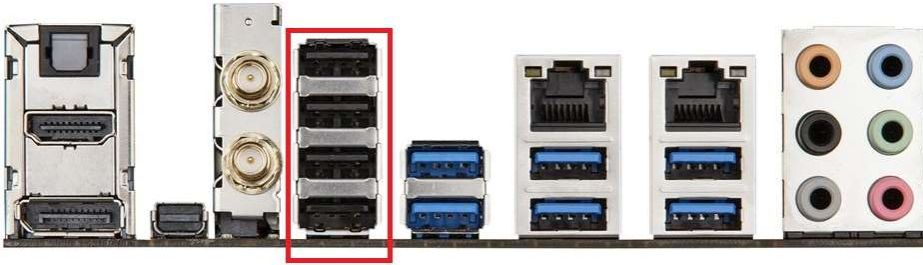


# Connection the Equipment

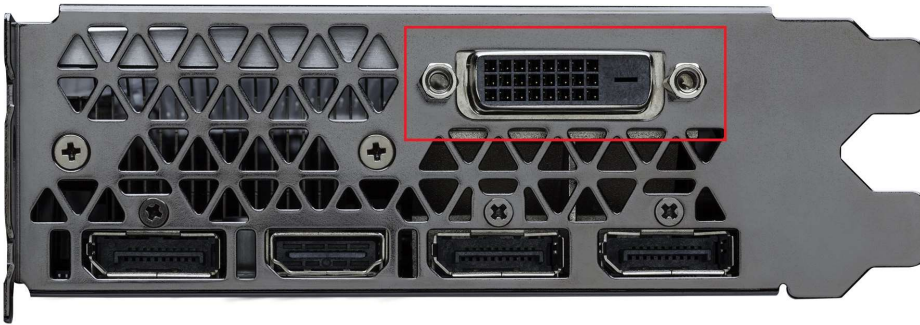
Attached your LeapMotion device to the virtual reality glasses using the [special holding slot](#) or double-sided tape as is shown in the picture below:



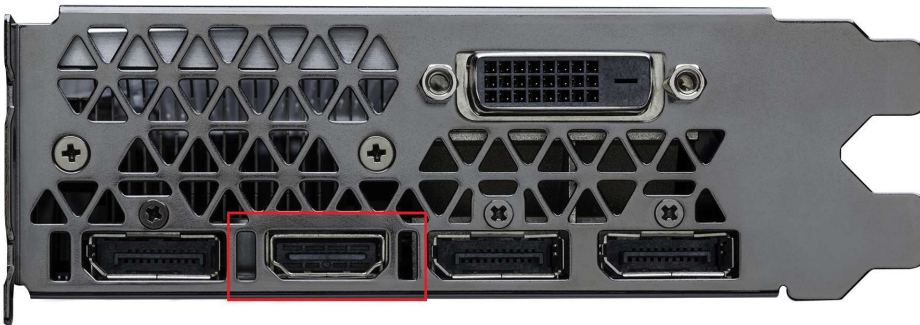
To connect LeapMotion to a personal computer (from hereon referred to as a PC) use a USB extension cable (if you're able to do without it, this would be better, however if you cannot, the shorter the cable, the better the signal will be). LeapMotion is connected to the USB 2.0 port (black); at this time, no other devices should be connected to the computer's port panel (seen in the picture below, highlighted in red).



During setup connect the monitor to the DVI video card port:



Connect the Oculus CV1 or Vive to the HDMI port (using an extension cord is not recommended since the shorter the cable distance, the better the signal):



Oculus CV1 (HTC Vive) is connected to the USB 3.0 port. Do not use any USB extension cable to connect the headsets.

Other hardware (mouse, keyboard, headphones etc.) need to be plugged into the other free ports.

## Settings for Players' Computers

Make sure that all computers have the latest drivers for their motherboards, video cards, and that there are no unknown devices shown on any computer's device manager.

You can find a list of driver versions in the **Release Notes: [manuals](#)**.

**Only static IP addresses should be set up on all the computers.**

## Leap Motion Setup and Settings

Download and install Leap Motion Orion driver. You can find it in your [product list](#).

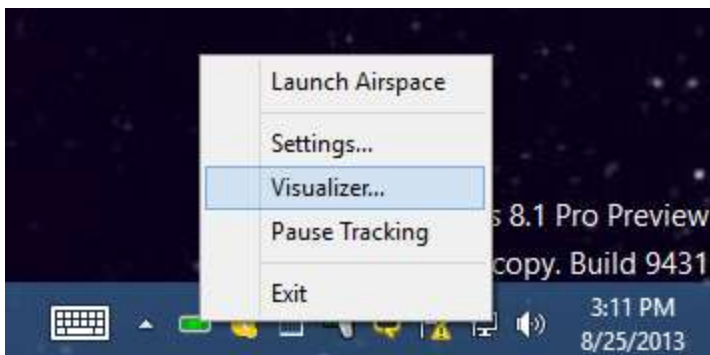
**Calibration:**

1. Open up the Leap Motion Control Panel in your system tray
2. Click on the Troubleshooting tab
3. Click on Recalibrate Device
4. Pan and tilt the Leap Motion Controller to move the cursor around to paint the screen. Watch the video below to see how to calibrate the controller.
5. Try to get a calibration score of 80 or above.

