

How to build the app

1. Make sure that android SDK is included
2. If you need to build it for a new phone you need to add osig file which can be generated from Oculus website using the hardware serial number on the phone. That file must be placed in the Plugins folder.
3. Use "greenwichapp" keystore (password : 123456) to build
4. Any problems email daniel.lalov@gmail.com