HTC Vive/Vive Pro VR Motion Cancellation Setup Guide Using Iracing Software (JMB3D)

This is my set up guide to use a Vive tracker and two Vive Base stations on a motion rig with motion cancellation to keep the driver clamped in his seat whilst still being able to look around in the virtual world. This has been extensively tested and works without a glitch with my hardware.

**Assuming the user has already downloaded & set up Steam and Steam VR**

Step 1 (Software)

- Open VR-Input Emulator page here: https://github.com/matzman666/OpenVR-InputEmulator/releases
- Download **OpenVR-InputEmulator-v1.3.exe** 24.8 MB
- (Make sure that your Steam and Steam VR is up to date are not running)
- Execute OpenVR-InputEmulator-v1.3.exe and let it install, after the installation do a **shutdown restart.**

Step 2 (Hardware Vive Tracker/Controller)

Mount your tracker on the top of the back rest of your seat, ensure it is fixed strong and tight, **I would avoid fixing it to any hard part a the chair ie, Plastic or metal parts**, if possible try and put it on to the fabric that has foam behind it, this stage is experimental, it took me at least 5 positions to get it to work the best. Note, I have only tested and used the Vive Tracker, I would assume the Controller works as well. Later I will be mounting my vive tracker on the vibration plate and trying to mount it in different places on the motion rig.
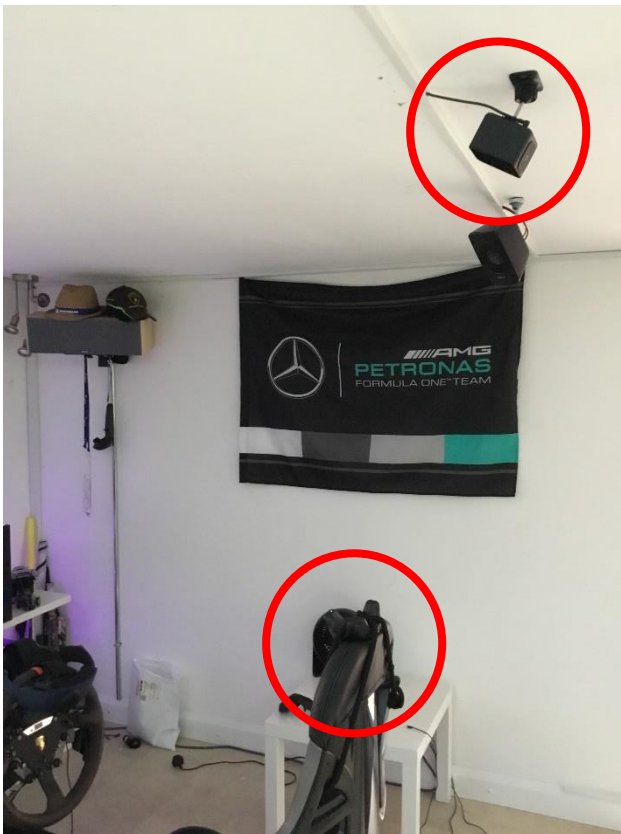
Step 3 (Vive base station)

Mount your Secondary Vive base station directly above your Vive tracker, I have mine 700mm away from the Tracker, my other base station is in front of me on the wall up by the ceiling, make sure they have optical sync (green Lights on both to confirm)

Step 4 (Loading the software)

