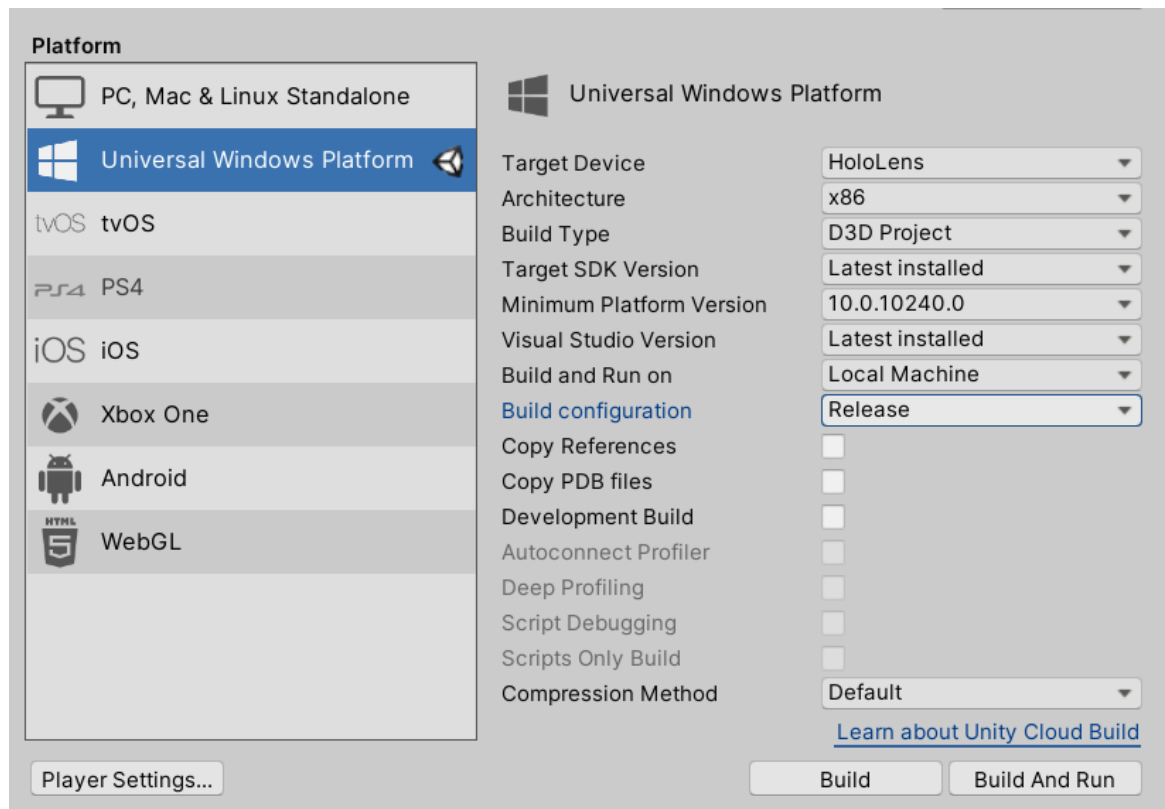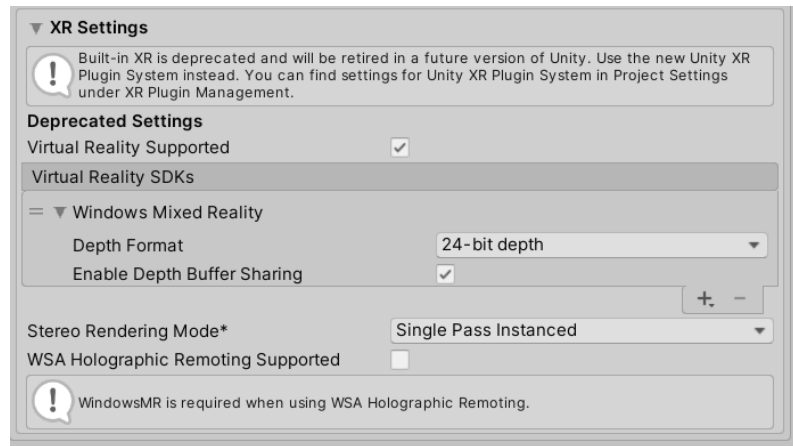# I. Deployment

A. Build Settings

1. *File > Build Settings*
2. Add scene/s
3. Target Platform: HoloLens
4. Architecture: x86
5. Build Configuration: Release

6. Player Settings
   a. Check *Virtual Reality Supported*
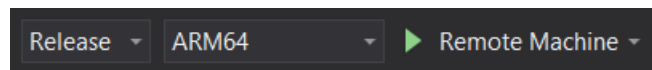   b. Add ***Windows Mixed Reality*** SDK

