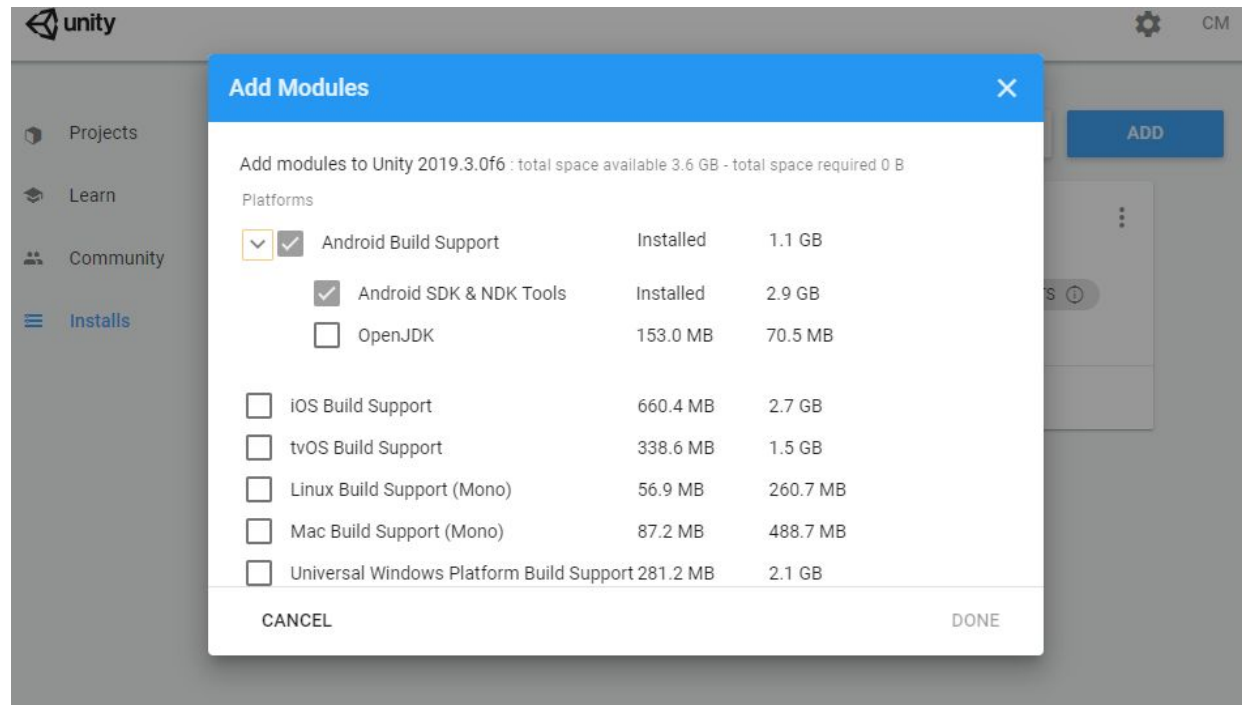
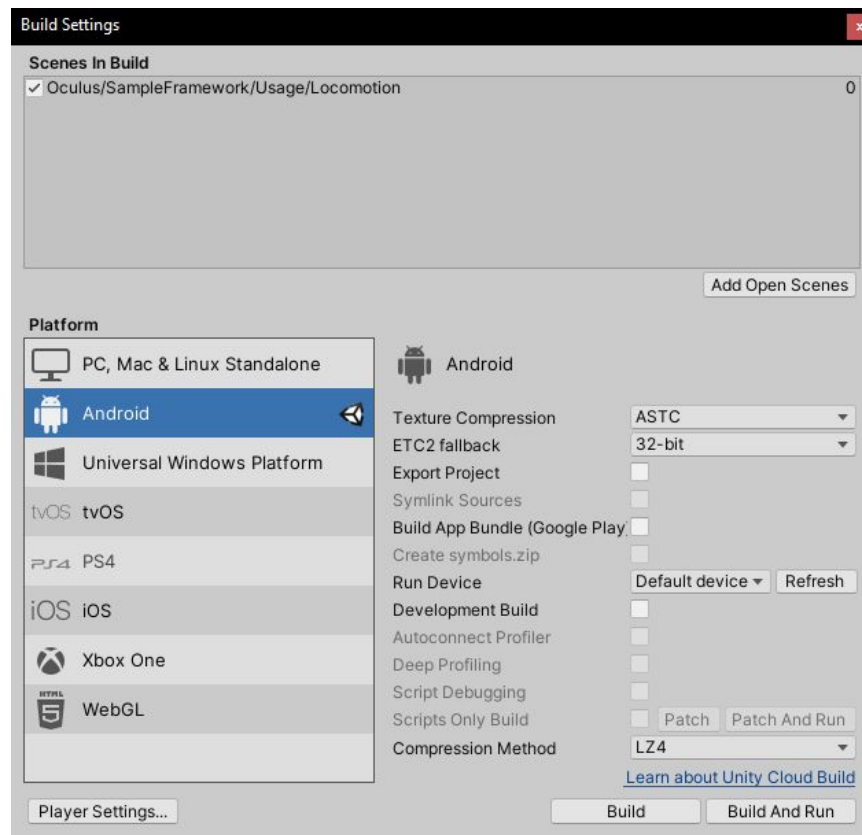