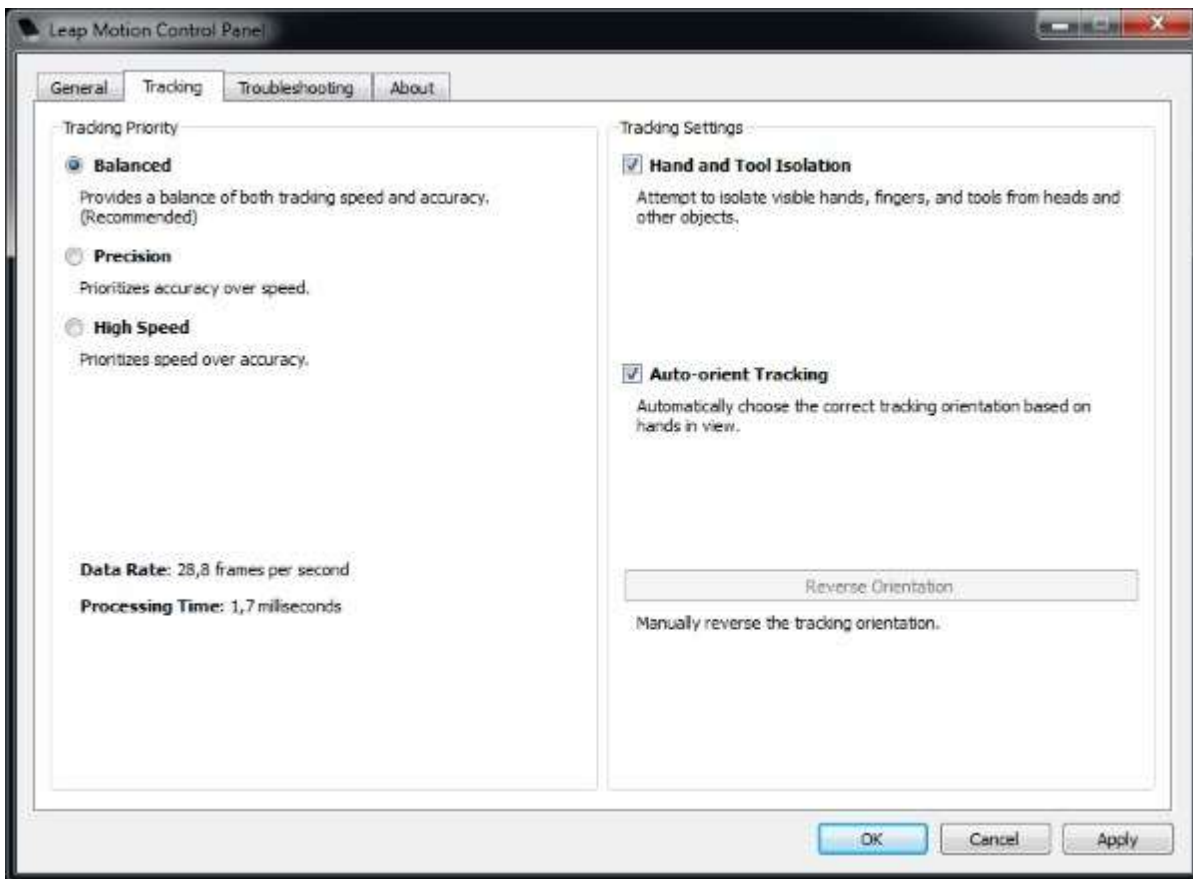
**Users running the Orion software should aim for a calibration score of 90+ for best performance.**

If you encounter difficulties when calibrating your device(s), please read this article for additional support:  
<https://support.leapmotion.com/entries/39737276-Calibrating-the-Leap-Motion-Controller-is-difficult>

