

**TIRAX**

## Manual

### XR Scenario Admin Guide



## TI-RAX

### Teach Industrial Robotics with AI and XR

<b>Title:</b>	Manual XR Scenario Admin Guide
<b>Version:</b>	0.1 (25 gennaio 2026)
<b>Beneficiaries:</b>	University of Cagliari, R2M Solution Srl
<b>Authors:</b>	Mirko Marras (University of Cagliari), Andrea Giovanni Martis (University of Cagliari), Diego Reforgiato Recupero (University of Cagliari), Daniele Riboni (University of Cagliari), Giuseppe Scarpi (R2M Solution Srl)
<b>Mentor:</b>	Panagiotis Karagiannis (University of Patras)

Dissemination level	
Public	X
Restricted to members of the organizations that signed the agreement	
Restricted to a specific group of members of the organizations that signed the agreement	
Confidential, only for the appointed contacts	

# Introduction

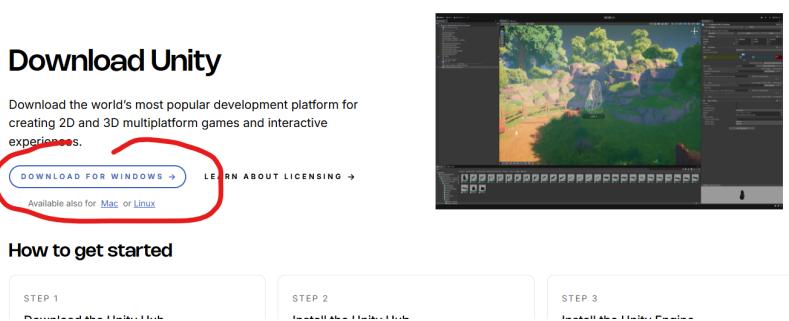
This document describes how to package a TI-RAX's Unity project as a **VIROO application** and deploy it to the VIROO platform, enabling its integration and distribution within the **MASTER-XR ecosystem**.

## Prerequisites

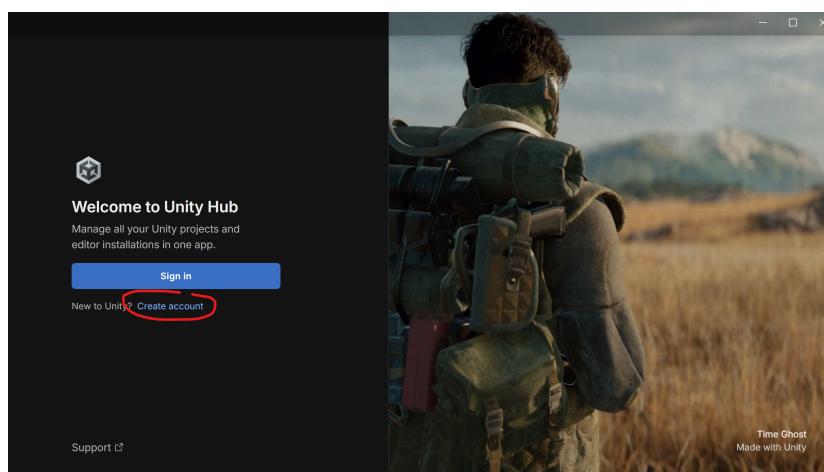
- A TI-RAX's Unity project with one or more training scenes.