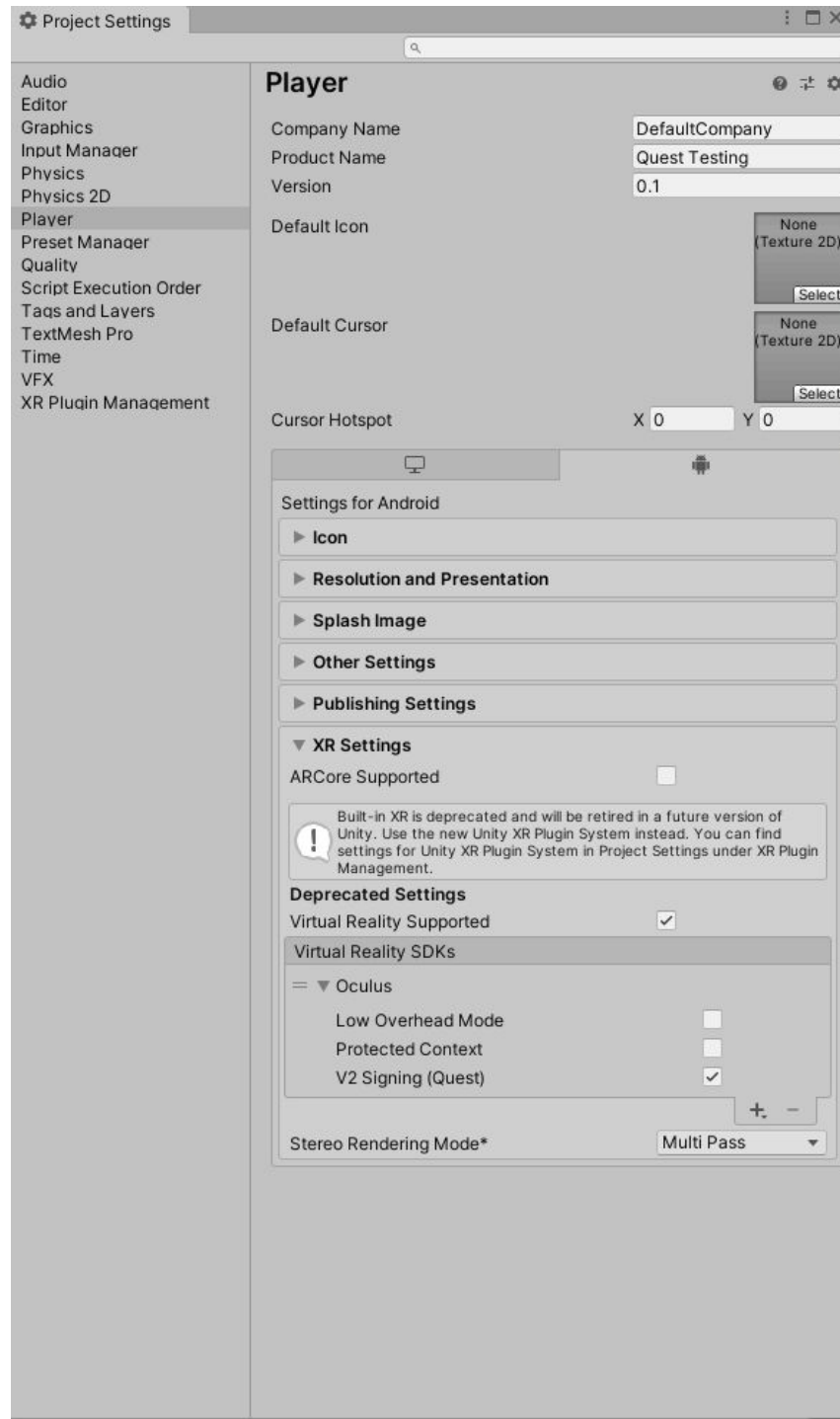
1. Enable Android Module for version of Unity
 - a. Also make sure to include Android SDK



