

Connecting Vive Trackers to Unreal Engine

For the full official tutorial, please refer to:

- [Pairing Vive Trackers \(3.0\)](#)
- [Fixing Live Link XR in Unreal Engine 5.2 and 5.3](#)

1. Get Your Trackers Ready

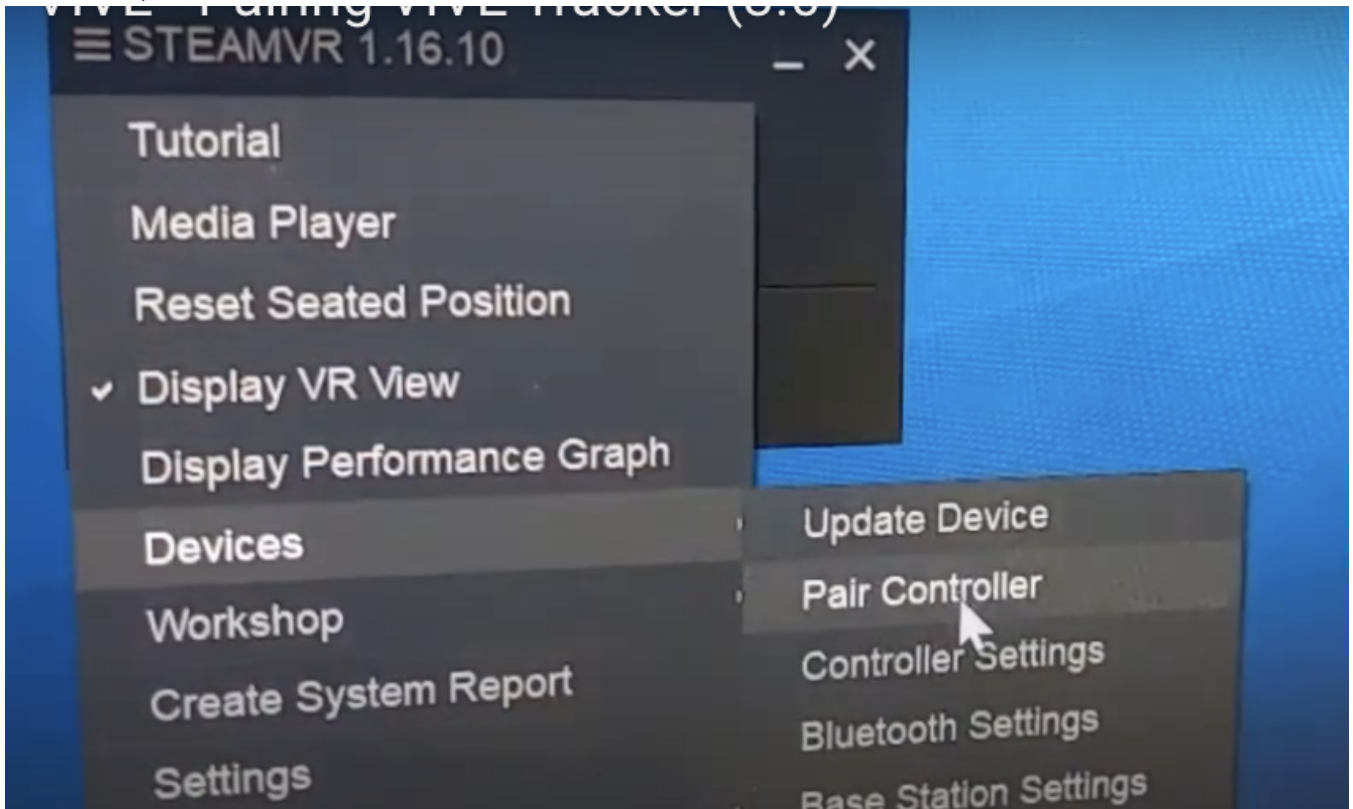
First things first—make sure each Vive Tracker is turned on and paired through SteamVR.

SteamVR Settings > Devices > Pair Controllers > I want to pair a different type of controller.. > HTC Vive Tracker. You'll know it's good to go when the LED light is solid green.