B. Deployment Settings

1. Solution Configuration: Release
2. Solution Platform: ARM or ARM64 (HoloLens2 does not support x86 and x64)
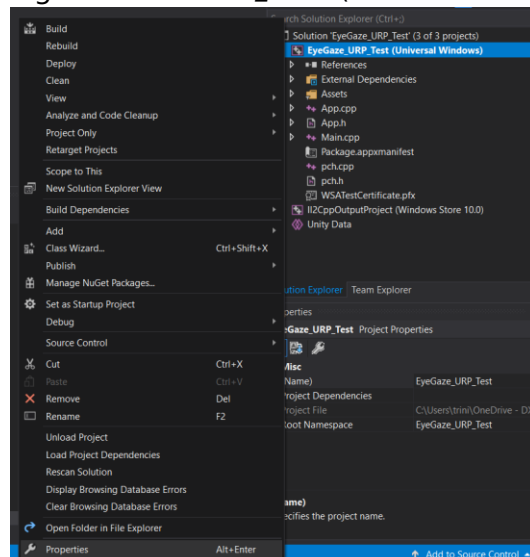3. Deployment Option:

a. Via Wi-Fi

Ensure that the machine and HoloLens device are connected to the same network.
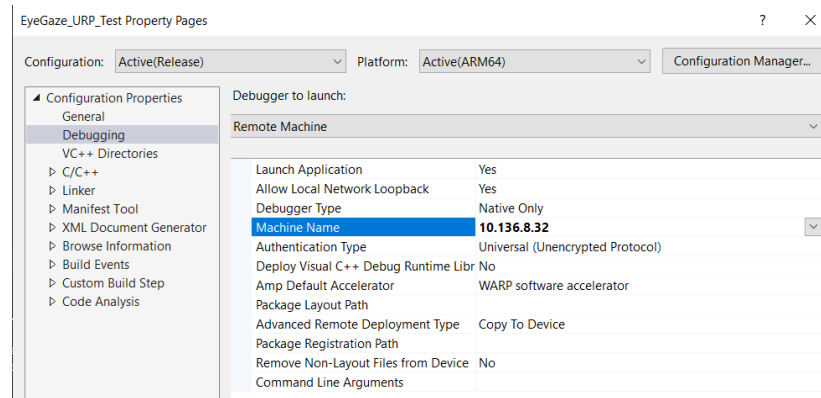
i. Select *'Remote Machine'*

ii. Right click *'solution_name(Universal Windows)' > Properties*

iii. Select *Debugging > Machine Name*
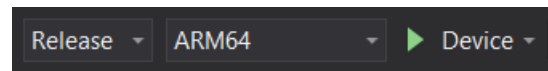iv. Input IPv4 address of the HoloLens 2 device

Note: To get the IPv4 address from the HoloLens device, go to *Settings > Network & Internet > Hardware Properties > IPv4 address*
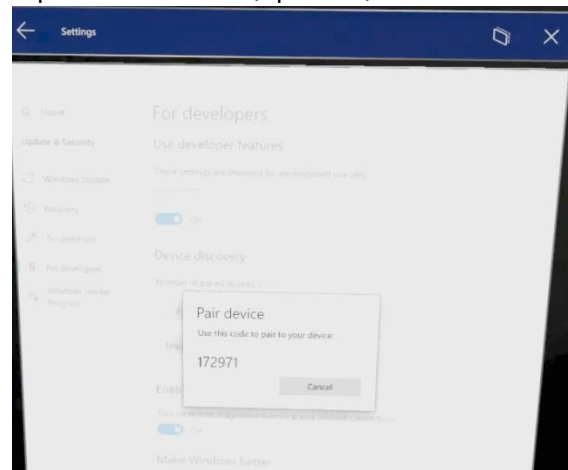
b. Via Device

Ensure that the HoloLens device is plugged in the desktop

   i. Select '*Device*'
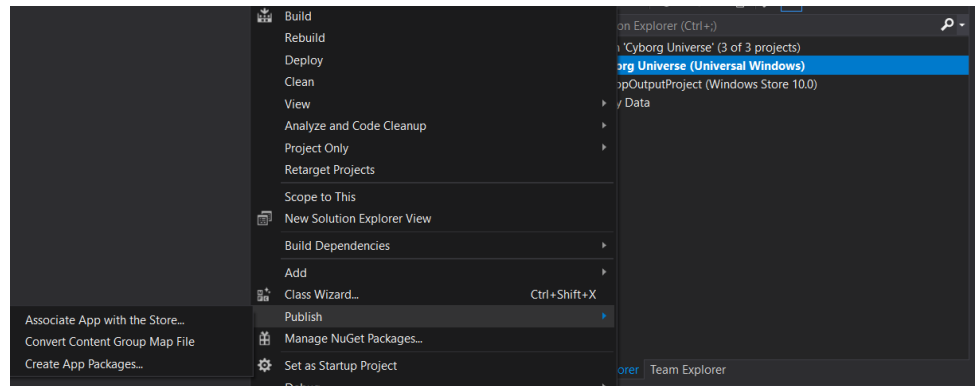

   ii. Input PIN if asked (optional)

