ParaView and VR on Linux

Tyson Whitehead

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Oculus SDK

- proprietary SDK decedent from original Oculus VR
- taken over by Facebook (now Meta) in 2014
- Linux support discontinued with finial development hardware (DK2)
- moved to cordless after Oculus Rift S

OpenVR

- proprietary API and runtime by Valve to abstract VR hardware
- API and headers made public in 2015
- Linux Valve hardware implementation part of Valve Steam
- no public/open source implementations
- GitHub repo provides headers and binary loader blobs (don't build)

OpenXR

- ▶ royalty free open standard for AR (augmented reality) and VR
- developed by Khronos Group consortium (like OpenGL, OpenCL, etc.)
- Linux Valve hardware implementation part of Valve Steam
- Monado is a very new (still rough) open source implementation (like Mesa)

Wine (and Proton)

- Windows subsystem implemented on Linux
- can run Windows programs to varying degrees of success
- Valve Proton variant for gaming has OpenXR and OpenVR support
- Wine OpenXR Proton code available but won't build with upstream Wine
- shim between Windows and Unix variants (same as OpenGL, Vulkan, etc.)

Revive

- open source Windows shim layer between Oculus SDK and OpenVR/OpenXR
- injects dll that hooks Oculus SDK and translates to OpenVR or OpenXR
- doesn't work under wine due to issue with dll signature verification
- fixed this in Wine but will be awhile before it makes it to Proton

VTK

- added a vtkVRRender super class to vtkViewport hierarchy
- both vtkOpenVRRenderer and vtkOpenXRRenderer subclasses
- OpenVR enabled by CMake switch VTK_MODULE_ENABLE_VTK_RenderingOpenXR
- OpenXR enabled by CMake switch VTK_MODULE_ENABLE_VTK_RenderingOpenXR
- can be set to YES, WANT, DONT_WANT, or NO
- can also set VTK_ENABLE_VR_COLLABORATION for remote VR sharing

ParaView

- added support in 2018 for VR
- set CMake switch PARAVIEW_PLUGIN_ENABLE_XRInterface to ON
- set above VTK CMake switches as well
- OpenVR non-optional (required by Plugins/XRInterface/Plugin/paraview.plugin)
- removing from REQUIRED_MODULES results in an include failure
- OpenVR git repo checked out and path set with CMake OpenVR_ROOT