

Setup Windows Mixed Reality Headset

1. Download Mixed Reality Portal from Microsoft store
2. Plug in headset HDMI and USB connector
3. Drivers will be installed
4. Run the Mixed Reality Portal app and it will help you setup the Headset and controllers
5. Install Steam
6. Logon to the Steam portal
7. It will detect that you have a VR Headset and offer SteamVR, DON'T Install it.
8. Search for and install **Windows Mixed Reality for Steam VR** in the Steam app.
9. https://store.steampowered.com/app/719950/Windows_Mixed_Reality_for_SteamVR/
https://support.steampowered.com/kb_article.php?ref=5608-UPAH-6427

If graphics in the HMD does not display, see the document: **Setup for laptops with Nvidia GPU**

For Asus Headset:

Install 2 AA batteries in each controller. The batteries go in the handle. You have to press down hard on the



eject symbol to release the battery cover. The + on both batteries points at the bottom of the handle.

Setup for laptops with Nvidia GPU

Right-click on Windows Desktop. Choose NVIDIA Control Panel

Choose the 3D settings and set it to always use the High Performance NVIDIA GPU

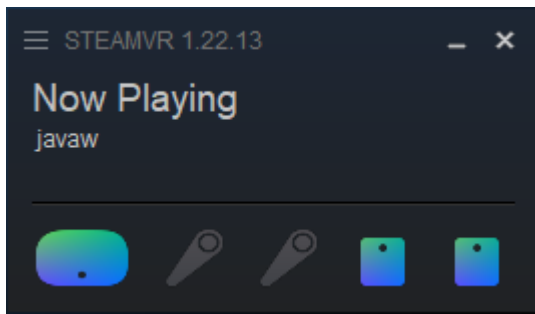
Initially, there was an error message in WMR that said 90hz would not work, and it suggested that in Windows Settings choose Mixed Reality and change Headset Display: Frame Rate to Let Windows Decide.

To enable the HP Reverb controllers to operate

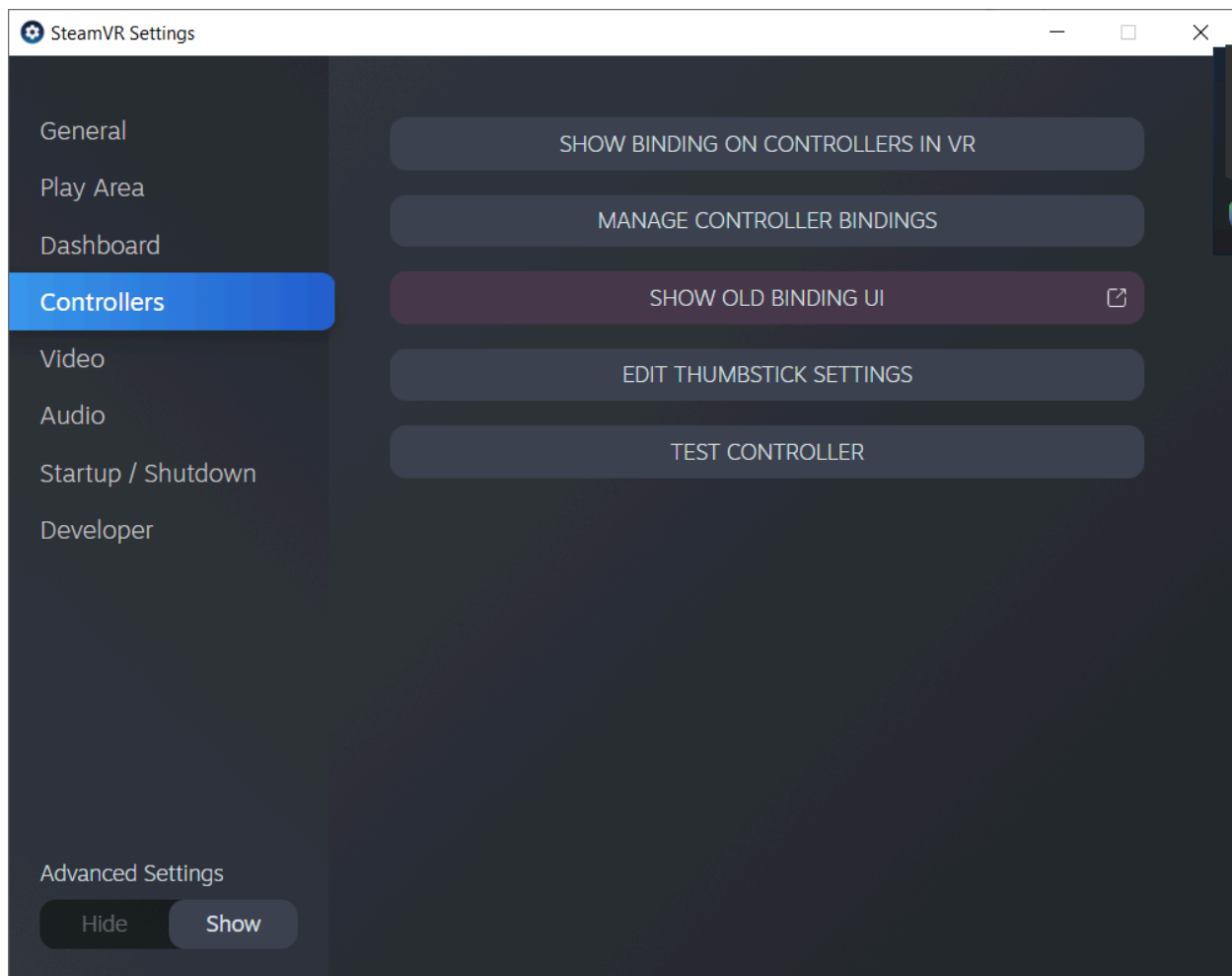
You need to launch Steam VR after the HMD and controllers are set up and paired and turned on.