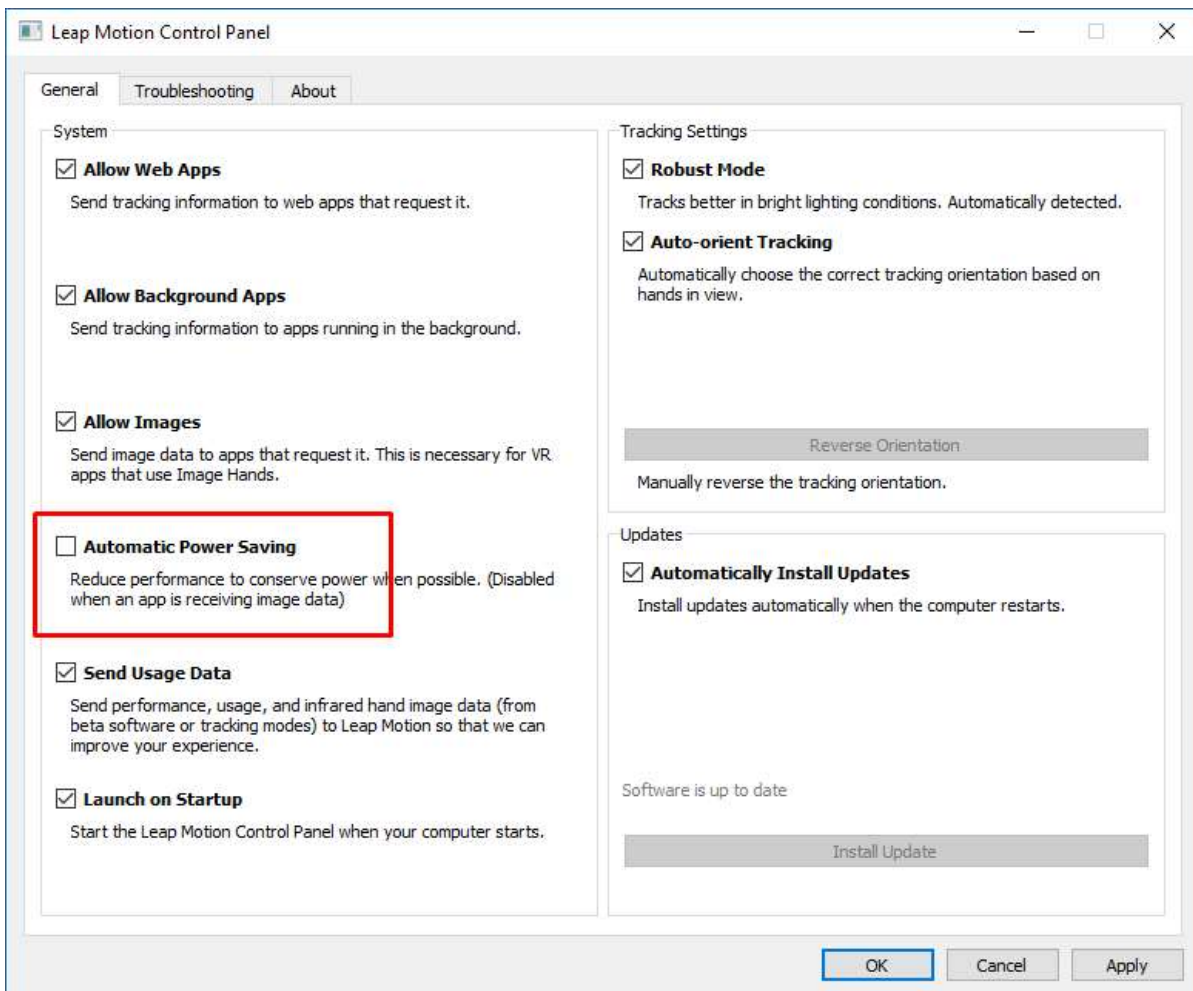
Check that your equipment is working right by clicking on 'Visualizer':



