Steps to set up either the vive controller or tracker without the HMD in Unity

Required Hardware:
- 1 (or 2) Vive basestations
- Vive controller (steam dongle or USB connection required) or tracker (HTC provided dongle or USB connection required)
- X86 based PC

Requires Software:
- steamVR with opt in for the beta
- Python 3.6 (anaconda package recommended)
- Pyopenvr (library)
- Triad_openvr (python wrapper)

Steps

- Installing steam: https://store.steampowered.com/about/
- To opt in for beta: https://www.vive.com/eu/support/vive/category_howto/optin-to-steamvr-beta.html
- Download python 3.6: https://www.anaconda.com/download/
- In anaconda prompt type: pip install openvr
- Download triad_openvr from github: https://github.com/TriadSemi/triad_openvr and unzip
- Open with a text editor the configuration file: "default.vrsettings" located at: \Steam\steamapps\common\SteamVR\resources\settings
  - Go to line 3 and change "requiredHmd" to false
  - Go to line 4 and change "forcedDriver" to "null"
  - Go to line 25 and change "activeMultipleDrivers" to true
- Open with a text editor the configuration file: "default.vrsettings" located at: \Steam\steamapps\common\SteamVR\drivers\null\resources\settings
  - Go to line 3 and change "enable" to true
- Restart steam
- Connect the controller (**must be connected via micro usb or with a steam dongle**)
- Open a command prompt and navigate to the folder where triad_openvr was unzipped and type: "python controller_test.py" (or if using a tracker type: "python tracker_test.py")
- This should output the 6 parameters at 250 Hz

In Unity

- Add vive tracker/controller into steamVR by pairing it. Once pairing is successful, you will see a vive tracker/controller icon in the SteamVR UI
- In Unity, import the steamVR plugin (from the asset store) into the project
- drag and drop the SteamVR camera rig prefab and set the target eye to "None"

Main sources

https://www.roadtovr.com/how-to-use-the-htc-vive-tracker-without-a-vive-headset/

http://www.pencilsquaregames.com/getting-steamvr-tracking-data-in-unity-without-a-hmd/