

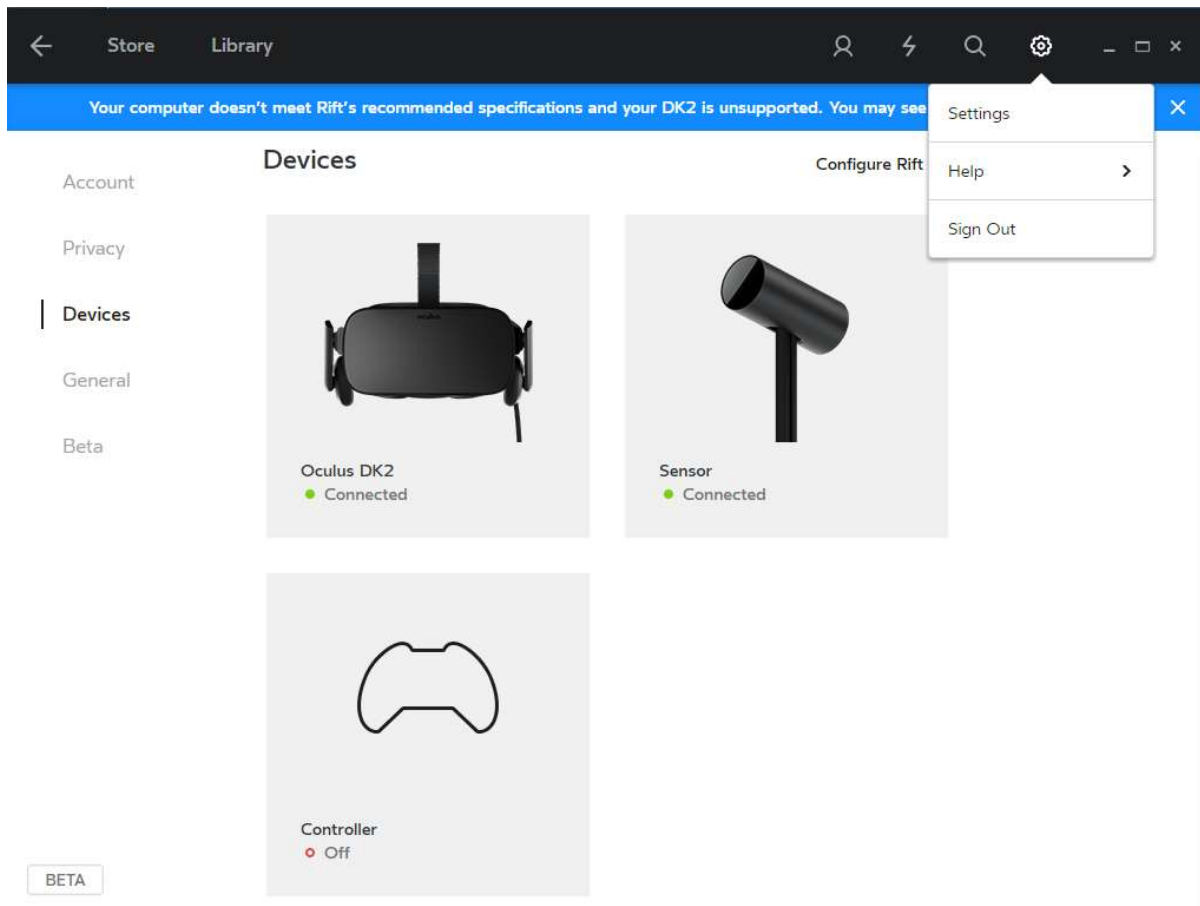
Note! First of all be sure to check the official instructions of the manufacturer of equipment and helmets of virtual reality: [Oculus CV1](#).

Download the runtime (driver) installer for the Oculus here: <https://www3.oculus.com/en-us/setup/>

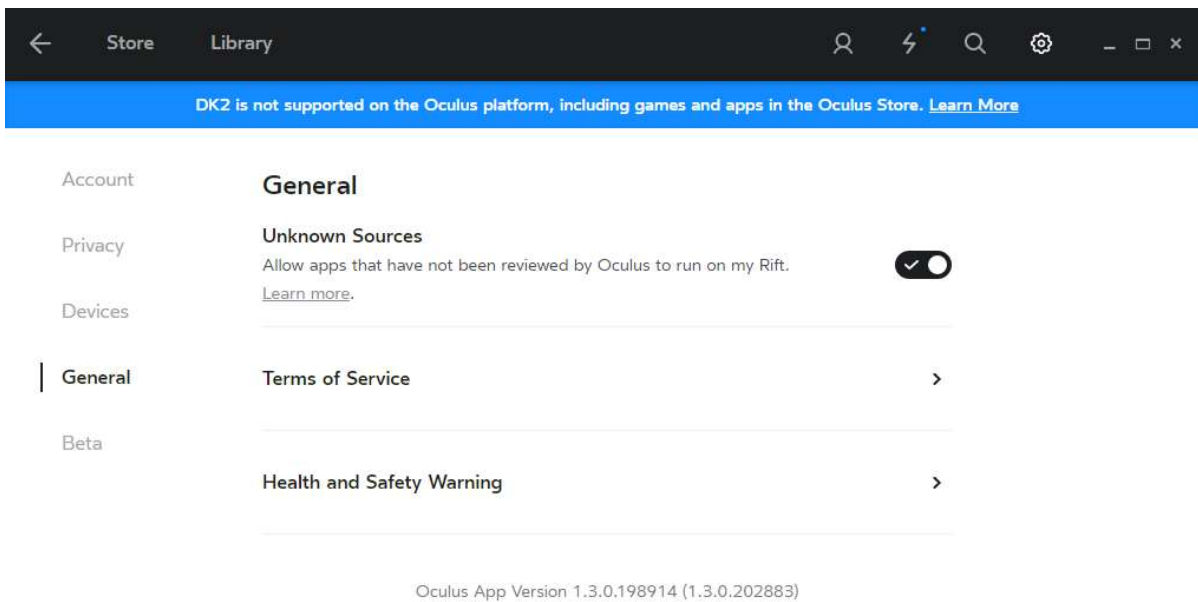
Install it according to its instructions. Create a login (which can also be used on the other computers).

