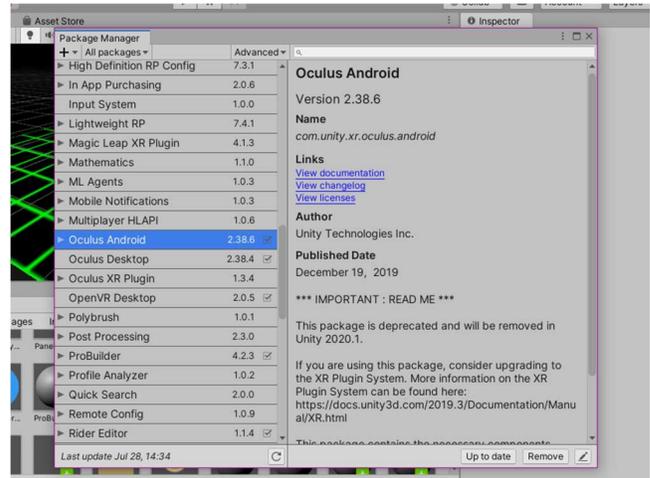
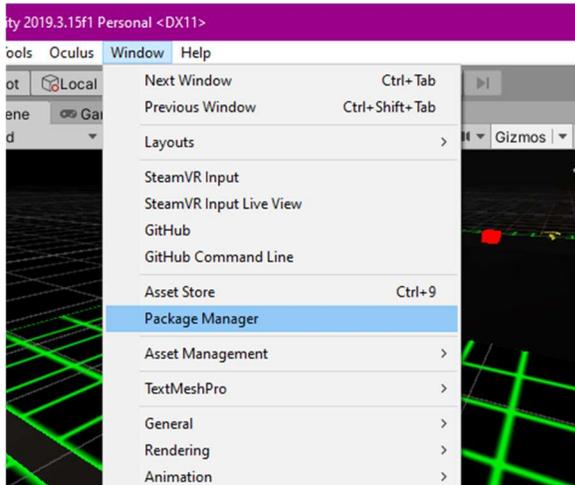


## Connecting Oculus Quest in Unity

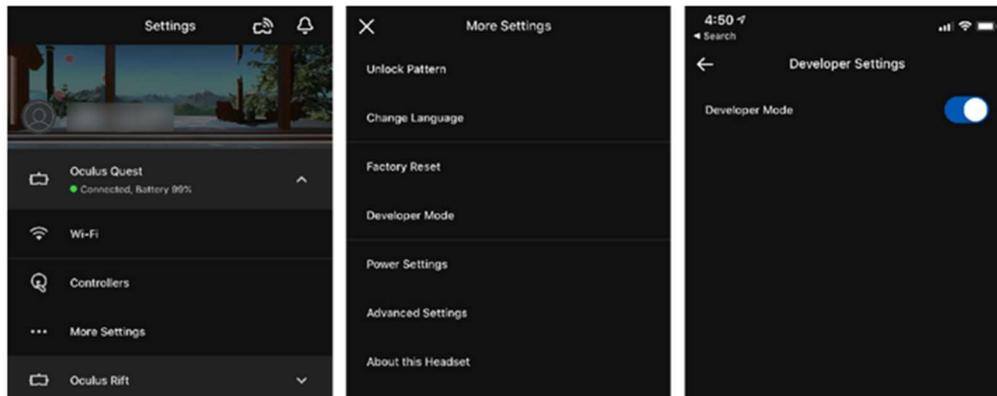
1. Navigate to the “Package Manager” and install “Oculus Android”.



