

TrackIR 5

TrackIR is a head tracking input device designed for use with gaming and simulation PC titles. It is an infrared camera that tracks the position and orientation of your head, and then sends that data to any of the 100+ TrackIR Enhanced games and simulations.

Set Up

- Mount Track IR to top of PC
- Attach TrackClip to headset
- Download TrackIR Software 5.4 from:
<https://www.trackir.com/downloads/>
- Open TrackIR program
- To calibrate, center head with screen and press F12



The TrackClip attaches to the brim of a hat or visor and has three retro-reflective markers that direct infrared light back to the camera. The TrackClip Pro, which attaches to most PC headsets, comes with active LED markers and is useful when you need to track from further away.

6 Degrees of Freedom

TrackIR tracks all six directions a player's head can move in 3D space, with each direction on a separate axis so that actual movements are accurately linked to the in-game view.

Game Compatibility

Full list of compatible on TrackIR website under Games List
IFPS, Simulators: flight, driving, space

Headmouse Nano

- The HeadMouse Nano must be mounted with a clear view of the target dot that is placed on the forehead, glasses, cap or headband.
- Mount the HeadMouse on a stable base or table. Shaking or bumping the HeadMouse or what it is mounted on will cause the cursor to shake on your computer display.
- Plug the USB cable into your computer and then plug the opposite end into the HeadMouse Nano. Your device will recognize a new USB mouse device. It may take a moment to complete this process. Next, a red or green status light will appear on your HeadMouse Nano. Red means the unit is ON, but is not tracking a target. Green means the unit is actively tracking a target.
- On Windows, the sensitivity adjustment is found on the “Mouse Properties” window under the “Pointer Options” tab. You get there by clicking on the following: Windows Button/Settings/Devices/Mouse/Additional mouse options page. For Mac users, this is on the System Preferences/Mouse page.
- Assume the pointer is at the bottom of the screen, you are comfortably seated in front of the display and looking at the center of the screen. To reposition the pointer to the middle, rotate your head down until you are looking straight at the pointer, it will not move past the bottom screen edge. Now rotate your head to look at the middle of the screen. The pointer should follow your head rotation and will now be in the center of the screen. This re-centering technique applies to all screen edges – top, bottom, left and right.
- For mouse button clicks, you can plug one or two adaptive switches (3.5mm) into HeadMouse, or use the optional Beam for up to three wireless switches. Alternately, you can install optional mouse button software, like Origin Instruments' Dragger for Windows, that can automatically enter mouse clicks when you hover the mouse cursor for the programmable dwell time.

The HeadMouse translates movements of a user's head into directly proportional mouse pointer movement. The HeadMouse has a wireless optical sensor which tracks a tiny disposable target worn by the user on the forehead, glasses, or hat.

Game Compatibility.

- Headmouse Nano replaces the mouse for PC gaming. This means it can be used to control the camera and/or movement for all games that can be played on a PC. Games that work best include: point and click, flight simulator, simple 3rd person ARPG/RPG, etc.

