



HTC Vive SRWorks SDK Guide

Release version: 0.9.0.3

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Version notes

Release date	Version no.	Content
2019.11.08	0.9.0.0	Architecture changes to runtime service. Refer to the release notes for feature changes
2019.08.16	0.8.5.1	Support COSMOS HMD. Refer to the release notes for issue solving.
2019.06.28	0.8.5.0	Refer to the release notes for feature changes
2018.11.08	0.8.0.2	Refer to the release notes for feature changes
2018.05.31	0.7.5.0	Refer to the release notes for feature changes
2018.03.02	0.7.0.0	Refer to the release notes for feature changes
2017.12.29	0.6.0.0	Refer to the release notes for feature changes
2017.11.30	0.5.0.0	Refer to the release notes for feature changes
2017.10.31	0.3.3.0	Supported features: <ul style="list-style-type: none">• Stereo vision<ul style="list-style-type: none">○ Real and virtual world alignment○ Visual effects• Depth sensing• Live 3D space reconstruction<ul style="list-style-type: none">○ Mesh creation○ Color texture○ Physical collision○ Plane detection○ OBJ 3D model file saving• Demo/tutorial (with source code)

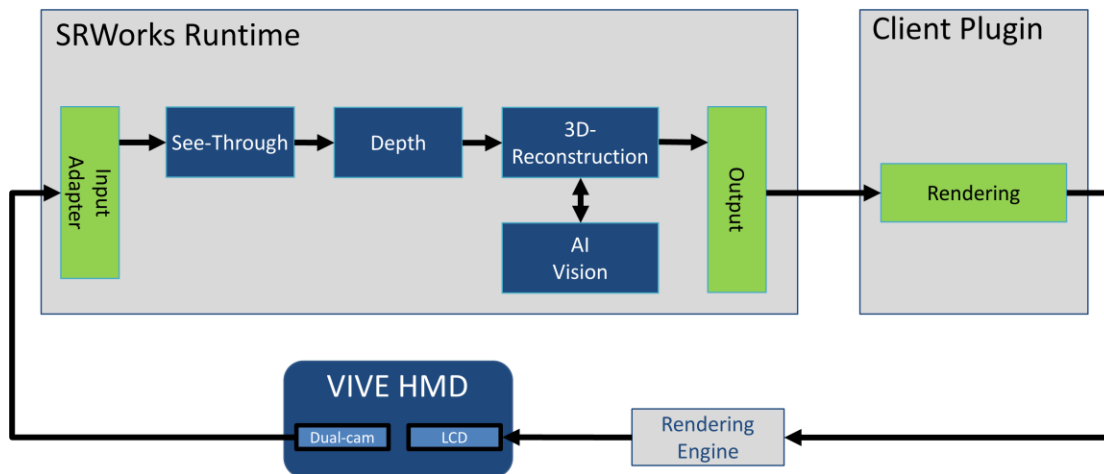
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About the Vive SRWorks SDK

The Vive SRWorks SDK expands the capabilities and potential uses of the see-through technology of the Vive VR system. With this, content developers can bring real world into VR.

In most cases, the view of the real world is blocked while wearing the headset. By using the dual camera of Vive HMD, the headset can receive input from the real world in stereo vision.



Images from the dual camera undergo processing through the following Vive SRWorks modules, after which the output can be rendered through Unity or Unreal and delivered to rendering engine:

- See-through module.** This enables Vive Pro's dual camera's see-through function to view the actual environment outside VR. Furthermore, the module also provides material and texture effects.
- Depth module.** This provides depth-sensing of objects in the real world. By using a third-party depth tool, developers can further add depth of field information, such as focal length and object distance, to their VR content.
- AI Vision module.** This provide human or indoor objects (chair/table/floor/wall/ceiling/bed) segmentation information in the real world. This module can recognize 2D images and 3D scene for MR application.
- 3D reconstruction module.** This supports saving of 3D scenes as an .OBJ file. The module recreates scanned environments into 3D, including mesh and material assets, color textures, as well as detection of physical collisions and planes. If this module enable AI Vision relative function, it will export semantic objects (.obj) and extra-information (.xml) for plenty MR application. Furthermore, a third-party 3D reconstruction tool can be used to generate detailed 3D models from images captured by the dual camera or another photo equipment.