I run the Iracing software without the steam Vr running in the background and when I enter a race or practice session I click ok. when it has recognised there is an HMD attached, once it has loaded you will need to put on your headset and you should automatically be asked to bind, Here's the steps…
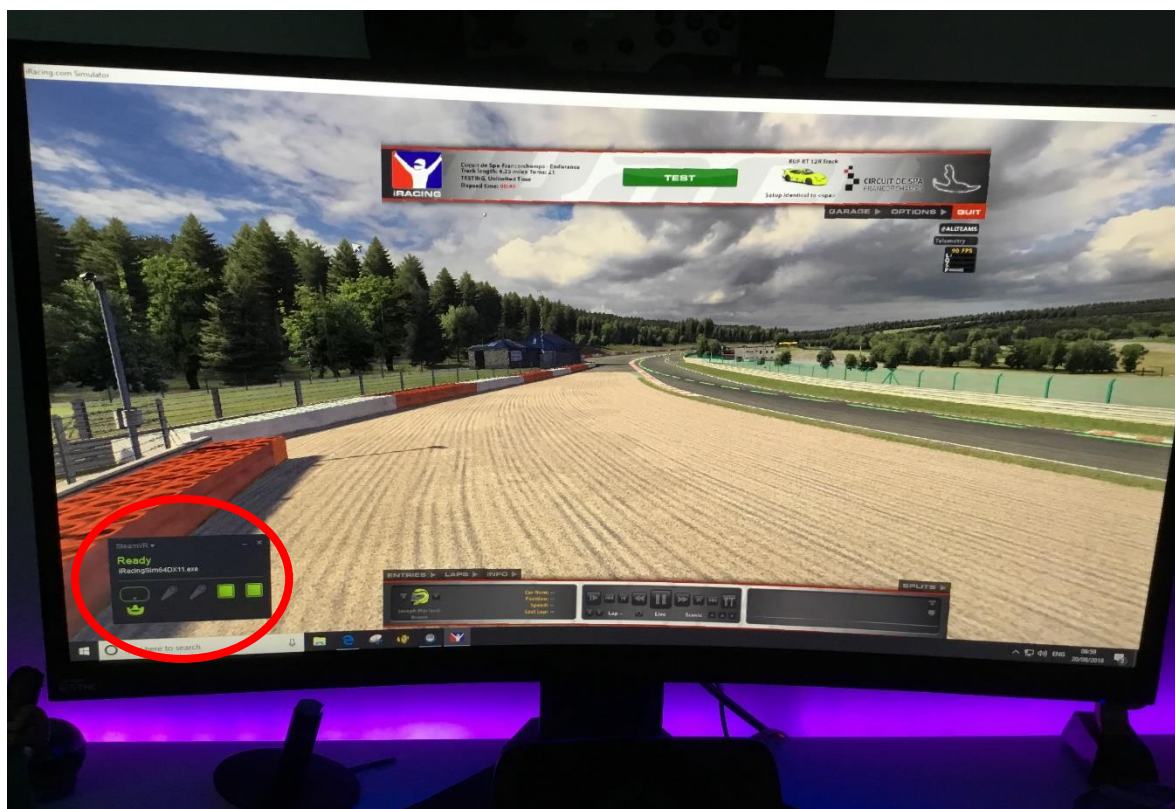
- First Launch Iracing (or What ever you intend to use) **Make sure the tracker and controller are off** (Bottom, left Steam VR window)
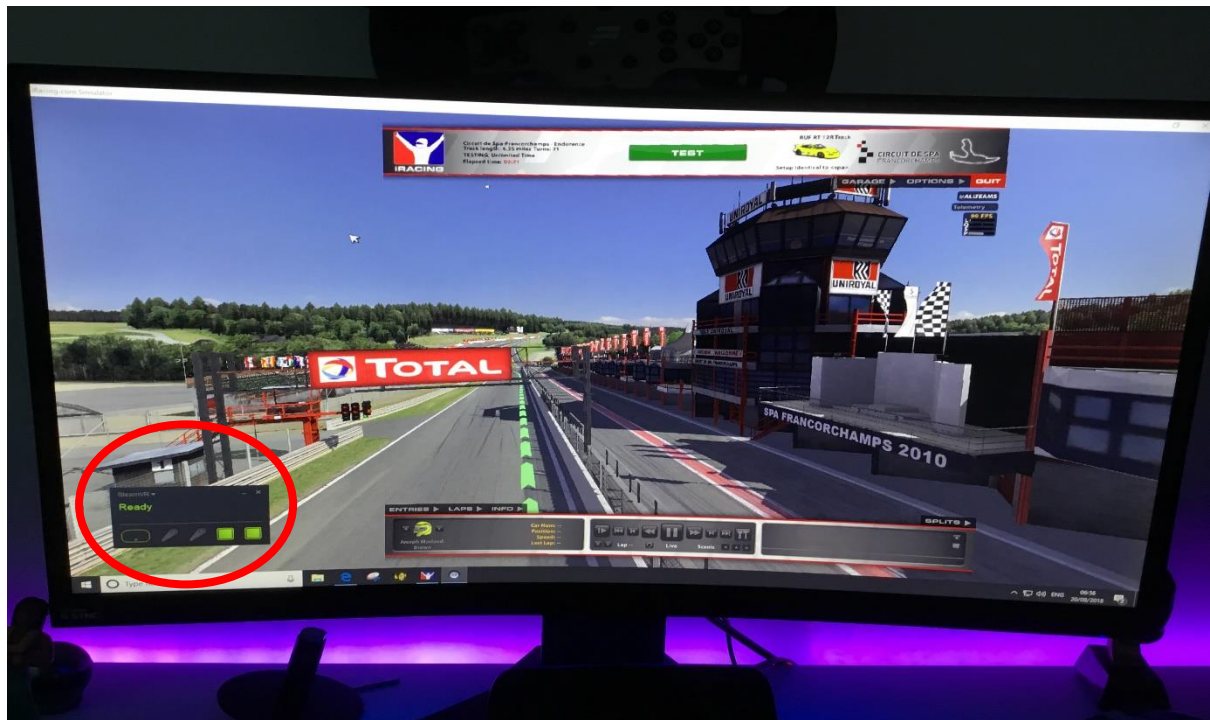

