



EDTracker
Pro Wired

User Guide



ENG 

Document Issue 1.0

Introduction

Thank you for purchasing your EDTracker Pro Wired head tracker. We hope that it becomes an invaluable addition to your gaming experience and that you enjoy using it.

EDTracker uses solid-state electronic components to monitor and measure your head movement and report this information to your computer as a USB game controller. These components are incredibly sensitive and accurate, giving you a level of responsiveness previously unavailable at this price.

While we appreciate you are probably eager to get started using your device, we urge you to pay attention to these instructions – in particular, the section around **calibration** of your device. This step is essential to guarantee good performance of your device.

Quick Start

Here is a quick summary of the steps required to get your device up and running.

- ◆ Download and install the EDTracker software from www.edtracker.co.uk
- ◆ Run the EDTracker software
- ◆ Connect your EDTracker Pro in to a USB port on your PC
- ◆ Follow the setup wizard instructions
- ◆ Set your preferences

The device is then ready to use with a variety of games and head tracking software.

Minimum Requirements

- ◆ PC running Windows 7/8/10 operating system (32bit or 64bit)
- ◆ Microsoft .NET Framework v4.5.2 or greater
- ◆ 100MB available disk space
- ◆ USB v2.0 (or greater) port

Hardware Features



1. EDTracker Pro Wired
2. USB Micro-B socket
3. LED status indicator

Software Install

- ◆ Open a web browser on your PC
- ◆ Navigate to the EDTracker website (www.edtracker.co.uk/support/downloads)
- ◆ Download the EDTracker Pro software
- ◆ Once downloaded, run the software installation by double-clicking on the file. Alternatively, if you are asked whether you wish to “Run” or “Save” the file, choose Run.
- ◆ Follow the on-screen steps to install the software on your PC

To run the software, click the EDTrackerPro item in your start menu, or double-click the EDTrackerPro desktop icon.



Attaching to Headset

The device should be firmly attached onto your headphones or headset using the adhesive Velcro pads provided. Cable ties are included to attach your USB cable.

Avoid attaching the device onto the side earcups of headphones wherever possible. Some headphones use strong magnets within the earcups that can affect the performance of the device.

If your headset has a moveable microphone, ensure it is kept away from the EDTracker during use.



EDTracker User Interface

The EDTracker UI software can be used to monitor and calibrate your device, and to change the behaviour to suit your preferences.

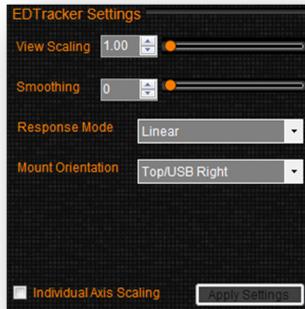
Profiles

You can save the current EDTracker settings into profiles, and load these again in the future for ease of use. This enables you to set up profiles for multiple games, and load them quickly and easily.

Click the “Profile” menu to create a new profile, save the current settings to a profile or load an existing profile.

EDTracker Settings

This section of the UI is used to change the head tracking behaviour of the device.



Yaw/Pitch/Roll Scaling

Changing the sliding bars (or changing the number values) adjusts the sensitivity of the device on the corresponding axis.

A low value (e.g. 1.0) requires more physical movement of your head to provide in-game movement. A high value increases the scaling effect. In-game movement will be amplified. This reduces the amount of real-world head movement necessary.

Scaling values are highly dependent on your setup : the size of your PC screen, the distance you sit from the screen and your own personal preferences. The default values are a general recommendation. Experimentation with different values is to be expected.

To individually change scaling axes, click the “Unlock Scaling” control.

Smoothing

EDTracker Pro is very sensitive and can pick up the tiniest of vibrations and movement. If you use high scaling values, you may experience wobbling of the 3D head because of the very fine movements of your own head in the real world.

Smoothing can be used to reduce unintentional movement, if you find it too sensitive. Increase the smoothing value to reduce any fine vibrations from the output.

Response Mode

Two response modes are available; linear and exponential. Your choice of response mode is down to personal preference.

When using EDTracker in conjunction with 3rd party head tracking software, we recommend the LINEAR response setting.

Mounting Orientation

You must set this value to match how you have attached the EDTracker device to your headset. We advise you to place EDTracker on the top of your headset, with the USB port to one side. Choose the corresponding orientation in the UI.

WARNING : If the Mounting Orientation setting does not match the actual device orientation, strange behaviour may occur!

Recenter Hotkey

Bind a key or joystick button that can be used to re-center your view. This effect is the same as clicking the “Reset View” button.

Head Display

When the device is active, the 3D head will show a graphical representation of your head movement.



Set Level

Before use, EDTracker must establish what “flat and level” is. To do this, the device automatically calibrates during the first 10 seconds after being switched on. During this period the device must be kept flat and motionless.