## Building Procedure

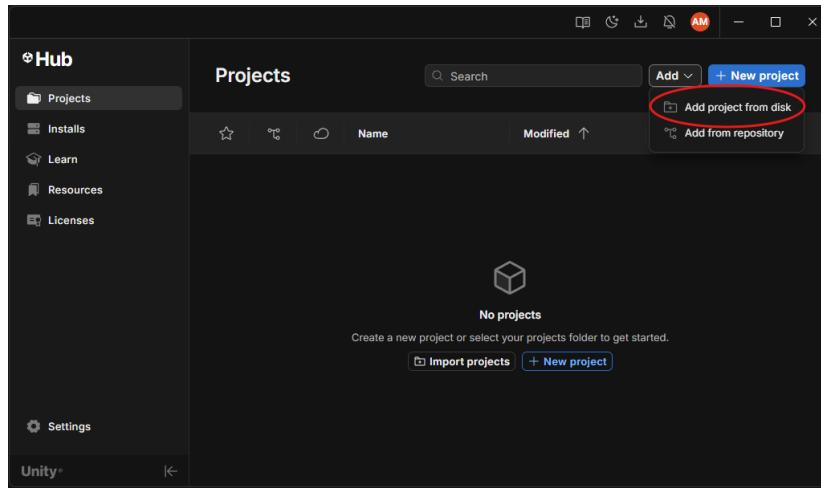
1. **Download and install Unity Hub.** Go to the official Unity website (<https://unity.com/download>) and click *Download* for Windows (or Mac/Linux, if applicable). Run the installer and complete the installation of *Unity Hub*, which is used to manage Unity editors and projects.



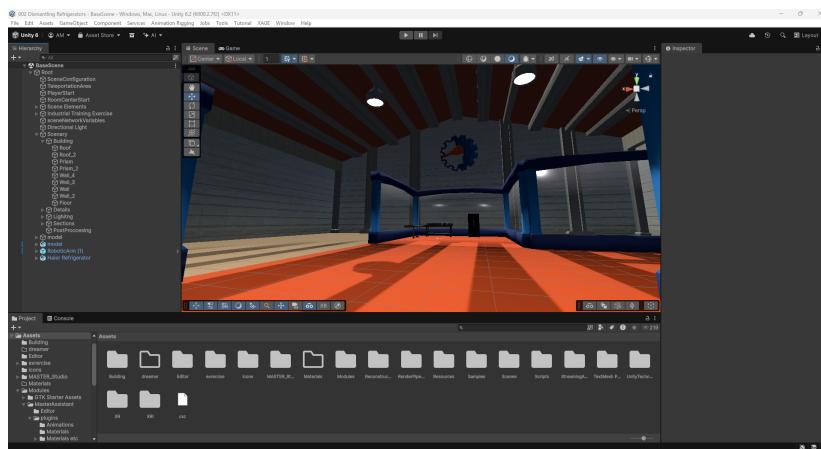
2. **Create or Sign In to a Unity Account.** Open Unity Hub. If you already have an account, click *Sign in*. If not, select *Create account* and follow the on-screen instructions to register.



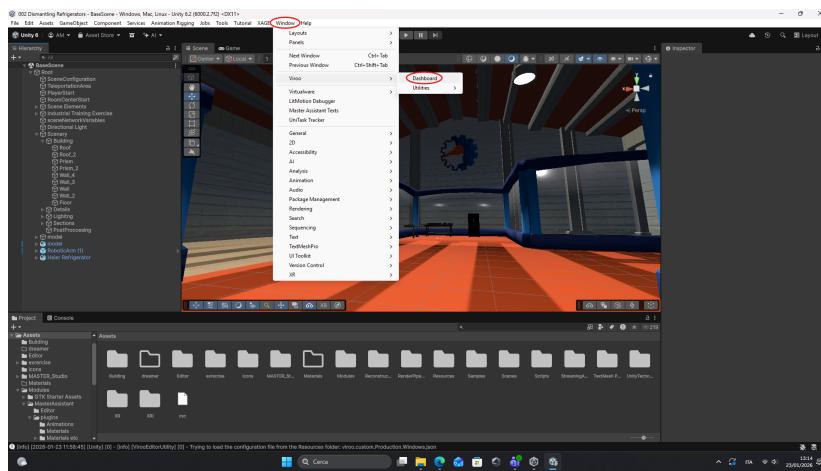
3. **Import the Unity Project into Unity Hub.** From the Unity Hub home screen, click *Add project from disk*, then browse to the folder containing the TI-RAX Unity project (<https://bit.ly/viroo-package>) and confirm. The project will now appear in your list of available Unity projects.