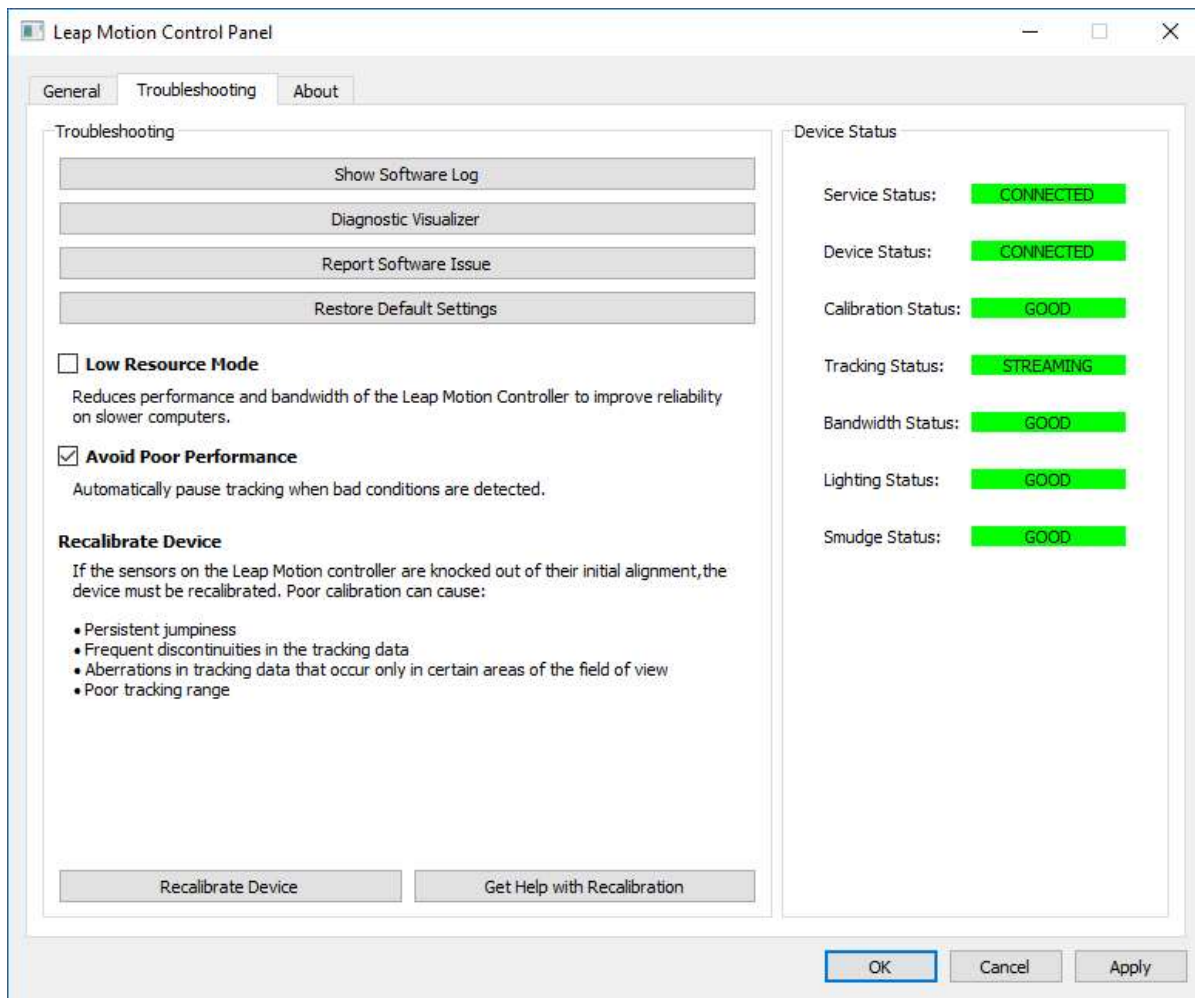
Leap Motion must correctly react to hand gestures/motions that fall within its working area of operation. If the image that comes up is upside-down, select "Auto-orient Tracking" in settings, then click the "Reverse Orientation" button.



Disable power saving.