Select yes and load the software
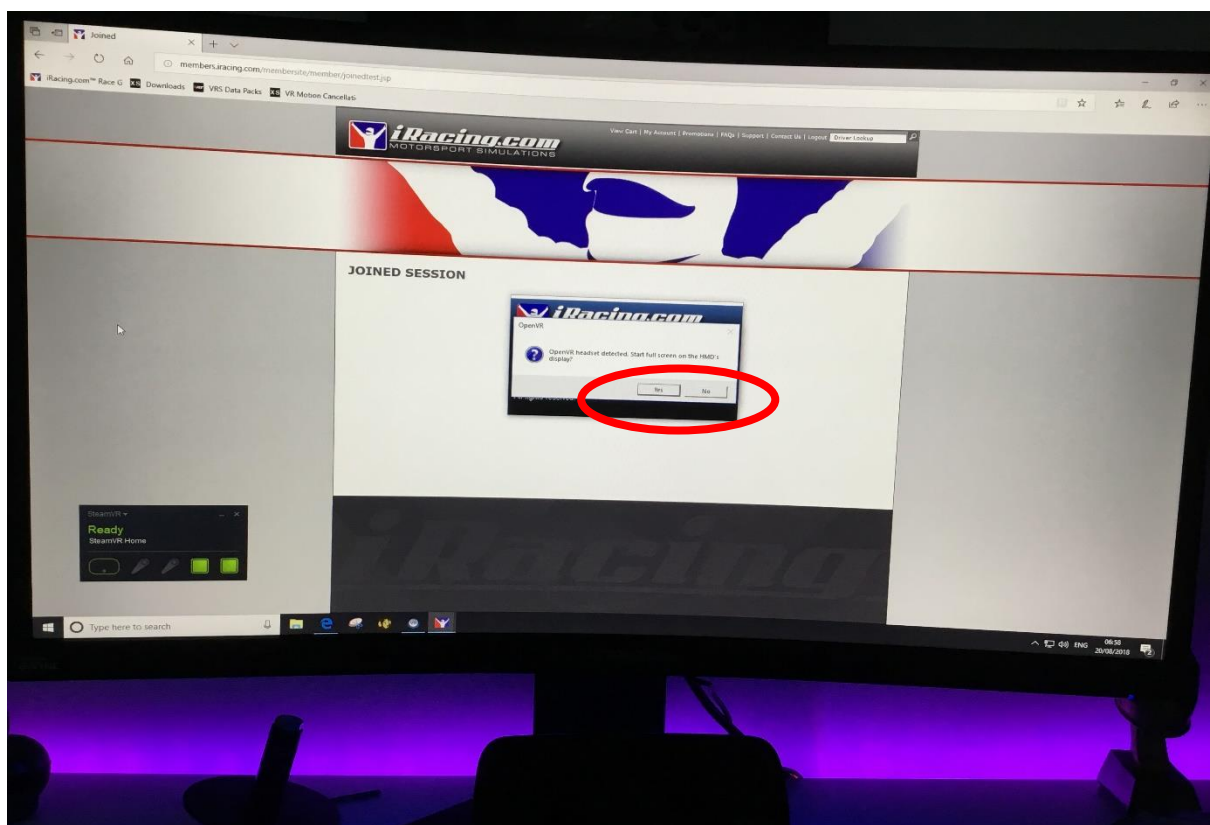
Turn on the Vive tracker and wait for it to load in steam Vr (Bottom, left Steam VR window) **Do not have the lead plugged in for charging**

