

Matériel de Réalité Virtuelle

Oculus Rift DK2

Matériel Oculus Rift DK2 (Development Kit 2) + Positional Tracker DK2 (camera IR) lusb renvoie

Bus 002 Device 003: ID 2833:0021 Oculus VR, Inc. Rift DK2
Bus 002 Device 002: ID 2833:2021 Oculus VR, Inc. Rift DK2
Bus 002 Device 004: ID 2833:0201 Oculus VR, Inc. Camera DK2

Ifixit en a fait un teardown très complet et lui attribue une réparabilité de 9/10 :

<https://fr.ifixit.com/Vue+%C3%89clat%C3%A9e/Oculus+Rift+Development+Kit+2+Teardown/27613>

voir aussi : <https://www.roadtovr.com/reverse-engineering-oculus-rift-dk2-positional-tracking-camera-linux-sdk/>

Des infos tech ici aussi : https://xinreality.com/wiki/Oculus_Rift_DK2

L'intégralité de la documentation du DK2 est sortie sous licence libre en 2017

- <https://developers.meta.com/horizon/blog/open-source-release-of-rift-dk2/>
- <https://github.com/facebookarchive/riftdk2>

Review complète (soft compris) : <https://philpax.me/blog/ocufabulous/>

Premier test 20250128

Branché par usb, en HDMI, alimenté par le transfo 5V

Les périphériques sont reconnus par lusb ...

Mais rien de visible dans «préférences/paramètres de l'écran»

J'essaie de lancer ovr qui devrait «This lights up the LEDs on the DK2 HMD, opens the video stream from the camera and provides the position of the headset to VR applications.»

```
/home/emoc/bin/ovr_sdk_linux_0.5.0.1/Service/OVRServer/Bin/Linux/x86_64/ReleaseStatic/ovrd
```

Mais rien de plus du côté de «préférences/paramètres de l'écran»

Premières recherches

L'Oculus Rift DK2 (Development Kit 2) date de 2014 : https://en.wikipedia.org/wiki/Oculus_Rift

petit historique : https://en.wikipedia.org/wiki/List_of_virtual_reality_headsets

Il y a 5 ans : (source : <https://www.reddit.com/r/OSVR/comments/diic4v/comment/f45s3ei/>) «The latest official from Oculus and working positional tracking driver for the DK2 [was the 0.5.0.1

SDK](<https://developer.oculus.com/downloads/package/oculus-sdk-for-linux/>). The source code for most of this SDK is available in the download, except for the implementation of the positional tracking. The way you use(d) the DK2 on linux was by downloading the SDK, extracting it, and running

```
ovr_sdk_linux_0.5.0.1/Service/OVRServer/Bin/Linux/x86_64/ReleaseStatic/ovrd. This lights up the LEDs on the DK2 HMD, opens the video stream from the camera and provides the position of the headset to VR applications.
```

OSVR-Oculus-Rift is a plugin for OSVR-Core, which connects to this ovr service and makes the DK2 poses available in OSVR.

And lastly, SteamVR-OSVR is a plugin for SteamVR, which connects to OSVR and makes the DK2 poses available in SteamVR.

So this is the only software stack where you currently get the original DK2 positional tracking in SteamVR on Linux. So for it to work, you need to first start `ovrd`, then `osvr-server` with the dk2 config from the dk2 plugin, and then SteamVR with

the SteamVR-OSVR plugin installed.

Back in the day I did try this setup and it did work, but it is a hassle to run OSVR as a middleman.

Once there's a new implementation for the positional tracking from OpenHMD, there will be software stack that's easier and quicker to set up.»

SDK 0.5 : <https://developers.meta.com/horizon/downloads/package/oculus-sdk-for-linux/> (téléchargé)

Le projet openHMD (un peu mort aujourd'hui mais bon...) <http://www.openhmd.net/index.php/devices/>

pour utiliser le DK2 avec X (intéressant!)

<https://codelab.wordpress.com/2015/04/02/proper-oculus-rift-dk2-setup-on-gnulinux/>

Et un truc auquel je ne comprend pas grand chose...

https://www.reddit.com/r/virtualreality_linux/comments/1d7jwbv/wmr_headset_with_xubuntu_2404_monado_and_envision/

Drivers open-source

- <https://monado.freedesktop.org/>
- <http://www.openhmd.net/> (non maintenu depuis 2019)

Environnement de développement VR

* <https://fr.wikipedia.org/wiki/A-Frame> (Création d'environnement 3D dans le navigateur)

Lexique

HMD: Head-Mounted Display

Article extrait de : <http://www.lesporteslogiques.net/wiki/> - **WIKI Les Portes Logiques**
Adresse : <http://www.lesporteslogiques.net/wiki/materiel/vr/start?rev=1752594159>
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