Unity for Educators: Meta Quest Deployment Notes

This document is designed to help you get ready to deploy Meta Quest headsets in your classroom.

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Quest Deployment Plan

Use this template to draft a plan for how you will deploy Quest headsets in your course/program/class. Add fields and spaces as necessary to customize it to best suit your needs..

Section 1 - Implementation Strategies - Quests

Hardware	Quest Headsets	
	Identification	
	Tracking Users	
	Sanitation	
	Glasses	
	Storage	
	Link Cable	

Software	Meta / Oculus Software Information	
	Meta Account	
	Oculus Developer Account	
	Meta Quest Companion App for mobile device	
	Oculus App (PC only)	
	SideQuest VR (Optional)	

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Section 2 - Setting up the Quests

Initial Setup	**Set up Meta Accounts and Software**
	Create a Meta account for your class. You may use an email address to create this account, or you can link a Facebook or Instagram account. *Note: In most K-12 situations, it works best if you create a Meta account specifically for your Quest headsets, rather than students or the teacher tying their personal Meta accounts to a Quest.*
	Use that same Meta account to sign up for an Oculus developer account at http://developer.oculus.com/sign-up/
	Install the Meta Quest Companion app (Apple or Google Play Store) to a mobile device (tablet or phone) and sign in using the same Meta account.
	If you are using a PC, install the Oculus App from https://store.facebook.com/quest/setup

Connecting the Quests to the Meta Quest Companion App	**Charge the Quest before powering on.**
	Follow the instructions on the Quest, including connecting to wifi
	Update the software (requires internet access to Facebook/Oculus/Meta)
	Complete the initial Quest setup and safety training
	The Quest will display a code you can use to connect it to the Meta Quest companion app on your mobile device
	Add Quest to the Meta Quest companion app using the code above

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Section 3 - Connecting the Quests to a Computer

Connecting to a PC	Turn the Quest on
	The Oculus App should start. If it does not, you will need to select it from the Windows Start Menu.
	Use the Link cable/Air Link to connect to the PC
	Update the software (requires access to Facebook/Oculus/Meta)
	The first time you start the Oculus app, you will need to log in to your Oculus developer account (requires internet access to Facebook/Meta/Oculus)
	Select the method you will use to connect (Link cable / Wifi Air Link option)
	On the Quest
	Click **Always Allow** when the USB Debugging dialog appears. *(This will prevent this dialog from appearing again on the computer.)*
	A dialog to Allow access to data will appear each time you connect. Click **Allow**.
	Click **Enable** when asked whether to turn on Oculus Link. If Enable does not appear, you can select it from Settings.

Connecting to a Mac	Turn the Quest on
	Use the Link cable to connect to the Mac
	On the Quest
	Click **Always Allow** when the USB Debugging dialog appears. *(This will prevent this dialog from appearing again on the computer.)*
	A dialog to Allow access to data will appear each time you connect. Click **Allow**.

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Section 4 - Creating a Unity Project

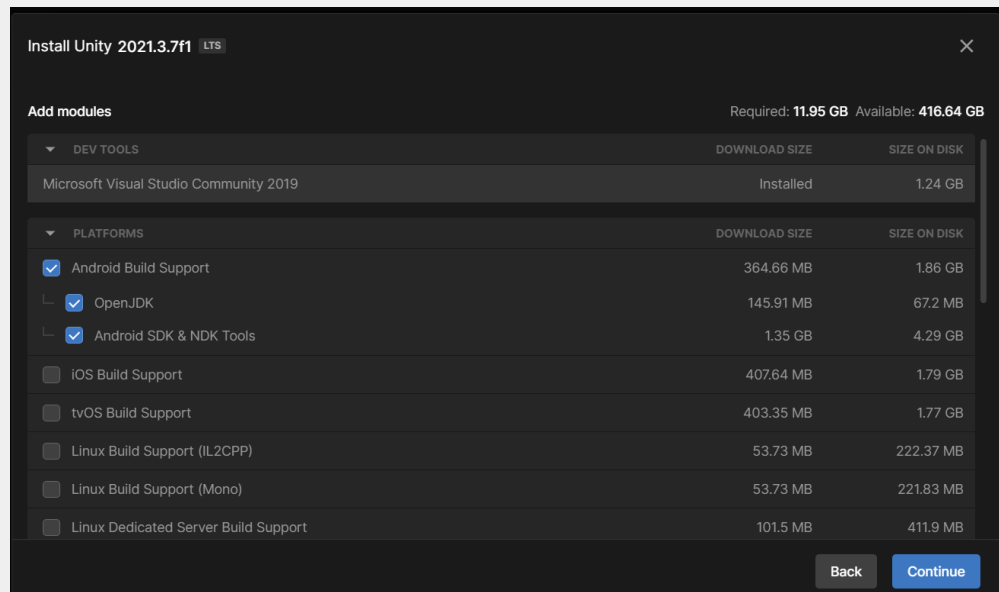|	
Which Unity install should I use? What modules do I need?	**Install**
	You need at least Unity version 2020.3 to build a VR Project. We recommend 2021.3.7LTS or higher.
	Recommend locking into one Unity LTS (long term support) version at the beginning of the project. Updating versions after a project starts should be done with caution, as it can introduce issues.
	Modules
	Include Android Build Support to build applications that will run natively on the Quest:
	You can choose to include the Windows module if you want to build a Windows project for the PC, since the Quest can run Rift content using the Link cable or Air Link wifi option.

