

HI5 2.0 BASIC SDK USER MANUAL

STEAMVR SERIES

Overview:

- Please use Unity 2019.4.18 or above to create a new project.
- This SDK is available for SteamVR series headsets, including.
 - HTC Vive Pro/ HTC Vive Pro 2/ HTC Vive Pro eye/ Pimax 8k x/ Pimax 8k plus/ Pimax 5k super/ Pimax ARTISAN/ Steam Valve Index
- The following items are required to use this feature together:
 - Valve Base Station * 2
 - Valve Tracker/ Tundra Tracker *2
 - Headset * 1

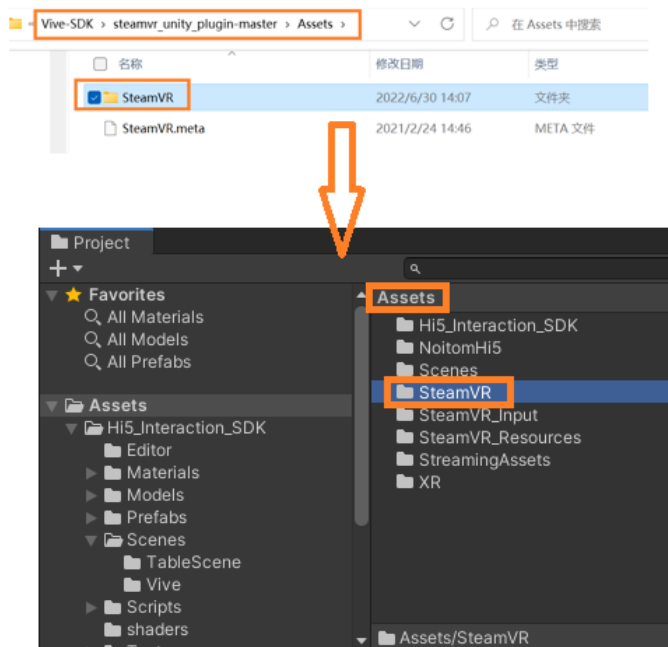
SDK usage process:

Plugin Download

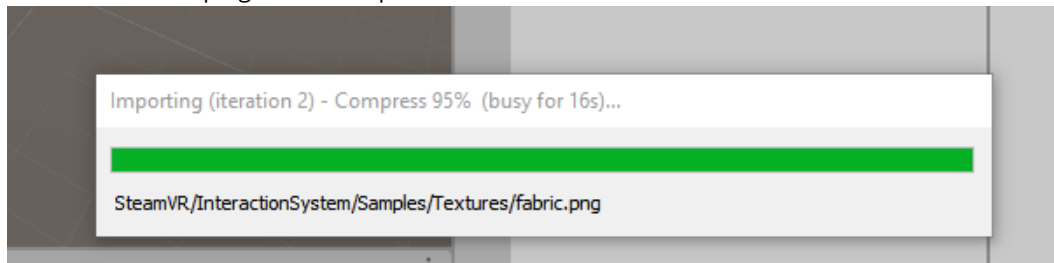
Go to the Steam website https://github.com/ValveSoftware/steamvr_unity_plugin to download the latest version of the Steam VR Unity plugin. 2.

Plugin installation

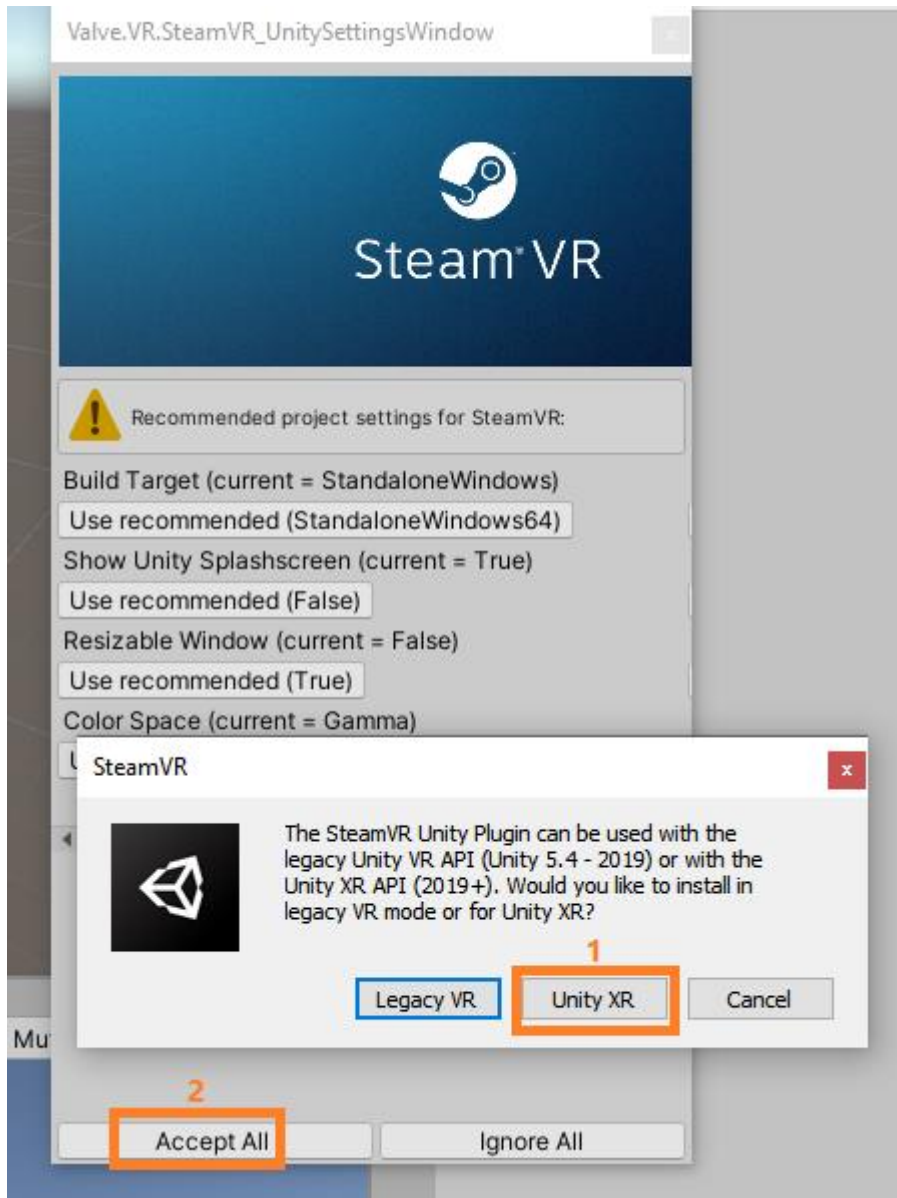
- 1) Create or open a new Unity project
- 2) Open the plug-in folder and copy the SteamVR directory from the Assets folder to the Assets folder in the Unity project, as shown in the figure:



