

THIS PROCEDURE IS TO FIX SCALING ISSUES WITH YOUR TRACKERS.

This is based on Vive's calibration procedure, **requires the tracker not to be on firmware .178** (this has been tested and used on .169) and to have **a tracker tagged as the main tracker** (aka the tracker you first turn on).

If your trackers are on .178, **please downgrade them first to .169** with the video guide and the firmware that can be found in this folder (as of writing this, there isn't any newer version than .178, and I don't know if newer versions have fixed that issue).

You must start **with all the trackers off**, Vive Hub opened and the dongle plugged. SteamVR is not needed (except for the part when you have to use them).

This procedure is divided in 4 parts and 3 pages.

Part 1 : Initial Calibration

- Turn on the main tracker
- Make it **track/Ready** on Vive Hub
 - You may have to do a room map if it doesn't have one or isn't for the room you are in
- **Slowly** move the tracker in an **infinite shape** for **1 minute** while facing an **area with a lot of features** (aka an area with a lot of details, furniture, contrasts, etc. with decent lighting and absolutely not blank walls)
 - You have to use **both your arm and your wrist** to move the tracker and you should move it **a bit past shoulder width**.



- Close Vive Hub or Unplug the dongle
 - It will put the tracker in sleep mode (slow blinking blue light)
- **Wait at least 2 minutes**, for the tracker to do its things

Meanwhile, start reading and preparing Part 2.

Part 2 : Additional Calibration

- Run Vive Hub or Plug the dongle back
- Press the button on the main tracker to wake it up
- Instantly **start a new room map scan** (don't wait for the tracker to be ready, but at least wait for it to be connected, in either preparing or tracking lost state)
- When the room map scan is done, make sure the tracker is **tracking/Ready** on Vive Hub
- Turn on **at most 2** other trackers
- Wait for them to connect, get the room map from the main tracker, and make them **track/Ready** on Vive Hub.
- **Slowly** move the trackers in an **infinite shape** for **1 minute** while facing an **area with a lot of features**
 - Hold them in different hands, it's easier



- Close Vive Hub or Unplug the dongle
- **QUICKLY TURN OFF THE MAIN TRACKER**
 - This is to avoid the main tracker calibrating again with, this time, incorrect data
- **Wait at least 2 minutes**, for the trackers to do their things

Part 3 : Time to finish the calibration

- Turn on the main tracker first
- Turn on the 2 other trackers
- Instantly **start a new room map scan** (like before, don't wait for the trackers to be ready, but at least wait for them to be all connected, in either preparing, syncing or tracking lost state)
- When the room map scan is done, you can now hop in VR and use Vive Space Calibrator/OpenVR Space Calibrator to use them with your headset.

If you have more than 3 trackers (like 5 trackers), repeat Part 2 and 3 with this time the other trackers, while using the same tracker as the main tracker.

Part 4 : Just use them lol

At this point, the issue should be ~85-90% fixed, and no other “forced” calibration will help.

Generally, after 2-3 days of decent use, the issue should be at around 96-99.5% fixed. The more you use them, the more the issue will fix by itself.

Please note that the improvements only appear after doing a new room map.

Huge thanks to 🐾 LunarstarFurry for (surely randomly) finding this procedure and helping me do this calibration on my trackers.

(Also thanks for reading this through)

If you need any more help, don't mind DM-ing or pinging me (🐼 nicalay2) or 🐾 LunarstarFurry on Vive's Discord server.

Have fun !

