Open solution in visual studio.
Turn off common language runtime exceptions
Click Start!
Select the top camera view as the front facing camera and hit go. Select the bottom camera viewer as the eye tracker camera and hit go.
Adjust the thresholds for eye tracker camera so that the reflection of the IR led is clean without noise. You may need to adjust focus of the camera by turning the lens.
Further refine the eye tracker image by adjusting and locking the exposure.
Adjusting the frame rate can help reduce latency.
Set the bottom camera view to the Eye Tracking camera.
Check the box to enable the eye tracking.
Gaze dot

Valid point window.

Initialize will start calibration process.
Adjust the bounds of the valid point window so that the gaze dot falls within the box.
NOTE: Clicking reset initialize will restart calibration if needed.
The first calibration point should start here. Click the reset initialize button if it doesn’t.
Make the top camera view full screen by right clicking in the camera window. After calibration right click again to restore default window size.
With the glasses on your head, move toward the monitor so that the monitor fills the video frame. You must hold your head steady during this process. During calibration look at each dot on the screen and press the space bar to advance to the next dot. This process can take a few minutes. It is necessary to map your eye shape to the working surface.
Once calibration is complete a gaze indicator will be shown in the top camera viewer.