

# PICO test project setup guide

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### Extra info

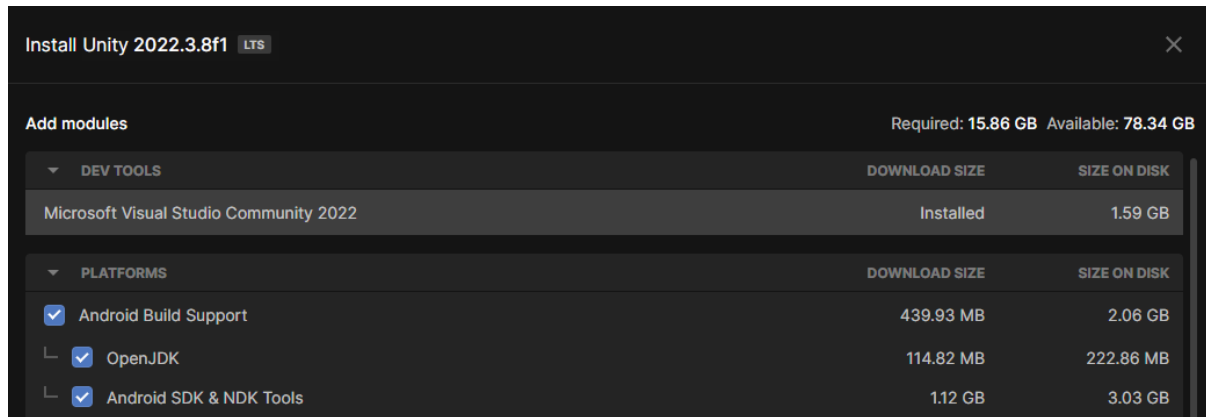
Whenever the Pico displays a black screen, press the – button on the side of the headset to return to the homescreen.



## Setup project

On PC:

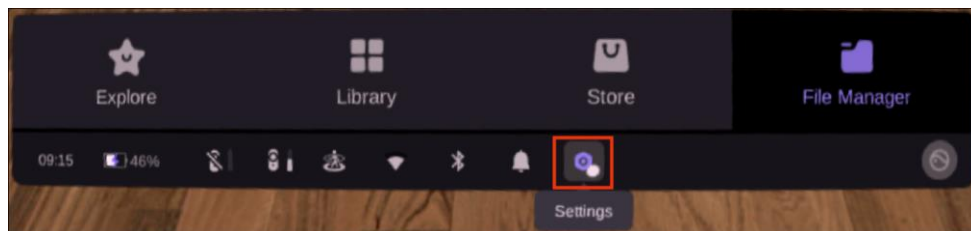
- Make sure Unity Hub is up to date.
- Install the latest LTS version of Unity 2020 (2020.3.48f1 at the time of writing).
  - o Select Android Build Support from install options.



- Get test project from <https://github.com/JaSlotSLJS/PicoTestSetup>
- In the test project folder, in subfolder \_PicoPreviewTool, open the .zip file.
- Extract PICO PreviewTool\_PC\_Release.7z to a folder on your pc.
- Connect Pico to PC with USB cable (use USB-c port closest to power button).
- Turn Pico on.
- Copy PICO Preview Tool v1.1 release.apk to Pico.

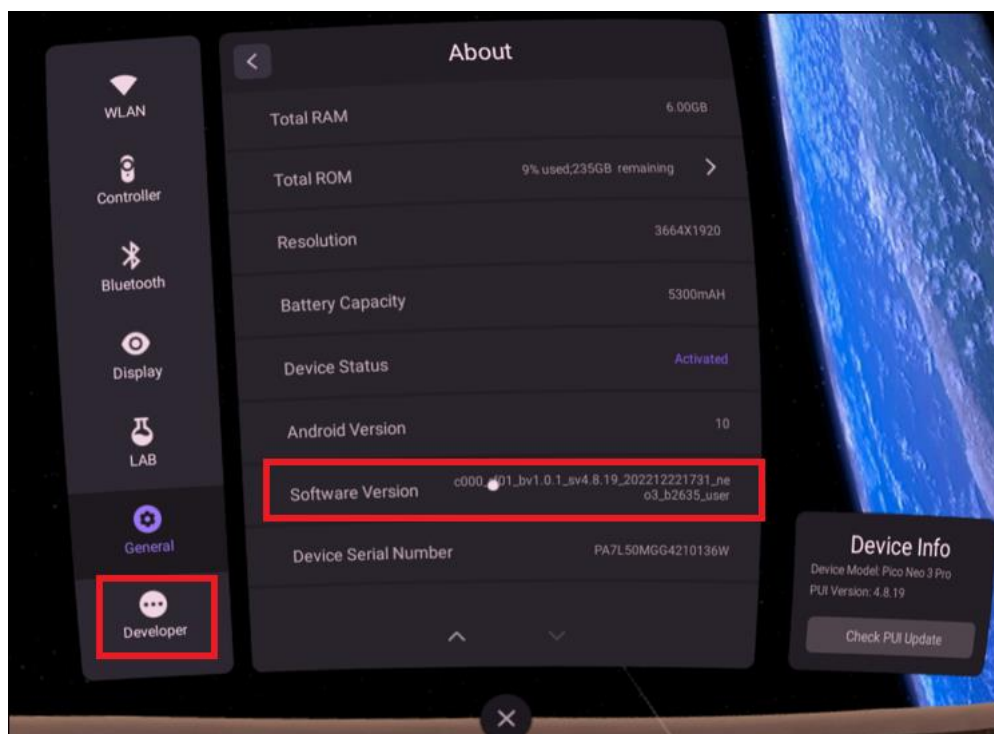
On Pico:

- Settings → General → About.

