READ ME

This document is a guide to install and run the unity project which was made for the BEP Neurorehabilitation.

The following programs should be downloaded:

* UNITY 2021.3.11f1
* SteamVR (first download steam -> setup account -> download steamVR through steam
  + Make sure that the steamVR is running on open XR,
    - Go to settings -> developer and turn openXR on
* Install SR\_anipal runtime
  + <https://forum.htc.com/topic/5642-sranipal-getting-started-steps/>

1. Transfer the files *Assets, Packages, ProjectSettings, UserSettings* into a folder on the PC.
2. Open UNITY HUB -> Open -> Add project from disk -> Select the folder described above. Unity should now open the game.
   1. An error will pop-up and you need to click *Continue.*
   2. Another pop-up asks if you want to enter safe mode, do NOT do this, and click continue.
3. Setup your VR goggles in steam VR (use HTC vive pro eye)
4. Install,

<https://developer.vive.com/resources/vive-sense/eye-and-facial-tracking-sdk/download/archive/1_3_3_0/>

AND

<https://hub.vive.com/en-US/download> , download the 1.3.2.0 version.

(Extract all the files in the zip)

Also look at the instructions coming with the installation of the program

1. Unity should be opened by now:
   1. In unity, go to the project folder and find *Scenes*,
   2. Double click *Test supermarket environment* and the scene should open.
2. In the top, select *Window* -> *Package Manager.*
3. Select com.tobii.xr.sdk and remove it.
4. Now go to Assets -> Import Package -> ADD FROM DISK -> locate the place where you installed the SDK v1.3.3.0
   1. Open SDK-v1.3.3.0  
       > SDK-v1.3.3.0  
       >SDK  
       > UNITY  
       > Vive-SRanipal-Unity-Plugin
5. Now go to Window -> Package manager -> ADD FROM DISK -> locate the place where you installed TobiiXR

> Open folder TobiiXR  
 > package (SJON file)  
 > Open

1. Go to *EDIT ->* Project settings -> turn OpenVR loader off
2. Put on the HTC vive and push the button on the left of the goggle. This will open the home page of the steam VR. In the left corner below, an eye icon can be seen. Select this icon and turn eye tracking on. Calibrate the eye tracking and close the home page.
3. Now you can play the scene and it will record the data.
   1. The code is in the test seen you are playing. For example, when you are selecting “Test second task” (the others should then be off). In the inspector an object is seen with the name “S Ranipal\_Test\_Second\_Task (Script)” you can select this which opens the code used to gather the data. If you us Visual studio code, the green text in the code are lines which could be used to gather other eye metrics.
   2. In project folder -> script -> ProvaTxt, all the metrics are listed which could be retrieved from the goggles and used for other research