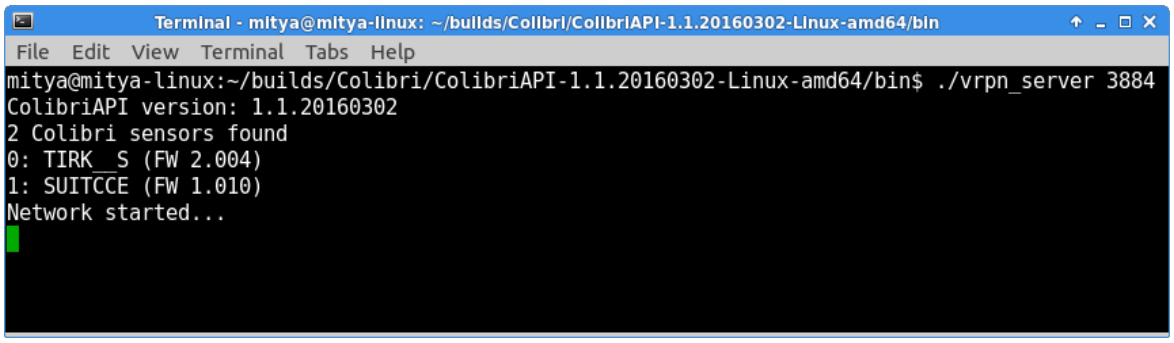
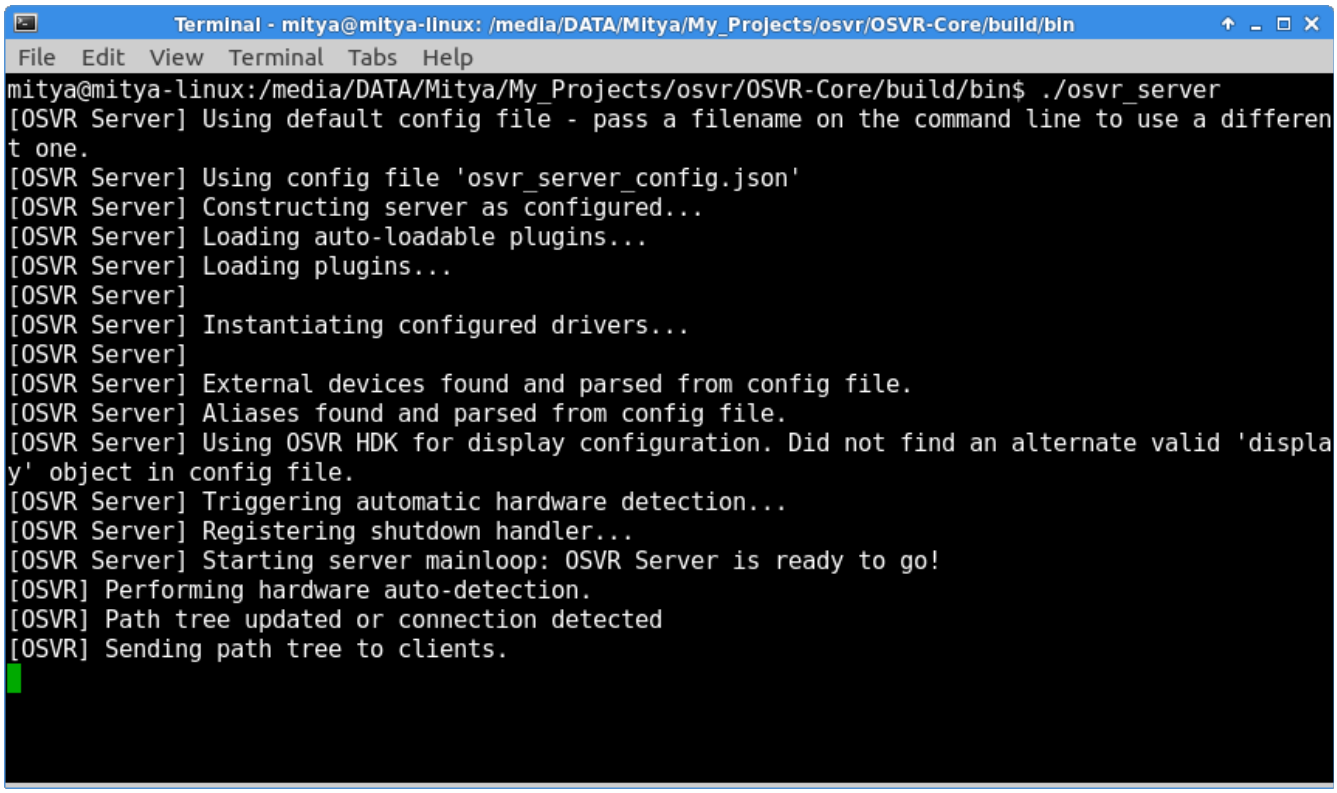
Integrating Trivisio Colibri with Unity (via VRPN and OSVR)
Run VRPN server:



