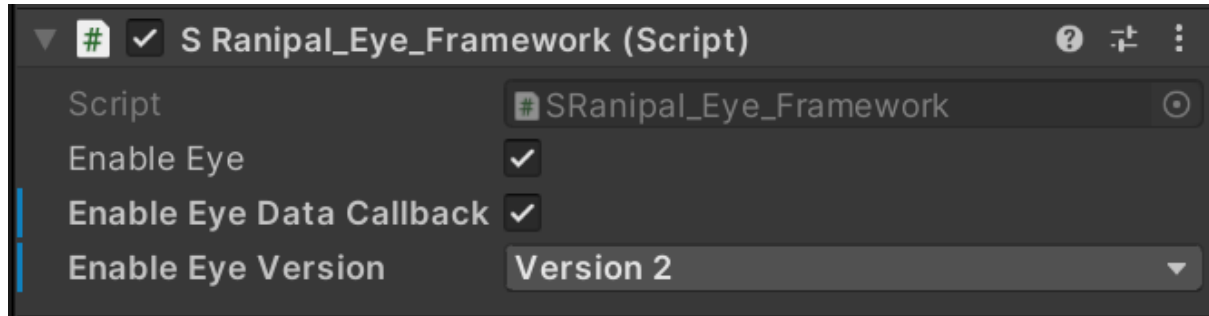


Setup for Eye Tracking

1. Install the SteamVR SDK for Unity:
<https://assetstore.unity.com/packages/tools/integration/steamvr-plugin-32647>
2. Drag the SteamVR Player prefab on to the EyeTrackingDemo scene in Unity (SteamVR\InteractionSystem\Core\Prefabs\Player.prefab)
3. Download and install the SRanipal runtime
4. Import VIVE Eye Tracking SDK Unity Plugin (SRanipal)
<https://hub.vive.com/en-US/download>
5. Add the SRanipal Eye Framework to the Unity scene
 - Drag "SRanipal Eye Framework" prefab into scene hierarchy
 - or
 - Attach "SRanipal_Eye_Framework.cs" script to gameobject in scene
6. Setup Framework Settings
 - Check "Enable Eye" (enabled by default)
 - Check "Enable Eye Data Callback"



7. Add EMTEQVR_EYE to your Player Settings/Scripting Define Symbols