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Section 5 - Publishing

-	**Sidequest VR**
	Allows you to install your application to the Quest
	Application is found under (unknown sources) in Quest app list
	App Lab
	https://developer.oculus.com/blog/how-to-prepare-for-a-successful-app-lab-submission/
	Itch.io
	https://itch.io
	A place to share indie games online.
	You can make an account for free and use the Creator Dashboard to upload content.
	Oculus Developer Hub
	Allows you to manage your Quests
	Allows you to install your application to the Quest
	Application is found under (unknown sources) in Quest app list

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Section 6 - FAQ/Troubleshooting

Q: I get this "error OVR88948175" during the Oculus software setup on the PC, is there a fix?
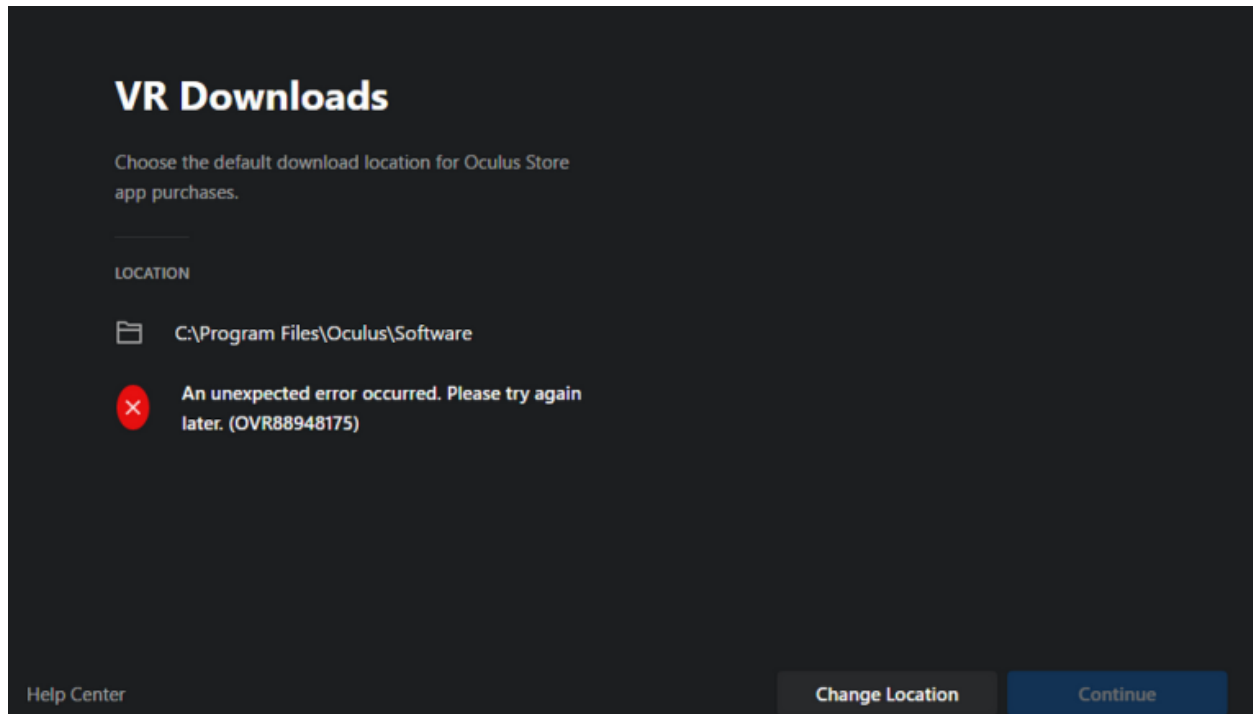
A: This is usually a permissions or access error, meaning the user (student) doesn't have "write-access" to certain folders. The 3 solutions we've found that work best are:

Option 1:
- Use admin to uninstall Oculus App
- Download the Windows Oculus App and install as admin (still logged in as student)

Option 2:
- As an admin, run command prompt (click windows icon, type "cmd", right-click Command Prompt > Run as Adminstrator)
- Copy and paste the below command for users who haven't ever logged in to this pc:
  - REG ADD "HKU\.DEFAULT\Software\Oculus VR, LLC\Oculus\Libraries"

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- Copy and paste the below command for users that have logged in or are currently logged in:
  - REG ADD "HKCU\Software\Oculus VR, LLC\Oculus\Libraries"

Option 3: Make sure the Quest headset is on, connected to the computer, and initial setup on the headset must be complete. This error can happen if the computer cannot access Oculus.com.