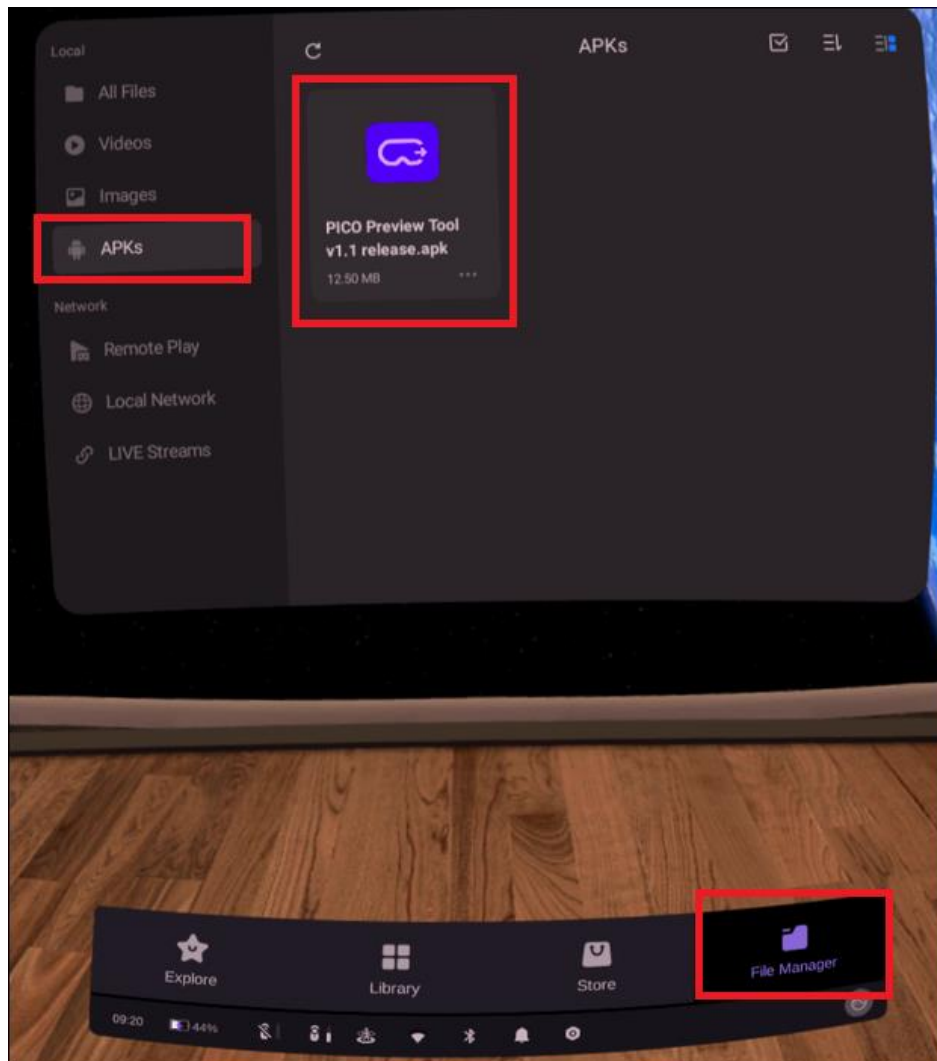




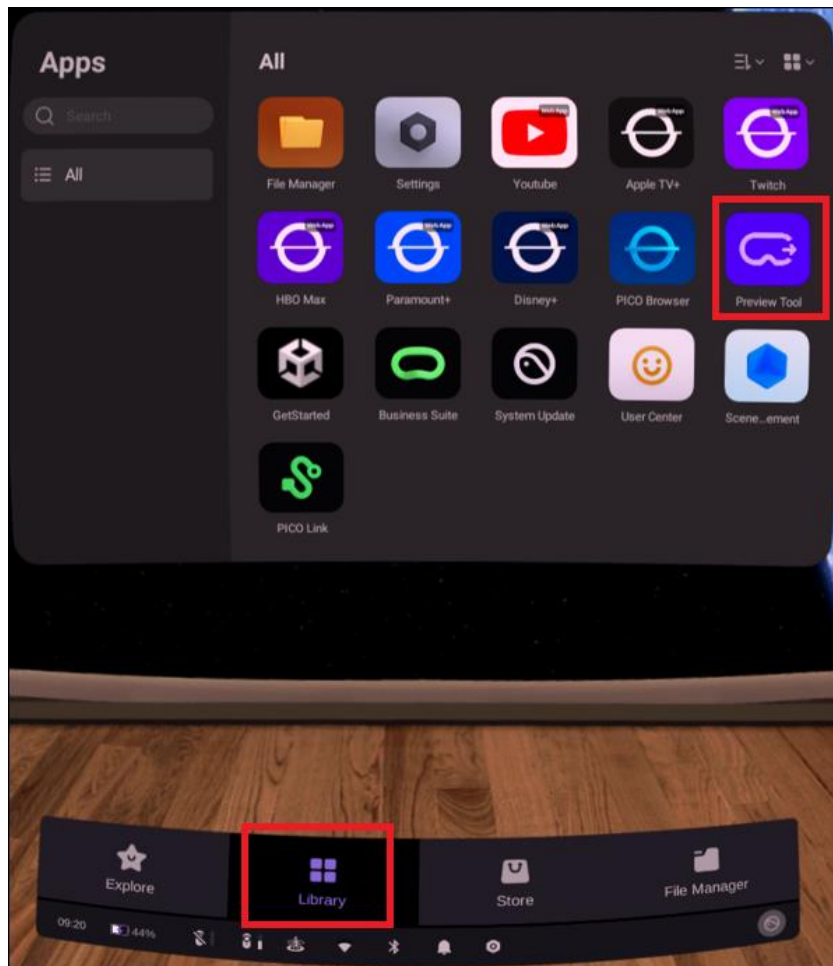
- Scroll down to 'Software Version' and click this 7 times.
- A 'Developer' menu item appears (if it disappears, repeat this process).



- Go back to the home screen.
- Select File Manager --> APKs --> Pico Preview Tool v1.1 release.apk.



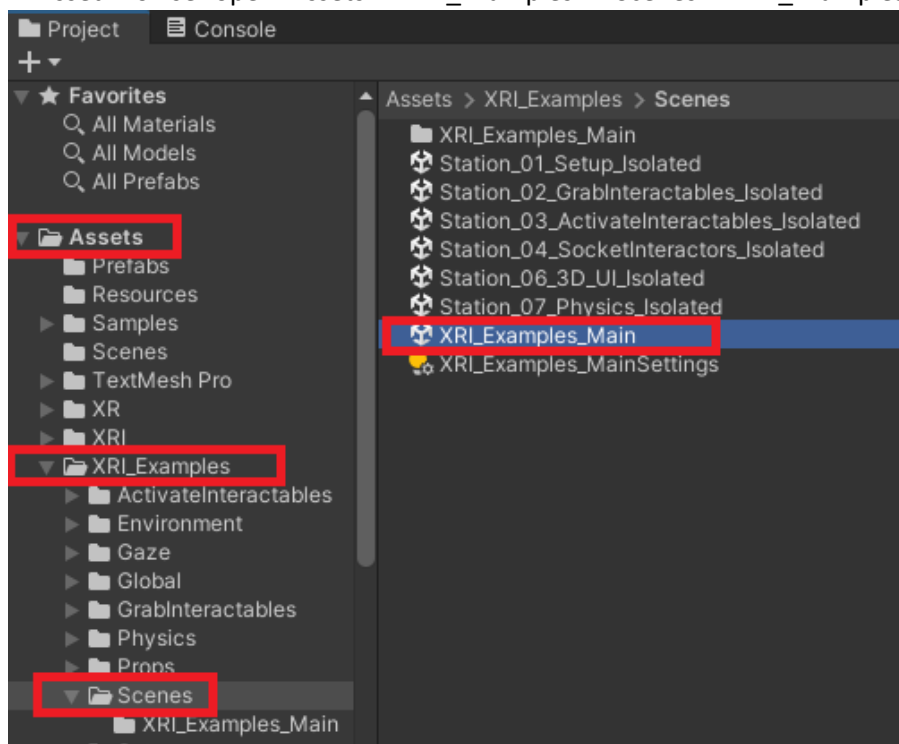
- Install .apk.
- Go to Library, Preview Tool should be there.