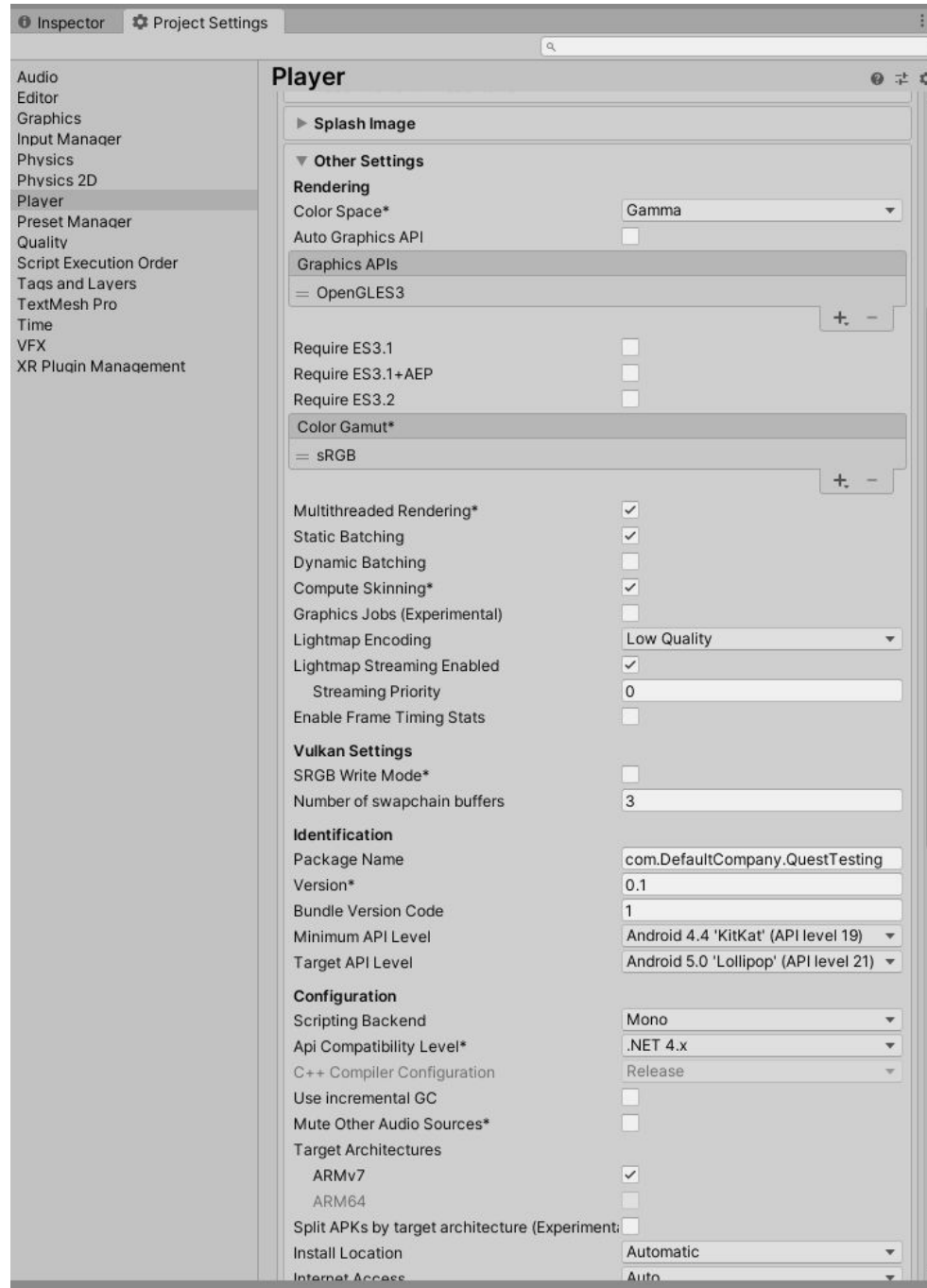
2. Go to Build Settings and Switch your platform to Android
 - a. Change Texture Compression to ASTC



