**1. Install Unity Hub:**

* Navigate to the official Unity website and locate the "Download Unity" page.
* Download the Unity Hub installer for your operating system (Windows, macOS, or Linux).
* Run the installer and follow the on-screen instructions to complete the installation of Unity Hub.
* During the first launch, you may be prompted to sign in with your Unity ID or create a new one. You might also need to grant firewall access.

**2. Install Unity Editor and Android Build Support:**

* Open Unity Hub.
* Go to the "Installs" tab and click "Install Editor."
* Choose the desired Unity Editor version, preferably an LTS (Long Term Support) version for stability.
* In the "Add Modules" window, ensure the following are selected:
  + **Android Build Support:** This is crucial for Android development.
  + **Android SDK & NDK Tools:** These are essential components of the Android SDK.
  + **Open JDK:** This is the Java Development Kit required for Android development.
  + **Microsoft Visual Studio Community:** This is the recommended code editor for Unity.
* Accept the license agreements and proceed with the installation.

**3. Configure Android SDK Path (if needed):**

* Unity Hub typically handles the Android SDK installation and configuration automatically when you include the Android Build Support module.
* If Unity later prompts you to locate the Android SDK, you can find it within the Unity Editor's preferences or project settings. The path will usually be within your Unity Editor installation folder, under "Editor/Data/PlaybackEngines/AndroidPlayer/SDK."

**4. Enabling Developer Mode on Quest 3**

* **Open Meta Horizon App:** On your mobile device, launch the Meta Horizon app.
* **Navigate to Devices:** Tap the hamburger menu (three horizontal lines) and select "Devices."
* **Select Your Headset:** Choose your Quest 3 from the list of devices.
* **Access Headset Settings:** Tap "Headset Settings" beneath the image of your headset.
* **Enable Developer Mode:** Tap "Developer Mode" and toggle the switch to "On."
* **Connect and Confirm:** Connect your Quest 3 to your computer via a USB-C cable. Put on the headset and navigate to Settings > Advanced > Developer. Enable "Enable custom settings" and "MTP Notification."

**5. Download and open project**

Download XR-RFID project (<https://github.com/sonmaxsanjuro/xr-rfid>) and open in Unity. If there is a mismatch in the editor versions, use the editor that has already been installed. This will take some time as some packaged will be downloaded.

**6.Create a build profile and override Player settings**

To override Player settings, use the following steps:

1. Navigate to **File** > **Build Profiles**.
2. Select or create a build profile for your target platform.
3. Choose android
4. In the **Player Settings Overrides** section, select **Customize player settings**.