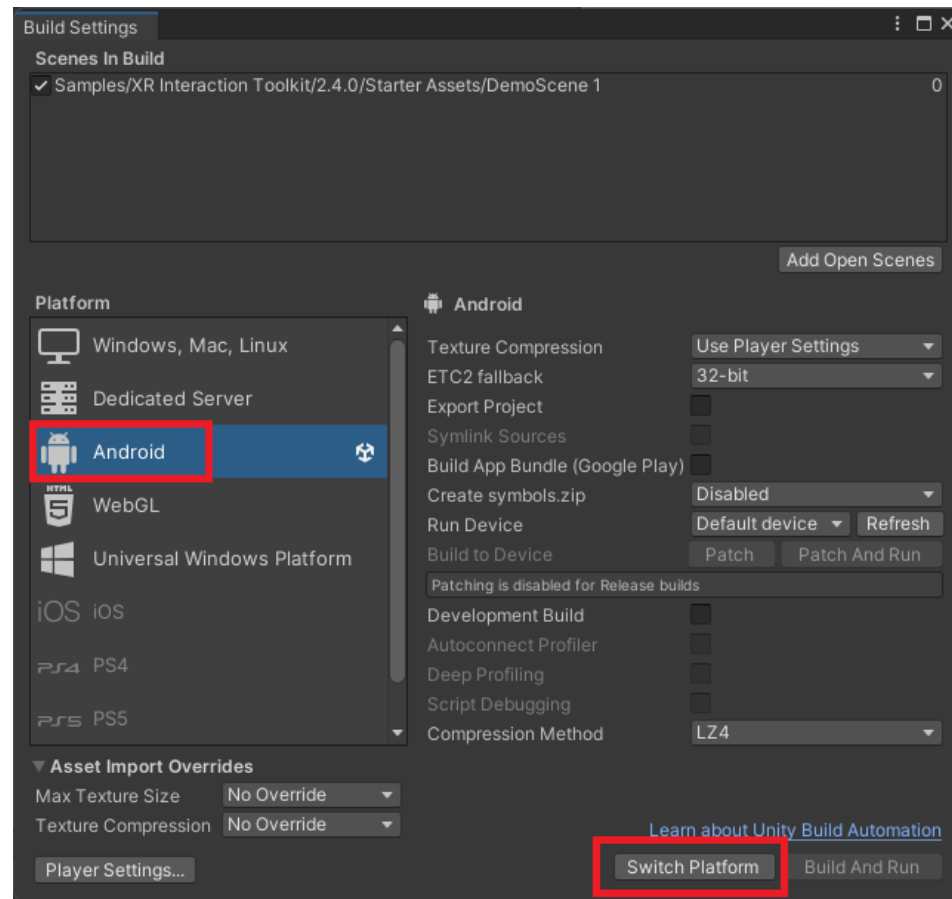
## Setting up the Unity Project

On PC:

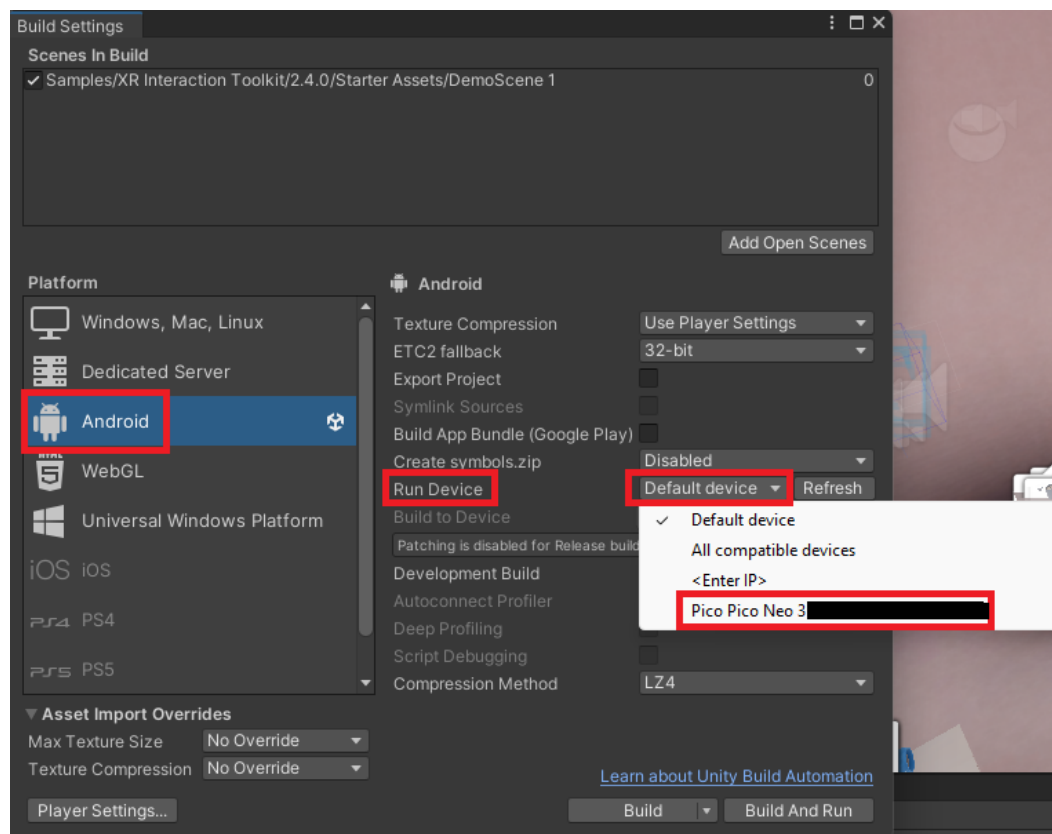
- Open the project in Unity Hub (when notified on version change, accept).
- In Asset Browser open: Assets → XRI\_Examples → Scenes → XRI\_Examples\_Main.



