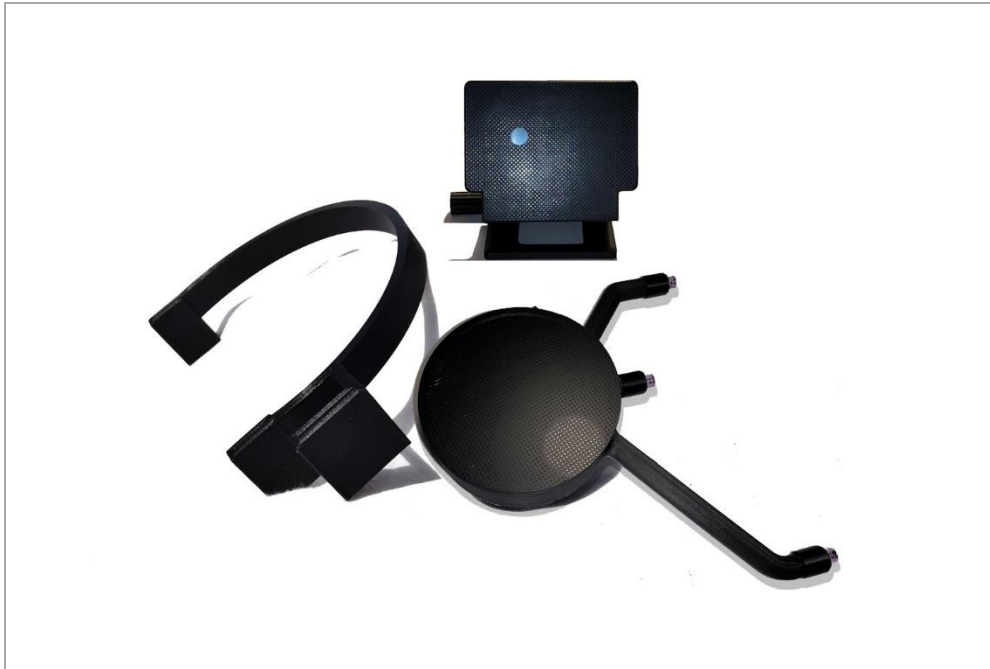




THE PUCK AND ODYSSEY IR TRACKER



GRASS MONKEY SIMULATIONS

Grass Monkeys are the best monkeys!

Getting Started

Part 1



These instructions are also applicable for the Odyssey IR Head Tracker. Use the included Velcro to attach The Puck to your favorite headphones or to the headband that can be worn left or right.



This is the easy part. If you haven't already, unscrew the cover and install a standard heavy duty, alkaline or rechargeable AA battery. An alkaline AA battery will last approximately 50 hrs of continuous use. The Puck has a twist-on battery cover and the Odyssey has a snap-on cover.

Getting Started

Part 2



Your head tracker uses infrared emitting LEDs. They are invisible to the naked eye. You won't be able to see the light from the head tracker when the unit is turned on, but your modified camera will. Most camera phones can pick up some of the light from your head tracker.

Our camera mount doesn't interfere with the viewing area of even the thinnest bezels.

Our new camera is plug and play and does not require special drivers. Plug it in and select "USB Camera" from the device list.

