FAQs

No.	Question	Answer
1	Q: Is the HUAWEI VR SDK 3.0 available on non-HUAWEI smartphones?	A: Unfortunately not. HUAWEI VR SDK 3.0 is tailored for Huawei smartphones, and comes with a multitude of enhancements, which are based on the system layer of Huawei smartphones. Therefore, the SDK cannot be used for non-Huawei smartphones.
2	Q: Is HUAWEI VR SDK 3.0 available on all Huawei smartphone models?	A: Unfortunately not. HUAWEI VR SDK 3.0 was developed with HUAWEI VR glasses and supported smartphone models, as the basis. For details, please see the development guide.
3	Q: Does the HUAWEI VR SDK have any requirements for which version of the Unity platform should be used?	It is recommended that you use the Unity 5.6.0 – 2018.2 LTS version for development.

4	Can I use the HUAWEI VR app if I don't have the HUAWEI VR Glasses?	Yes. You can run the app in either of the following ways.
		Method 1: If your mobile phone has been rooted, run the following command: `adb shell setprop hvr.imm.mobile enable`;
		Method 2: As detailed in section 2.3.1 in the developer guide, the app can be opened if application of the **AndroidManifest** file contains corresponding meta-data. However, this tag is for debugging purposes only, and must be removed in the officially-released app.
		Note: Using the mobile phone for debugging requires touching the app icon to start the app. Modify the configuration items in the **AndroidManifest.xml** file as follows, to display the app icon on the phone's home screen.
		`<intent-filter>`
		`<action android:name="android.intent.action.MAIN"/>`
		`<category android:name="android.intent.category.LAUNCHER"/>`
		`</intent-filter>`
		In the officially-released app, the home screen icon should be removed according to the default configuration requirements.

5	Is there any other way to start my app other than opening it on the HUAWEI VR Launcher screen?	Yes. You may open the app through either of the following methods. Method 1: Run the following command: **adb shell am start -n [app package name] /com.huawei.vrlab.HVRModeActivity**. (Replace **[app package name]** with the actual package name.) On the 2D prompt screen, connect your phone to the glasses to access the app. Method 2: If the developer's app contains the 2D Activity, start the VR Activity by referring to section 2.3.4 in the developer guide.
6	Do I need to update the HUAWEI VR APK when updating **hvrsdk-xxx.unitypackage**?	Yes. Install **hvrsdk-server-3.0.0.x.apk**, the HUAWEI VR service APK that is compatible with **hvrsdk-3.0.0.x.unitypackage**, on the phone.
7	Why am I unable to connect the controllers with the phone?	1. Make sure that the controller's battery is properly installed. 2. Make sure that the controller's service APK has been installed and runs properly, and that the controller has been paired with the phone. 3. Use the Demo package to check whether the controller is operating normally.
8	To adapt to HUAWEI VR SDK 3.0, is integrating **hvrsdk-xxx.unitypackage** and releasing the app on the phone good enough?	Unfortunately not. Make sure that the HUAWEI VR SDK APK, **hvrsdk-server-3.0.0.x.apk**, has been installed on your phone.
9	How do I bind an object to a camera component?	The SDK 3.0 supports the left-view and right-view transform components. Developers can transform the objects by referring to section 4.1.2 in the API description document.
10	What should I do if the screen freezes, or error messages display frequently in Unity2018.3 or later versions? E Unity: OPENGL NATIVE PLUG-IN ERROR: GL_INVALID_FRAMEBUFFER_OPERATION: Framebuffer is not complete or incompatible with command	Go to **Player Setting** > **Resolution Scaling** > **Blit Type**, and change the blit type from **Always** to **Never**.
11	Can I use Splash Image to load app startup screens?	Unfortunately not. Doing so can result in rotation problems on the HUAWEI VR Glasses.
12	What should I pay attention to when adapting to the SDK 3.0, after I have already made adaptations based on the	The **HVRSafeMode** prefab has been removed from the SDK 3.0, and the APIs related to SafeMode have also been removed. If the Demo of the SDK 2.0 is contained in the scene,

	SDK 2.0?	errors related to SafeMode may be reported during compilation. In this case, remove the related codes. The SDK 3.0 provides unified prefabs for the controller. If you have used the prefabs in the SDK 2.0 Demo, an error indicating duplicate scripts will be reported after the SDK 3.0 is integrated. In this case, delete the duplicate scripts from the **SDKDemo/Scripts/Interactive** and use the prefabs in the SDK 3.0. The listening API class **HvrEventListner** for collision detection in the SDK 2.0 Demo is provided in the controller prefabs in the SDK 3.0. The class name is changed to **HVREventListener**, which contains more APIs. Please update to the latest prefabs.