- File → Build Settings... → Platform: change to Android → Switch Platform → Wait for switching to be complete.

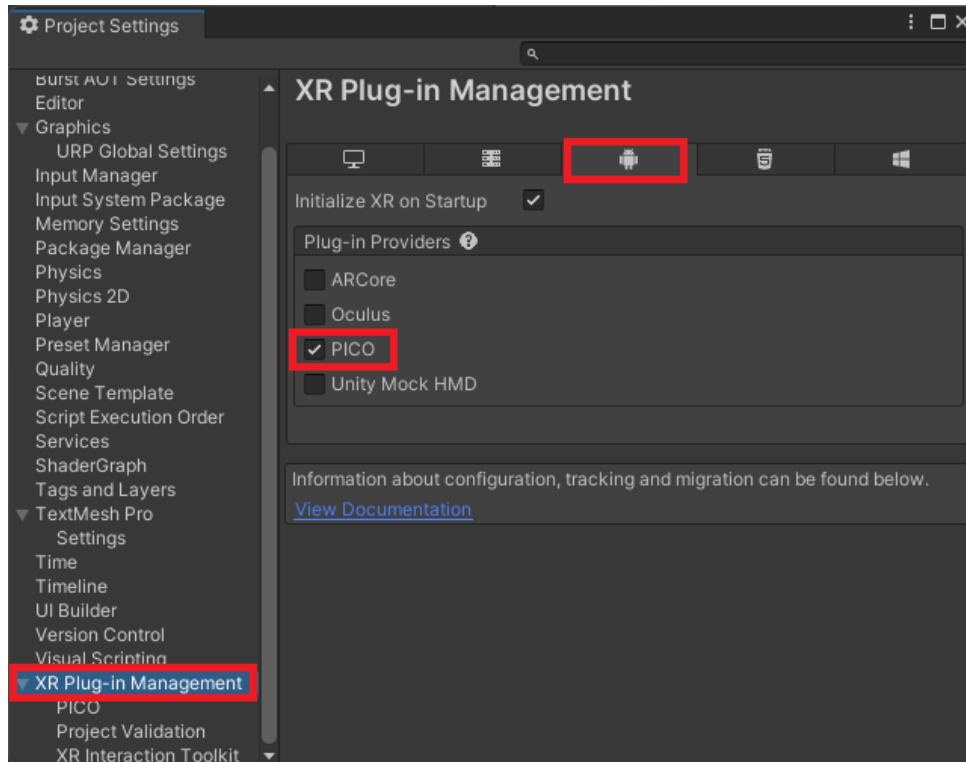


- Click the dropdown next to Run Device and select Pico Neo 3.

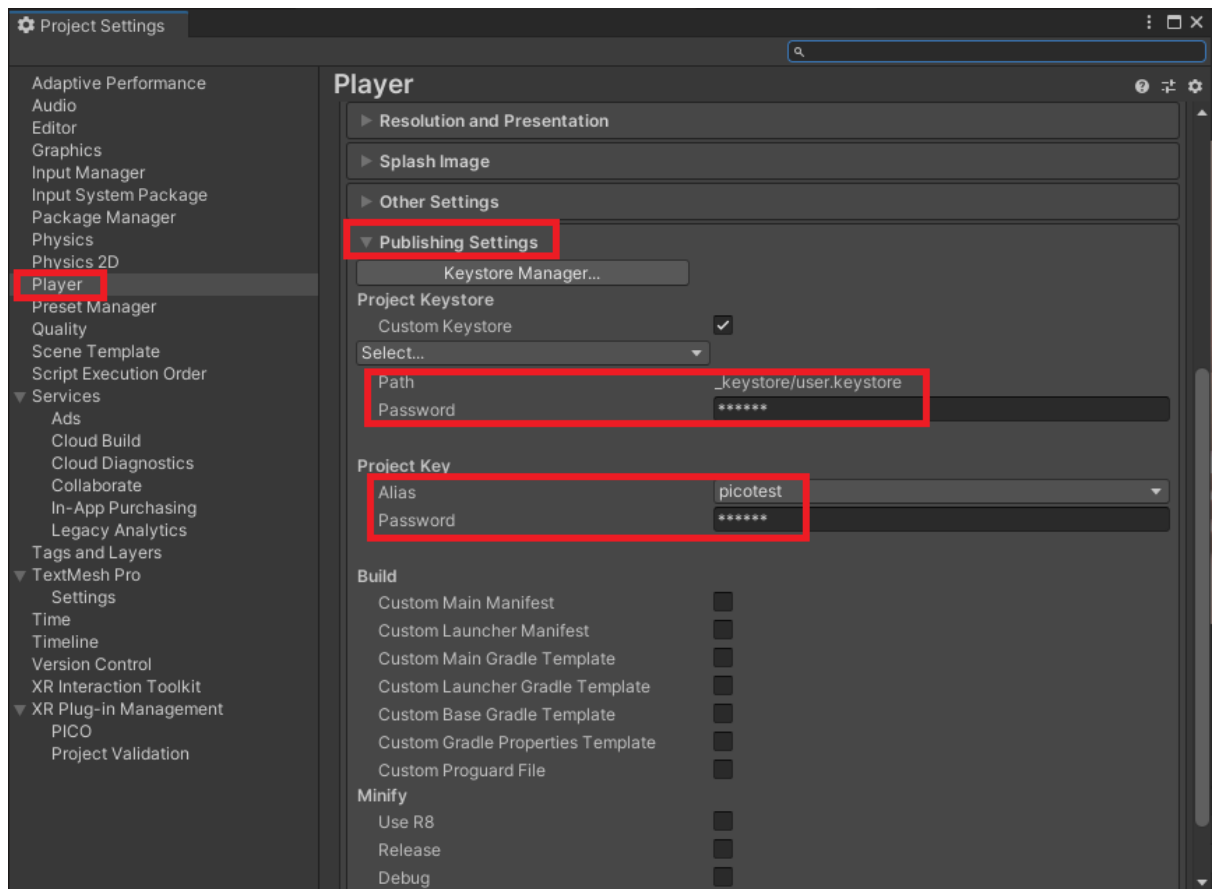




- Edit → Project Settings... → XR Plug-in Management → Android → Make sure only Pico is selected.



- Edit → Project Settings... → Player → Publishing settings → Fill in password 123456 on both empty password slots.



- A keystore is necessary to build the project as an .apk. This project comes with a keystore, but it is highly advised to create your own keystore.

- Click 'Keystore Manager...'