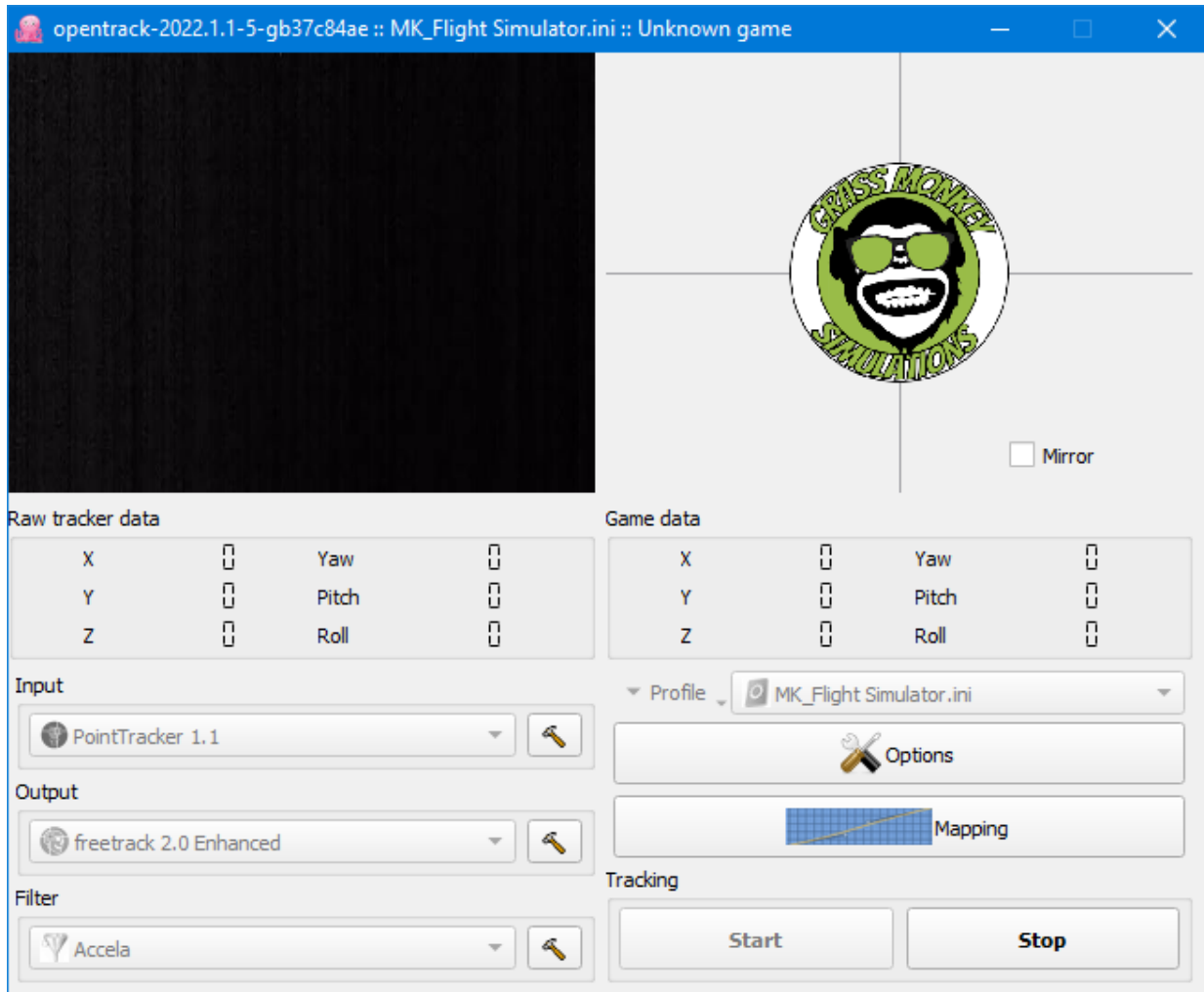
Uncheck the box for "Automatic Threshold" and move the slider to 140 to start.

Interior lights should not affect your camera but sunlight coming through windows is also made up of infrared light and can be picked up by the camera. All IR tracking systems are susceptible to bright outside light sources like windows that are in the line of sight of your IR filtered camera.

The use of curtains, blinds, or minimizing direct line of sight from sunlight to your camera is the best solution.

