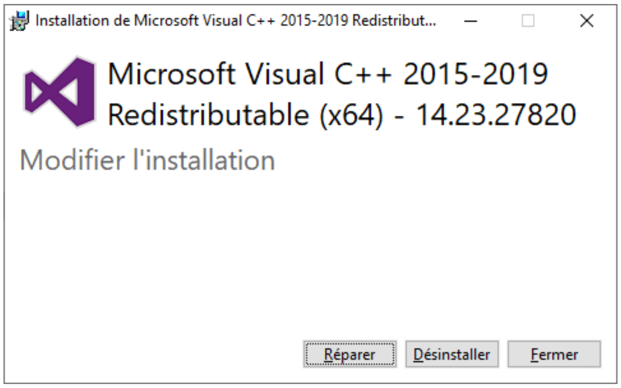
OpenVR Input Emulator (YawVR edition) Setup

Installation Complete

Setup was completed successfully.

Completed

Nullsoft Install System v3.04



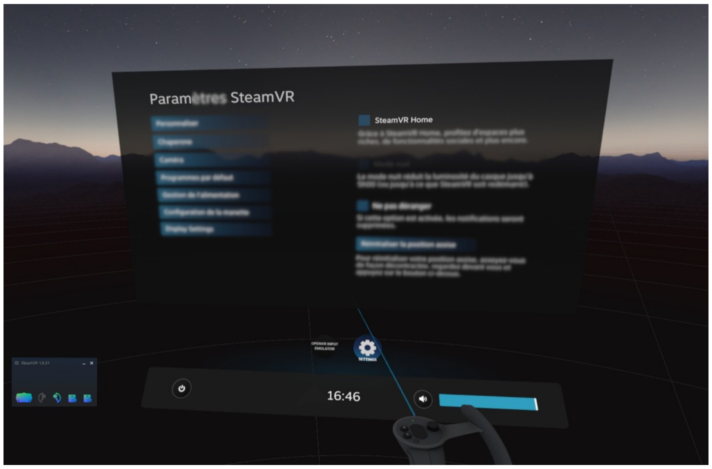
Installation de Microsoft Visual C++ 2015-2019 Redistribut...

Microsoft Visual C++ 2015-2019 Redistributable (x64) - 14.23.27820

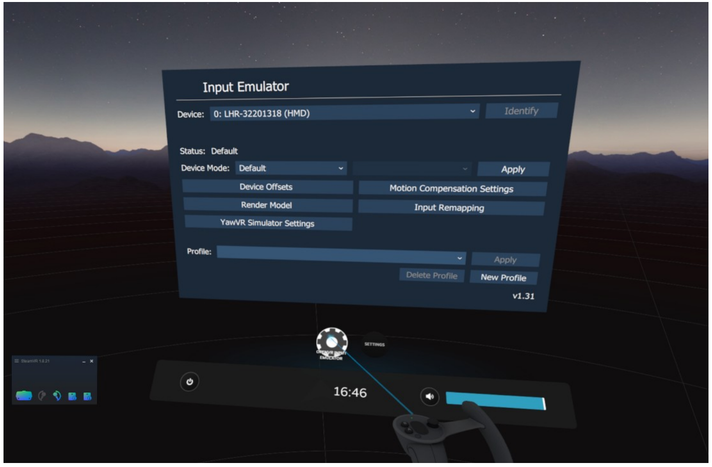
Modifier l'installation

Run SteamVR

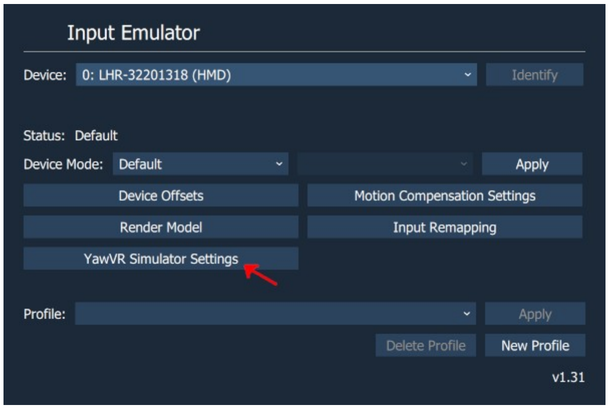
Go to SteamVR parameters by pressing Menu button of any controller



