



Vset3D Antilatency first start guide

V 1.0

Antilatency Driver installation:

Make sure the Antilatency drivers is installed correctly, follow the recommendations from Antilatency web site.

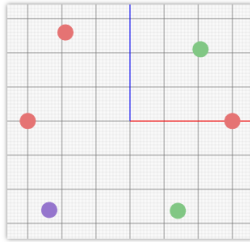
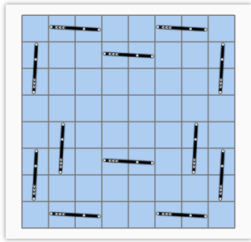
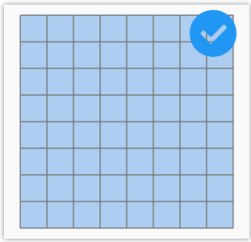
Antilatency Service:

Set the **Environment** from the **AntilatencyService**

AntilatencyService

ENVIRONMENTS PLACEMENTS DEVICE NETWORK

Default is "Ceiling_Example"



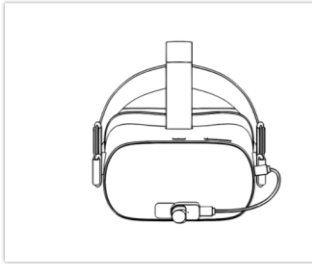
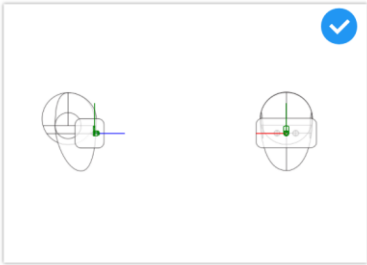
Ceiling_Example ⋮ Floor_Example ⋮ Pillars_Example ⋮

Select the Placement

AntilatencyService

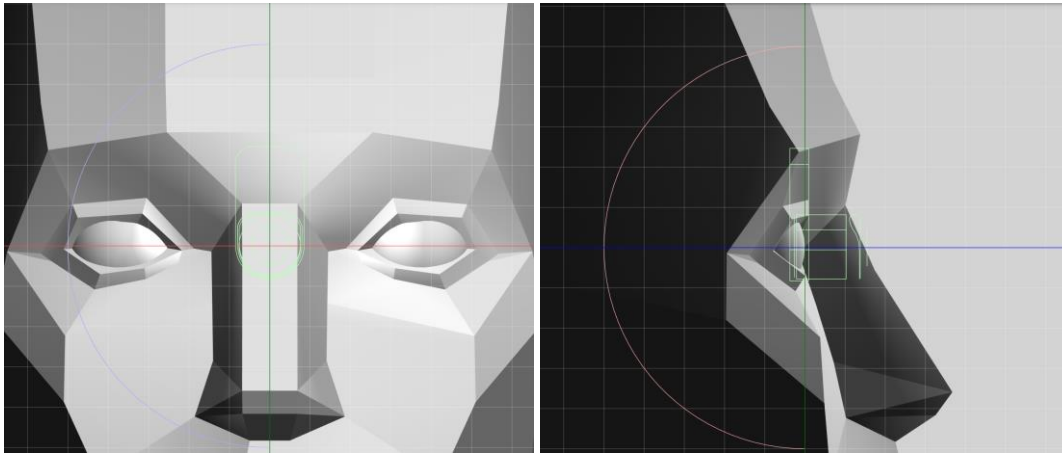
ENVIRONMENTS PLACEMENTS DEVICE NETWORK

Default is "Identity"