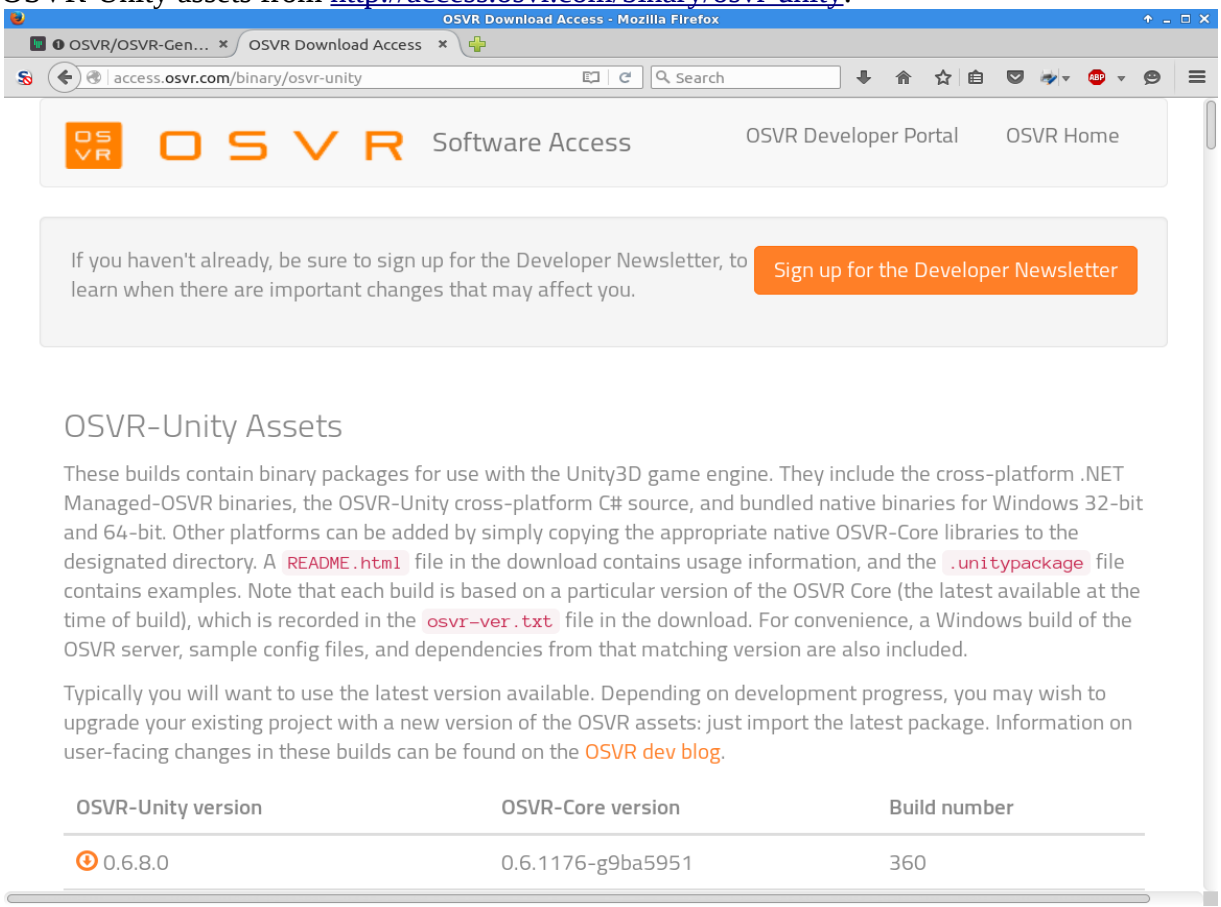
osvr_server_config.json contents:

```
{
  "externalDevices": {
    "/myExternalDevice": {
      "deviceName": "Colibri",
      "server": "localhost:3884",
      "descriptor": {
        "interfaces": {
          "tracker": {
            "count": 2,
            "position": false,
            "orientation": true
          }
        }
      }
    }
  },
  "aliases": {
    "/me/head": {
      "rotate": {
        "axis": "x",
        "degrees": 0
      },
      "child": {
        "changeBasis": {
          "x": "y",
          "y": "-z",
          "z": "x"
        },
        "child": "/myExternalDevice/tracker/0"
      }
    },
    "/me/hand": {
      "child": {
        "changeBasis": {
          "x": "y",
          "y": "-z",
          "z": "x"
        },
        "child": "/myExternalDevice/tracker/1"
      }
    }
  }
}
```

