Hololens
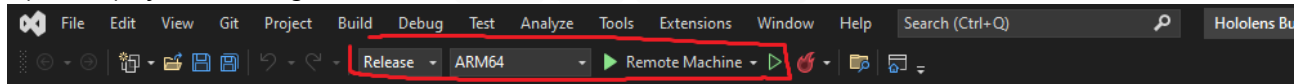
1. In `Build Settings` make sure `Universal Windows Platform` is selected, if not click on it and click `Switch Platform`.
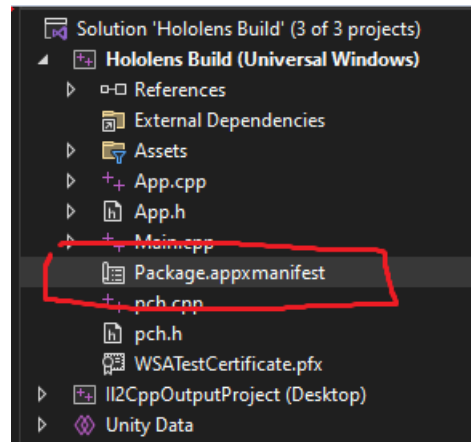2. Click Build and when it finishes, Unity should create a new Visual Studio solution which you can open.
   It will look something like this:

Name	Date modified	Type	Size
.vs	19/09/2022 03:20	File folder	
build	19/09/2022 03:21	File folder	
Hololens Build	29/09/2022 05:16	File folder	
Il2CppOutputProject	29/09/2022 05:16	File folder	
Hololens Build.sln	19/09/2022 03:19	Visual Studio Solu...	8 KB
UnityCommon.props	29/09/2022 04:53	Project Property File	1 KB

3. Open the project and change the build to `Release`, `ARM64`, `Remote Machine`:

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) Hololens Bu

Release ▾ ARM64 ▾ ▶ Remote Machine ▾

4. Open `Package.appxmanifest`:

Solution 'Hololens Build' (3 of 3 projects)
  ▲ Hololens Build (Universal Windows)
    ▷ References
      External Dependencies
    ▷ Assets
    ▷ App.cpp
    ▷ App.h
    ▷ Main.cpp
      Package.appxmanifest
      pch.cpp
      pch.h
      WSATestCertificate.pfx
  ▷ Il2CppOutputProject (Desktop)
  ▷ Unity Data

5. Click on `Capabilities` and make sure the following are selected:

6. Click on `Packaging` and change the name so that the build doesn't override other builds:
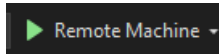

