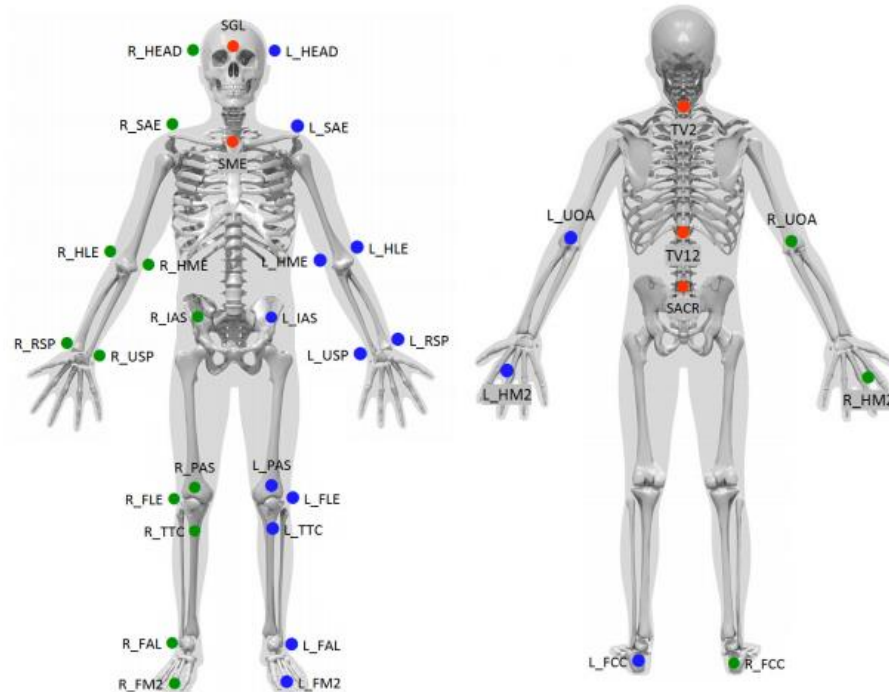


# Step by step guide for real-time character streaming

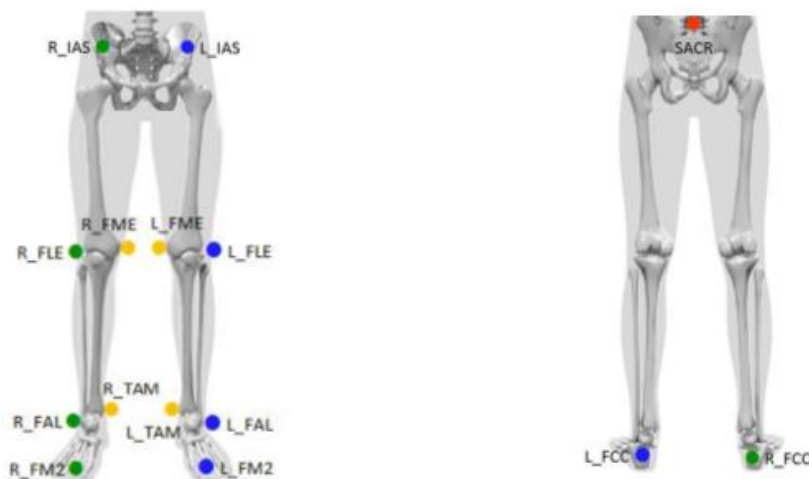
---

- In QTM, open a file or start a measurement with this marker set:



Alternative leg markers:

---



If finger movements are desired, they should be placed on thumbs and index fingers and named *R\_Index* and *L\_Index* for index finger and *R\_Thumb* and *L\_Thumb* for thumb.

- Start a QTM real-time stream from

**Play → Play with Real-Time Output**

If a measurement is in progress, QTM is automatically streaming.