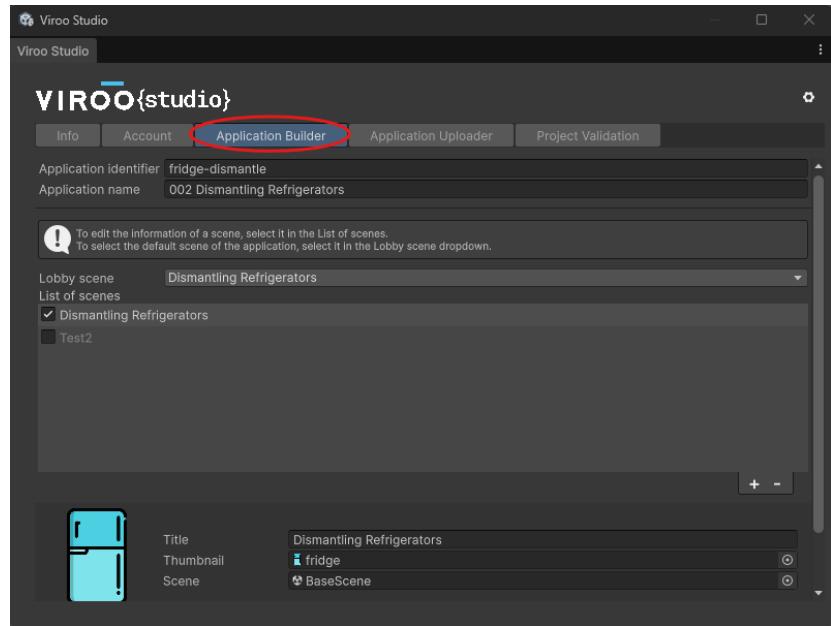
4. **Open the Unity Project.** Click on the TI-RAX project in the Unity Hub, and wait for the project to load. After loading all resources, the Unity Editor will display the project scene.



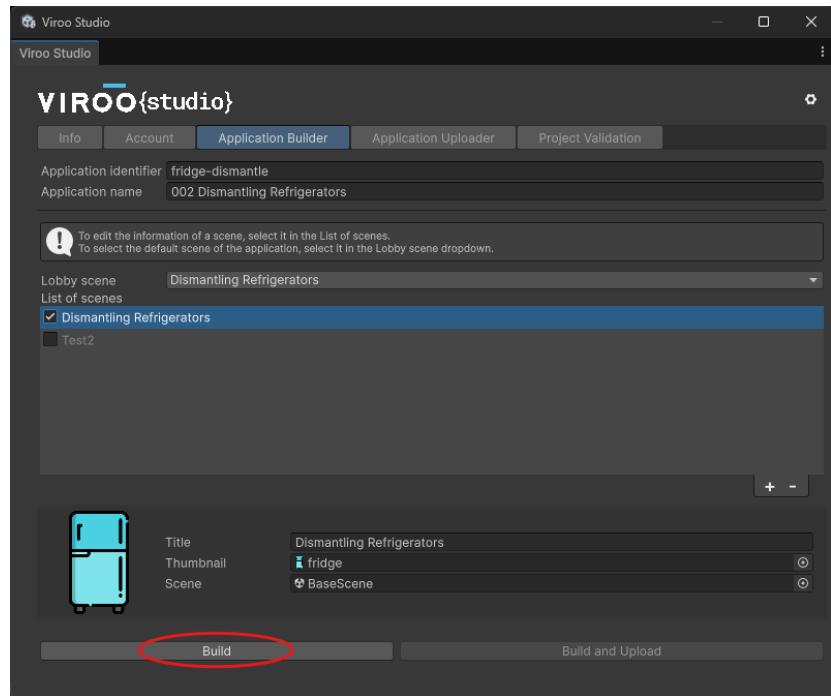
5. **Open the VIROO Application Builder.** In the Unity Editor Menu bar, go to *Windows* -> *Viroo* -> *Dashboard*. Select the Application Builder panel in the VIROO Studio Dashboard window.