Select *OPENVR INPUT EMULATOR* settings



Go to *YawVR Simulator Settings* page



Input Emulator

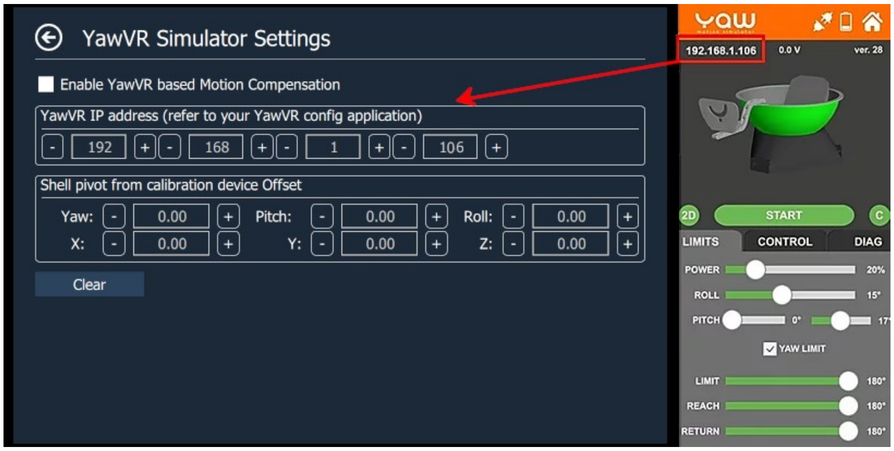
Device: 0: LHR-32201318 (HMD) Identify

Status: Default

Device Mode: Default Apply

Profile: Apply

Setup your *YawVR IP address* (refer to the YawVR application)



YawVR Simulator Settings

☐ Enable YawVR based Motion Compensation

YawVR IP address (refer to your YawVR config application)

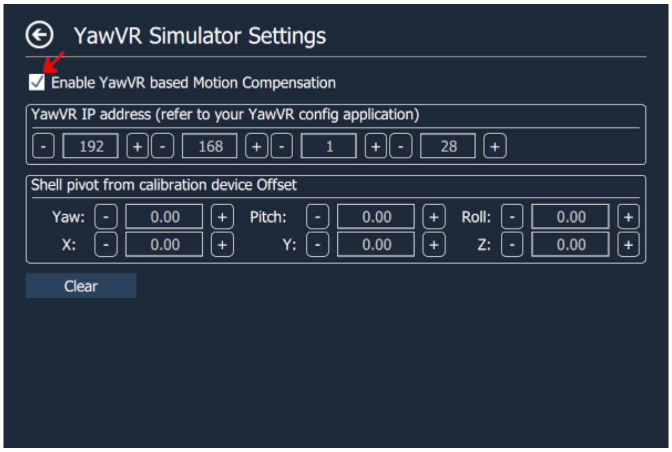
[-] 192 [+] [-] 168 [+] [-] 1 [+] [-] 106 [+]

Shell pivot from calibration device Offset

Yaw:	0.00	Pitch:	0.00	Roll:	0.00
X:	0.00	Y:	0.00	Z:	0.00

Clear

Enable *YawVR based Motion Compensation*, tool will connect to your YawVR simulator and YawVR application upper banner should toggle from orange to blue indicating connection succeeded.



YawVR Simulator Settings

☑ Enable YawVR based Motion Compensation

YawVR IP address (refer to your YawVR config application)

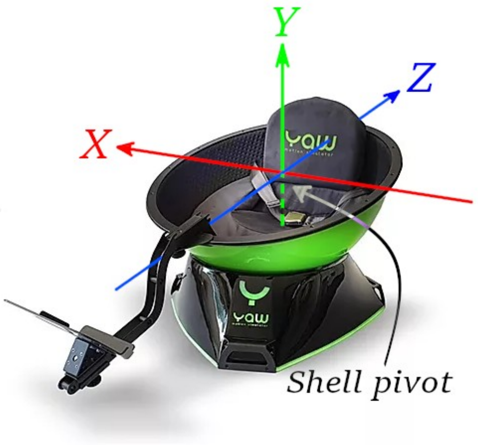
[-] 192 [+] [-] 168 [+] [-] 1 [+] [-] 28 [+]

Shell pivot from calibration device Offset

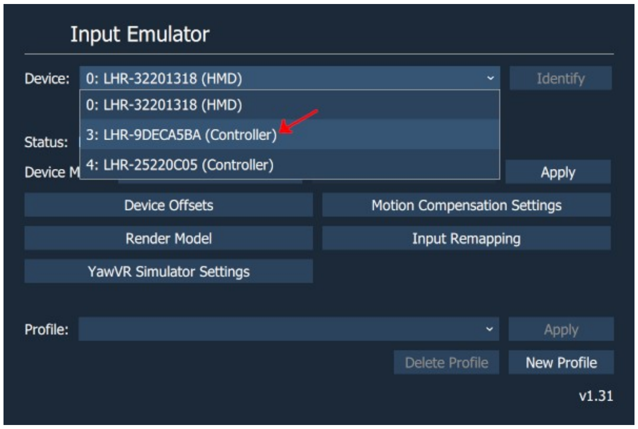
Yaw:	0.00	Pitch:	0.00	Roll:	0.00
X:	0.00	Y:	0.00	Z:	0.00

Clear

Finally you have to calibrate your YawVR shell pose (position and orientation) by placing a controller near the shell pivot.