Getting Started

Part 3

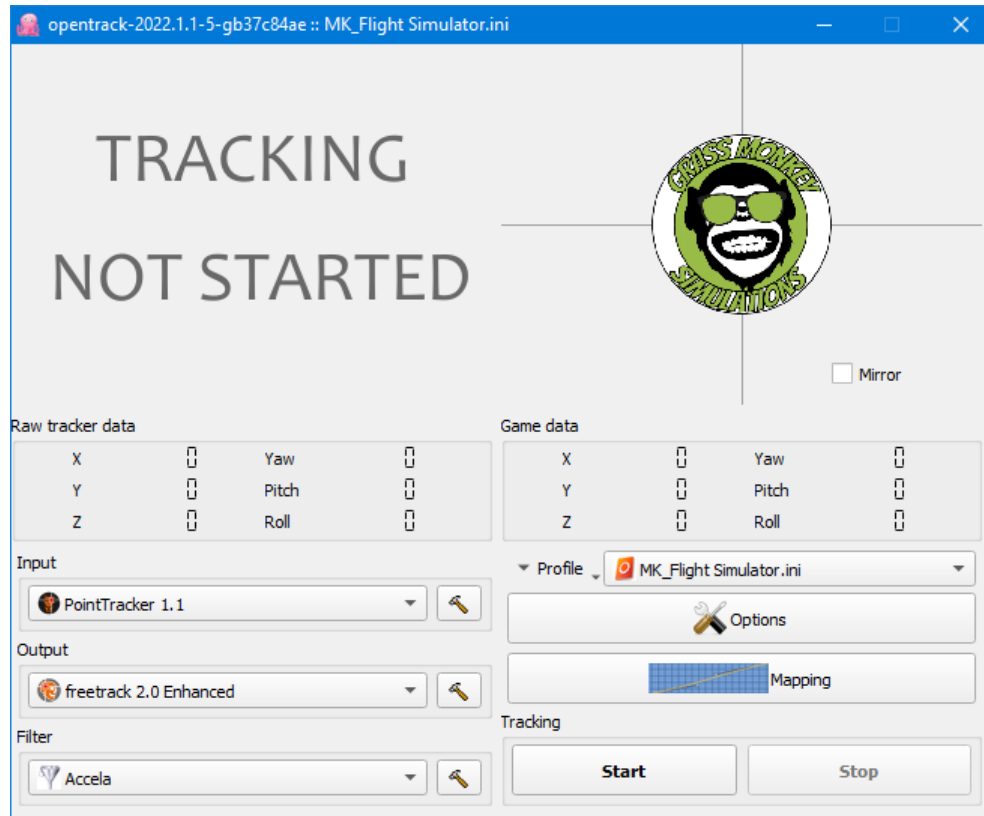


Occasionally on initial installation, you might see yourself in the OpenTrack window. The low light compensation filter will need to be reset. Place your palm or thumb over the sensor lens momentarily. It should be a once and done procedure, but if light pollution persists, the ambient sunlight will need mitigation. I have a window in direct line of sight of my sensor and use blackout curtains on that window as a result.

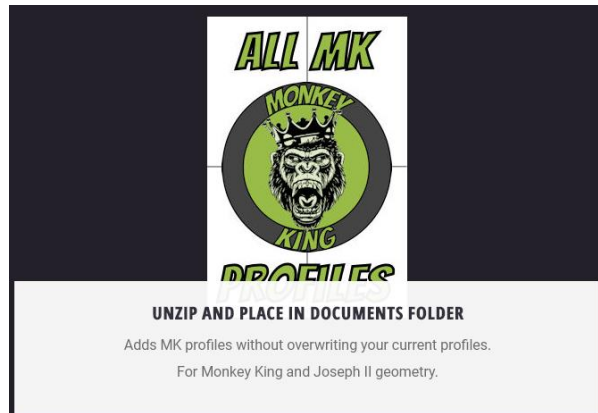
Download the "OpenTrack" software from the downloads section of our website.

Click on the download and install OpenTrack. Start the program once installation is complete.

Start OpenTrack and select PointTracker, freetrack, and Accela if they are not already selected.



Download and install the MK Profiles to preset all the settings you need for OpenTrack except calibration and shortcut keys.



Unzip the opentrack-2.3.zip file. Place the folder you extracted “opentrack-2.3” into your documents folder. It will ask you if you want to overwrite the folder that OpenTrack already installed. Choose yes. Restart OpenTrack and all your settings should be preset except for calibration and shortcut keys.

Once those are selected, click on the little hammer next to the “PointTracker” drop down.