Turn on your controller and wait for it to load in steam Vr (Bottom, left Steam VR window) Note. you can only use one tracker and one controller, Or two controllers at any one time. **Do not have the lead plugged in for charging**
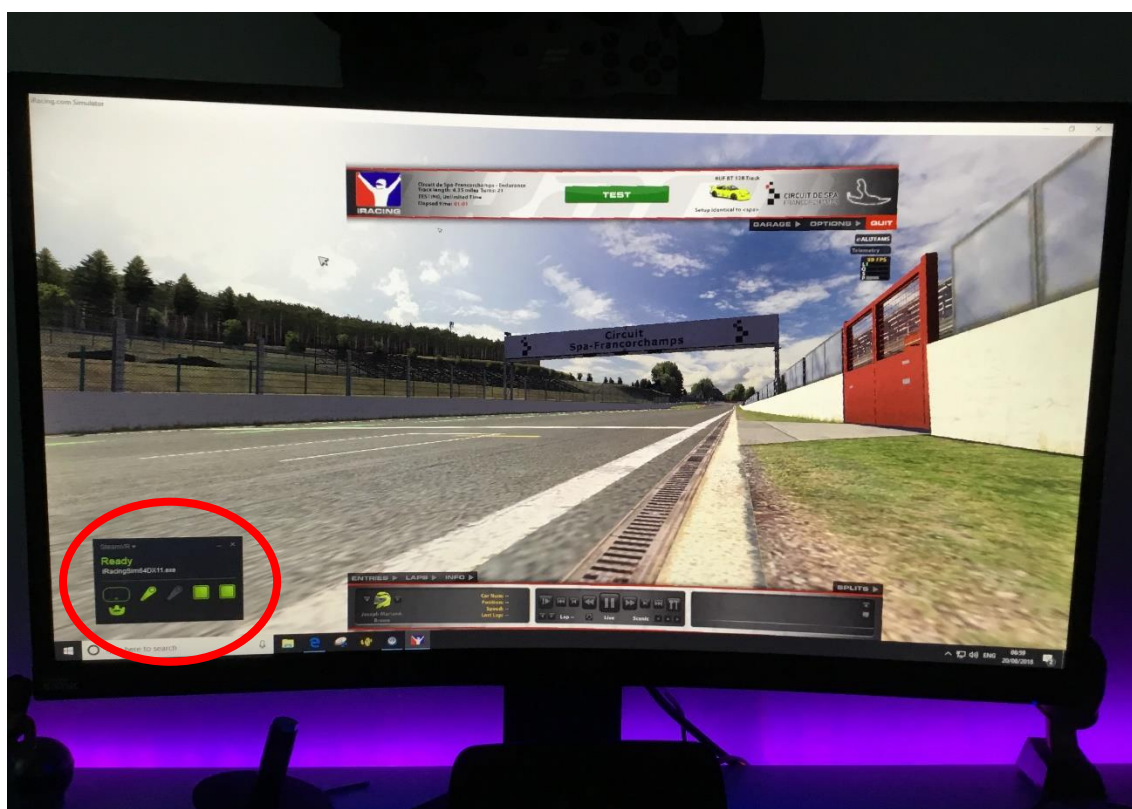
First select close with controller, then Select Vive Binding with controller (See blue line from controller)