2. Register as an Oculus developer using this link:

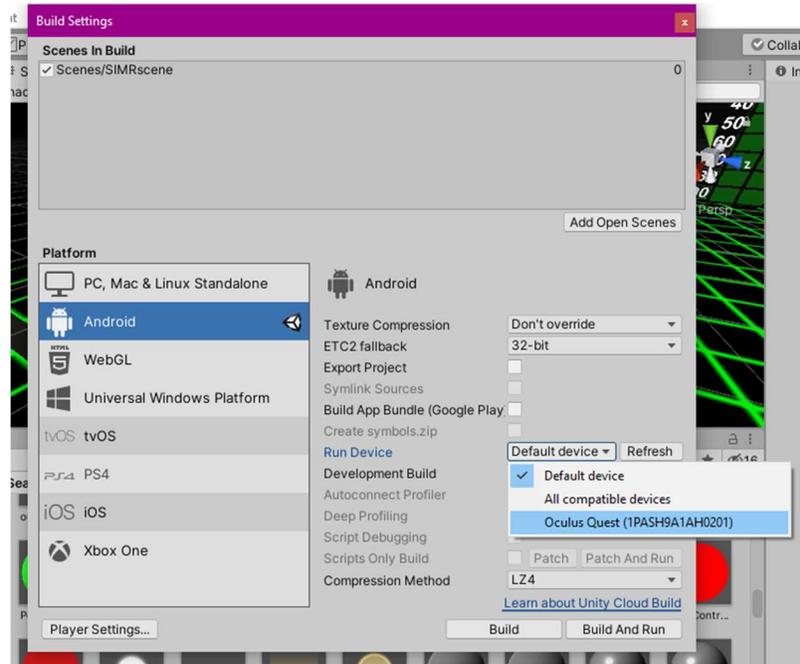
<https://dashboard.oculus.com/organizations/create/>

3. Enable developer mode. you can do this using the Oculus App.

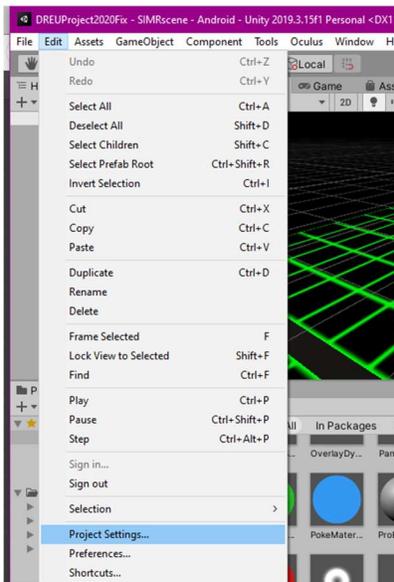


4. Make sure you have Android studio and SDK23 or higher installed with your version of Unity.
5. Go to “File” and “Build Settings”.
6. Switch your platform to “Android” and click “Switch Platform”.
7. Plug your Oculus Quest into a USB port.

- In “Build Settings” under the Android section change the “Run Device” to your Quest, you may have to press “Refresh” to see it.

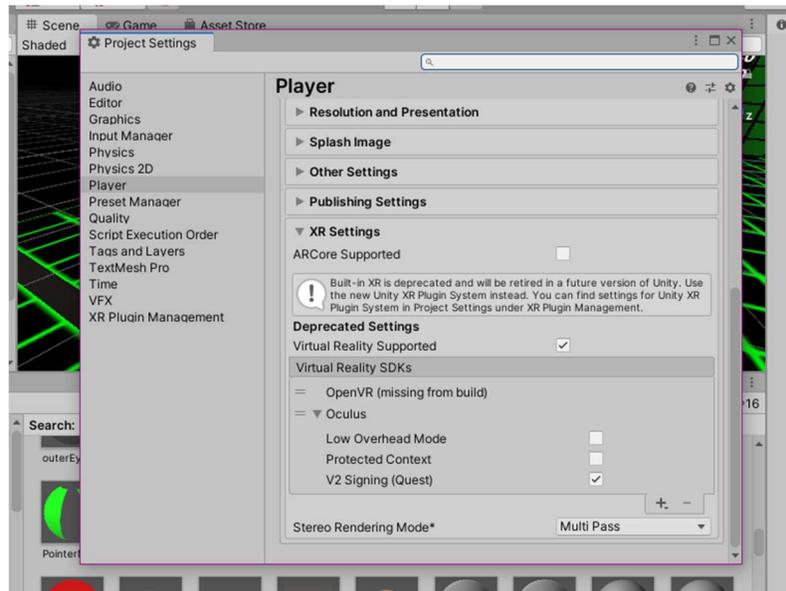


- Navigate to “Project Settings”