Keystore Manager

Create a new keystore with a new key or add a new key to an existing keystore

Keystore... ▾

C:/Users/Simon/Documents/Unity/Unity-Git/Getstarted-Unity-main/user.keystore

Password: \*\*\*\*\*

Confirm password: \*\*\*\*\*

**New Key Values**

Alias: keystoreunitytestscene

Password: \*\*\*\*\*

Confirm password: \*\*\*\*\*

Validity (years): 50

First and Last Name:

Organizational Unit:

Organization: PicoDeveloper

City or Locality:

State or Province:

Country Code (XX):

Add Key

- Click keystore dropdown, Create New, In Dedicated location. Save the keysote at a location of choice.

Keystore Manager

Create a new keystore with a new key or add a new key to an existin

Keystore... ▾

- Create New > Anywhere...
- Select Existing > In Dedicated Location...

Enter

- Fill in the minimal required fields and click Add Key.

Keystore Manager

Create a new keystore with a new key or add a new key to an existing keystore

Keystore...  
C:/Users/Simon/Documents/Unity/Unity-Git/Getstarted-Unity-main/user.keystore

Password  
\*\*\*\*\*

Confirm password  
\*\*\*\*\*

New Key Values

Alias  
keystoreunitytestscene

Password  
\*\*\*\*\*

Confirm password  
\*\*\*\*\*

Validity (years)  
50

First and Last Name

Organizational Unit

Organization  
PicoDeveloper

City or Locality

State or Province

Country Code (XX)

Add Key

## Running the project

There are three possibilities for running the project:

1. From editor wired
2. From editor wireless
3. Build the project

### Wired DP cable connection

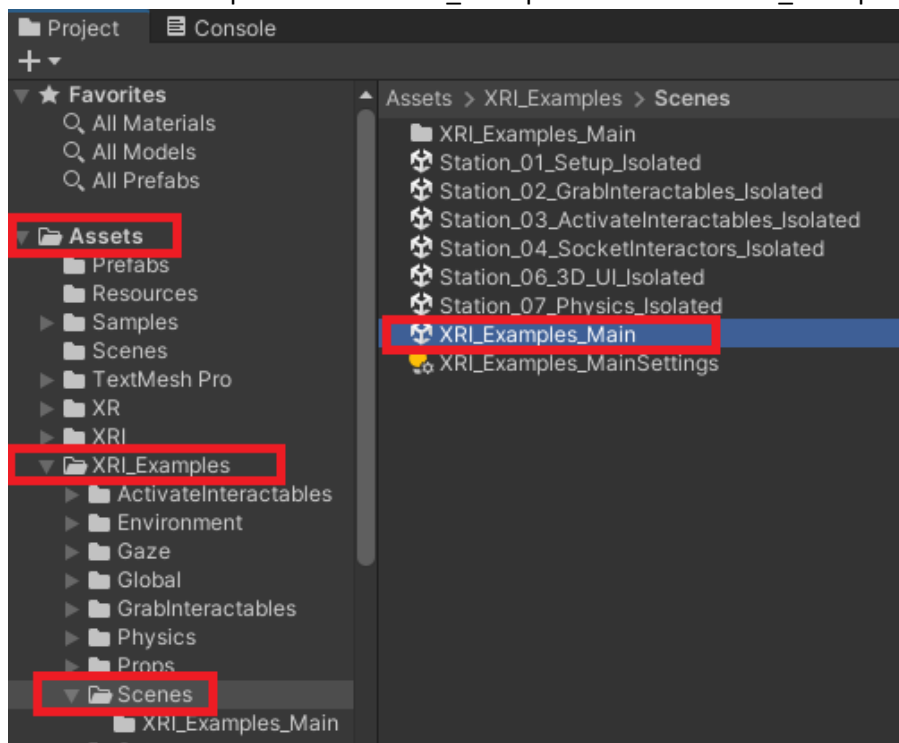
To establish a wired connection, the PC needs to have a DisplayPort connection. If this is not available a USB-C to DP connector might also work. This depends on the specs of the PC.

On PC:

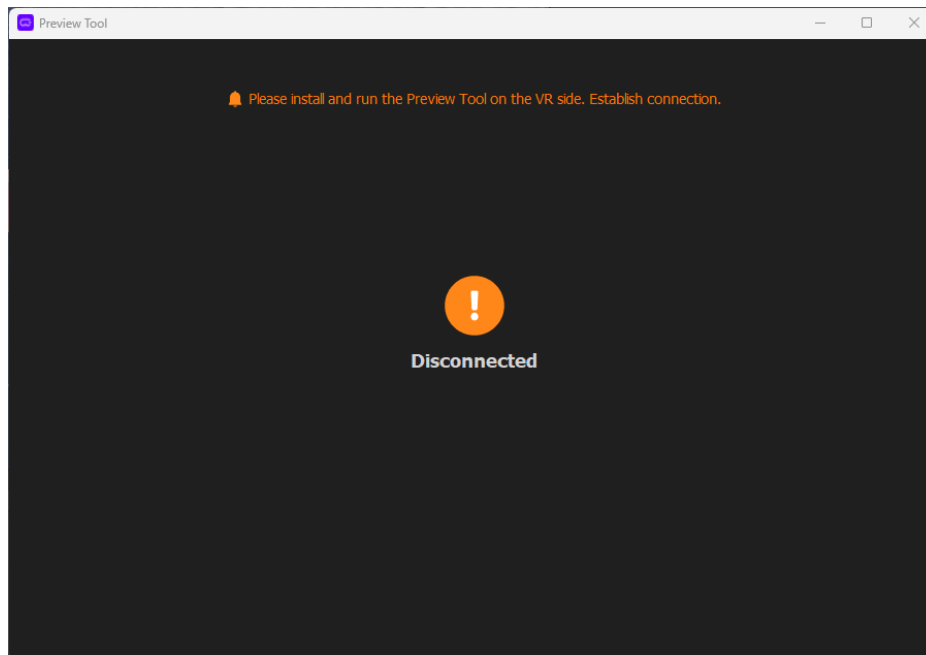
- Connect Pico to PC with link cable. Connect both DP and USB.
- Connect Pico with USB cable to pc. Turn on Pico.



- Open the project in Unity Hub (when notified on version change, accept).
- In Asset Browser open: Assets → XRI\_Examples → Scenes → XRI\_Examples\_Main.