3. Import Oculus Integration from [Asset Store](#)
4. Enable VR Support under XR Settings
 - a. Add Oculus SDK
 - b. Enable V2 Signing (Quest)



5. Under Other Settings for Project Settings:
 - a. Remove Vulkan from Graphics API (May cause errors if not using Unity 2019.3+)
 - b. Change Minimum API Level to level 19 or higher



6. Go to Oculus > Platform > Edit Settings
 - a. Add the Application ID.
 - i. Get the Application ID from <https://dashboard.oculus.com/app/api/>
 - ii. May have to create a new organization if not already in one.
 - iii. May have to create a new app if not already created.
 - b. Uncheck Use Standalone Platform

Let's Get Building!

Here are some tools to help you connect to our services, SDKs, and APIs

Docs

Downloads

Tools

App ID

Used to initialize the Platform SDK

2433410330064344

App Secret

This secret token is used to make requests to Oculus APIs on behalf of your app rather than a user.

See Current Secret

Generate New Secret

User ID

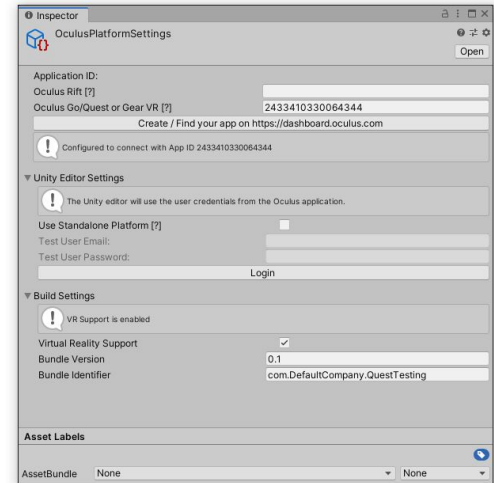
Your application specific user ID for debugging and testing.