Note: To get the pin from the HoloLens device, go to *Settings > Update & Security > For developers > Device discovery > Pair*
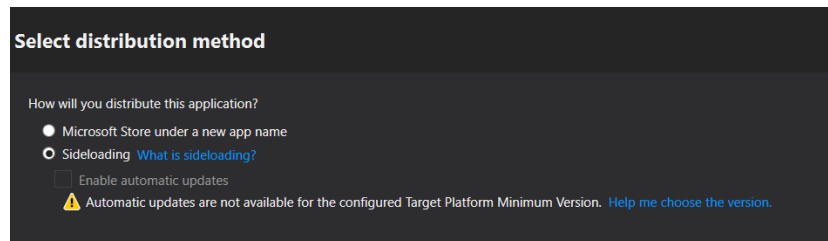
4. Select *Debug > Start Deployment Without Debugging*
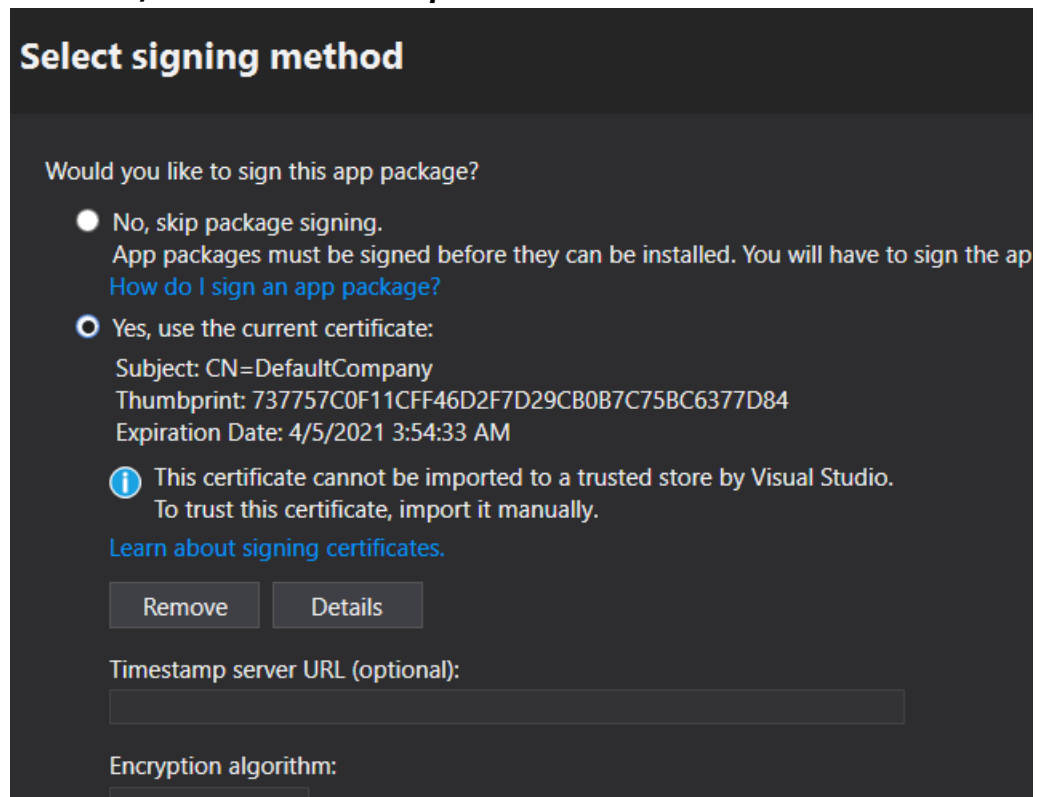
c. Via Device Portal (Sideloading)

