

# Installation Guide

## Introduction

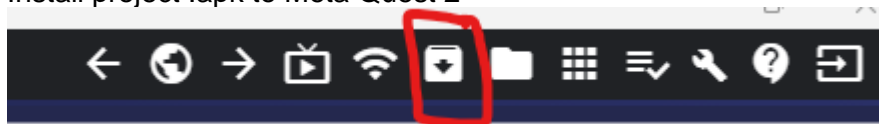
The product must be installed onto a Virtual Reality headset capable of tracking hands. This guide is for the Meta Quest 2 device. For other hand tracking devices, seek relevant third-party guides.

## Installation requirements

1. Meta Quest 2
2. Smart Phone
3. PC
4. USB-C cable
5. Project .apk file

## Installation steps

1. Activating Developer Mode
  - a. Install the Meta Quest application on phone
  - b. Create or sign into a Meta Account
  - c. Sign up to be a Meta Quest developer
    - i. <https://developer.oculus.com/sign-up>
  - d. Link the Meta Quest 2 device under Menu > Devices > Headset Settings Developer Mode
2. SideQuest
  - a. Download and run Sidequest Advance Installer on the PC
  - b. Create a SideQuest account
  - c. Connect Meta Quest 2 to PC using USB-C cable
    - i. Detailed instructions can be found within the SideQuest application
  - d. Install project .apk to Meta Quest 2



3. Running Project
  - a. Access the installed project within the app library on the Meta Quest 2
  - b. Change the filter from *All* to *Unknown Sources*
  - c. Select the *SmoothBrainers Capstone*
    - i. This will launch the project

## Troubleshooting

The project will only work with Hand Tracking active. Controllers must not be the user input source while running the project. Activate Hand Tracking for Meta Quest 2 in the settings before attempting to run the application. Ensure the controllers will not become active by preventing their triggers and buttons from being pressed, and keep them out of sight of the headset.

## Uninstalling

This is completed solely on the Meta Quest device. Access the project from the App Library > Unknown Sources. Select the extra options of *SmoothBrainers Capstone* and uninstall.