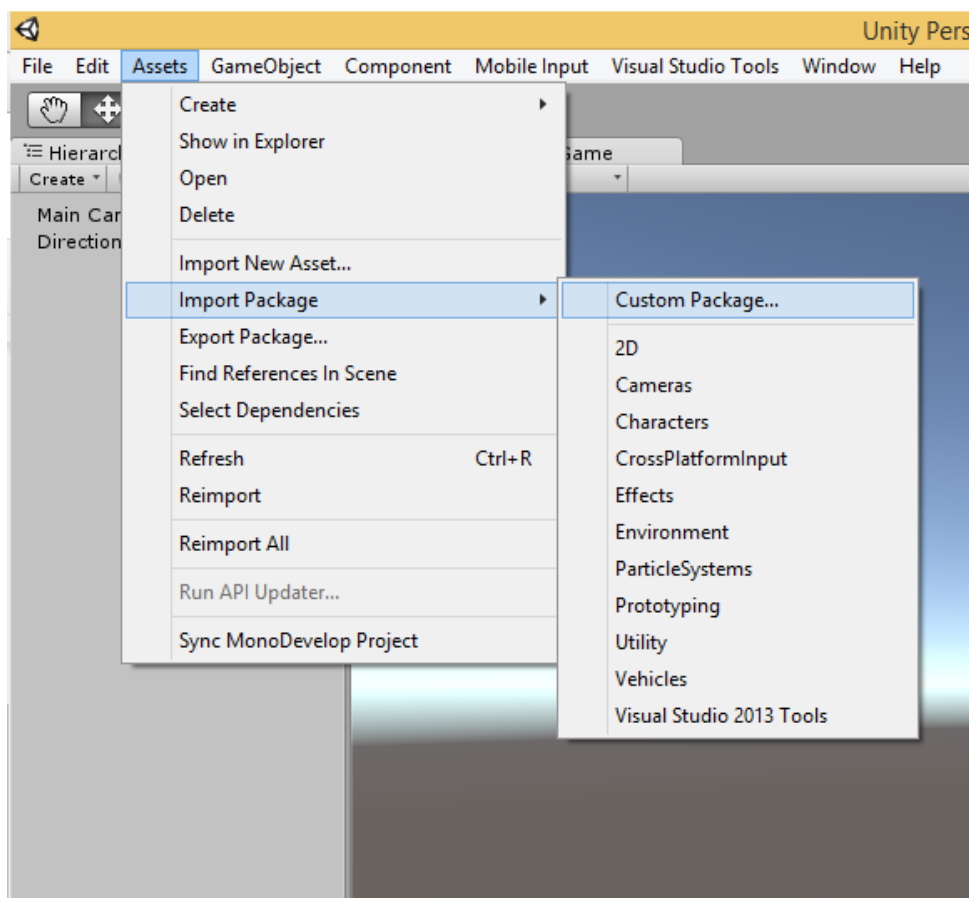
## In Unity

- Download the packet from QTM Unity streaming from

<http://www.qualisys.com/download/QTM-Unity-Realtime-Streaming.unitypackage>

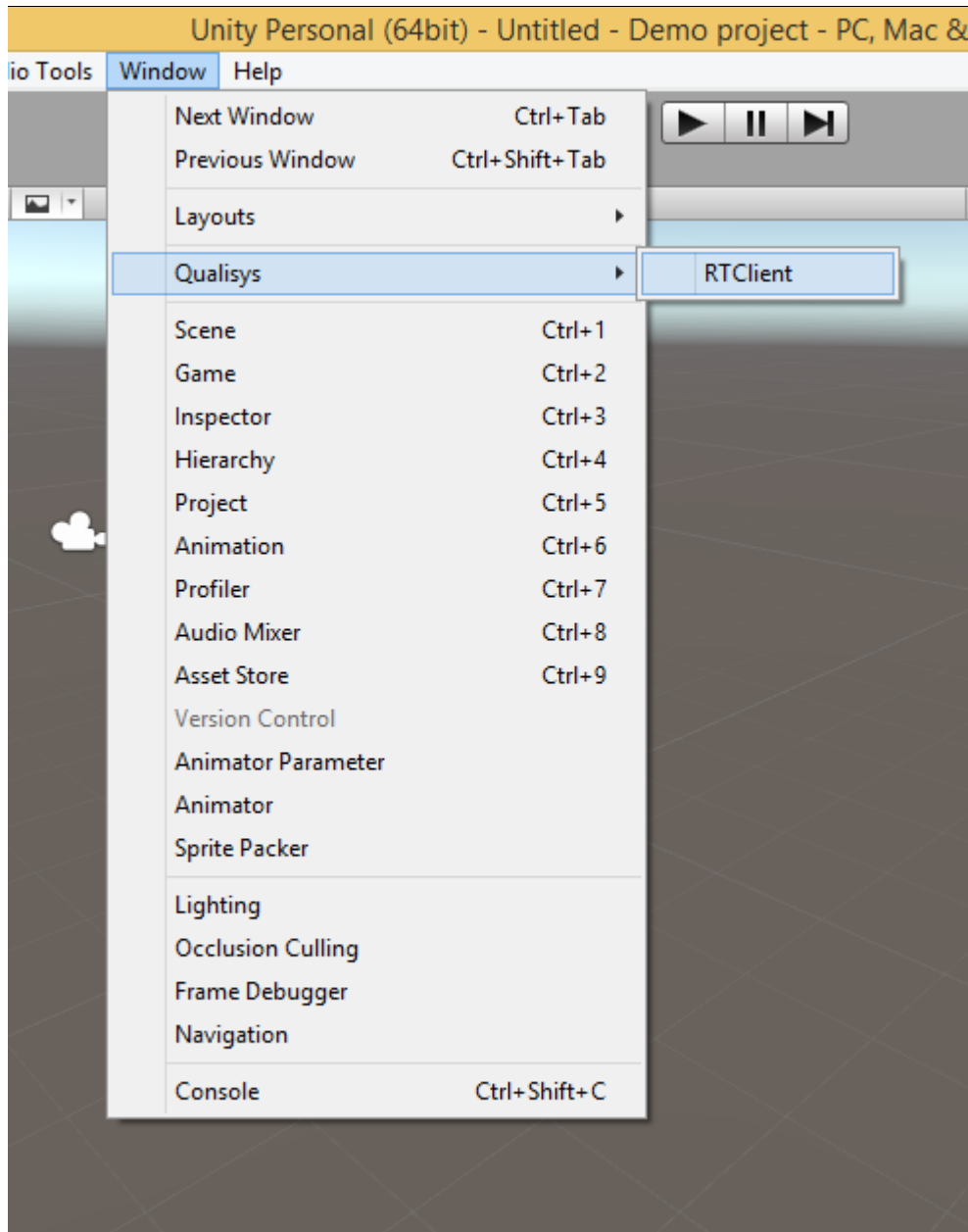
- In Unity, import *QTM-Unity-Realtime-Streaming.unitypackage* in