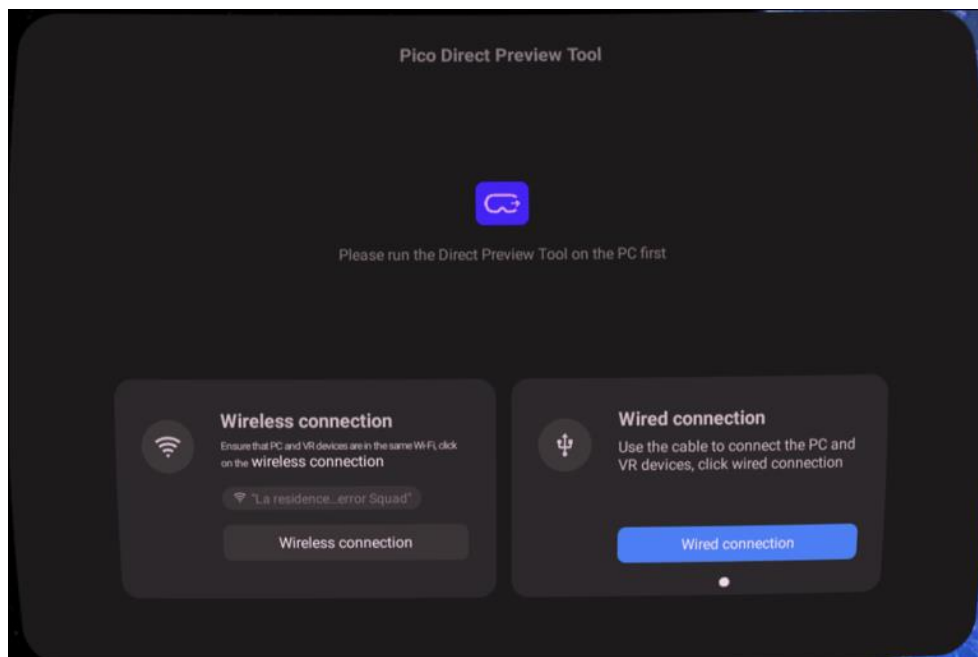


- Open PreviewTool.exe in extracted folder. It will show not connected.



On Pico:

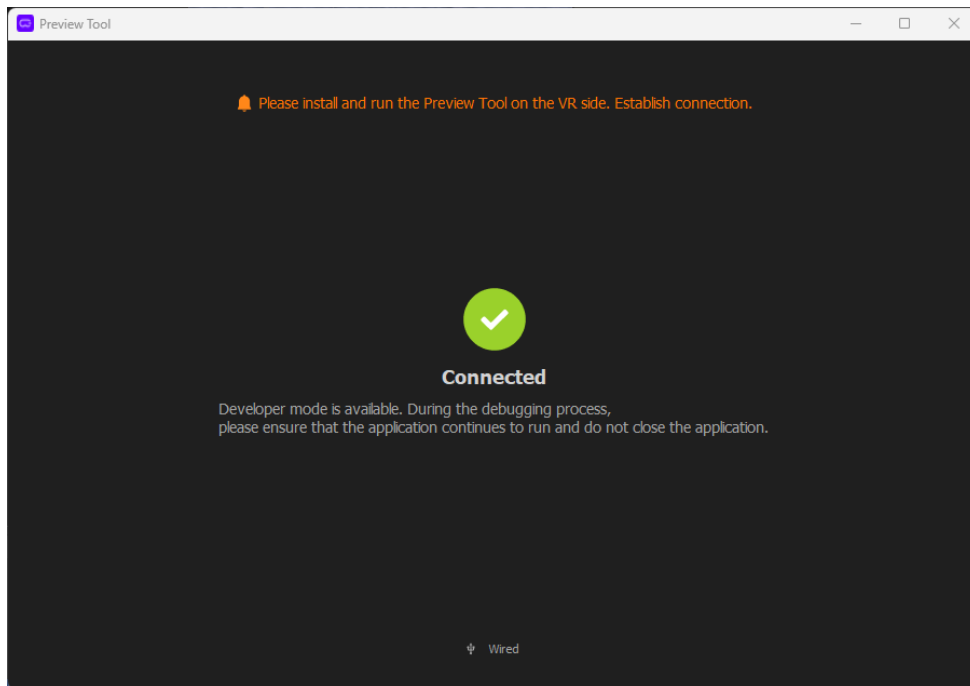
- Ignore all popups, if any (for example: Pico Link, that is not to be used, or auto start on DP connection, also not used).
- Launch: Library → Preview Tool → Wired connection.



- Note: The screen will display a loading screen. The game will start when the game is started in the editor.

On PC:

- Preview tool should say 'Connected'.



- In Unity, launch game thru editor.

### Wireless connection:

On PC:

- Check which Wi-Fi network the pc is connected to.

On Pico:

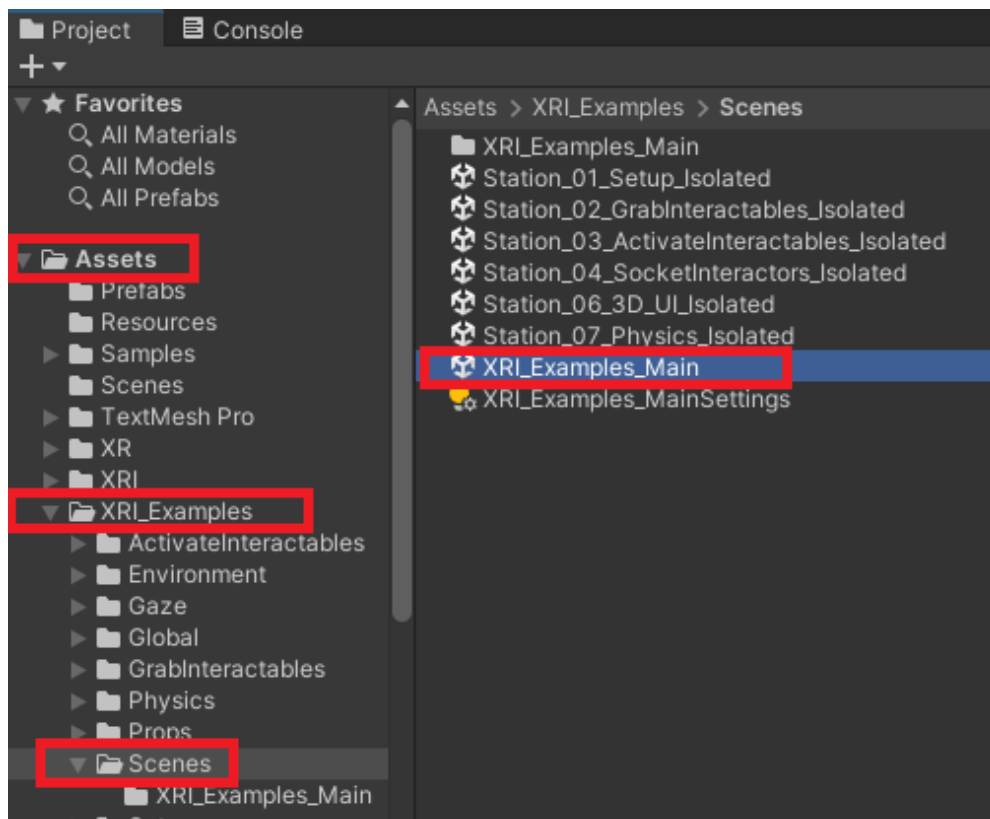
- Connect to same Wi-Fi network as pc.