(If they aren't turned on and paired it does not show the UI)

The hamburger menu on the small SteamVR floating window



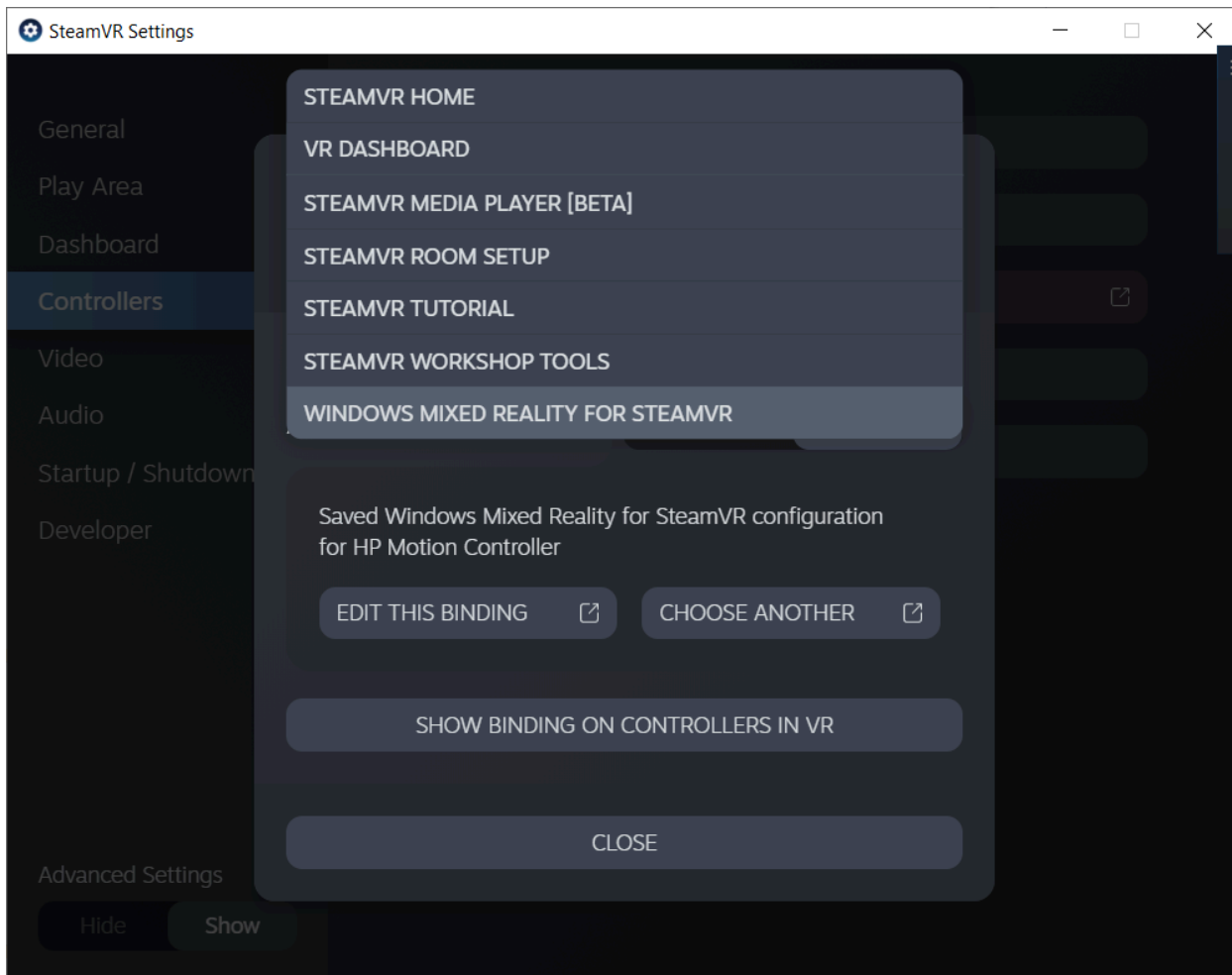
has devices->controller settings



It brings up the first image here

You want to select: "MANAGE CONTROLLER BINDINGS" and in there you want to select "WINDOWS MIXED REALITY FOR STEAMVR" the last one on the drop down on the top.