Identity ⋮ OculusGoUniversal

Vset3D use the **Identity** by default

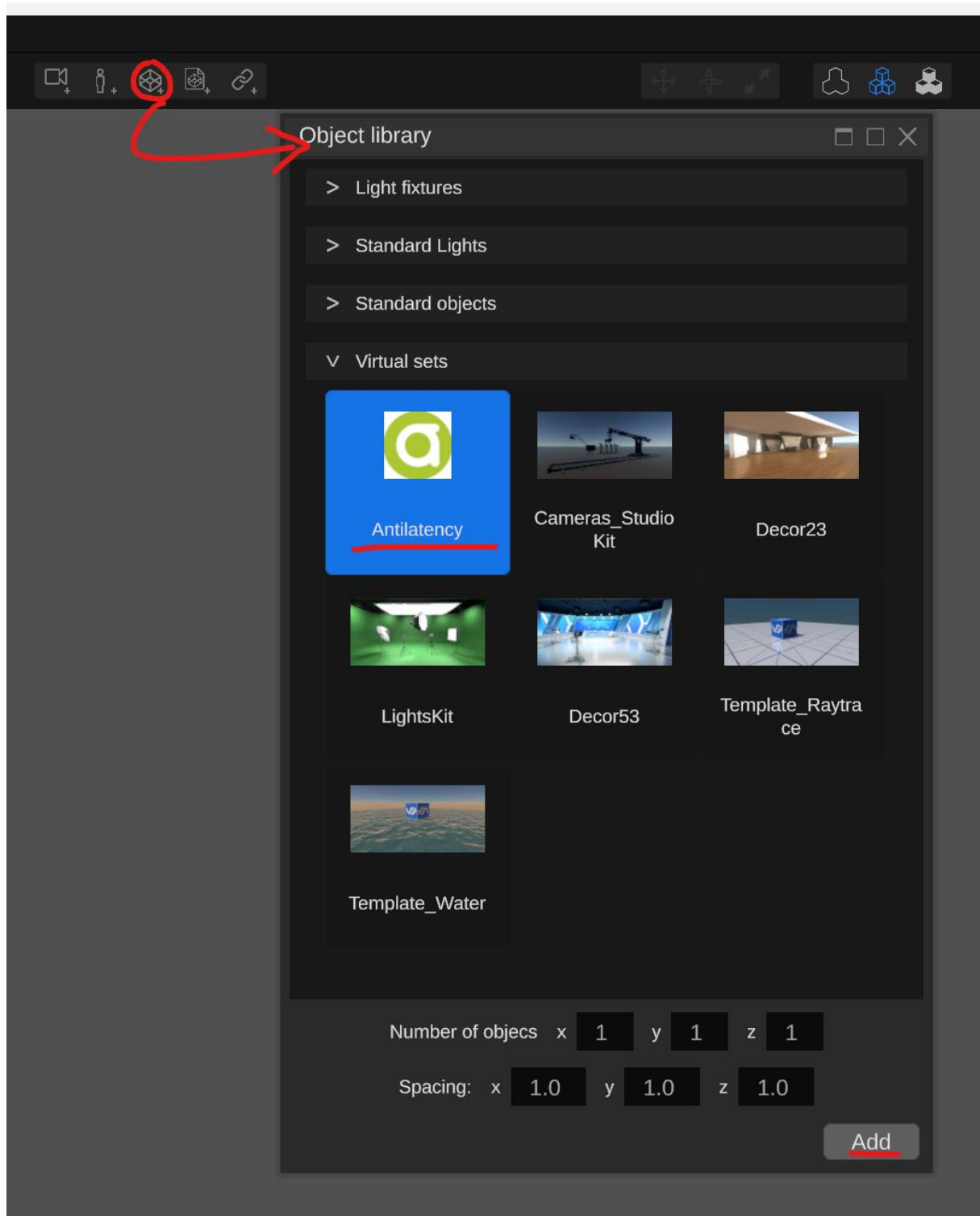


More info about **custom Placement** at the end of this document.