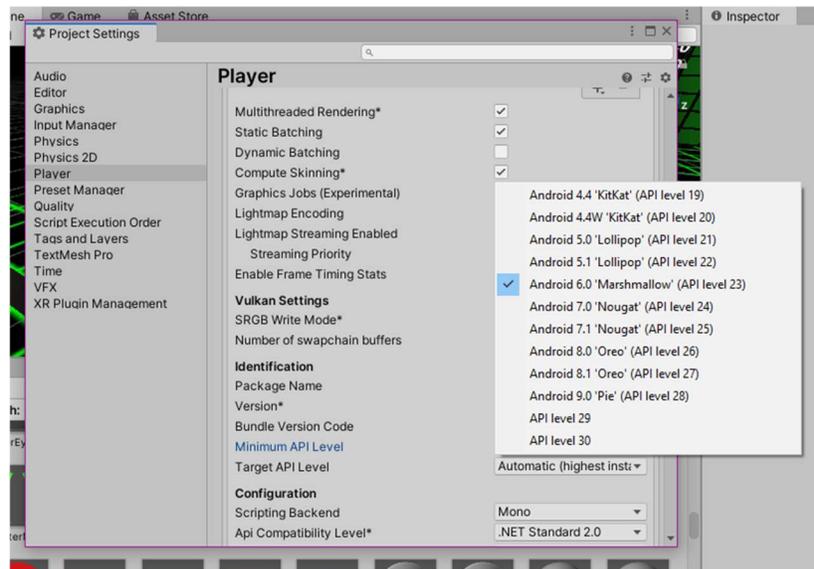


- Find “Player” and open the “XR Settings” tab.
- Check the “Virtual Reality Supported” box.

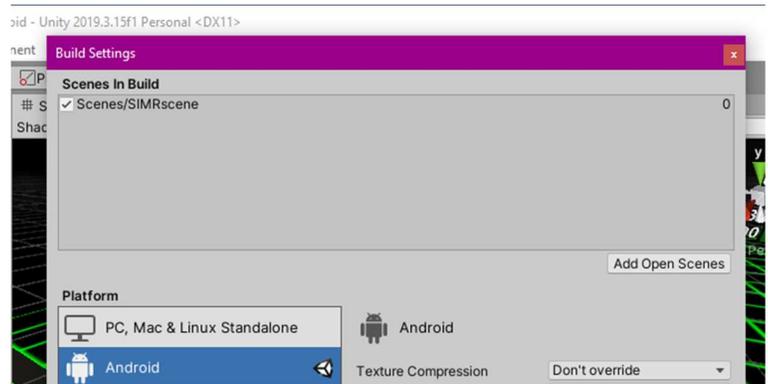
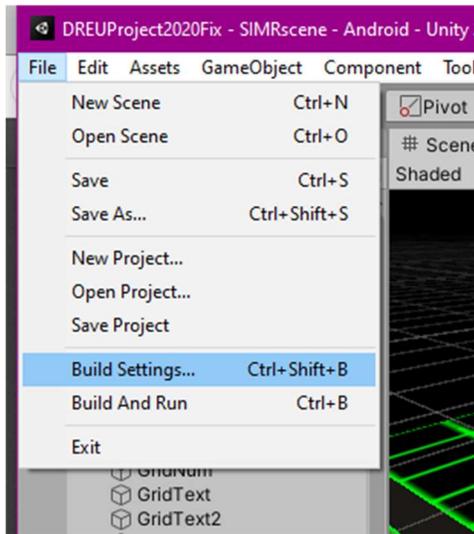
12. Click the “+” and add “Oculus SDK” if it’s not already there.



13. Navigate to “Other Settings” tab and change the “Minimum API Level” to “API level 23”



14. Once you have built your scene go to “Build Settings” and make sure the scene you have created is under “Scenes in Build”.



15. Press “Build and Run”. (The first run will take the longest)

16. Once your project is done building you should be able to find the project on your Quest under “Unknown Sources”.