1. How to start an Oculus project in Unity: <https://developer.oculus.com/documentation/unity/unity-gs-overview/>
   1. Alternative tutorial: <https://skarredghost.com/2019/06/08/how-get-started-oculus-quest-development-unity/>
   2. Important points:
      1. Download both the XR Plugin Management and Oculus VR Integration from the Asset Store
      2. Switch the build settings to Android -->
      3. Project settings should be Android --> Oculus (only on Android, not on Windows)
2. Using the Oculus:
   1. Connecting to your computer
      1. Use a data-carrying USB or USB-C cable (longer is more convenient)
      2. When you put on your headset, you’ll get a prompt asking you to confirm data transfer and then another prompt asking to allow your computer’s specific RSA fingerprint. You need to accept both. If the second prompt doesn’t appear, unplug and replug it in
      3. I have not had good luck asking the Oculus to remember my computer. It works better if I ask for the dialog boxes to reappear every time.
      4. I also haven’t had good luck enabling the Oculus Link connection. It should be irrelevant, but things seem to go better when I tell it not to try connecting.
   2. Oculus software for development:
      1. Oculus app (stupid, you don’t use it except to buy apps, but they insist)
      2. Oculus Developer Hub
         1. Once you’ve connected your headset, this app lets you keep your headset on even when you’re not wearing it, and remove the guardian visualization, both of which may be useful during debug. Go to the “Device Manager” tab and once you’ve connected, uncheck the “Proximity Sensor” and “Guardian” checkboxes
         2. Theoretically, it also allows you to download an .apk directly to your headset. I’ve had better luck with SideQuest.
   3. Downloading an already-existing .apk onto your headset using SideQuest
      1. Unity will let you launch a new apk straight from the editor by choosing “build + run” under your Build Settings, but once your APK is built, you don’t need to rebuild it in order to launch it on your Oculus. If it’s already downloaded, go to your list of existing apps. The default is to display only Unity apps, so click on the dropdown in the upper right corner from inside your headset and it should give you other options. Scroll all the way down to “Unknown Sources” and then you should be able to see your app. It might give you a warning about unverified sources; you built this yourself so just skip it.
      2. This allows you to play or restart an apk you’ve already installed. If you have the .apk but have not loaded it to your Oculus for some reason, open SideQuest and click the “upload” icon (it’s closer to the middle of the bar of icons on the top right). It’ll let you know if there have been any errors in uploading or if your Oculus can’t be found and you need to unplug and click through some dialogue boxes again.
3. Import a URDF: <https://github.com/Unity-Technologies/URDF-Importer>
   1. Create the URDF on a Linux machine:
      1. ROS command to create URDF from a .xacro in the Melodic distribution:

“rosrun xacro xacro [name.xacro] > [name.urdf]”

* + 1. You can use “check\_urdf” as a command afterwards to make sure it ran
    2. Biggest problem I’ve found if it doesn’t run: $ROS\_PACKAGE\_PATH doesn’t include the directory with your xacro file. (Some of the .xacro files have “find <pkg> in the first handful of lines; if the <pkg> path isn’t in the $ROS\_PACKAGE\_PATH, add it
       1. export ROS\_PACKAGE\_PATH=$ROS\_PACKAGE\_PATH:/home/<usr>/ <path\_most\_of\_the\_way\_to\_your\_urdfs>
    3. Second biggest problem: not using the correct xacro file. Some are subfiles referenced by others; you want the top-most one.
  1. Transfer the URDF onto a Windows machine to import into a Unity project
     1. The root folder isn’t always selected correctly. Reroute it to the folder above your project folder and things should start importing fine.
     2. NB: max links = 63 (I think)
     3. I’ve gotten a world AABB error when the URDF is initialized too far from the world origin. Not 100% sure why this might be (“AABB” is a super descriptive error message), but come back to that/keep it in mind.
     4. You probably want to make your root link immovable in space so it doesn’t fall with gravity.

1. Control a URDF
   1. Built-in controller can be enabled after importing. Here are the recommended parameters from the online tutorial (I modified speed because I’m impatient). I’m building a modified version of the script that takes inputs from the Oculus instead of the keyboard



1. Transmit info to/from a server using JSONs:
2. MoveIt/FastIK:
   1. Installation is a pain. I followed the tutorial here: <http://docs.ros.org/en/melodic/api/moveit_tutorials/html/doc/ikfast/ikfast_tutorial.html> using the git package here (<https://github.com/crigroup/openrave-installation>) to install the OpenRave software package. (I think the tutorial has been updated in the last week so you can go straight to docker and it’ll take care of the installation for you)
   2. Download collada\_urdf:

> sudo apt-get install ros-melodic-collada-urdf

* 1. Once again, check your $ROS\_PACKAGE\_PATH variable to make sure it can find your urdfs before you turn them into .dae files with this command:

> rosrun collada\_urdf urdf\_to\_collada “$MYROBOT\_NAME”.urdf “$MYROBOT\_NAME”.dae

Weird plugin bugs: <https://github.com/Unity-Technologies/Unity-Robotics-Hub/issues/215>