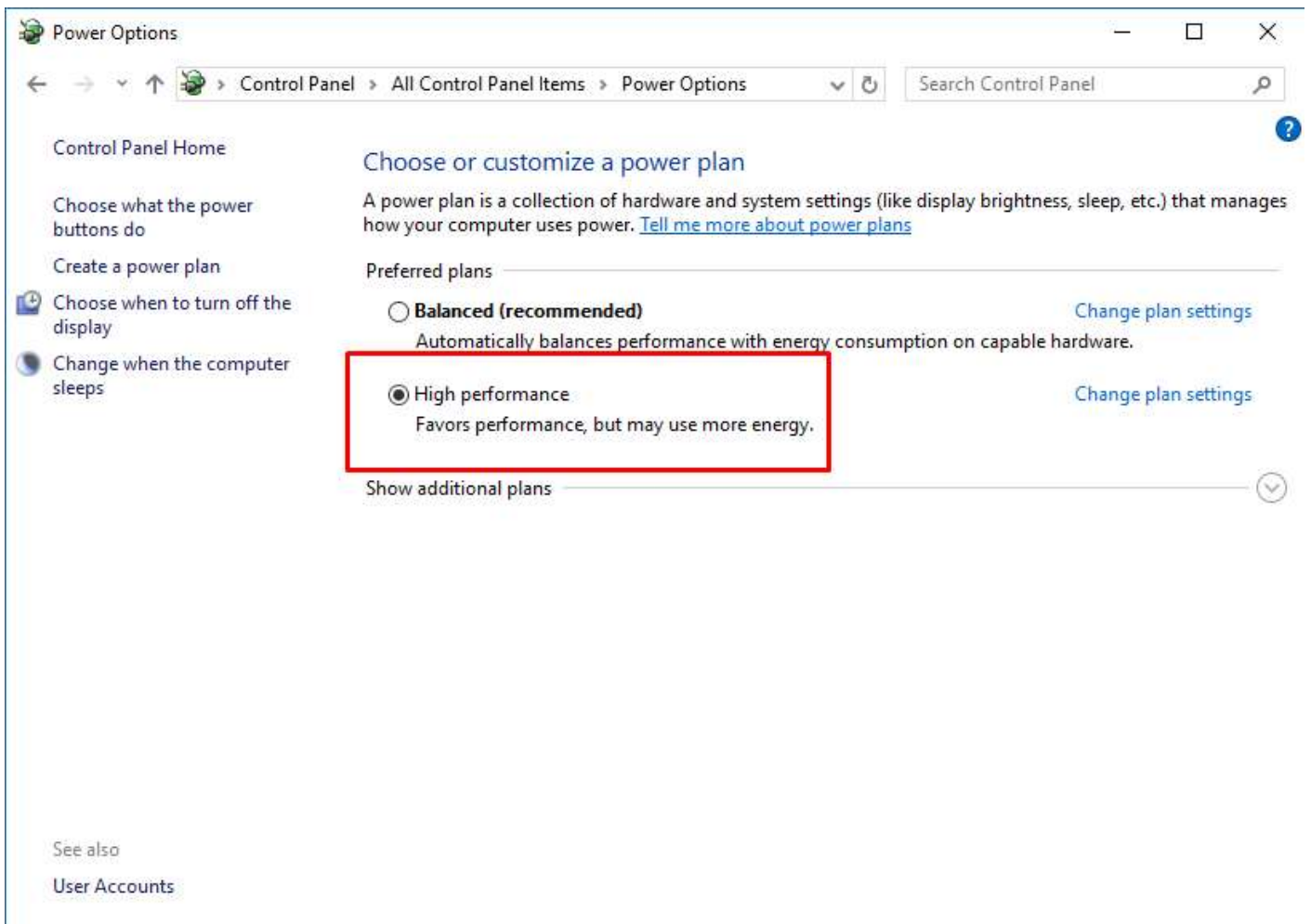


Make sure that all device statuses is ok (green).

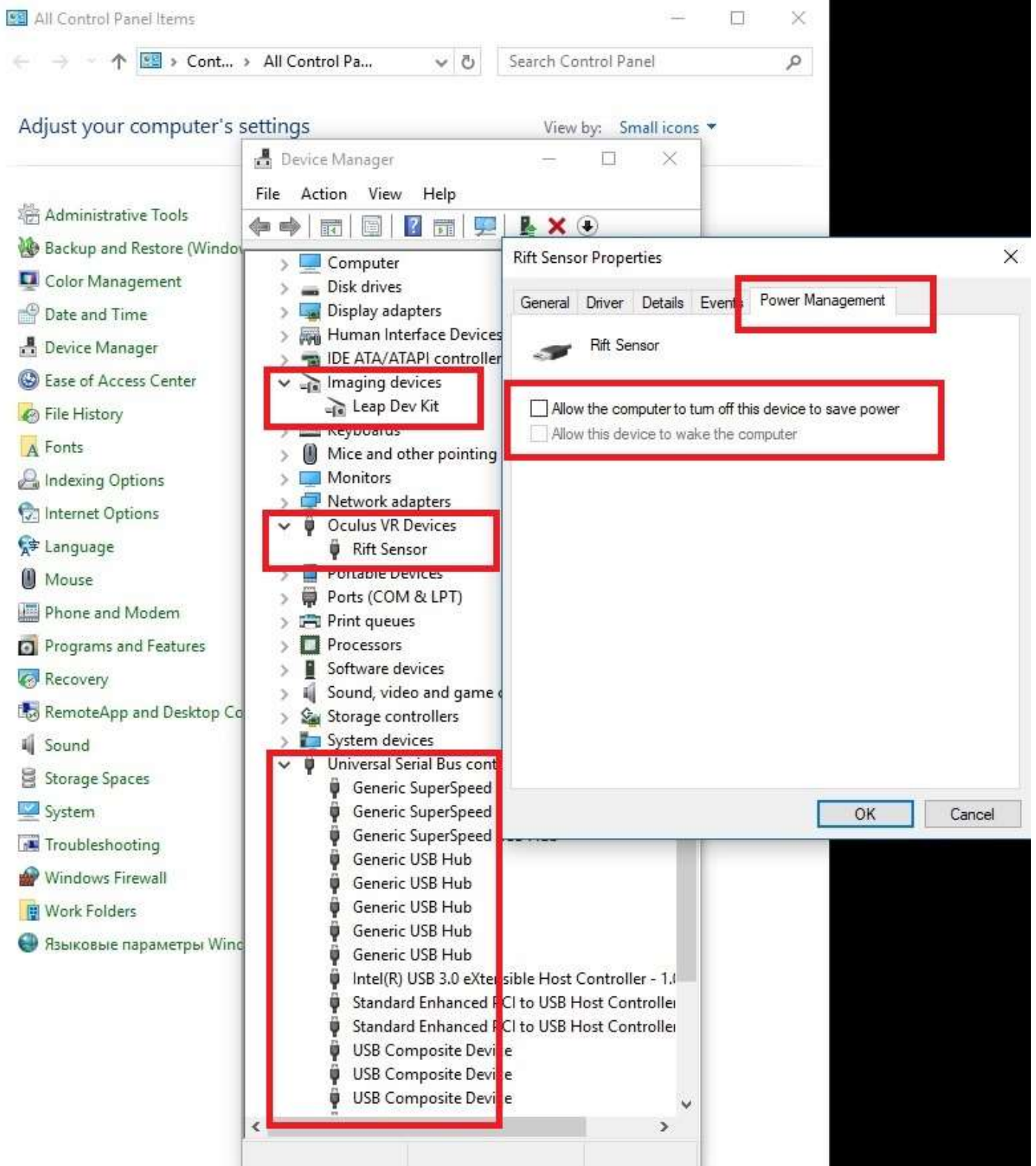


## Power options

Set "High performance" in Power options of Windows.