TRACKING NOT STARTED



Mirror

Raw tracker data

X	0	Yaw	0
Y	0	Pitch	0
Z	0	Roll	0

Game data

X	0	Yaw	0
Y	0	Pitch	0
Z	0	Roll	0

Input

PointTracker 1.1

Output

freetrack 2.0 Enhanced

Filter

Accele

Profile MK_Flight Simulator.ini

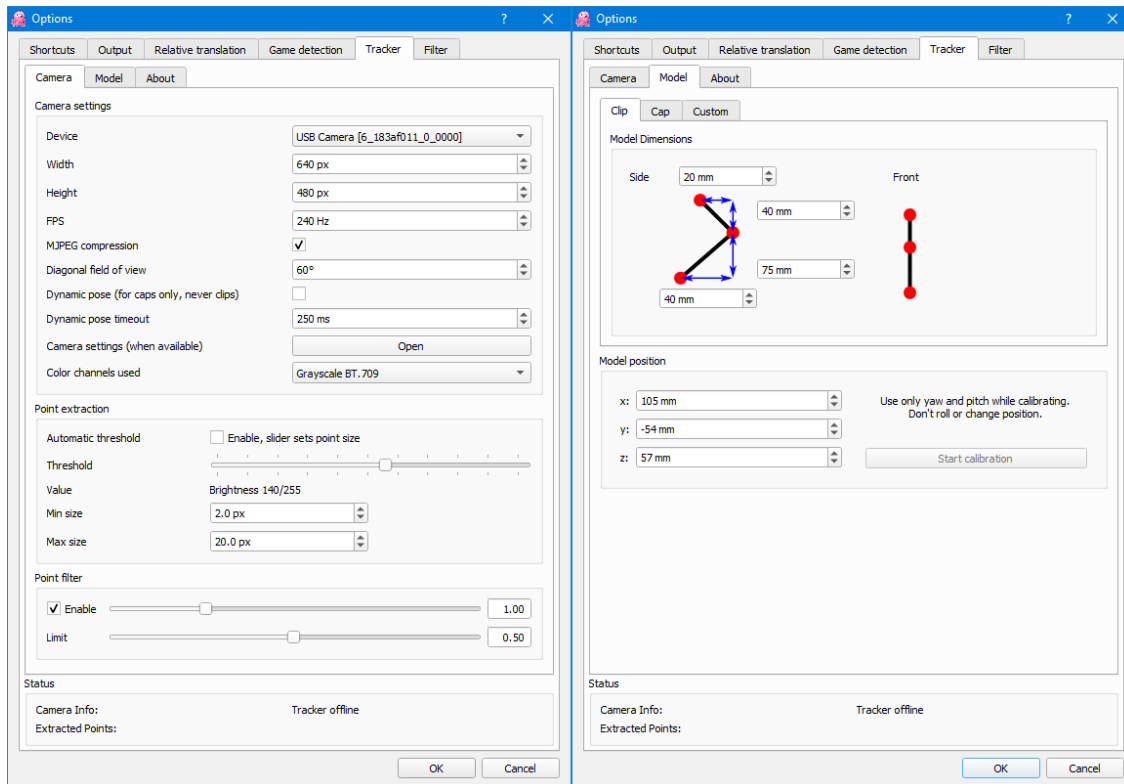
Options

Mapping

Tracking

Start **Stop**

The “Threshold” option lets you set how bright a dot must be to be picked up. If you have ambient outside light sources from windows, you should leave this in the manual setting. Adjust the slider if window light is problematic. The better solution is to block the ambient natural light with curtains or position your monitor/camera out of direct line of sight of outside light. All IR Trackers are susceptible to ambient natural light. If you don’t have a natural light source (window) in direct line of sight of your camera, you can run the threshold settings much lower, which will increase your battery life.



Start at a threshold 140. Typical slider settings from 100 to 200 for your camera will adjust for variable lighting conditions. Ambient lighting conditions from windows can fluctuate through the day.

Both the Puck and Odyssey are compatible with OpenTrack, FaceTrackNoIR, and FreeTrack.

