

SETUP

SONOFF SWITCH

First of all, it's really important to have a hotspot to connect the sonoff with and the devices that you're going to use. None of Accenture's wifi works because of the protection and firewalls. We used a Vodafone hotspot, but it also works with a mobile hotspot.

Note that it is necessary for the switch and the device you're using to be connected to the same wifi.

To connect with mobile app:

1. Install eWeLink app
2. Click "add"
 - a. For quick pairing, press the button on the switch for 5 seconds to set it to pairing mode (it blinks 1 second twice and then 2 seconds once, in a loop). Then follow the instructions on the app.
 - b. If quick pairing doesn't work, try compatible mode. After clicking on "add", scroll down and click on "compatible mode". Then follow the instructions on the app.
3. Click on the device and try to turn it on.

To connect with computer:

1. Follow the instructions on the following link: [SONOFF DIY developer documentation - SONOFF Official](#)

OCULUS QUEST 2

Connect Oculus to the same Wi-Fi network as the Sonoff Switch;

UNITY

Initial Setup:

1. Click in “File”, in the Unity window;
2. Select “Build Settings”;
3. Click on “Android”;
4. Click in “Run Device”;
5. Select “Oculus Quest 2”;
6. Click in “Switch Platform”.

Build:

1. Open the project with Unity;
2. Select “VR Bowling (Scene Asset)”;

In the scene view, it should appear a blue sky, full of clouds.

1. Click on the Manager game object;
2. Check if the Cylinder Respawn component says “Missing (Game Object)”. If yes, select “MyPrefabs”, in the “Assets” folder and drag the “Level” prefab to the where its says “Missing (Game Object)”.
3. Click in “File”, in the Unity window;
4. Make sure the Meta Quest 2 Oculus is connected to the PC;
5. Click in “Build and Run”.

The game should start immediately in the Oculus VR.