Video File Transfer Guide

Purpose & Context

This guide focuses on the transfer of video files from one headset to another. You'll connect your Meta Quest 2, Quest 3, or Quest 3s to a computer and access the WildXR video files.

⚠ **Meta**: Meta hardware and software (including MQDH) are outside WPS control. Meta updates may cause unexpected functionality changes in VR systems. WPS monitors Meta releases to inform users of potential impacts and changes.

Prerequisites

- A Meta Quest 2, Quest 3, or Quest 3s VR headset with the desired video files
- A Meta Quest 2, Quest 3, or Quest 3s VR headset needing WildXR video files
- USB-C cable (recommended) or USB-C to USB-A cable
- Computer with File Explorer (Windows) or Finder (Mac)
- AA batteries for controllers
- WildXR application installed on headset
- Developer settings enabled on the headset

Quick Overview (for experienced users)

- 1. Power on headset and ensure controllers have batteries
- 2. Connect USB cable to headset with videos and quit WildXR if running
- 3. Enable USB connection through Quest notifications
- 4. Navigate to: Quest > Internal shared storage > Android > data > com.wps.wildx > files > downloads
- 5. Select the video files for transfer
- 6. "Copy" the video files to you computer.
- 7. Connect USB cable to headset without videos
- 8. "Paste" videos files to the headset

Detailed Steps

Initial Setup

- 1. Install controller batteries
 - Both Quest 2 and Quest 3 use AA batteries
 - Ensure both controllers are powered

2. Power on your headset

- **Quest 2**: Press **power button** on right side
- Quest 3 & Quest 3s: Press power button on left side

3. Connect USB cable

- Quest 2: USB port located on left side below temple
- Quest 3 & Quest 3s: USB port located on left side on temple

4. Identify primary controller

- Quest 2: Right controller has horizontal oval button
- Quest 3 & Quest 3s: Right controller has Meta logo button

Exiting WildXR Application

If WildXR launches automatically, you must exit it to access files.

5. Attempt to open system menu

- Put on headset
- Press and release the **oval/Meta button** on right controller
- o If Quit/Resume screen appears, skip to step 8

6. Force menu appearance (if needed)

- Press **power button** to sleep headset (screen goes dark)
- Press **power button** again to wake headset
- Try oval/Meta button again
- Repeat until **Quit/Resume** screen appears

7. Exit WildXR

- Select "Quit" using controller trigger
- You should see the Quest home environment

Enabling Computer Access

8. Open notifications

- Aim targeting dot at **bell icon** on menu bar
- Press **controller trigger** (under pointer finger) to open notifications

9. Enable USB connection

- You will need to have enabled developer settings on the headset
- Find "USB Detected" notification
- Aim at notification and press controller trigger
- This allows computer to recognize headset as external drive

Accessing Files on Computer

10. Create a holding folder for video files

- Create a folder in a location of your choosing
- Rename the folder to be description (vr_video_transfer)
- Keep this folder view open in either File Explorer or Finder

11. Open file browser

Windows: Open File Explorer, click "This PC"

Mac: Open Finder

12. Navigate to headset

- Double-click "Quest 2", "Quest 3", or Quest 3s
- Double-click "Internal shared storage"

13. Navigate to WildXR files

- Double-click "Android"
- o Double-click "data"
- Double-click "com.wps.wildx"
- Double-click "files"
- Double-click "downloads"

14. Copy video files from the headset

- Select the video files to transfer, either individually or by "Shift-clicking" a group of videos
- "Copy" the video files
- WPS recommends not dragging files to copy; occasionally this will move the files instead of copying them

15. Paste video files to holding folder

- In the holding folder created in Step 10, "Paste" the video files
- WPS recommends noting the number of files to be transferred and ensuring the holding folder contains the expected amount at the end of this step

16. Connect the receiving headset

• Repeat steps 1 thru 9 for the new headset

17. Open receiving downloads folder

Navigate to the "downloads" folder on the new headset following steps 11 thru 13

18. Copy video files from holding folder to headset

- o Select all videos in the holding folder
- o "Copy" all video files
- o "Paste" all video files into the receiving "downloads" folder
- Check to ensure that all expected video files have been transfered

Troubleshooting

Headset not appearing in file browser:

- Ensure USB cable is fully connected
- Try a different USB port on computer
- Check that you enabled USB connection in step 9
- Verify the USB cable supports data transfer, not just charging

Can't exit WildXR:

- Remove headset briefly, then put back on
- Cycle headset Press power button to sleep headset and then press again to wake
- Ensure controllers have sufficient battery power

Controllers not responding:

- · Check battery installation direction
- Try fresh AA batteries
- Ensure controllers are paired (should happen automatically when headset starts)
- Power cycle controllers by removing and reinserting batteries

USB connection notification not appearing:

- Disconnect and reconnect USB cable
- Try different USB port on computer
- Ensure headset is fully powered on and not in sleep mode
- Check if developer mode is enabled in headset settings
- You must accept the USB connection notification each time the USB is connected

Files/folders appear empty or inaccessible:

- Verify WildXR has been run at least once on the headset
- Check that the correct path is being followed: Android > data > com.wps.wildx > files
- Ensure USB debugging permissions were granted if prompted
- Try refreshing the file browser view

Important Notes

⚠ **File Transfer Recommendation**: When sideloading video files, verify the **downloads** folder contains the number of videos you attempted to sideload.

⚠ **Cable Requirements**: Ensure your USB cable supports data transfer. Some cables are charge-only and will not allow file access.

expected directory structure.	R must be installed and run at le	