If you've installed the battery and put on your IR Tracker, you're ready to calibrate your model position.

Start OpenTrack and click on the "Start" button. Then click on the little hammer again next to "PointTracker".

Click the "Model" tab at the top.

Click "Start Calibration" and follow the instructions. With your IR Tracker turned on.

Move your head up and down and left and right several times (like nodding yes and no). Click "Stop Calibration" and you're done.

IMPORTANT: Don't overwrite the "default.ini". Click on the "profile" button next to "default.ini" and either select "Create new empty config" or "Create new copied config".

Preserving the "default.ini" will give you a baseline config to create custom profiles and it's an easy way to start over if you're not happy with your custom map settings.

The next step is optional and yet vital. You can use the default "curve" settings in the games you play, but "Mapping" is the most important part to get the setup to your liking.

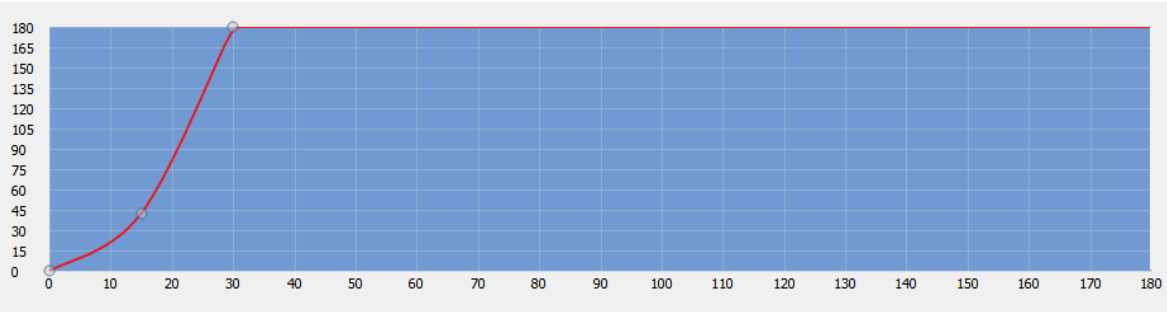
If you can't wait to try it out, you're ready! Once you're done, check out this link on the IL2 Sturmovik forum for an excellent tutorial on map settings. [A complete guide to set up Head-tracking \(Opentrack\).](https://forum.il2sturmovik.com/topic/34403-a-complete-guide-to-set-up-head-tracking-opentrack/)

<https://forum.il2sturmovik.com/topic/34403-a-complete-guide-to-set-up-head-tracking-opentrack/>

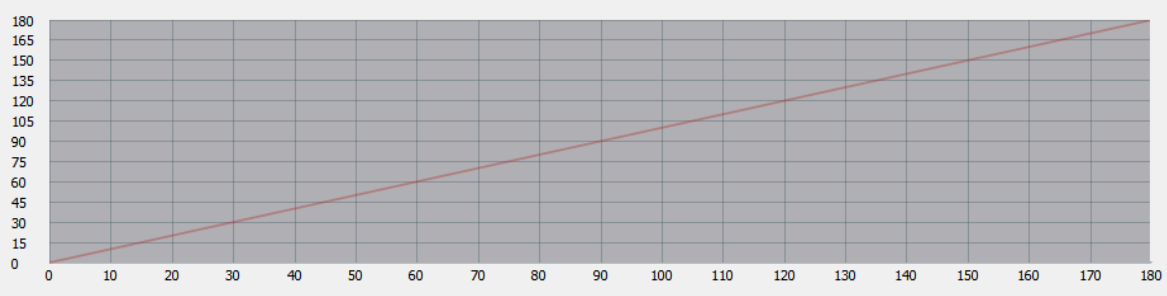
I will give you some settings below for a starting point for a combat flight simulator. Start OpenTrack and click on "Mapping". The easier choice is to visit our website and download any of our custom OpenTrack profiles.

Yaw Pitch Roll X Y Z

Max input 180°



Asymmetric mapping below



OK Cancel