Click and select the Custom button.



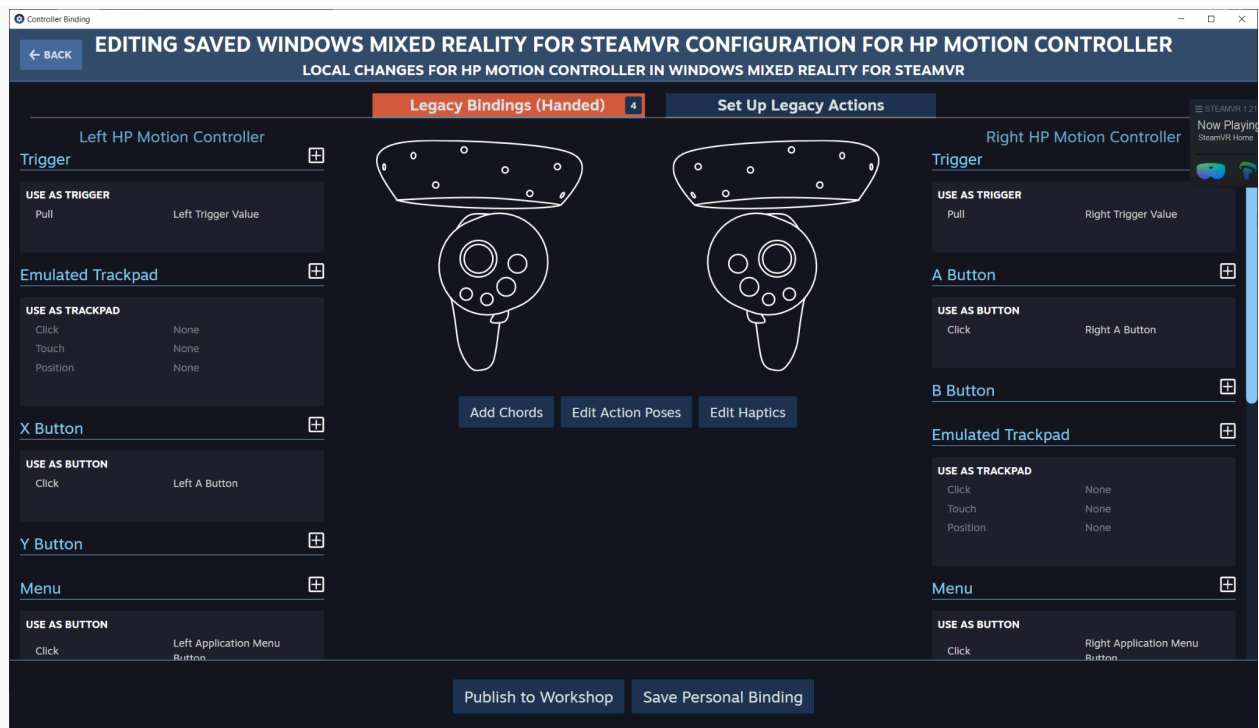
and then hit the "EDIT THIS BINDING" button

Make sure to keep wagging the controllers every so often so they don't time out (steamVR gives critical error and aborts if a controller times out here)

You will get this screen:

Notice there is an "emulated trackpad" entry on both the left and right side controlled panes.

