Data Streaming

You can stream motion capture data live to different applications and other computers in the same network. A list of supported applications with plugins can be found on the |}{||Optitrack page.

In order to stream data, `open the Streaming pane`.

Enable the Streaming Engine by `setting Broadcast Frame Data to on`.

Now Check all the settings.

Choose on which **network interface** the data will be streamed.

If you only want to use the **data on the same machine as Motive is running**, set `Local Interface to loopback`. If you would like to send data to other computers, set `Local Interface to 10.128.96.101`.

- If you want to stream **skeleton data** (Characters), `enable Skeletons`.
- If you want to stream **rigid body data**, `enable Rigid Body`.

Check also the other settings fits the settings of your receiver. Usually, this would be:

- Bone Naming Convention: `Motive`
- Up Axis: `Y Up`
- Transmission Type: `Multicast`

For streaming to **Unity**, please refer to Unity and Optitrack Documentation

If you want to get the streaming data as **OSC** - stream, you need to switch on the NatNet2OSC application.

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