

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](#).

If you want to get the streaming data as OSC - stream, you need to switch on the [NatNet2OSC](#) application.

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](#)

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