VIVE

HTC VIVE SRanipal SDK Guide

Release version: 1.3.3.0

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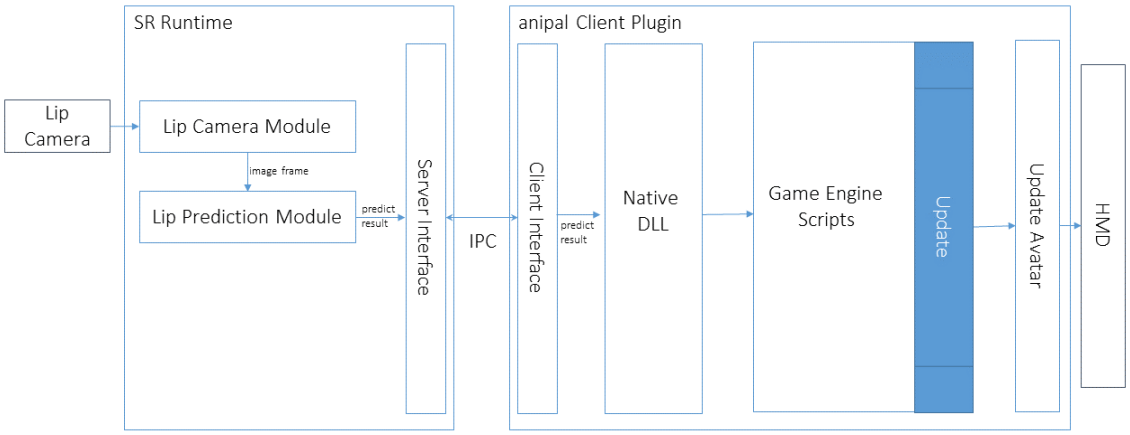
1. About the VIVE SRanipal SDK

The VIVE SRanipal SDK is developed to help software developers create a lip-aware application with actual facial expressions on make-believe 3D avatars. “anipal” stands for “animation pal.”



2. System requirements

To use VIVE SRanipal SDK plugin, the following minimum software and hardware requirements should be met:

Software requirements	• Windows 8.1 or later (64-bit) • Unity 2017.4.17 or later • SteamVR (October 14 release or later) • SR_Runtime 1.3.0.9 or later
Hardware requirements	• Vive HMD with Lip capability

3. Limitations

- Support Windows 64-bit only

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4. SDK Folder Structure

SRanipal_version\

- SRanipal_SDK_Guide.pdf
- 01_C\
  - Document\Document_C.lnk (C API reference)
  - SRanipal\
    - SRanipal_Sample\
    - SRanipal_Sample.sln
- 02_Unity\
  - Document\
    - Getting Started with SRanipal in Unity.pdf
    - Document_Unity.lnk (SRanipal API reference)
  - Vive-SRanipal-Unity-Plugin.unitypackage
- 03_Unreal\
  - Document\
    - Getting Started with SRanipal in Unreal.pdf
    - Document_Unreal.lnk (SRanipal Unreal API reference)
  - Vive-SRanipal-Unreal-Plugin.zip

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5. How to Use SR_Runtime

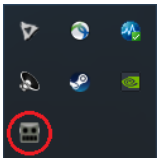
5.1. Installing SR_Runtime

To enable lip tracking capability, you must download SR_Runtime installer from this link. Follow the installer's instruction to install SR_Runtime.

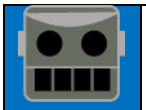
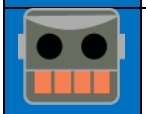
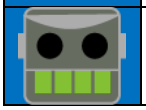
5.2. SR_Runtime Usage

After installing SR_Runtime, follow the steps below.

1. Ensure your VIVE HMD is connected to your PC.
2. Launch SR_Runtime until the SRanipal status icon appears in the notification tray — see the image below.



The status icon reflects the status of your tracking devices:

	SR runtime is launched but HMD does not support lip tracking.
	The lip tracking device is in idle mode.
	Lip tracking is active; i.e., a program is retrieving data from it.

3. Start **SteamVR** (if not running already)
4. Put on your HMD.
5. **Done**. You are ready to develop lip-aware applications.
6. If you want to quit SR_Runtime.exe, right-click on the status icon and click **Quit** to stop SR_Runtime.

5.3. Build C Sample Code

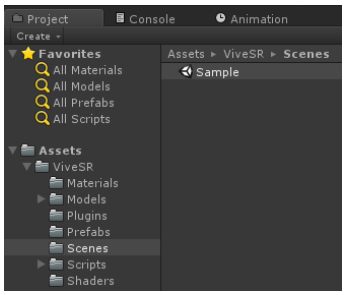
1. Open the solution file of the sample code at *$(SRANIPAL)\01_C\SRanipal\SRanipal_Sample.sln* with Visual Studio 2015.
2. For details about this API, refer to *$(SRANIPAL)\01_\C\Documnet_C.lnk*.

5.4. Build the Unity Plugin

1. Open unity and create a new **3D** project.
2. Select **Asset** > **Import Package** > **Custom Package**.
3. Select the Vive-SRanipal-Unity-Plugin.unitypackage
4. In the **Importing Package** dialog, ensure that all package options are selected and click on **Import**.
5. Accept any API upgrades if prompted.

- Opening a sample scene

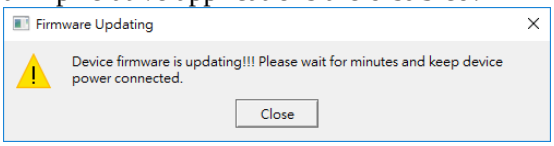
1. In the Unity Project window, find the scene file Sample.unity in **Asset** > **ViveSR** > **Scenes**.



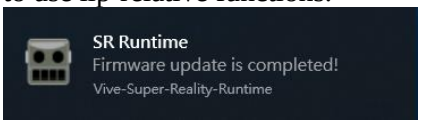
2. Ensure that all Requirements are met and then click **Play**.
3. For details about this sample, please refer to *$(SRANIPAL)\02_Unity\Plugin\Getting Started with SRanipal in Unity.docx*.
4. For details about this API, please refer to *$(SRANIPAL)\02_Unity\Document_Unity.lnk*.

6. Known issues

- If your HMD requires a firmware update, the below window will pop up. During the process, all lip-relative applications are **disabled**.



After the firmware update, the below notification will show up. Reboot the SR_Runtime.exe to use lip-relative functions.



7. Frequently Asked Questions

- ***How to update device firmware?***
  - SR_Runtime automatically checks/updates device firmware.
- ***How to update SR_Runtime?***
  - SR_Runtime automatically checks/updates new version from HTC server.