Run OSVR server:

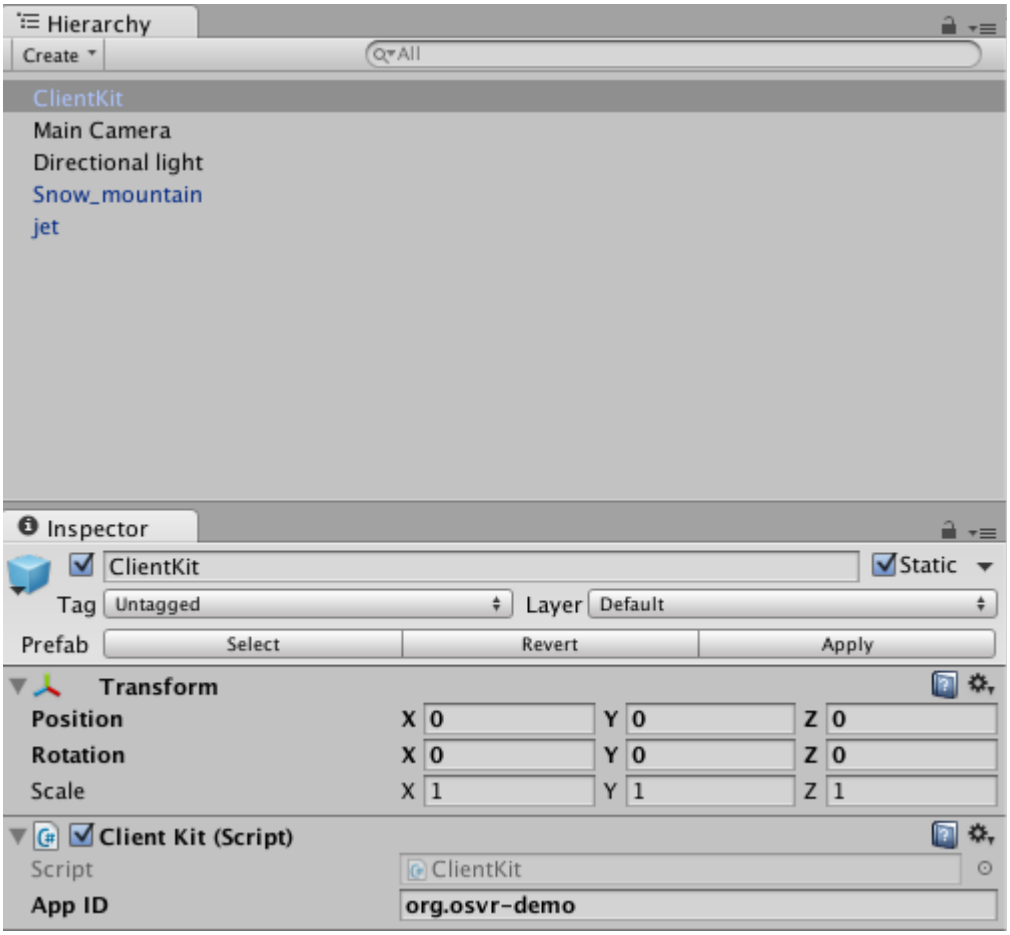


Get OSVR-Unity assets from