For each one of right and left, use the **trashcan icon** in the little mini panel for it to delete them, If that doesn't work then try the "pen" icon and set it to "UNUSED"



Scroll so you see the "**Joystick**" entries for both right and left. You need to edit them so they each appear as in the image below.

It is a tricky edit as you have to click on the mini-pane and then click a little pencil thing to enter edit mode, then clicking on each little field in the mini panel (to the right of Position)

It will pop up a dialog where you can select what to set it to: **Trackpad/Thumbstick Value**

Set them so they contain what is in the image below.

Also in each one click on the little "gear" when in edit mode,

There is a checkbox in there for "Keep Thumbstick Clicked while stick is deflected"

Make sure it is on.

Hit close

When done with the edit you have to click the checkmark on the mini panel to update it.

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EDITING SAVED WINDOWS MIXED REALITY FOR STEAMVR CONFIGURATION FOR HP MOTION CONTROLLER

LOCAL CHANGES FOR HP MOTION CONTROLLER IN WINDOWS MIXED REALITY FOR STEAMVR

Legacy Bindings (Handed) 4

Set Up Legacy Actions

Y Button



Menu



USE AS BUTTON

Click

Left Application Menu
Button

Joystick



USE AS JOYSTICK

Click

Left Axis 2 Press

Position

Left Trackpad/Thumbstick
Value

Grip



USE AS BUTTON

Click

Left Grip Button

Touch

None

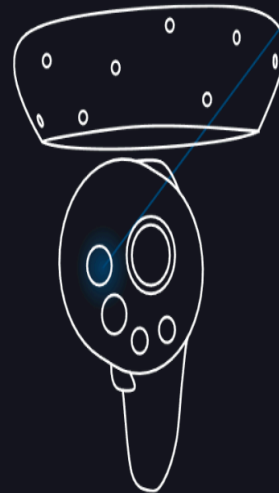
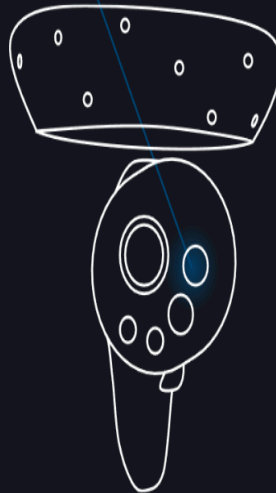
USE AS TRIGGER

Click

Left Axis 3 Press

Touch

Left Axis 3 Touch



Add Chords

Edit Action Poses

Edit Haptics

Menu

USE AS BUTTON

Click

Right Application
Button

Joystick

USE AS JOYSTICK

Click

Right Axis 2 Press

Position

Right Trackpad/TH
Value

Grip

USE AS BUTTON

Click

Right Grip Button

Touch

None

USE AS TRIGGER

Click

Right Axis 3 Press

Touch

Right Axis 3 Touch

Pull

Right Axis 3 X Val

Publish to Workshop

Save Personal Binding

When you are done with this edit you have to click the "Save Personal Binding" button at the bottom to set it as the binding configuration.

Use the default name,

I just gave it the description "Monkey Bindings for Thumbstick" to help remember.

When you are done with saving, exit the binding edit page.

When you get back to the "manage controller bindings" popup, make sure the "active binding" is set to the "custom" binding you just edited and saved.

Close it.

To be safe, close the steam VR window and "shutdown" to hopefully force it to flush the configuration.

After this is done I added one field in the GraphicsConfig.json file in
C:/Program Files/Monkey/HyperbeClient/config/

```
"joystickId" : 2,
```

Set it to 2 for the HP controller. This should also work for the Acer controllers but I haven't tested it.

The default is 0 which is the setting we need for the Vive controller.

Now you should be able to launch Monkey and use the Thumbstick to navigate in VR the same way you can with the trackpad on the Vive controllers.