7. Right click the solution on the right and click `properties`:
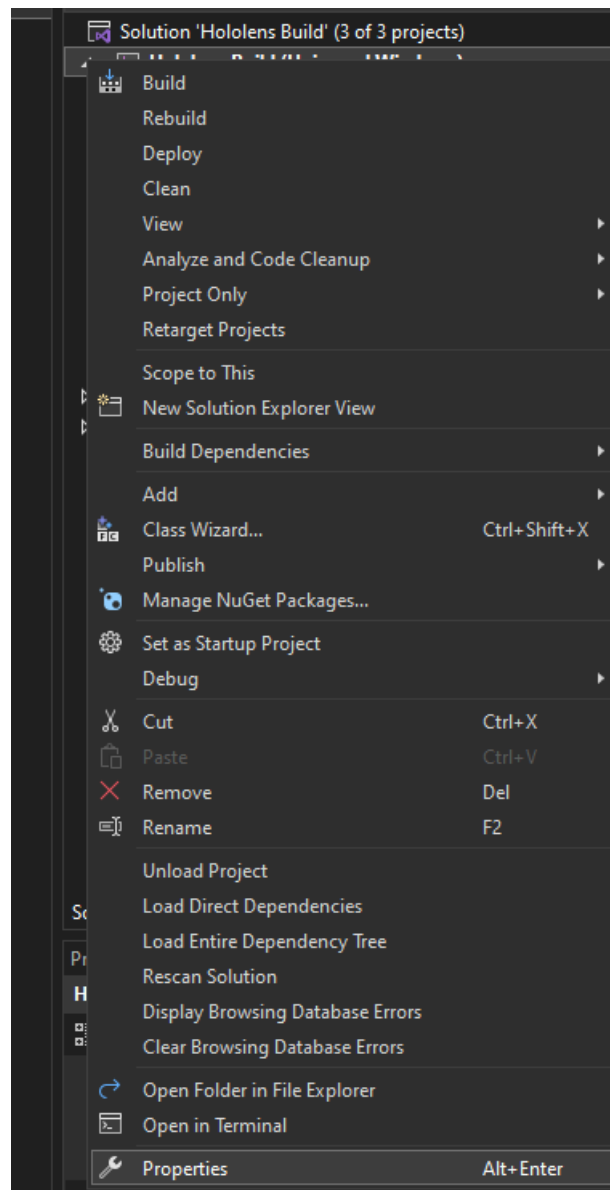
8. In `Debugging` set the `machine name` to the IP of the hololens provided by the `holoremoting app` on the headset:
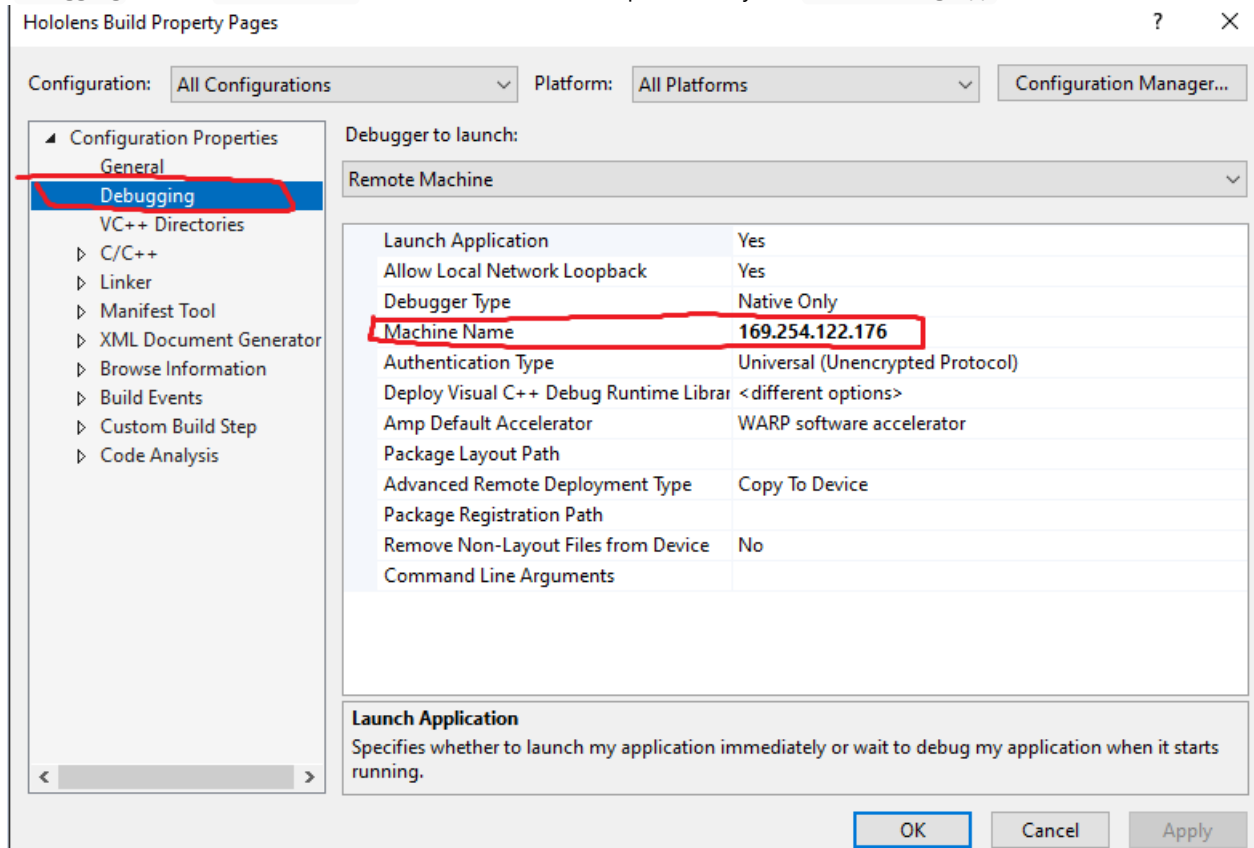
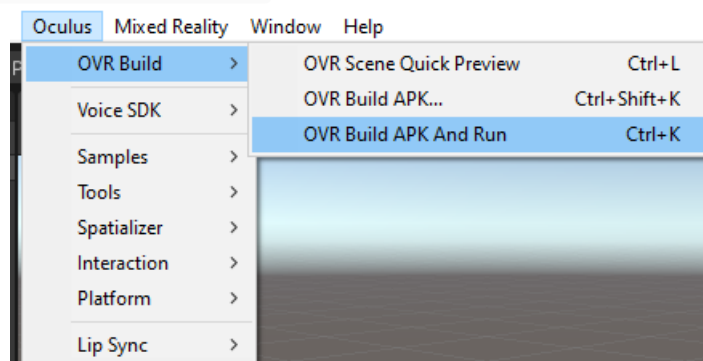9. Click `OK` then click `Remote Machine` to build to the hololens:

NOTE:: You can stream with the hololens by connecting to its IP via browser and logging in before going to recording and clicking view live

Oculus

1. In `Build Settings` make sure `Android` is selected, if not click on it and click `Switch Platform`.
2. Click `Oculus > OVR Build > OVR Build APK and Run`

NOTE:: The APK is deployed to the Oculus and can be found under `Unknown Sources` *when looking in library. If the APK fails to deploy you may need to uninstall it from here first and then try again.*