

Tobii Pro VR Analytics Release Notes

Release notes version 1.2, 2019-06-19

IMPORTANT NOTICE

This release of Pro VR Analytics contains a new license solution which removes the need to have a license key that is assigned to a specified VR headset. This means, that by applying a new license key, you're able to use any compatible VR headset with VR Analytics. The license key which needs to be applied during the integration step has been distributed to all customers, if you have not received it please contact Tobii Pro Support.

Always backup your project files before upgrading.

What's New:

- Added support for HTC Vive Pro Eye. You can now use the recently launched Vive Pro Eye with integrated Tobii eye tracking.
- Adjustable settings in Replay mode for Heat map and Opacity map. Three parameters can be adjusted in real time to change how the visualizations appear.
- Free Moving camera in Replay mode. This allows you to pan to any location in your virtual world to see the replay and visualizations from any angle.
- A new Home tab. This Home tab is the starting screen when opening the Unity application. In the Home tab you can:
 - Get information about your license and number of activations etc.
 - Activate the VR headset for recording
 - Find links to 'help' information
 - Get notifications when new versions of Pro VR Analytics become available.
- Support for custom character controllers. You can now use your customer character controllers as an alternative to the ones provided by Pro VR Analytics.
- New license solution that allows for easier activation of compatible VR headset(s). Connect the VR headset and activate it. It has an offline mode lasting 14 days to support recording and replay sessions with no Internet connection.

Recordings made with Pro VR Analytics v.1.1 are transferable to v.1.2 after following the upgrade steps in the Integration Manual.