At a Glance
Eye Tracking Project
Installation Guide

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School of Humanities & Social Sciences
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Installation Guide

<u>Overview</u>

This installation guide includes the requirements and instructions on how to download and use the eye tracker user interface.

<u>General Requirements</u>

Operating System Requirements
- Windows 7 or higher
- Mac/Linux supported in future releases

To Run
- After downloading the zip file (see below) browse to <Unzipped file dir>/HARE_ET-master/ET_Project_GUI/ET_Project_GUI/bin/Release/ and run "At_A_Glance.exe"

<u>Specific Requirements For Editing and Building Source Code</u>
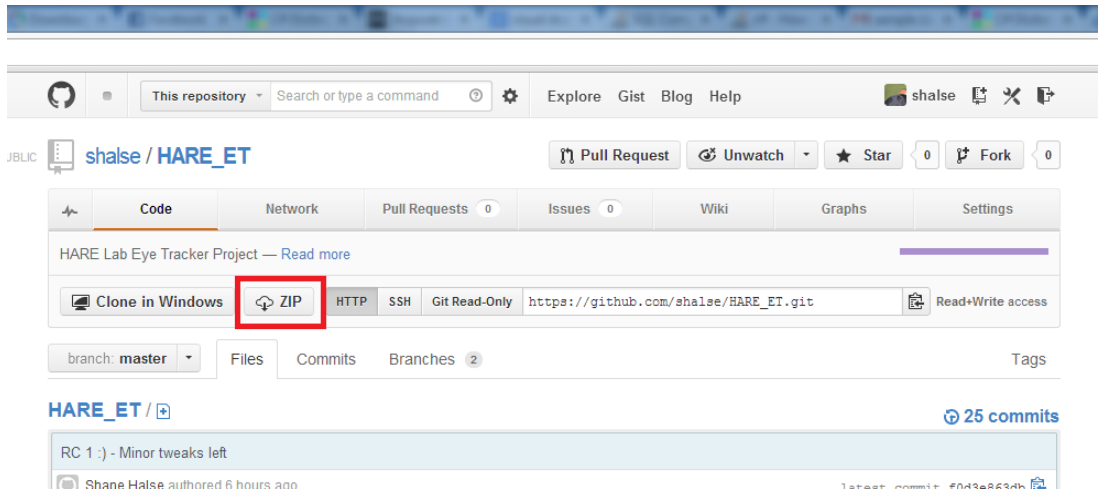
Software Requirements
- To edit the Eye Tracker Interface source code, you will need the following
  - Microsoft Visual Studio
  - SMI Software Development Kit (SDK)
  - Eye Tracking User Interface Source Code
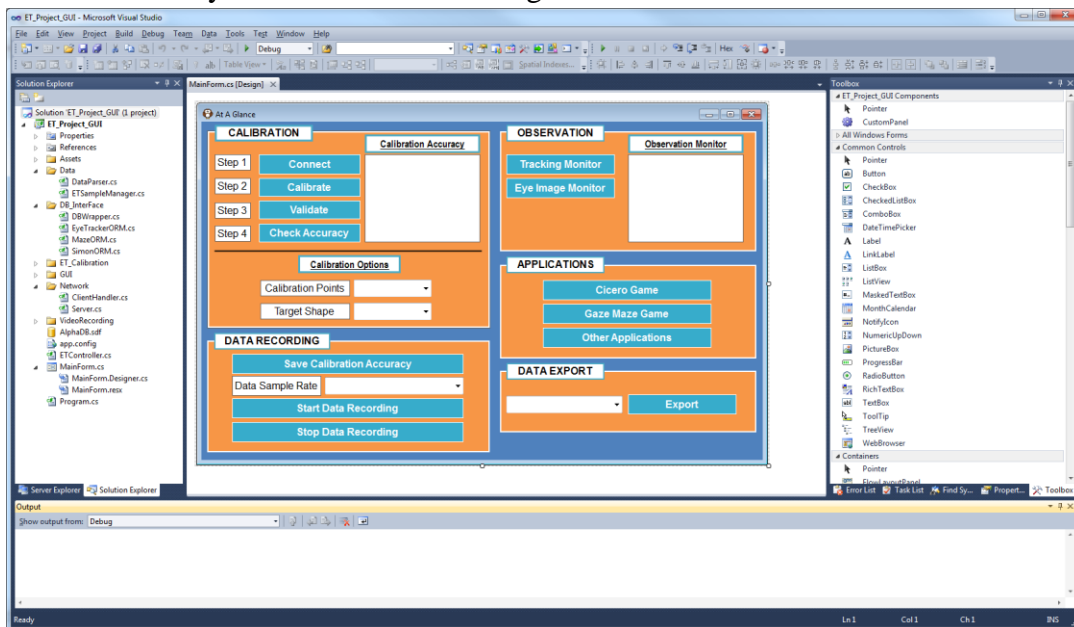- To edit the games found in the ET_Apps folder
  - Unity3d

Downloading Instructions
1. For SMI SDK you can download from this page:
   - SDK for Windows 7 32bit:
     http://update.smivision.com/Setup_iViewX_SDK_32bit.msi
   - SDK for Windows 7 64bit:
     http://update.smivision.com/Setup_iViewX_SDK_64bit.msi
2. For Unity3d you can down load it at
   - Unity3d (4.1+)
     http://unity3d.com/unity/download/
3. For the source code (with working demos) you can download it from:
   - GitHub: https://github.com/shalse/HARE_ET
   - When you open this website, you will see the following:

- To download, click the **ZIP file** (highlighted in the red box on the image below).

4. Go to the place you downloaded HARE_ET-master.zip and unzip it.
5. After unzipping the file browse to /Hare_ET-Master/ET_Project_GUI
   - Inside the folder you will find the MVS10 solution file. Once opened you will see the following:

6. To build and run, select the configuration you want then select *build -> build solution* or press *F6.* This will launch the At a glance Eye Tracking user interface

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