In each computer's device manager for the USB hub, as well as for LeapMotion, find and remove the checkmark next to the setting "Allow devices to be disconnected to save power" in the power usage section (after setting up the VR headsets).



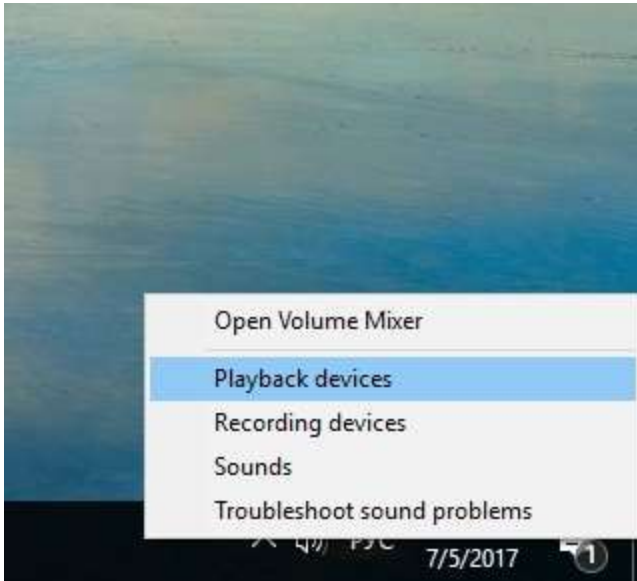
## Firewalls

**Important:** You must disable Windows Firewalls and remove antivirus software. Practice has shown they blocks the transmission of data by the game inside the network.

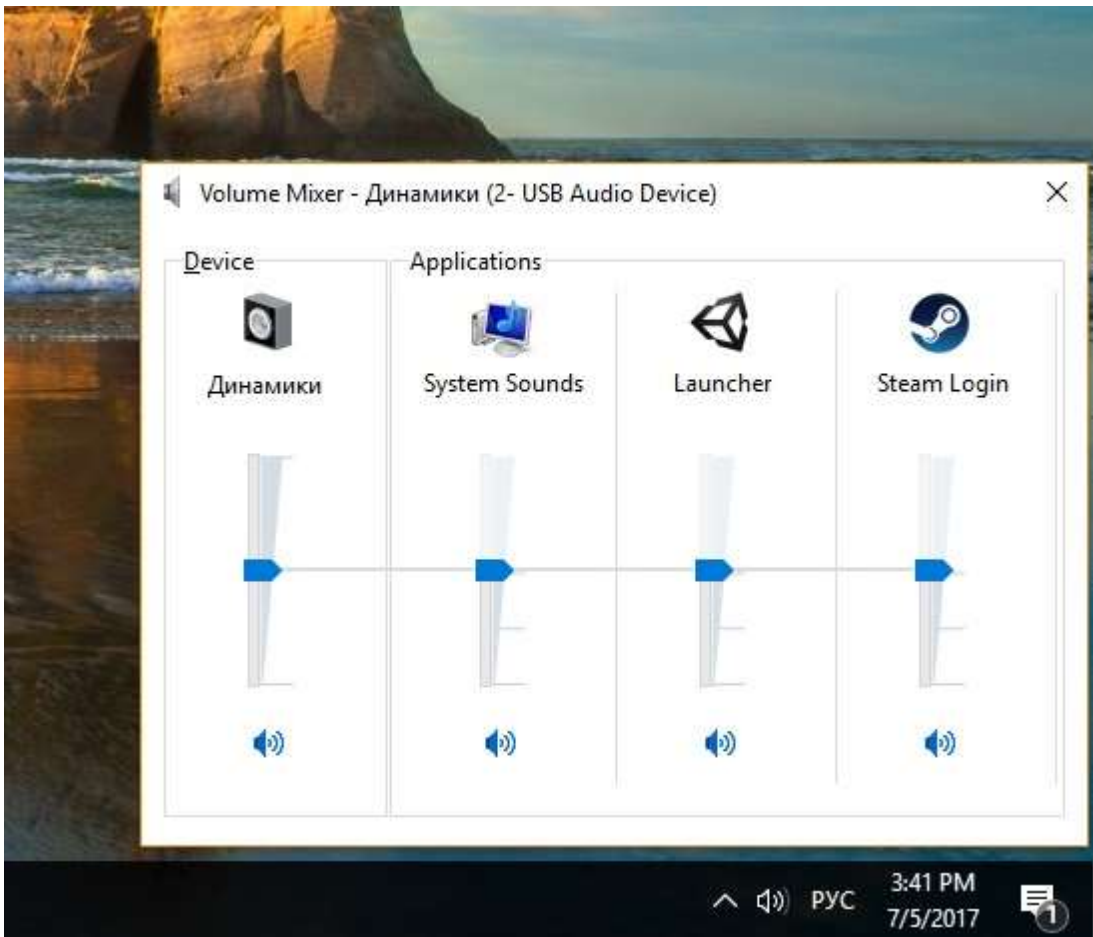
To protect your computer, it's enough to work with the standard "Windows Defender".