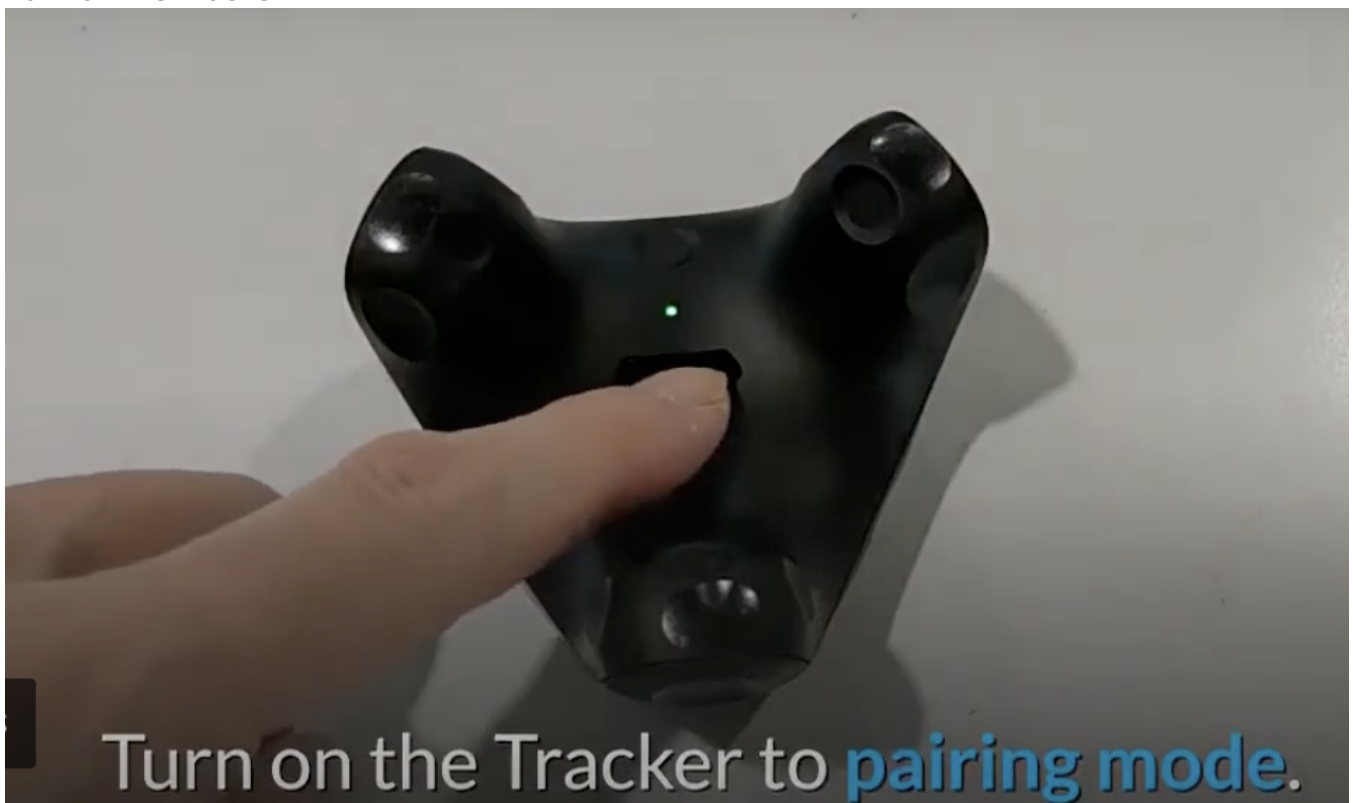
- Click the 3 little lines on the top left of the SteamVR desktop dashboard window to open the **SETTINGS**.



- Then go to Devices, chose pair your contrllers, click on I want to pair a different type of controller, then select HTC Vive Tracker.



- Turn on the Tracker.



Turn on the Tracker to **pairing mode**.

2. Set Up the Plugin

- Double-check that SteamVR is running.
- Open Unreal Engine and go to **Edit > Plugins**.

- Find and enable **OpenXR Vive Tracker**.
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3. Assign Tracker Roles

After pairing your trackers you will need to **assign them to the correct body part** in SteamVR's Manage Trackers section, Left foot, Right Foot, ect. Its best to do them one at a time and label the tracker in some way so you know which body part is paired with that tacker.

Now let's tell SteamVR which tracker does what:

- **SteamVR Settings > Controllers > Manage Trackers**
 - Assign the roles like this:
 - **Waist** → waist
 - **Left Foot** → left_foot
 - **Right Foot** → right_foot
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4. Integrate with Unreal Engine

- Open your project's blueprint.
 - Locate the **Motion Controller** component.
 - Add a **Live Link** component to stream tracker data.
 - Make sure the **Role** matches the SteamVR assignments.
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5. Find and Link the Prawn Asset

- Connect the prawn's motion controllers to the corresponding trackers. You could check here for more details [Fixing Live Link XR in Unreal Engine 5.2 and 5.3](#)
 - Open the **Content Browser**.
 - Search for **prawn**, and follow the tutorial video.
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6. Test and Calibrate

- Run your project in **VR Preview**.
 - Do some basic movements to check if everything tracks correctly.
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