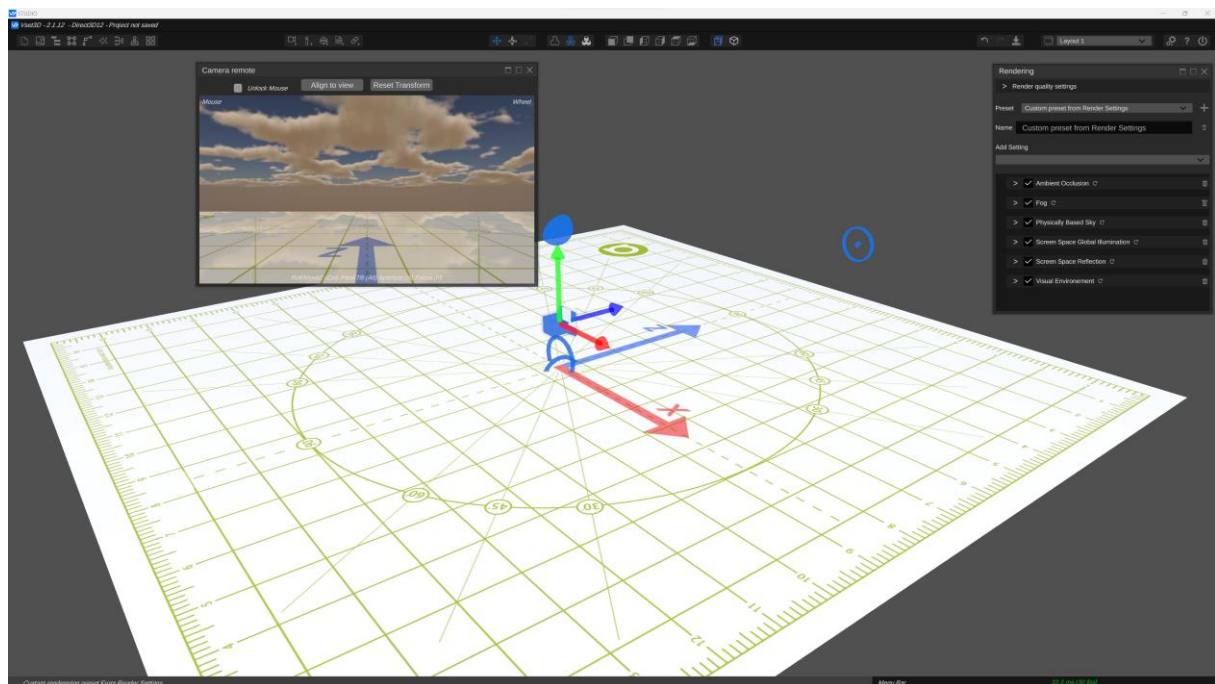
Vset3D Project:

VSet3D comes with a library specially designed to help you get started with Antilatency. You can use it as the basis for a new project or experiment.

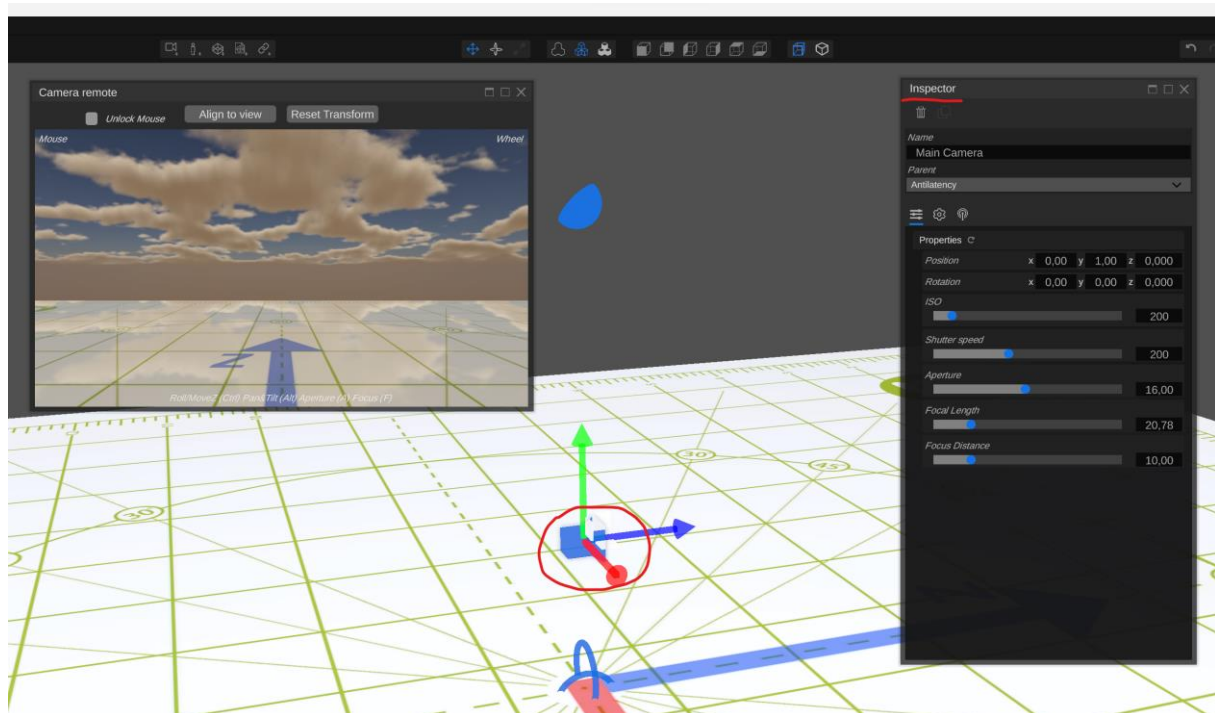
From the Object Library Add **Antilatency**:



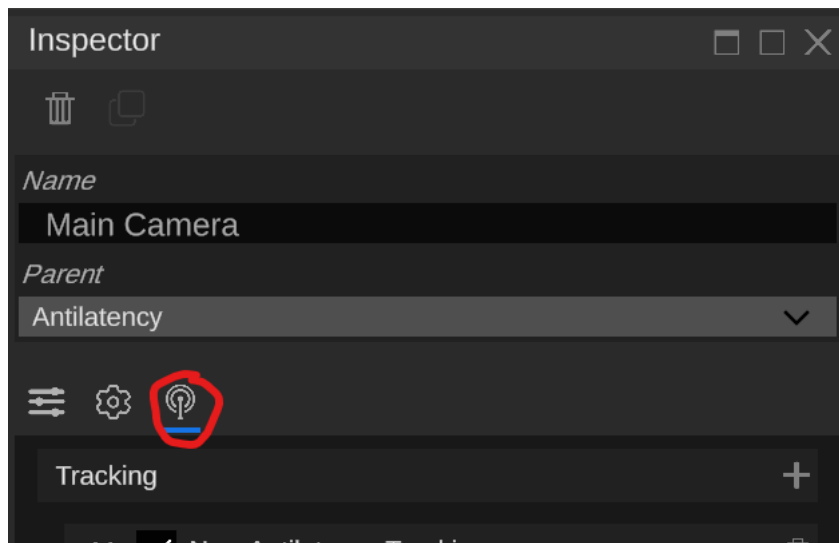
The opened project is composed of a reference floor, one camera and main rendering settings.



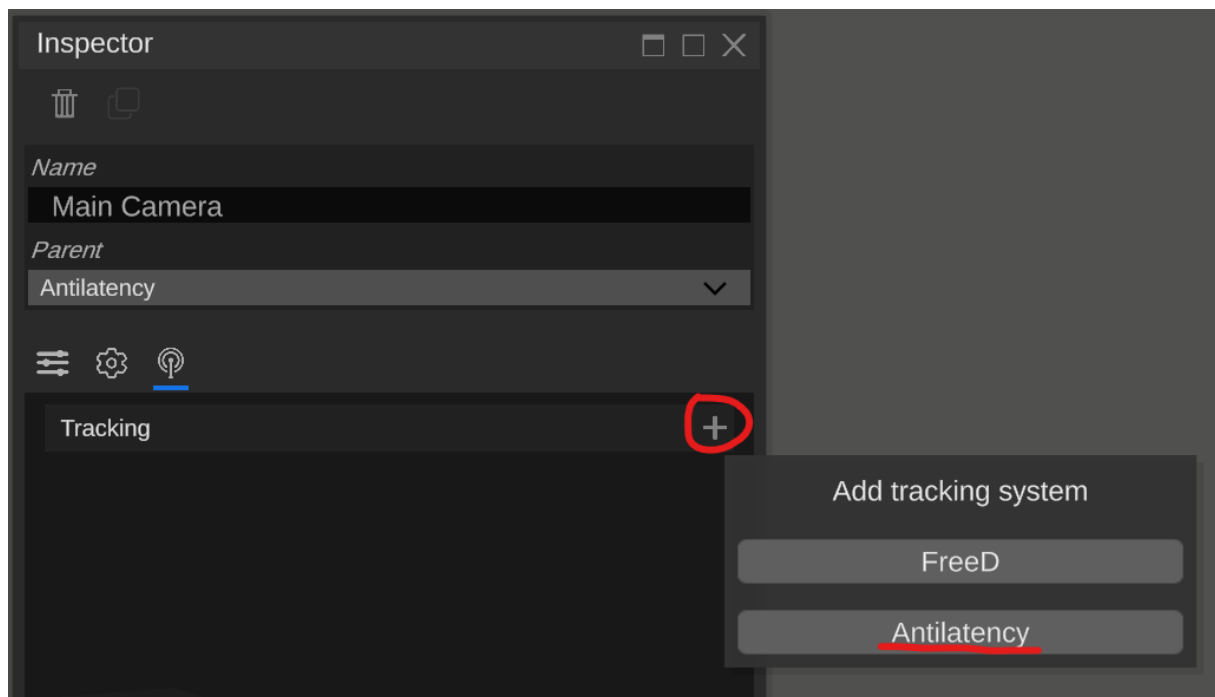
Double click on the **camera** to open its **Inspector**

