Installing the application on another laptop

You will need to copy the application onto a usb drive or other storage device, be aware: the application is 14+GB due to all the video files, be sure the storage device has enough free space.

What you need to run the application on another laptop:

* The laptop should have the oculus software installed. (<https://www.oculus.com/rift/setup/?locale=en_US>)
* The application itself. You need all the files! Not just the ABI-VR.exe file. If you copy the whole folder that should be enough. (should contain: ‘Mono’, ‘MonoBleedingEdge’, ‘WinPixEventRuntime’, ‘ABI-VR.exe’,’UnityCrashHandler64.exe’, ‘UnityPlayer.dll’, ‘ABI-VR\_Data’)

When you have these on the new laptop, follow the setup guide.