Reality/virtuality interface through the dual camera

The Vive Pro headset's dual camera provides a stereo view of the real world, mimicking human vision via two lenses each with its own image sensor.

For developers planning to use see-through technology with their VR content, the dual camera offers two major benefits:

- **3D perception:** Because there are separate cameras used for the left and right eyes, 3D perception is possible when viewing the real world.
- **Depth sensing:** Depth information can be used for advanced developments, such as for body, hand, and face tracking. This needs further implementation and testing done by developers.

By using the SRWorks SDK, developers can create VR content that can simultaneously align the real world and VR. The see-through feature, supported by 3D reconstruction and depth sensing, offers untapped possibilities for developing next-generation VR content across genres – from games, entertainment, to education.



System requirements

To develop applications in Unity using the Vive SRWorks SDK, the following minimum software and hardware requirements should be met:

Software requirements	<ul style="list-style-type: none">• Windows 8.1 or later (64-bit)• Unity or Unreal engine• Steam and SteamVR 1.7.15 or later.
Hardware requirements	<ul style="list-style-type: none">• HTC Vive Pro VR system• USB 3.0 port• Only support Nvidia GeForce GTX 1060 graphics card above (Not support AMD)

Basic preparations

Before you develop applications with the SDK, you need to note the following considerations:

- The current depth sensing error rates are:
 - 1m: 3%, i.e.: +/- 3cm
 - 2m: 5%, i.e.: +/-10 cm
- The closer or farther the distance, the lower or higher the error rate. Based on the error rate, use linear interpolation/extrapolation to estimate your desired outcome.
- To prevent distortions under low light, use a plain color environment for the depth and 3D scan functions.

SDK folder structure

Vive-SRWorks-SDK\

- **SRWorks Release Note.pdf**
- **SRWorks SDK Guide.pdf**
- C-Sample-version.zip\
 - **Getting Started with C API for SRWorks.pdf**
 - **ViveSR.sln**: sample code solution file
 - sample-vs2015\
 - **ViveSR_VS2015_SampleCode.vcxproj**: sample code project file
 - sample-ModuleAI_Vision_2D\
 - **sample-ModuleAI_Vision_2D.vcxproj**: sample code project file
 - sample-ModuleAI_Vision_3D\
 - **sample-ModuleAI_Vision_3D.vcxproj**: sample code project file
 - sample-vs2015_CameraControl\
 - **CameraControl.vcxproj**: sample code project file
 - sample-vs2015_ModuleDepthControl\
 - **sample-ModuleDepthControl.vcxproj**: sample code project file
- Plugin-Unity \
 - **Vive-SRWorks-Unity-Plugin.unpackage**: SRWorks Unity plugin
 - **Getting Started with SRWorks in Unity.pdf**
 - **SRWorks Unity Portal Guideline.pdf**
- Plugin-Unreal \
 - **Vive-SRWorks-Unreal-Plugin.zip**: SRWorks Unreal plugin
 - **Getting Started with SRWorks in Unity.pdf**
- Experience-Unity \
 - **Vive-SRWorks-Unity-Experience.unpackage**: Source code of SR Experience demo application including all features of the SDK.
 - **Getting Started with SRWorks Experience in Unity.pdf**
- Experience-Unreal \
 - **Vive-SRWorks-Unreal-Experience.zip**: Source code of Experience demo application including all features of the SDK.
 - **Getting Started with SRWorks Experience in Unreal.pdf**
- Build-Unity \
 - Experience\
 - **Vive SRWorks Demo.exe**: pre-built of SR Experience
 - Plugin\
 - **Vive SRWorks.exe**: pre-built of plugin's sample scene

How to Use SRWorks_Runtime

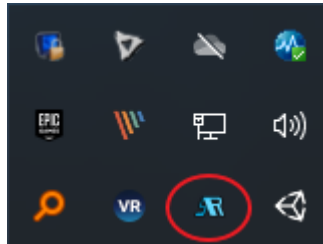
Installing SRWorks_Runtime

To enable SRWorks capability, you must download the SRWorks_Runtime installer from [this link](#). Follow the instructions to install SRWorks_Runtime.

SRWorks_Runtime Usage

After installing SRWorks_Runtime, follow the steps below to start.

1. Ensure that your HMD is connected to your PC.
2. Launch **SRWorks_Runtime** and wait until the SRWorks icon appears in the notification tray — look at the image below.