If you need to re-do the calibration, click the **Set Level** button. The LED status indicator on the device will flash rapidly. Keep the device flat and still for approximately 10 seconds until the calibration has completed and the LED status indicator stops flashing rapidly.

Reset View

Click the Reset View button to re-centre your view to the current position. The current position of the EDTracker will be set to “looking straight ahead”.

Options

Allows you to change preferences around the UI software.

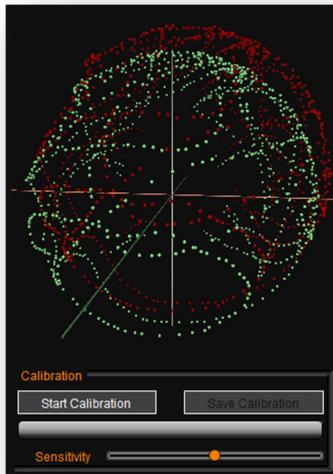
- ◆ Start Minimised – automatically minimise the UI to the system tray upon startup
- ◆ Autorun Program – automatically start another (3rd party) program when EDTracker UI starts (e.g. Opentrack, FaceTrackNoIR, FreeTrack)

Calibration

EDTracker includes a component called a “magnetometer” – effectively this works like a magnetic compass. In order to be accurate, it must be calibrated. Good calibration is key to getting the best performance from your EDTracker Pro. The start-up wizard walks you through this process, which must be done with the EDTracker Pro mounted on you headset or headband.

The first time you use this feature an animation will be displayed, showing you a suitable way to rotate the device to obtain a good calibration. Once the minimum number of samples has been collected, the “Save Calibration” button will be enabled. Clicking this button will complete the calibration and display the results.

The results should show a collection of green dots arranged in a spherical shape. Some minor distortion is acceptable but if the results do not look roughly spherical, please re-attempt the calibration.



The calibration is stored in the memory of the device and does not need to be repeated, even after switching off the device.

If you change your headset or gaming environment you may need to perform a fresh magnetometer calibration. You can re-run the set-up wizard via the Help menu or click on the “Magnetometer” tab in the UI and click “Start Calibration”.

Safety Information

- ◆ For indoor use only
- ◆ Do not expose to water
- ◆ No user serviceable parts inside – do not open or modify
- ◆ Keep out of direct sunlight and extreme heat or cold

Troubleshooting

Device is not detected or is unresponsive

- ◆ Check the USB cable. In particular, it must be a data cable, not just a power cable (as sometimes provided for charging mobile phones).
- ◆ Try a different USB port on your computer
- ◆ Rule out operating system or PC issues by trying in another computer, if possible

Head position is not aligned correctly

- ◆ Look straight ahead and click the “Reset View” button in the EDTracker UI software
- ◆ Check the device is mounted firmly and is not moving about unintentionally
- ◆ Check the orientation setting in the EDTracker UI software matches the physical orientation of the device
- ◆ Device is upside down (screws must face downwards)

Head position drifts over time

- ◆ Re-perform the magnetometer calibration phase, paying attention to the results
- ◆ Ensure the device is not close to any magnetic field (e.g. attached with magnets, close to the speakers of your headphones)
- ◆ If your headset has a moveable microphone, ensure it is in the same position as when magnetometer calibration was performed.

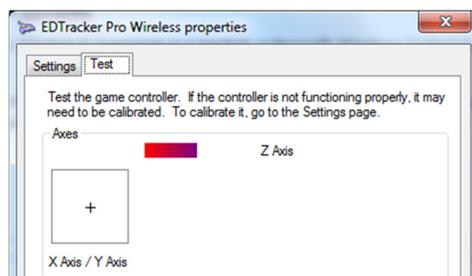
Troubleshooting (cont...)

Magnetometer calibration shows distorted green dots

- ◆ Non-spherical results indicates some form of magnetic interference. Verify the distortion goes away when calibrating the device in “free air” (ie. not attached to a headset)
- ◆ Try to establish what is causing the interference, and remove it from the environment. Normally magnetic fields must be *very close* to device to cause a problem (<5cm). In some rare cases, the headband of your headset may be magnetic.

Game is not detecting the EDTracker

- ◆ Check that EDTracker Pro is appearing as a joystick underneath Windows Control Panel, USB Game Controllers
- ◆ Highlight the EDTracker Pro device and click “Properties”. Movement of the device should show movement of the crosshairs in the box.
- ◆ Your game should see the EDTracker Pro Wireless as a 3-axis joystick. You



may need to configure settings within the game to tell it which joystick to use for head movement. Please consult your game manual, or the game support details, for assistance.

- ◆ Consult the EDTracker website “Support” section for individual game setup
- ◆ Please check the FAQ at support.edtracker.co.uk

Regulatory Information

CE Conformance

This device has been found to comply with the requirements of EN 62311:2008 and EN 60950-1:2006/A12:2001.

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Please dispose of responsibly



*EDTracker Pro is made
in the UK*

Model Numbers
EDTracker Pro Wired : EDTPRO001