## Sound settings

For optimal sound settings on each player computer right-click on the sound icon and open the point “volume control” option.

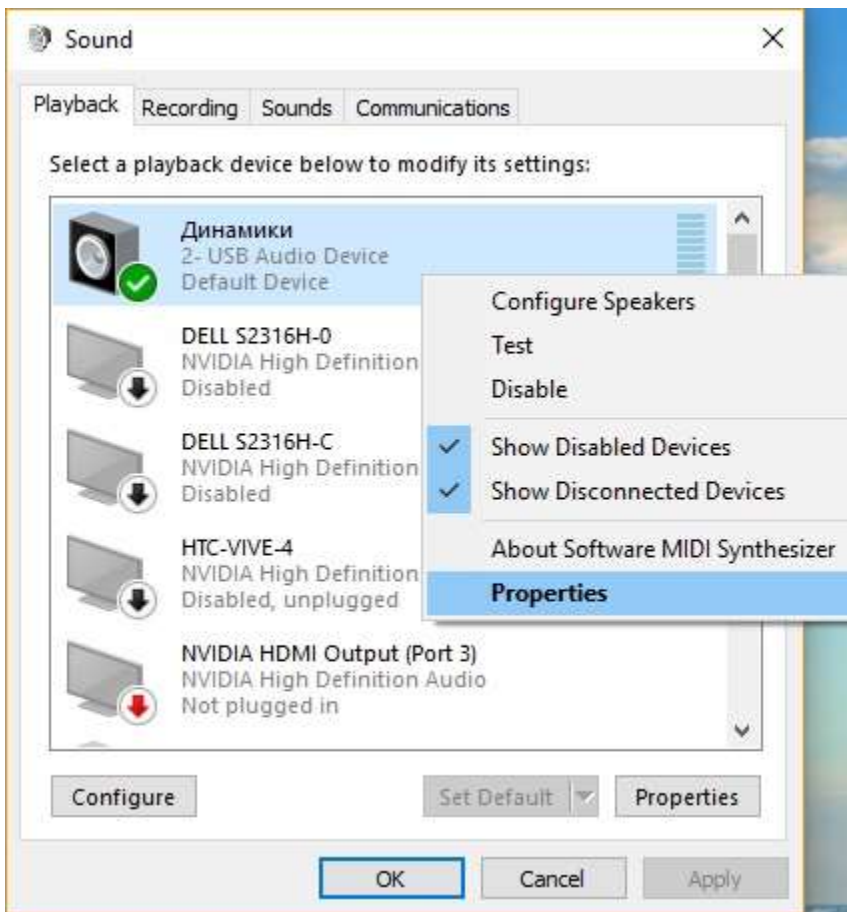


Set the general left slider to 50. The other sliders in this menu should correspond to the same value.

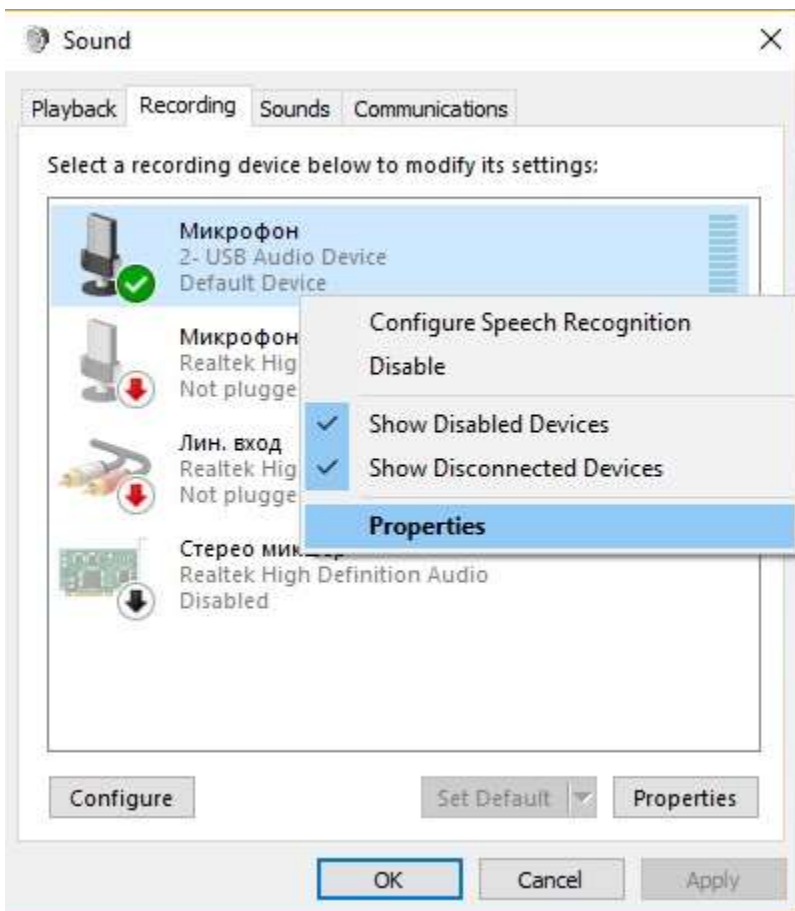


Right-click the sound icon again and open “ Playback Device”. The headphones should be set as the default device for audio playback.