   i. Right click *'solution_name(Universal Windows)' > Publish > **Create App Packages***
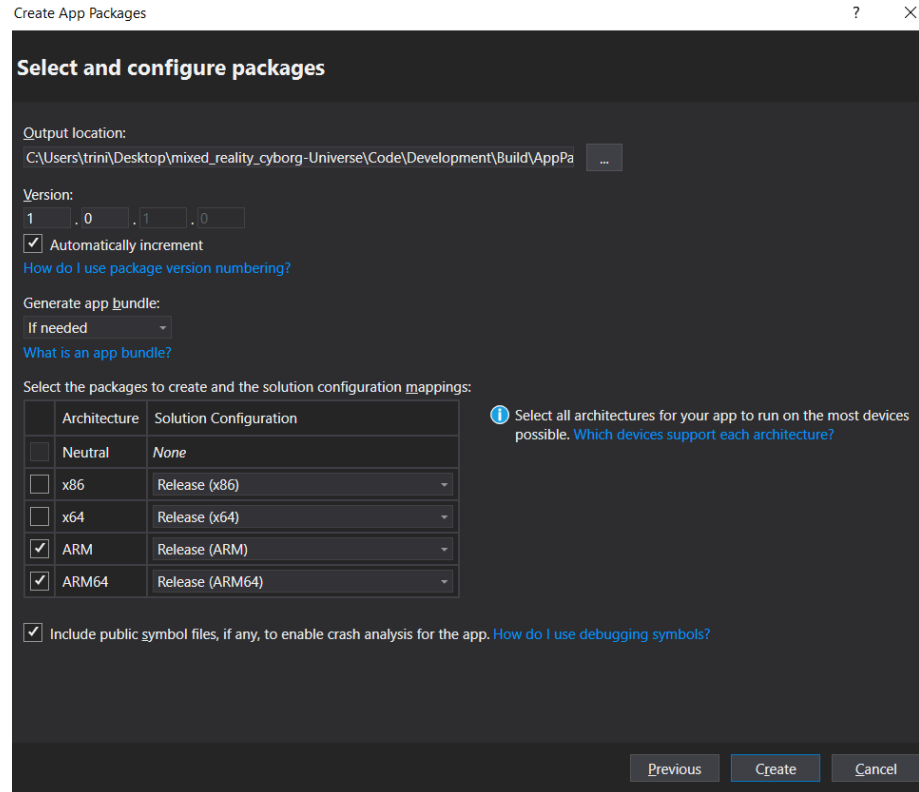
ii. Select *Sideloading*

iii. Select *Yes, use the current certificate*

iv. Select **ARM** or **ARM64**
v. Click **Create** button

Note: The packages will be located in the build path > **AppPackages > ** first .APPX file type. The other packages will be located under **Dependencies** folder

- vi. Connect to **Device Portal** by inputting IPv4 address of the HL2 in the browser
- vii. Select **Apps > Local Storage**
- viii. Choose file > Tick *Allow me to select framework packages* > Choose main .appx file > Click *Next*
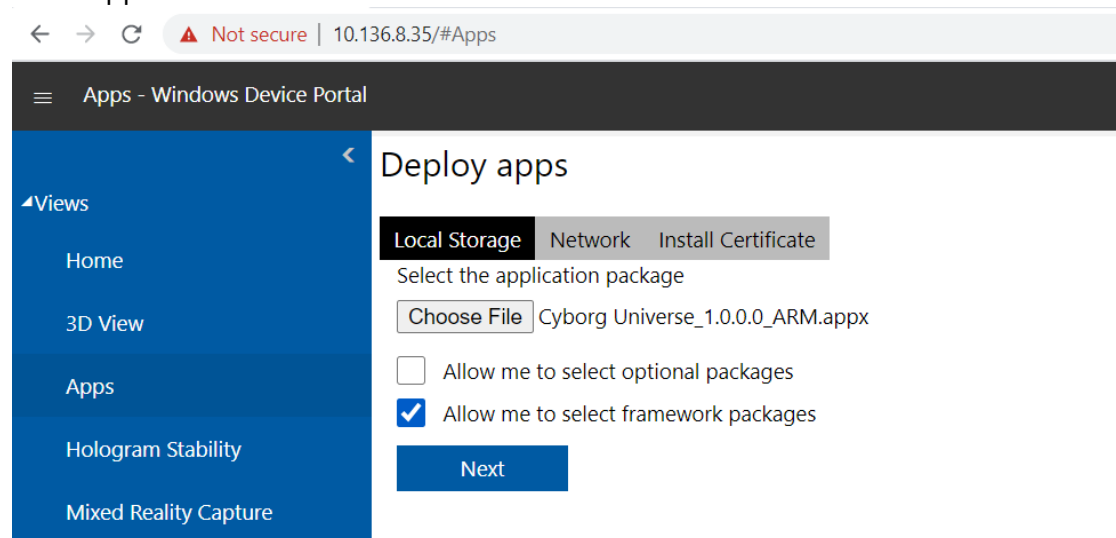
ix. Choose necessary dependencies. The dependencies are located under ***Dependencies > ARM or ARM64*** *(depending on build)*