If **SRWorks_Runtime** launch in the system successfully, you will see the notification — look at the image below.



3. Start **SteamVR** (If not running already)
4. Put on your HMD.
5. You are done! You are ready to develop or use eye-aware applications
6. If you want to quit **SRWorks_Runtime.exe**, right-click on the status icon and click **Quit** to stop SRWorks_Runtime.

Installing the Unity plugin

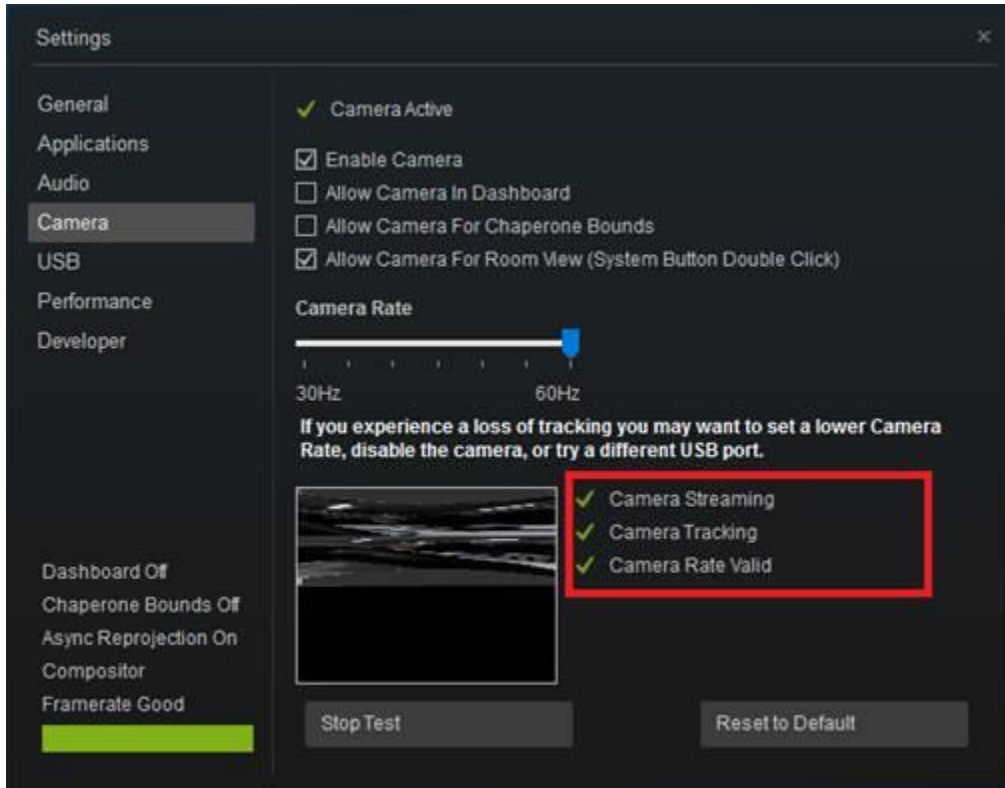
Please refer to **Getting Started with SRWorks in Unity.docx** and **Getting Started with SRWorks Experience in Unity.docx**.

Known issues

Frequently asked questions

How can I check if my Vive Pro is compatible with the SRWorks SDK?

Open SteamVR, and then click **Settings > Camera**. Select **Test Camera Rate**, and check if you see the following 3 green checkmarks (as illustrated below):



Is there any sample code for developers to help them learn about the SDK?

Yes, a Unity tutorial application along with its source code is provided to demonstrate the functionalities of the Vive SRWorks SDK. You can find this in: SRWorksSDK\Vive-SRWorks-version\Experience-Unity-version\Vive-SRWorks-version-Unity-Experience.unitypackage.

What function in SRWorks currently uses the depth image?

The 3D reconstruction module.

Can controller functions in the real world align with VR?

Yes. For example, when the Vive controller is being viewed with the see-through camera, the controller can still interact in VR mode as well.

What could mitigate the concerns about the camera's VGA resolution?

Filters can be applied to the video generated for more visually pleasing content.

What is the latency rate from the camera to the headset display?

Typical latency is 0.1 seconds, and may vary depending on the computer hardware and loading speed. Latency is currently being fine-tuned.