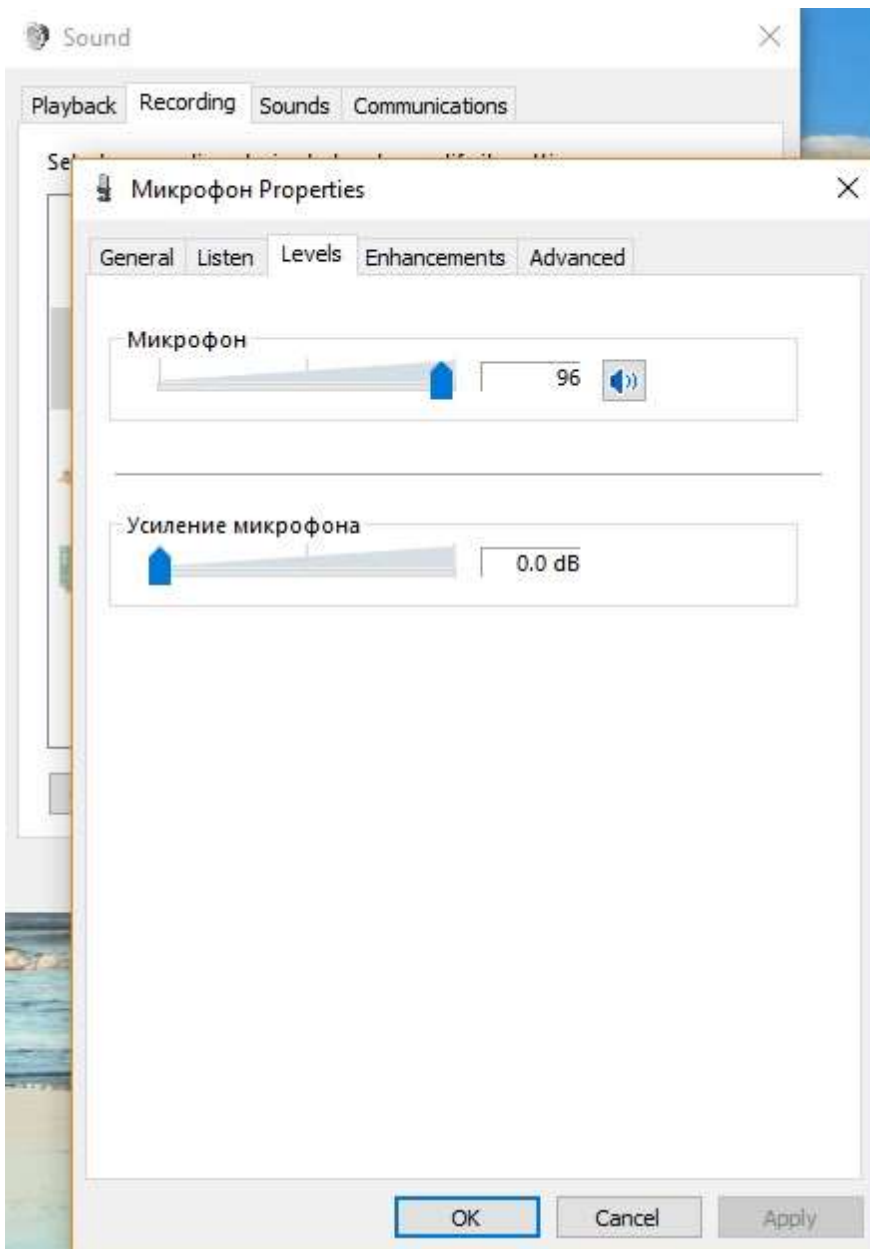




Go to the “Recording” tab, right-click the microphone, then go to the microphone properties pages.



Boosting the microphone should be set at 0. This will prevent echoes, feedback and other problems during the game. The microphone’s volume can be set either to the max level or at one’s discretion. You can check to see if your volume is set at a comfortable level by running a test session of the game.



## Cable management

The cables from the headsets can be organized and carefully mounted above each player's zone of motion (area of play) by using a set of cable mounts/fasteners.

Examples of these systems:

- <http://www.virtuix.com/product/virtuix-vr-boom/>
- [VR Cable Management System for HTC VIVE Virtual Reality Headset](#)
- [Cable Management System for HTC VIVE](#)
- [NEW version Retractable Cable Management System](#)
- [No More Cable Worries](#)