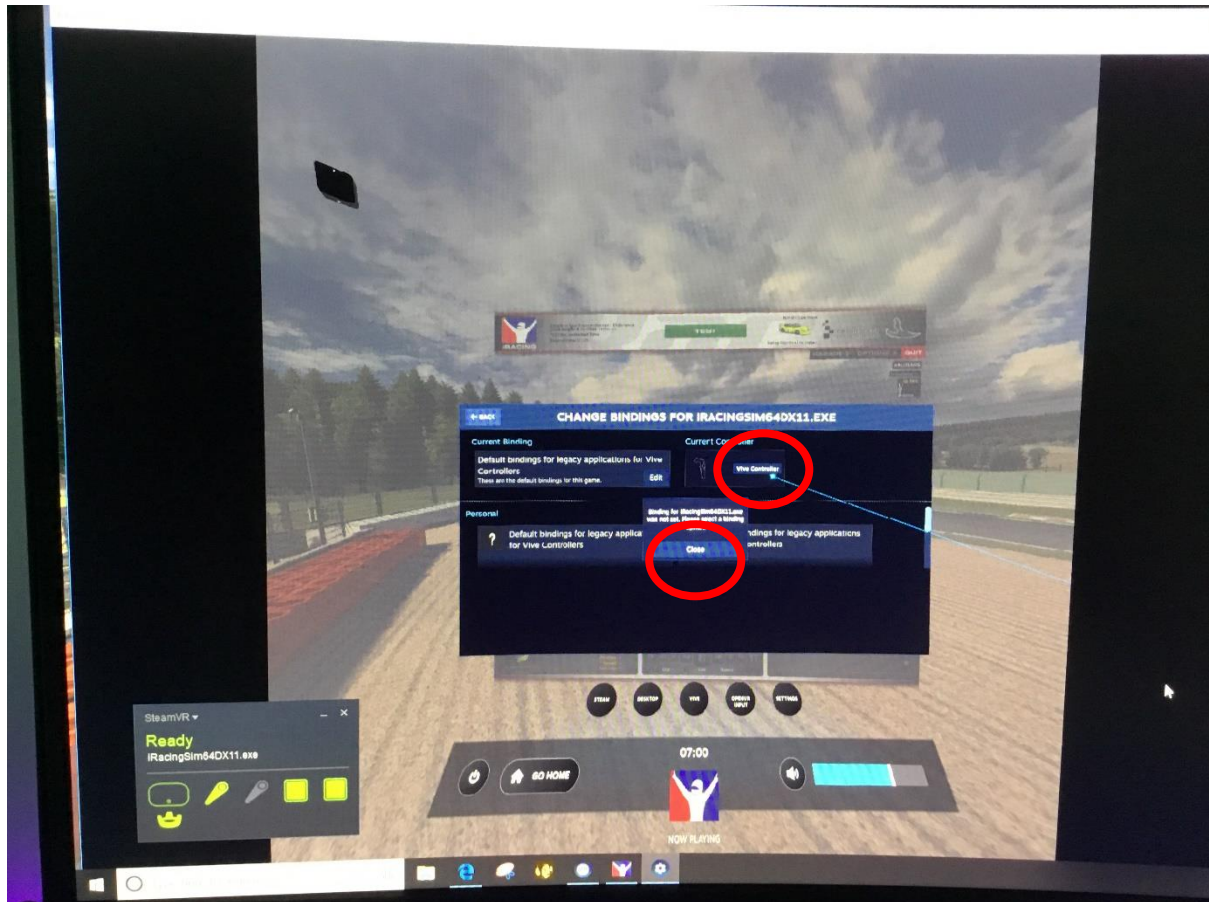
Choose Vive pro or Vive (See blue line from controller)
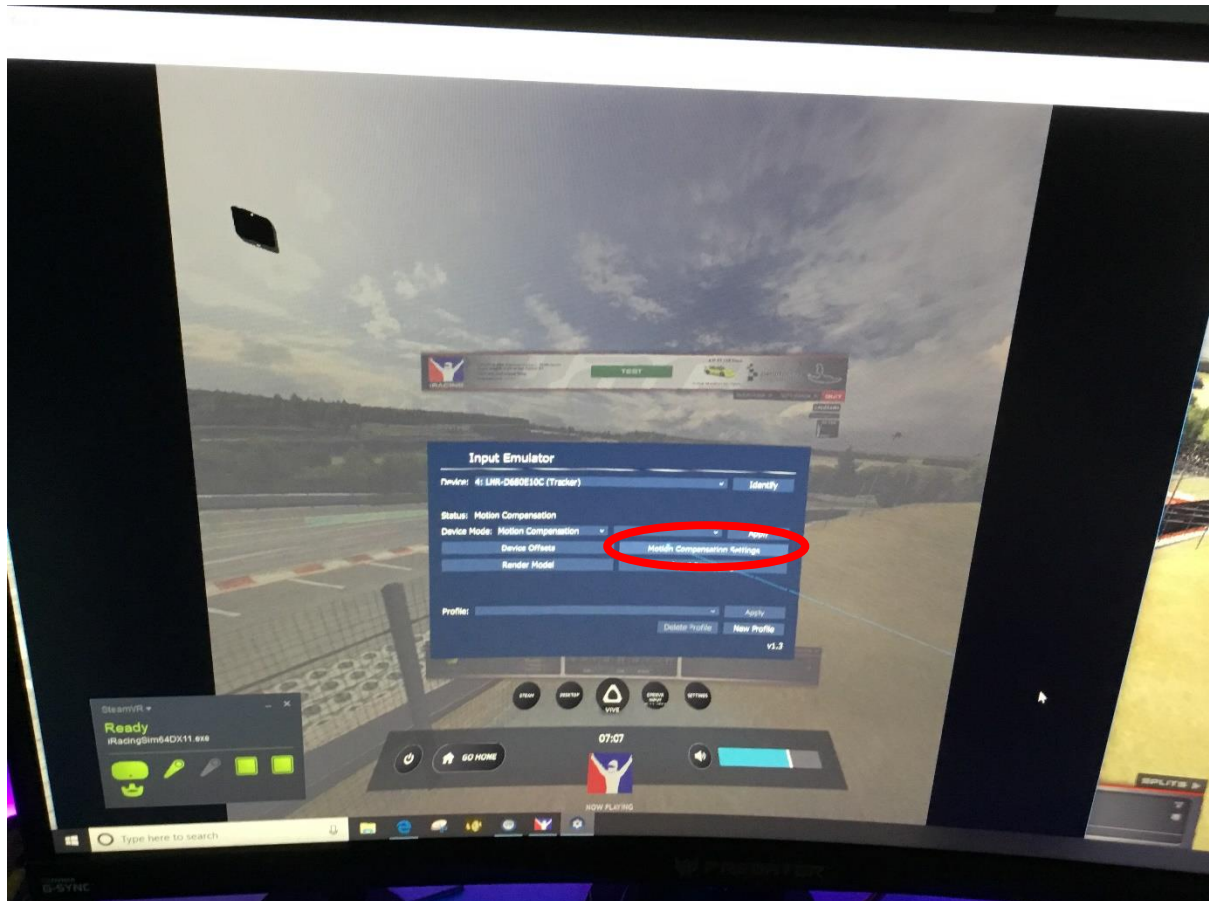
Go back one page (See blue line from controller)