**Assets → Import Package → Custom Package...**



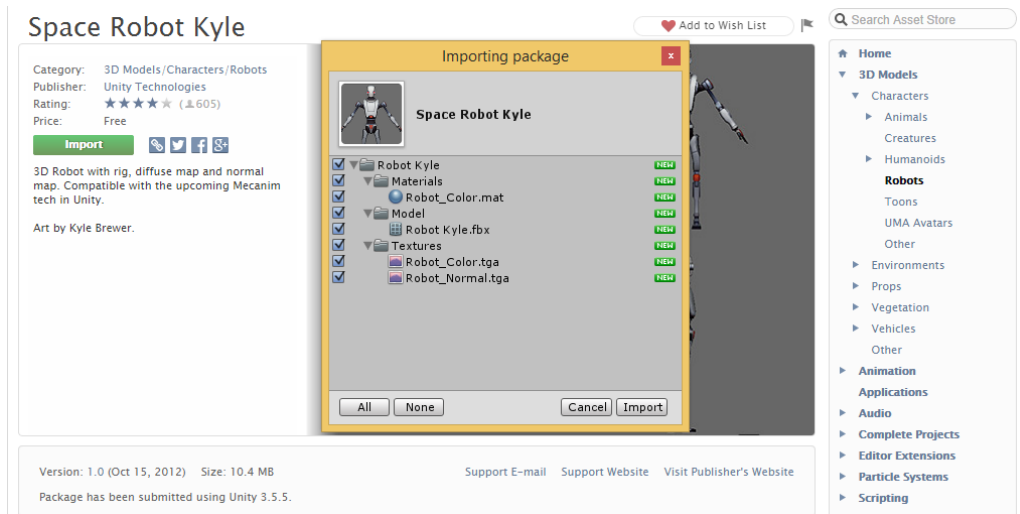
- Open a RTClient window from

**Window → Qualisys → RTClient**



- Download and import a Character from the Assets store

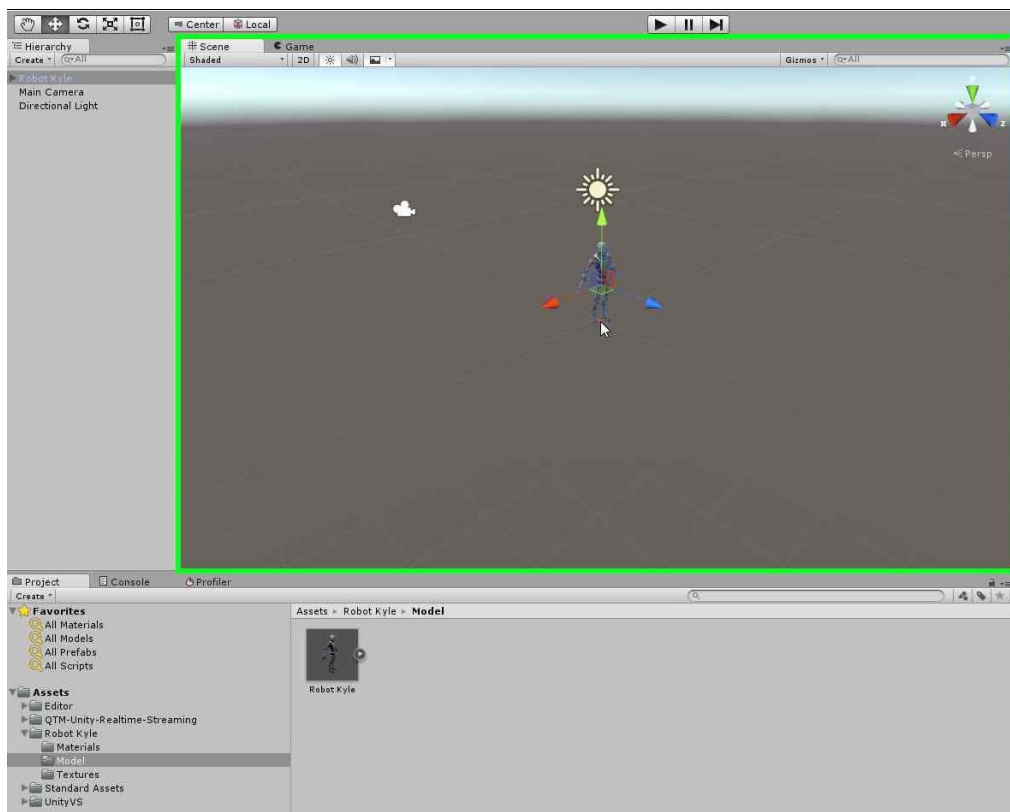
**Window → Asset Store → 3D Models → Characters**



- Add the character to the Scene by drag and drop the *.fbx* file or the prefab from