After setup, an icon to launch the Oculus will be created on the desktop. Open it and go to Settings.

Check the status of the connected devices. They should read “Connected”.



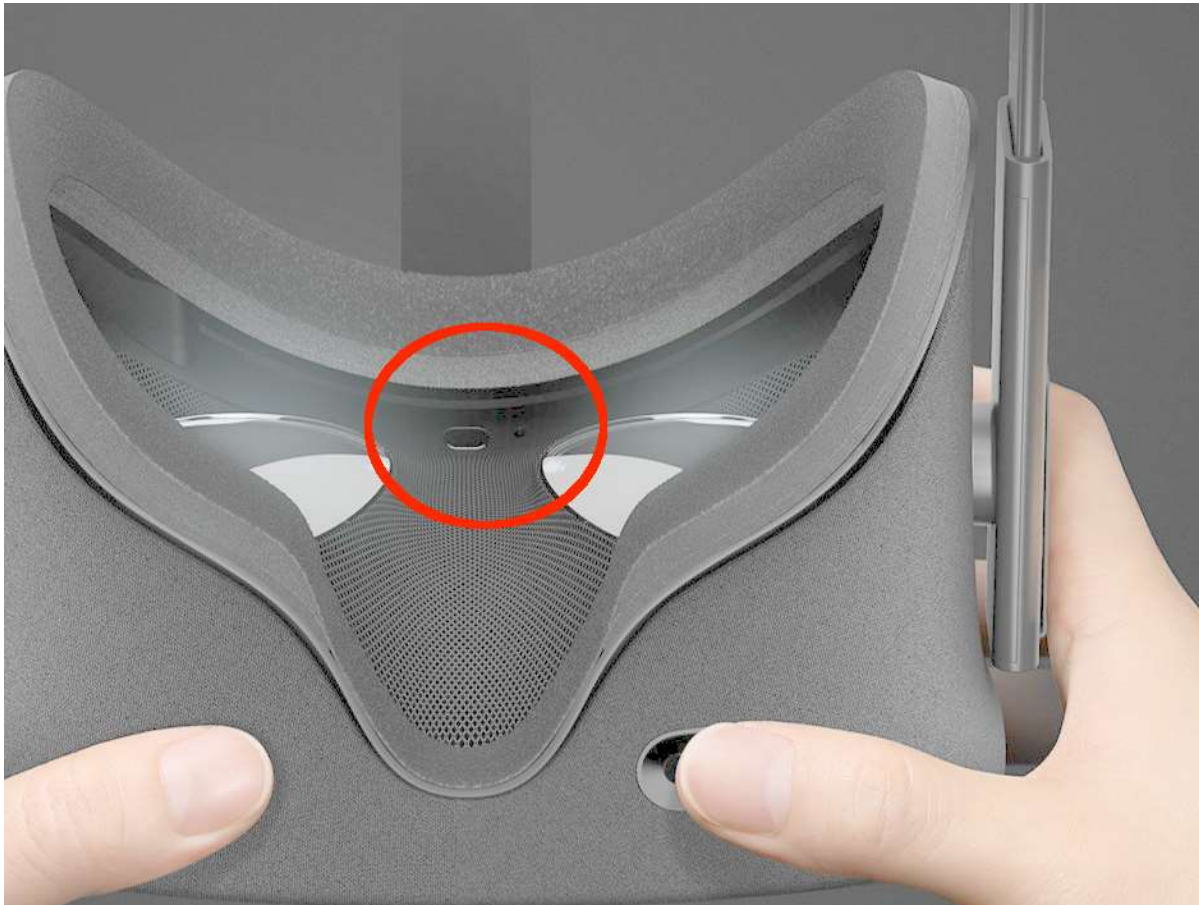
On the “General” tab, check off ‘Unknown Sources’ which will stop checking secondary applications.



This app for the Oculus must be launched and remain open for the game and the VR headset to work.

In the boot menu of Windows set a path to the Oculus app.

Glue a piece of paper to the Oculus CV1 sensor (which is located inside the device just a bit above and between the lenses). This will allow the VR headset to stay on.





Oculus Rift CV1 sensor. For the Oculus Roomscale, additional Sensor cameras are needed for each player's zone of motion (area of play). One camera comes in the kit with the helmet, another in the kit with the Touch controllers. You will need to buy an additional one because tracking does not perform as well with two as with three. It's worth noting that according to Oculus, this technology is experimental and could experience certain issues. To set up the Oculus Sensors to track movement within a player's zone of motion (area of play), follow Oculus' instructions in this order:

Part 1: [Oculus Roomscale - tips for setting up a killer vr room](#)

Part 2: [Oculus Roomscale - balancing bandwidth on usb](#)

Part 3: [Oculus Roomscale - identifying host controllers](#)

Part 4: [Oculus Roomscale - extra equipment](#)