Select Open Vr (See blue line from controller)

Select Motion Compensator settings (See blue line from controller)

Select Set Zero or Use Reference Tracker (See blue line from controller)
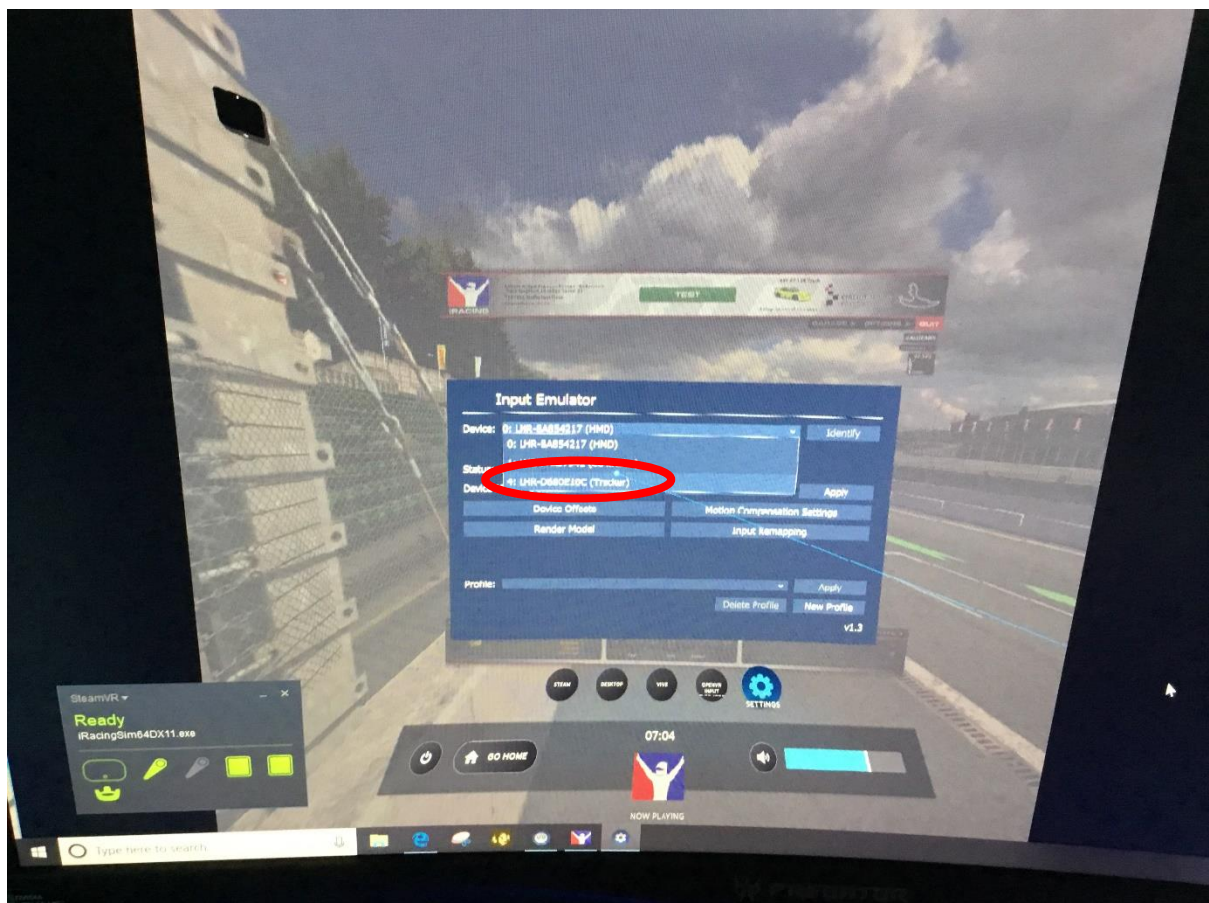
Note, I found set Zero work better for me