http://access.osvr.com/binary/osvr-unity:

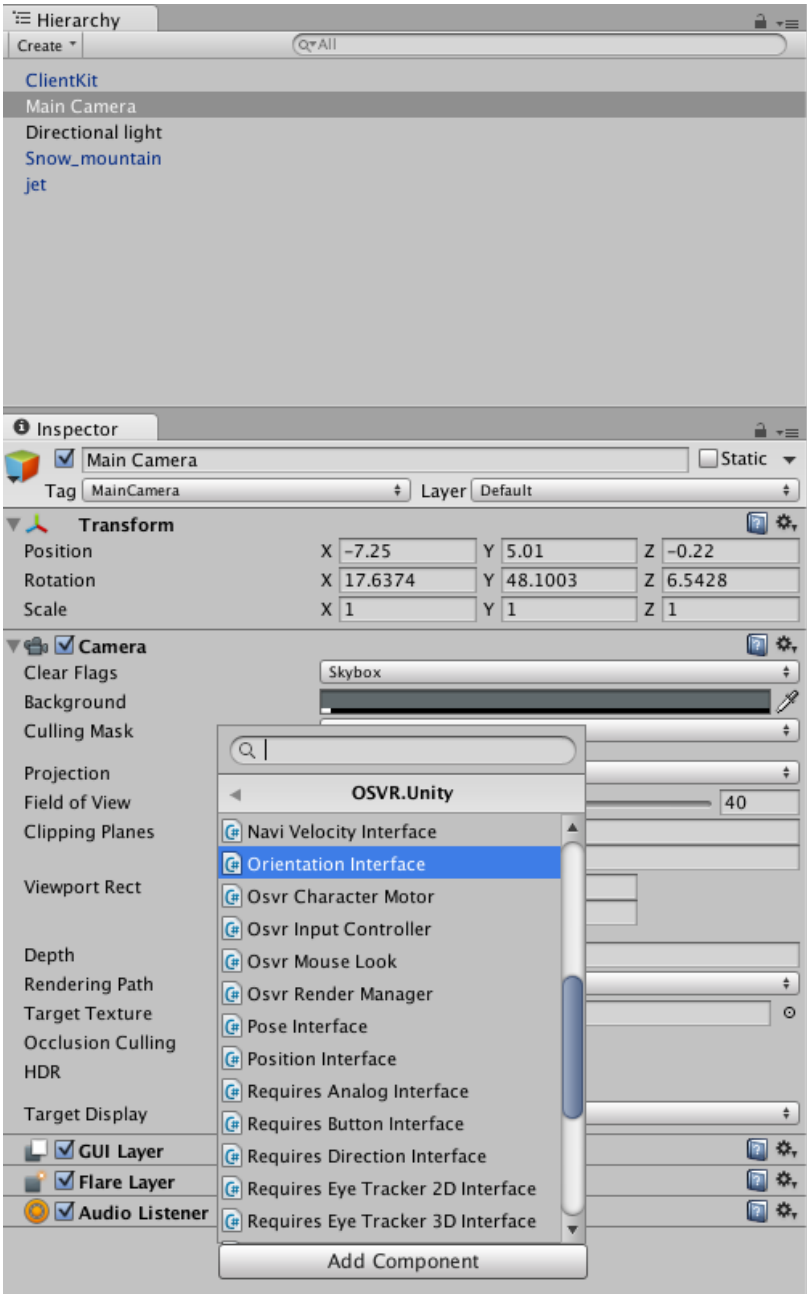


In Unity:

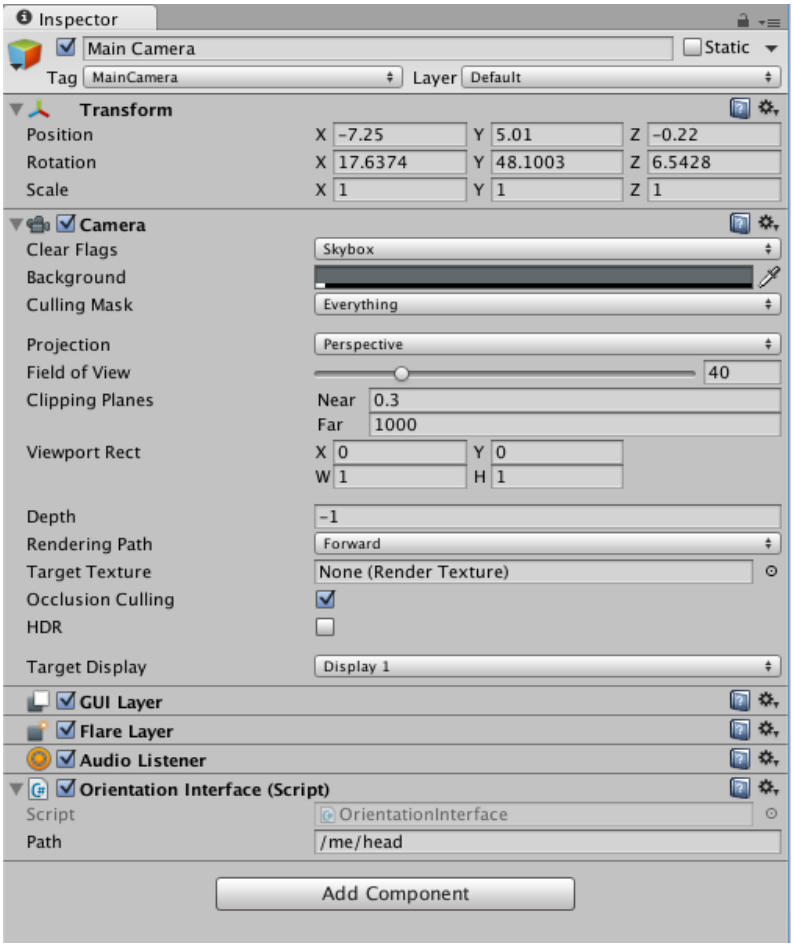
1. Create a new project
2. Project(tab)/Assets/Import New Asset...: choose OSVR-Unity.unitypackage, extracted from downloaded archive
3. Install OSVR-Core to Project_Name/Assets/Plugins/Linux folder. What is really needed is only:
   libosvrClient.so, …so.0, …so.0.6
   libosvrClientKit.so …so.0, …so.0.6
   libosvrCommon.so …so.0, …so.0.6
   libosvrUtil.so …so.0, …so.0.6
4. Rename libosvrClientKit.so to osvrClientKit.so
5. Drag and drop Assets/OSVRUnity/Prefabs/ClientKit to project's Hierarhy(tab) and set an App ID for it



6. For Main_Camera, or any other object do Add_Component/Scripts/OSVR.Unity/Orientation_Interface



7. Set OSVR path to your tracker, for example /me/head



More information about Integrating OSVR with Unity is here: http://osvr.github.io/doc/unity/