There are log files in the user's APPDATA\Local\Oculus folder. We found the log files had more information to help us troubleshoot the problem.

Q: I forgot to add Android Build Support when I installed my Unity Editor. What can I do to add it?

A: You can add Android Build Support through the Add Modules dialog. There are two ways to access it::
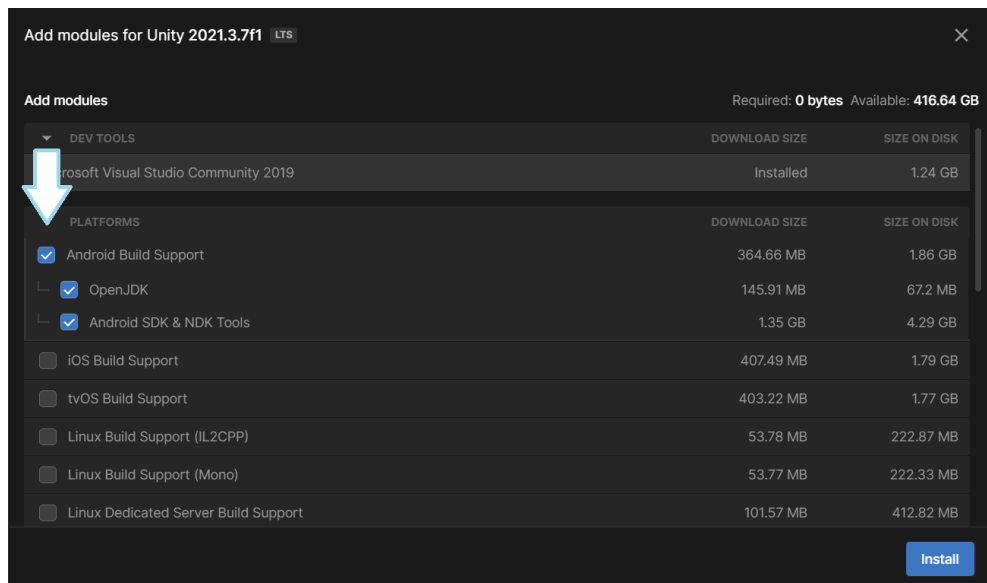
1. Start Unity Hub, click the **Installs** tab, and click the **Gear** icon next to the install you want to add Android Build Support to.
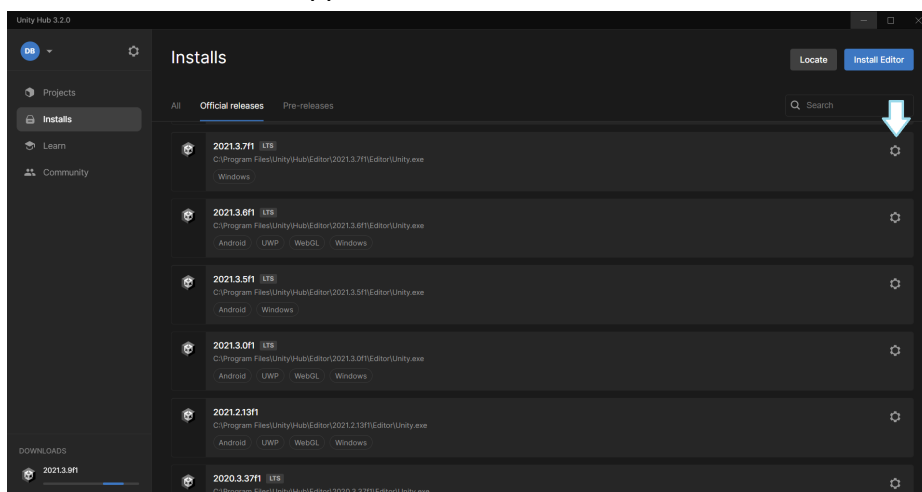
2. Click **Install with Unity Hub** from the Build Settings dialog.
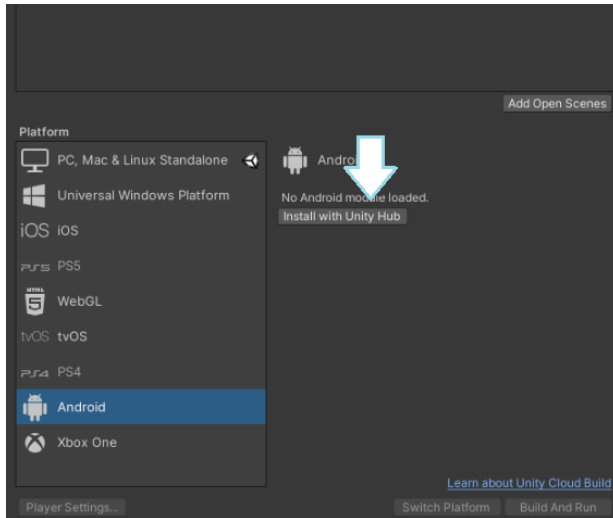
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This will bring up the Add Modules dialog where you can select the Android Build Support components.Click **each** one, and click **Install** to add the modules.