On PC:

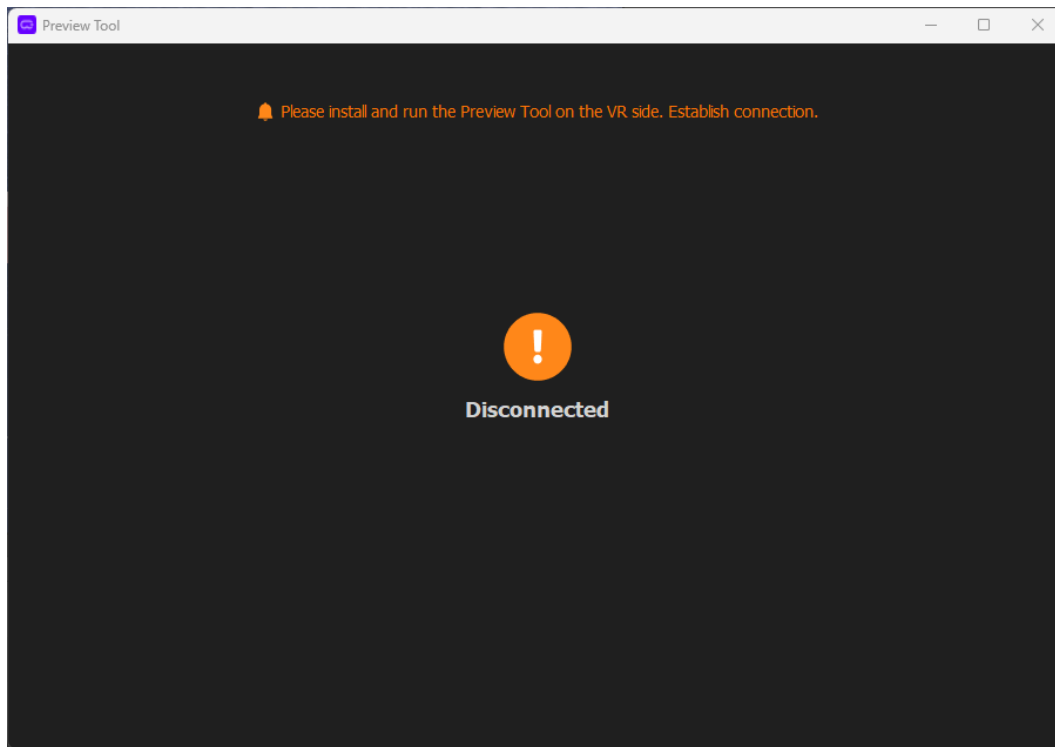
- Connect Pico with USB cable to pc. Turn on Pico.



- Open the project in Unity Hub (when notified on version change, accept).
- In Asset Browser open: Assets → XRI\_Examples → Scenes → XRI\_Examples\_Main.

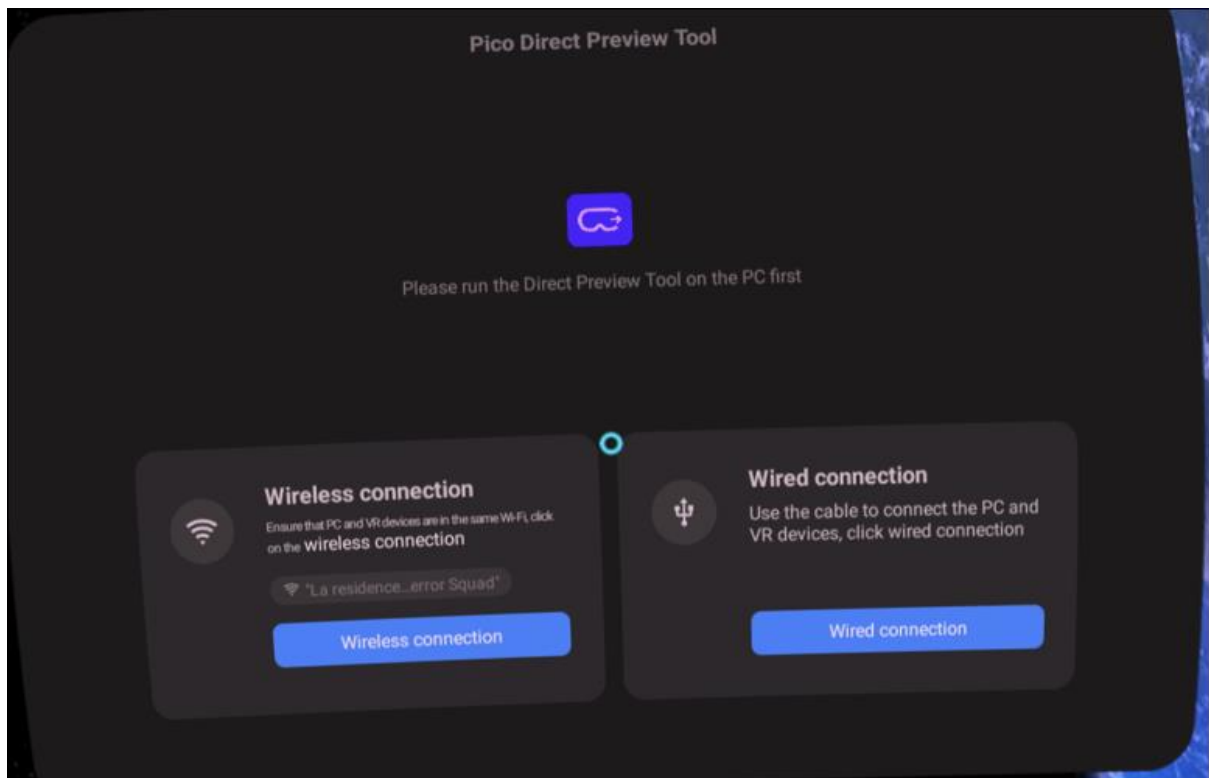


- Open PreviewTool.exe in extracted folder. It will show not connected.