**Project tab → Assets → (the characters folder)**

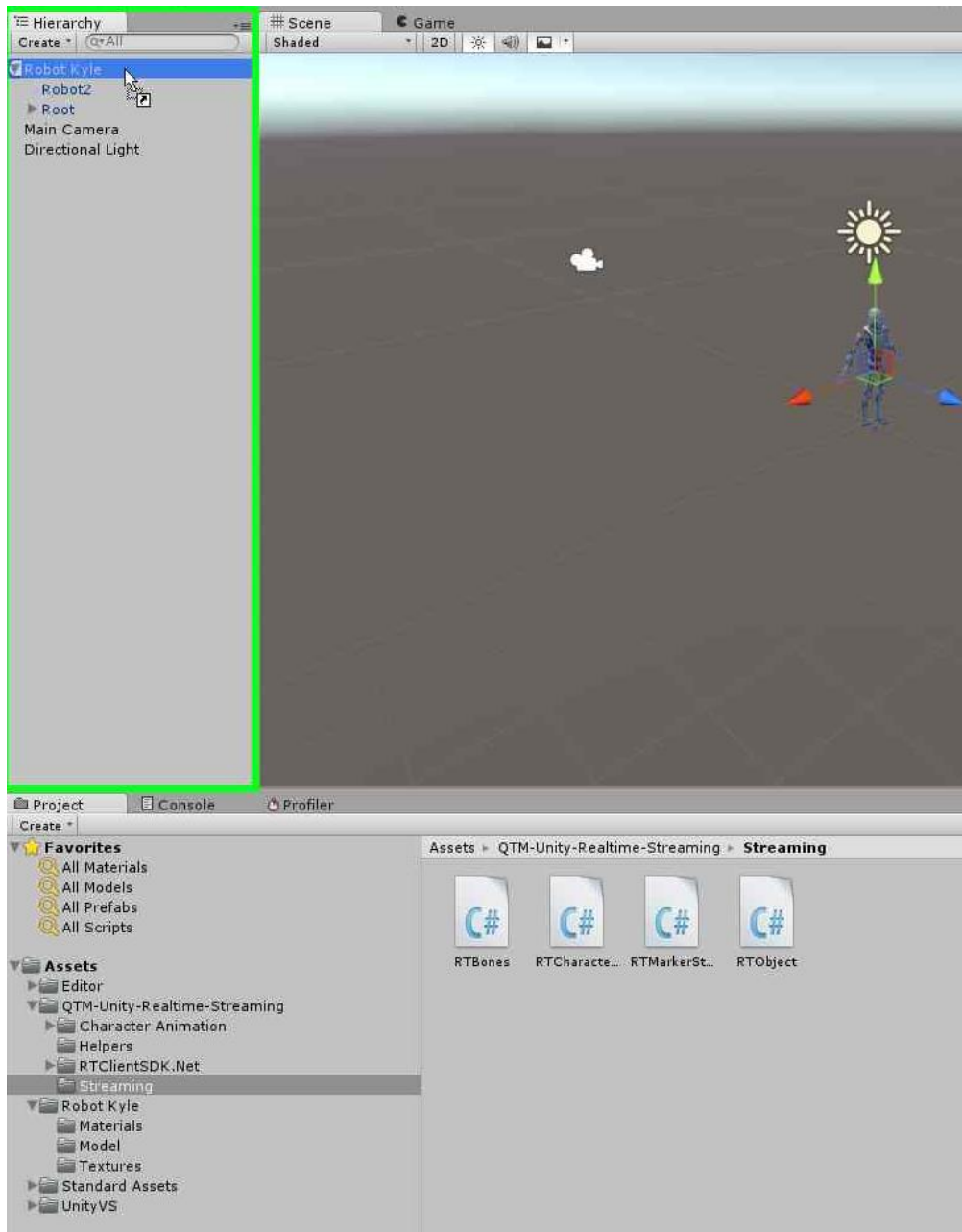
to the **Hierarchy** or **Scene**



- Drag and drop *RTCharacterStream.cs* from

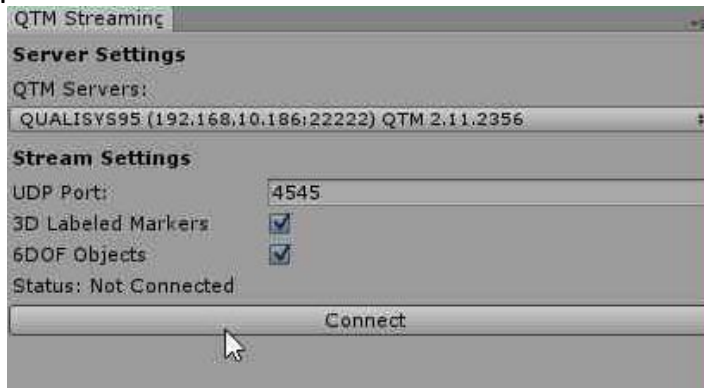
**Project tab → Assets → QTM-Unity-Realtime-Streaming → Streaming**

to the character under **Hierarchy** tab.



Alternatively, to the characters **Inspector** to the right shown when the character is selected in the **Hierarchy** tab.

- Press **Play**.
- In the **QTM Streaming** tab, make sure the right **QTM Server** is selected and press **Connect**



- The character should now be moving. If the animation looks strange, change the model of rotation from the list in the inspector. Select your character in **Hierarchy** tab and to the left in the **Inspector**, try different models under the Character rotation model drop down menu.