Choose the controller, bind it the *Motion Compensation* mode



Input Emulator

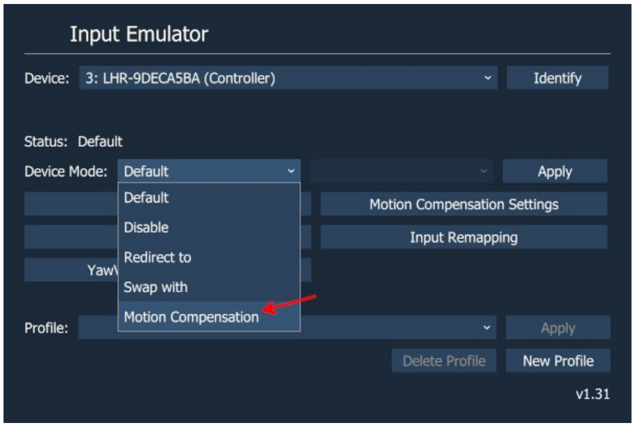
Device: 0: LHR-32201318 (HMD)

0: LHR-32201318 (HMD)

3: LHR-9DECA5BA (Controller)

4: LHR-25220C05 (Controller)

Status:



Input Emulator

Device: 3: LHR-9DECA5BA (Controller)

Status: Default

Device Mode: Default

Default

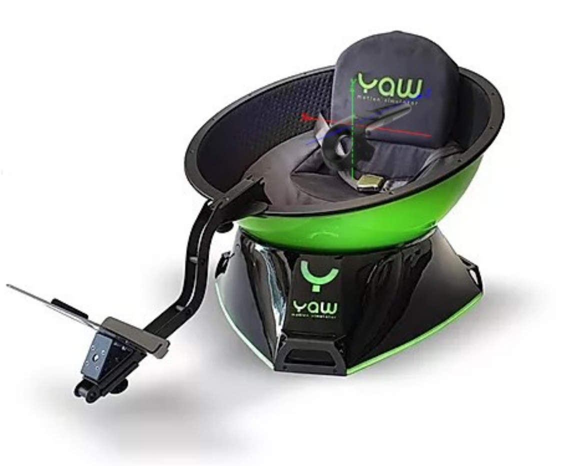
Disable

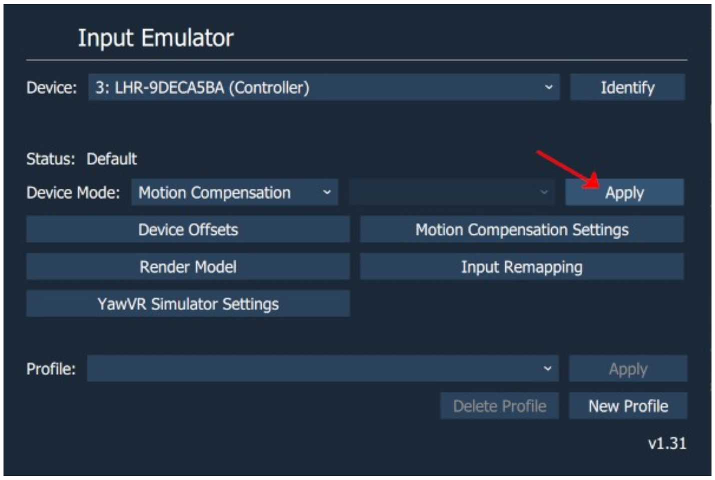
Redirect to

Swap with

Motion Compensation

Place the controller near the shell pivot and Apply





Input Emulator

Device: 3: LHR-9DECA5BA (Controller)

Status: Default

Device Mode: Motion Compensation

Check your calibration by putting a controller in the seat, get out of the seat, disconnect YawVR motors, put your headset and rotate manually the shell, the controller should rotate on itself and VR world should rotate around.

Now you do not need controller anymore, YawVR shell orientation is used to perform motion compensation.

REMARKS

Note 1 You can use *shell pivot from calibration device offset* to configure an offset between a more practical pose relative to the YawVR shell and its pivot.

Note 2 Be aware, compensation is dependent to YawVR internal orientation computation and if it drifts you will see this drift through your compensated orientation, typically yaw drift.

Note 2 You can still use original controller based motion compensation by disabling *YawVR based Motion Compensation* checkbox into *YawVR Simulator Settings* page.