On Pico:

- Ignore all popups, if any (for example: Pico Link, that is not to be used, or auto start on DP connection, also not used).
- Launch: Library --> Preview Tool -> Wireless connection.

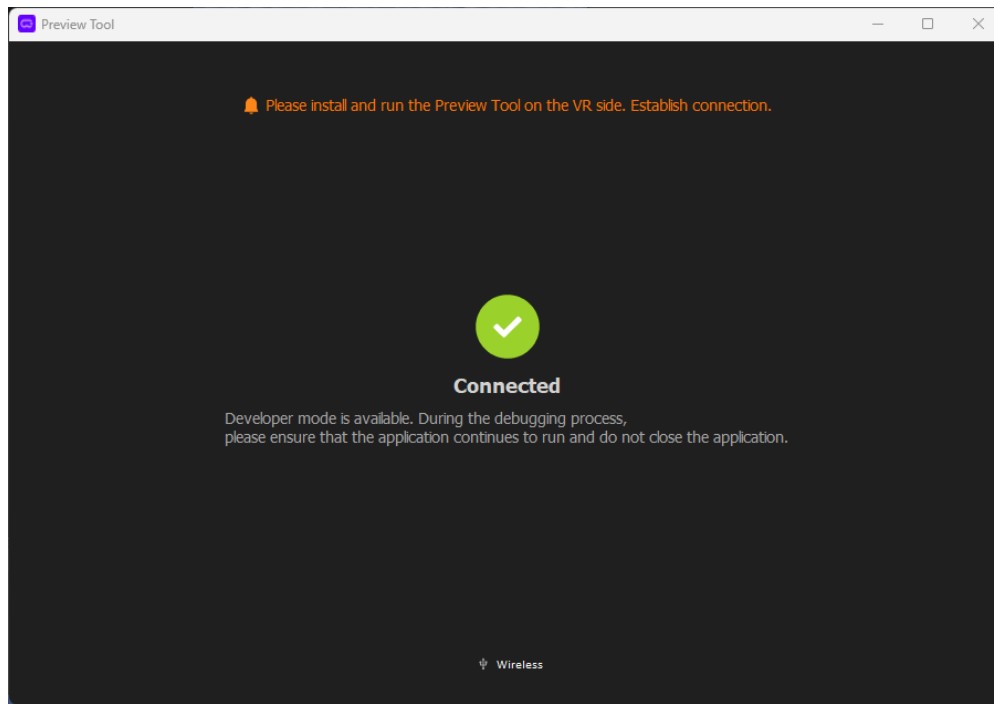


- Note: The screen will display a loading screen. The game will start when the game is started in the editor.

On PC:

- Preview tool should say 'Connected'.



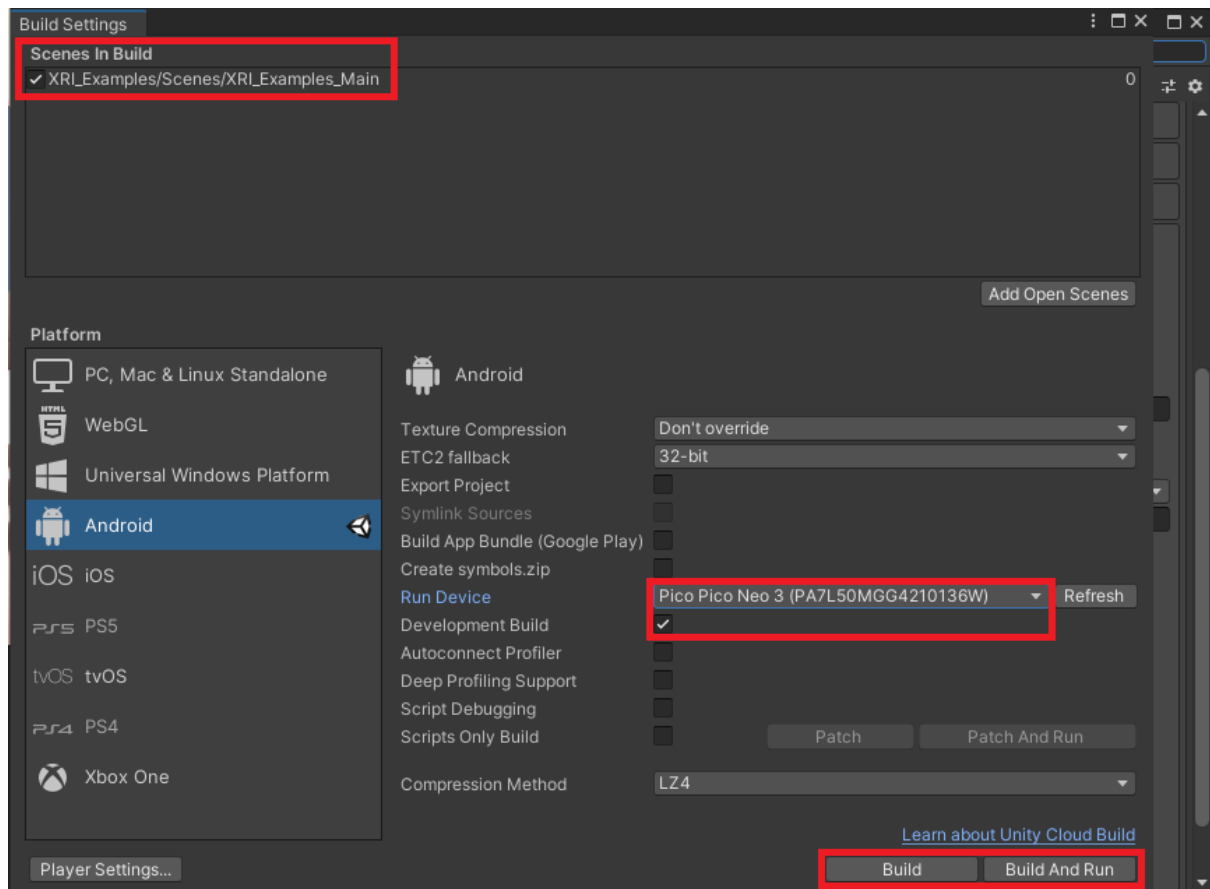


- In Unity, launch game thru editor.

## Build

### On PC

- File → Build Settings...



- Make sure the scenes that needs to be build are added, tick development build.
- Click Build or Build and Run
  - o Build And Run → will build and install the apk on the Pico
  - o Build → builds the apk on the pc. Apk then needs to be copied to device and installed there.

### On Pico:

Select game from Library to start.

To exit the game, click the Pico icon on the controller and select 'Exit'.