6. **Select the Scenes and Set the App Preferences.** Inside the *Application Builder* panel, set up the *Application identifier* and the *Application name*. Select the scenes you want to include in the app and specify the *Lobby scene* (the entry point). Assign a title and optionally a thumbnail to each scene.

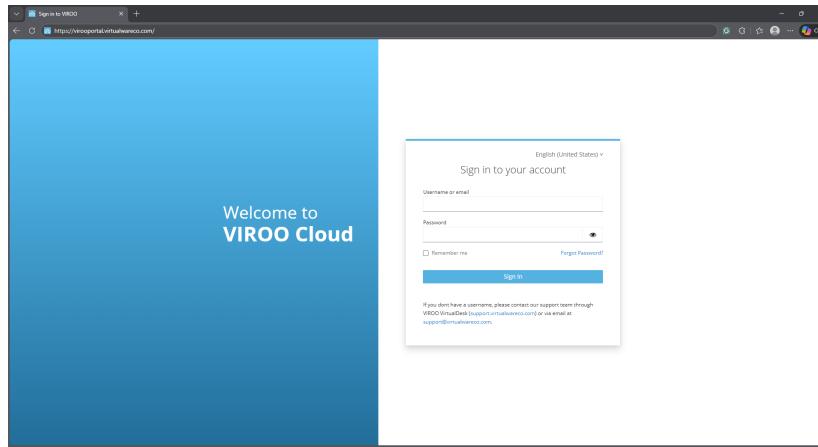


7. **Build the VIROO App.** After configuring the application preferences, click on the *Build* button. Select the location where you want to save the app and wait for the app's zip folder to be created.

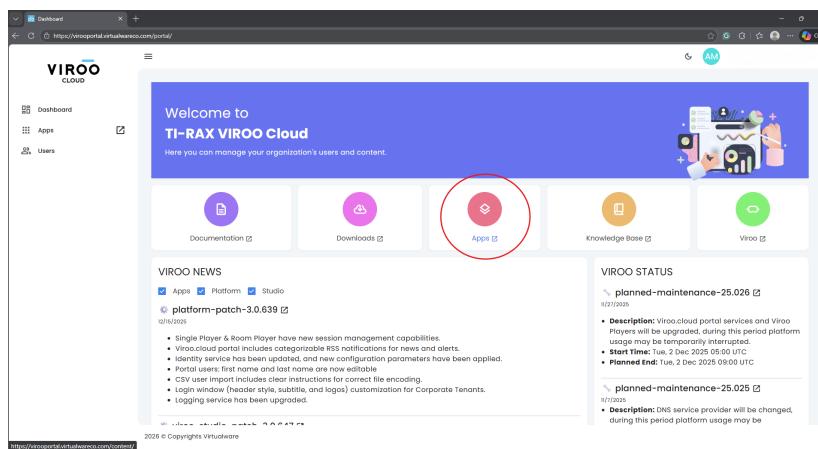


## Deployment Procedure

1. **Sign In to your VIROO Cloud Account.** Sign in to the *VIROO Cloud platform* using your account credentials. Use your public credentials to ensure that the app will be accessible for the trainees.



2. **Open the Apps Space.** Navigate inside the *VIROO Cloud Apps filesystem*. Move to the folder in *Viroo -> 3.0*. The developed apps are all compliant with this version.



3. **Deploy your VIROO App.** Finally, upload the application zip file inside *VIROO Cloud*. Once the upload is complete, the trainees can play the application through the *VIROO Player*.