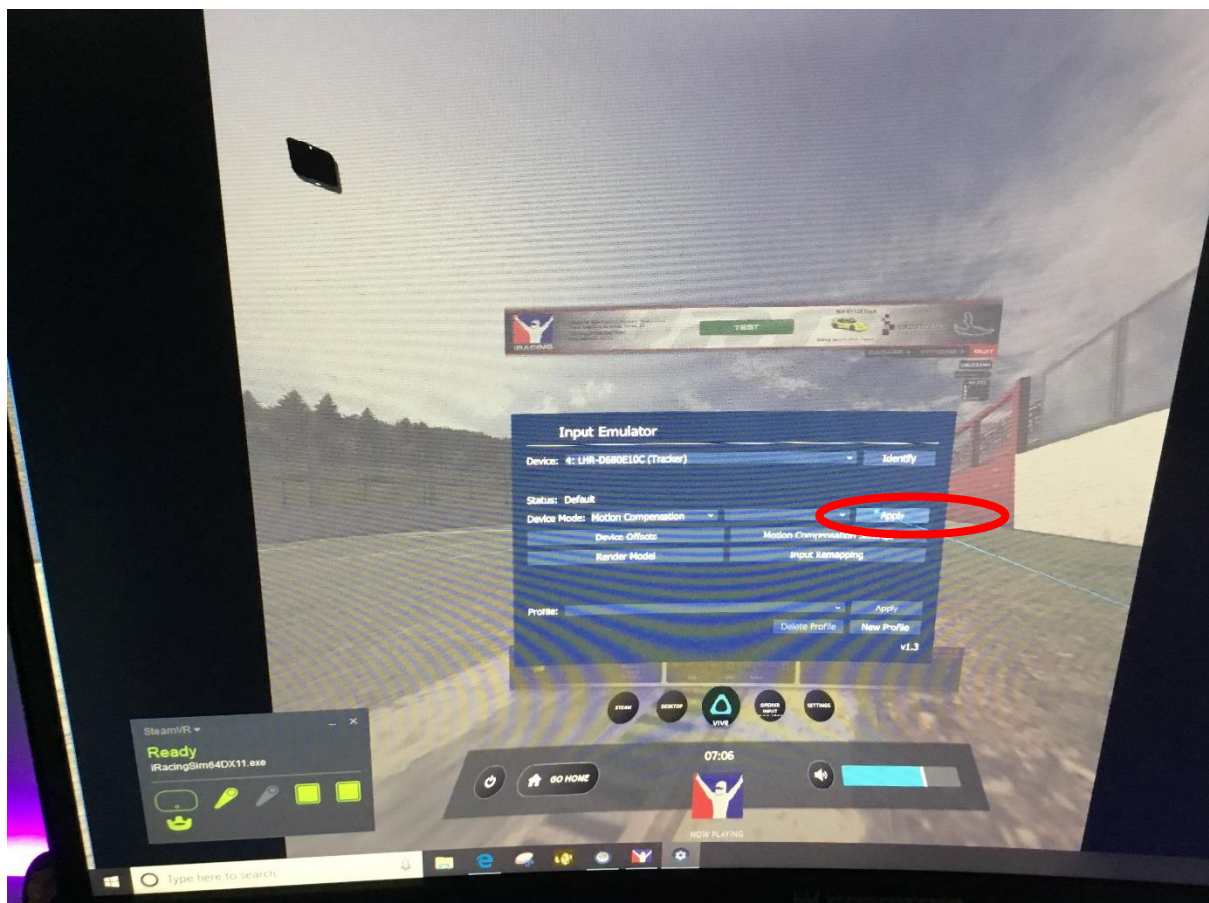Go back one page (See blue line from controller)

From Device drop menu Select Tracker (or Control if you are going to use one)

From Device mode drop down menu Select Motion Compensation

Select Apply

Make sure the status is set to Motion Compensation

Select Iracing (or whatever you are using) YOUR DONE, RACE