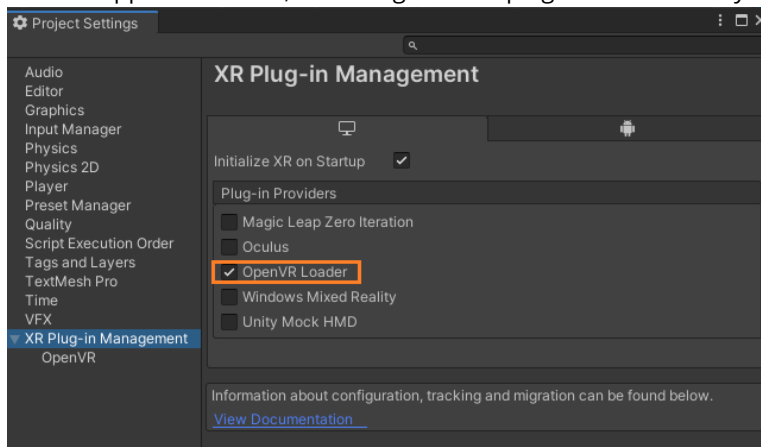
- 3) Then wait for the plug-in to be imported



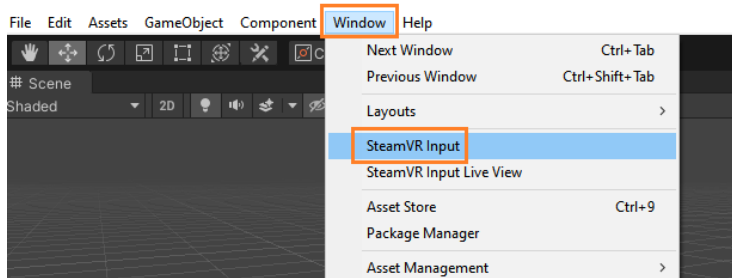
- 4) After the SteamVR plug-in is successfully imported, click the UnityXR button in the pop-up window, and then click the Accept All button, as shown in the figure:



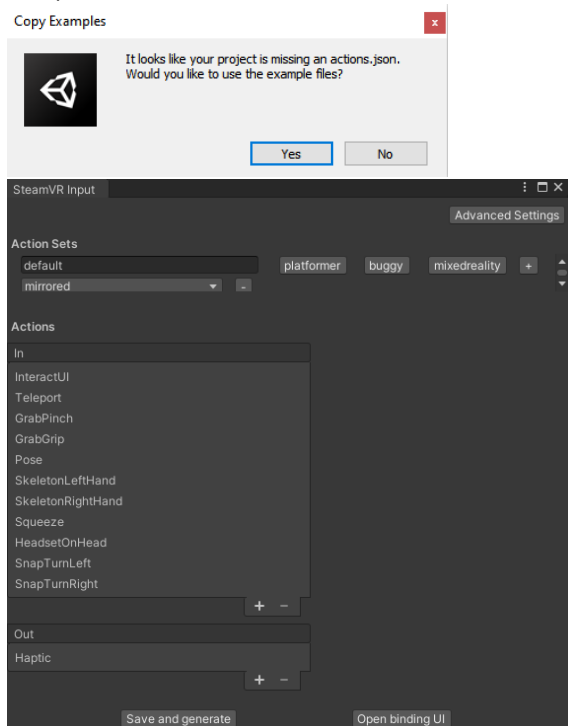
- 5) After the installation is complete, Project Settings will pop up, showing that the OpenVR Loader plug-in is in the application state, indicating that the plug-in is successfully installed, as shown in the figure:




After completing the above configuration, you can find the SteamVR Input button in the window, click Windows -> SteamVR Input



If the Copy Examples pop-up window appears, click the Yes button, and then wait for the import and compilation.



6) Unity VR environment configuration is complete, install Hi5-2 SDK can be:

 [Hi5 2.0_SteamVRHeadset_FSDK_Unity_v1.1.0.23](#)