

Setting up Unity for Oculus Go development

Open Unity Hub and make a new Unity 3D project with Unity version **2019.1.6f1**

Switch platform and open Player Settings

- Go to: **File -> Build settings**
- Switch platform to **Android**
- Click **Switch**
- Open **Player Settings**

Player Settings (Project Settings)

Choose **Player** from the left menu

- Write a company name.
- Under **Settings for Android** choose **XR Settings**
 - Make sure **Virtual Reality Supported** is checked
 - Add Oculus to the **Virtual Reality SDKs** list by clicking +, if not already on the list
- Under **Settings for Android** choose **Other Settings**
 - Under Graphics API remove **Vulkan**, if it appears on the list
 - Under **Package Name** replace defaults with the previously chosen **company name** and **product name** (Unity project name)
 - Under **Minimum API Level** choose **API level 26** (Oculus Go)
 - This corresponds to the AIR LAB Oculus Go headset settings
 - Under **Target API Level** choose the same as the minimum.
 - Close the Project Settings menu

Import Oculus asset

Go the **Asset Store** tab

Make sure you are logged in to your Unity account

Search and find Oculus Integration.

- Click **Download**
- Click **Import**
- Click **Import** In the pop-up window
- After install accept the following two updates (if prompted)
 - Oculus Utilities Plugin
 - Spatializer Plugin

Upload a test scene to the headset

Select a test scene from the Oculus asset by selecting it under **Assets->Oculus/VR/Scenes**

Open Build Settings from **File->Build Settings**

Press **Build**

Name and save the .apk file when prompted

Connect the headset

Open the **Terminal** app

Type **adb devices**

- If it lists a device id followed by **device**, all is good to proceed.
- If instead it lists a device id followed by **unauthorised** you probably need to allow the connection from inside the mask before proceeding.

Install app by typing

- `adb install [path to .apk file from build]`

For updating this app with changes made in Unity, build it again and type.

- `adb install -r [path to .apk file from build]`

When the streamed install is done with the message **Success** it is time to take on the mask and try it.

You can find your app on the list under **Library->Unknown**