

# Instructions to run VR app on Oculus Quest

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1. Make sure Android build support module is installed with Unity  
<https://developer.oculus.com/documentation/unity/book-unity-gsg/#install-unity-editor>
2. Settings:
  - i. If you are using OpenXR for development then go to Window -> "Package manager" -> Go to "Unity registry" tab -> install "XR interaction toolkit" & "XR plugin management"
  - ii. Edit -> "Project settings" -> "XR plugin management" -> In android tab, select Oculus
  - iii. File -> "Build Settings" -> "Select Android platform" -> Build (this should output an APK build) (you may require to click "Switch Platform" button if asked).
3. Make sure you have ADB installed. Checkout this link for help <https://www.xda-developers.com/install-adb-windows-macos-linux/>
4. Use a Typa-A to Type-C cable (typical type-c cable) to connect Oculus to machine.

Run `adb install <path/apk-name>`