2401437056565242

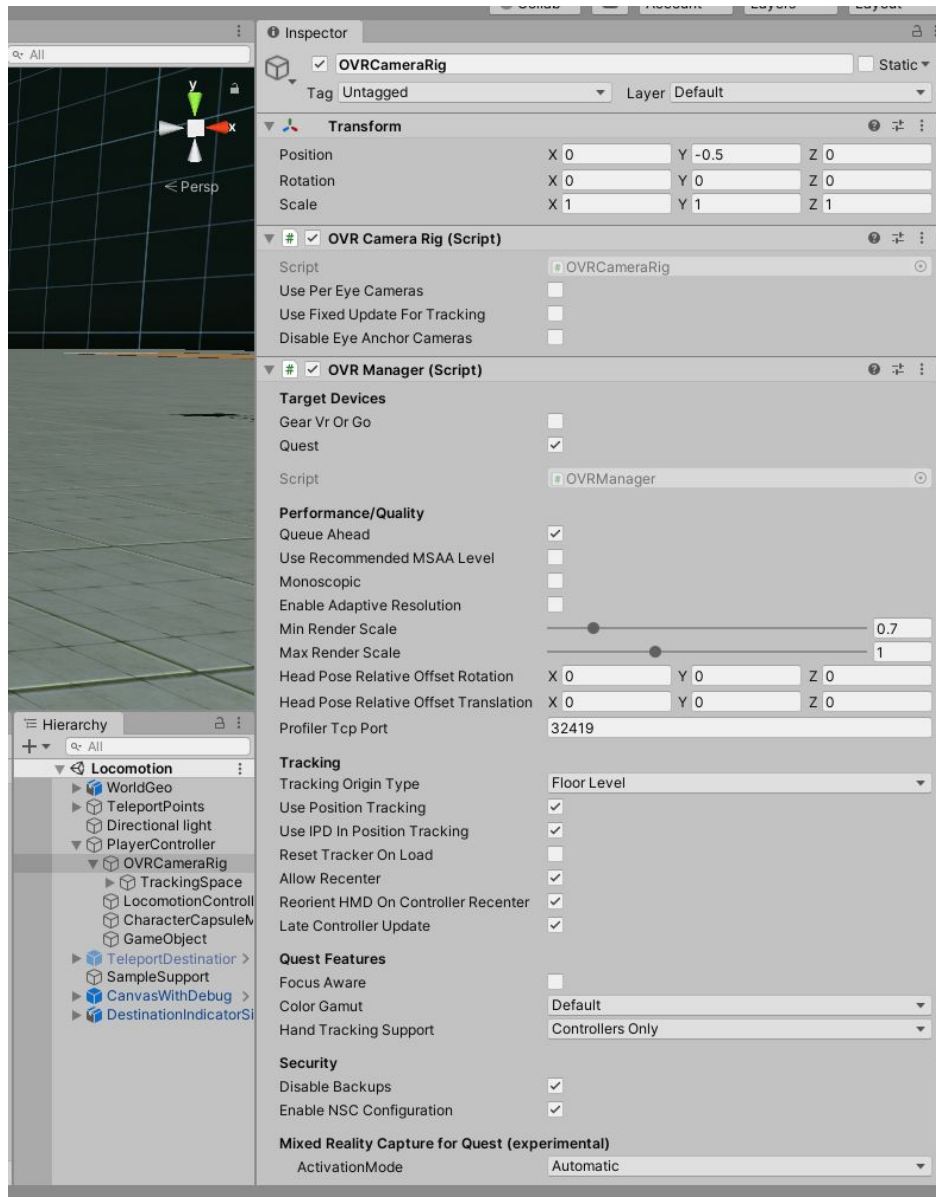
User Token

User tokens are needed any time your app calls an API to read, modify or write a specific person's Oculus data on their behalf.

Generate Token



7. Set the Target Device to Quest on the OVR Manager Script Component. (Located on OVRCameraRig if using the PlayerController prefab)



8. Open the Oculus app on your phone and go to the settings tab. (Make sure to use the same Oculus account you used on the PC to get the Application ID.
 - a. Select the Quest headset
 - i. Select More Settings
 1. Select Developer Mode
9. Connect the Quest to the computer via USB
10. Select the Quest as the Run Device in Build Settings, may need to refresh.