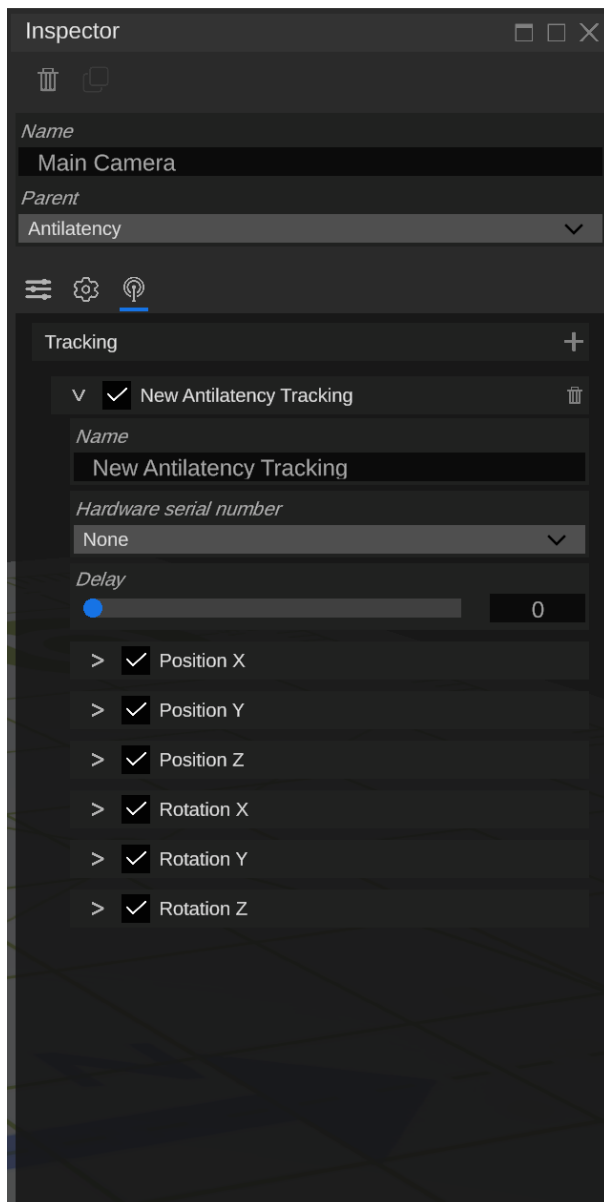


From the **Inspector** select the **Tracking** icon



Add **Antilatency** Tracking System





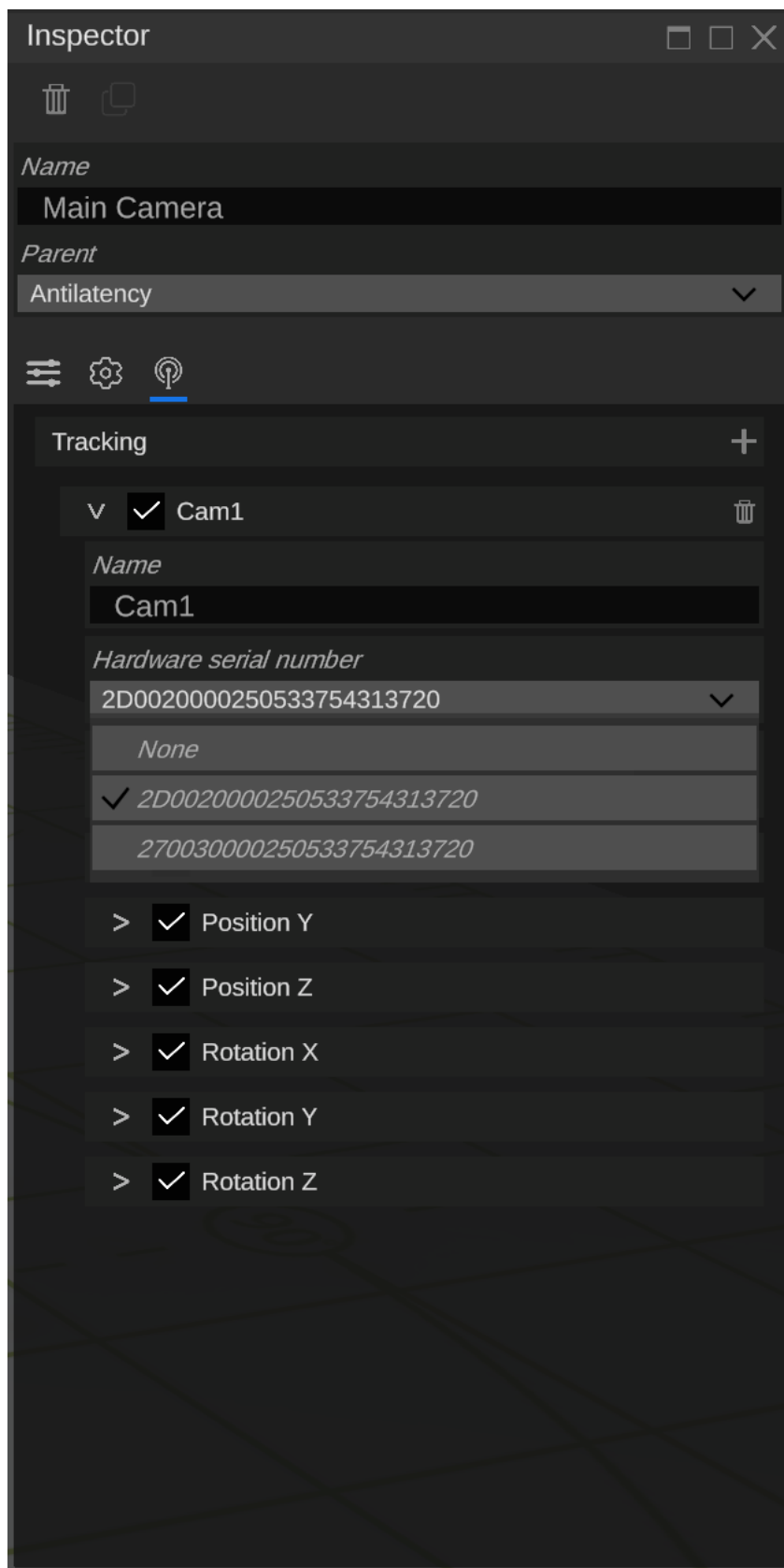
Name allows you to name the setting for easy identification.

Hardware serial number allow you to select the Antilacency device.

Delay allow you to adjust time synchronization between tracking data and video signal

Position and **Rotation** show incoming data.

Use **Hardware serial number** to select the device and start the tracking



Custom Placement:

If you setup a custom **Placement** in the **AntilatencyService**, use the Rotation property to reorient the Vset3D virtual camera.