Q. How do I join the Facebook Teach Community?
A. Go to https://www.facebook.com/groups/unityteachcommunity/ and click **join**.

Q. How do I access the Unity Create with VR course?

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A. Go to https://learn.unity.com/course/create-with-vr and log in to save your progress.

Q. I missed the unboxing session. Is there any documentation you can point me to?
A. Sure! Here is a slide containing the unboxing information from Meta.

Q. I use SteamVR and after the last update, I am unable to run my Unity projects to the Quest. What's going on?
A. Thanks to Karim Waljee in the Unity Facebook Community: You need to make sure that the SteamVR home toggle is off as shown below:
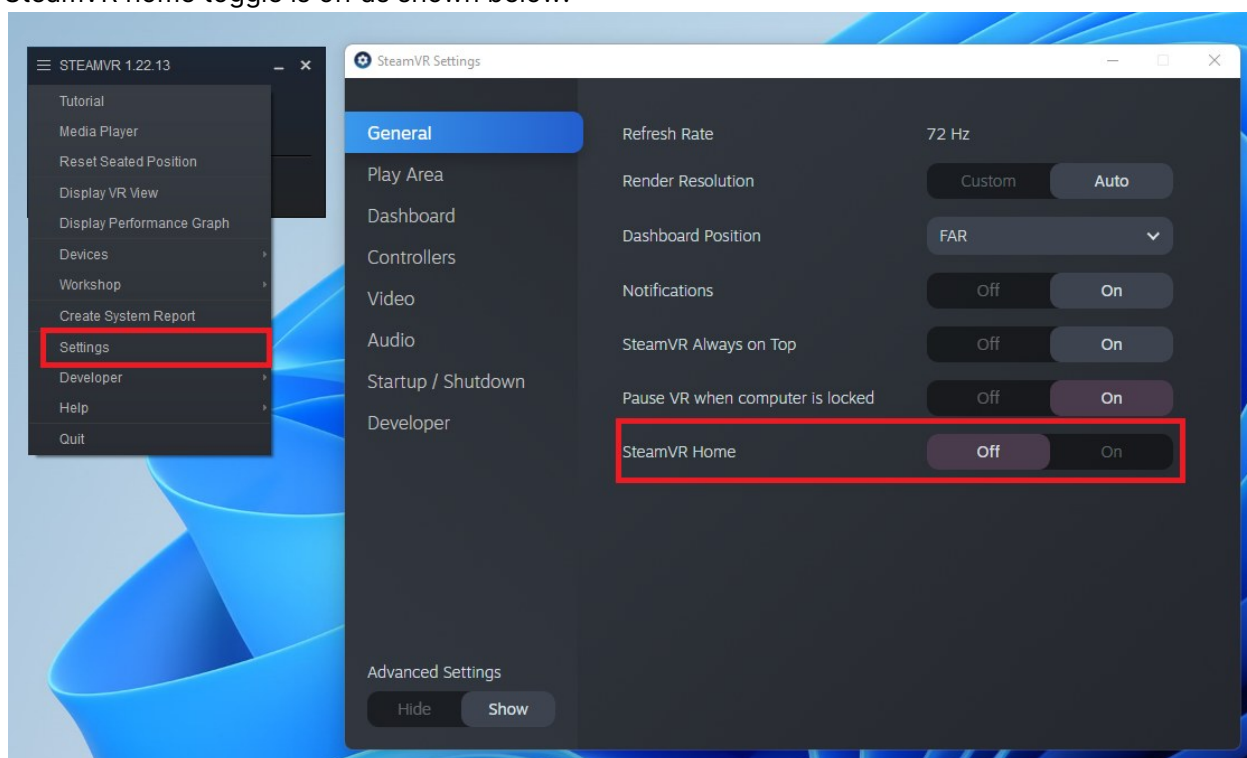
Q. Can I use the charging cable that came with the Quest or Quest2 as my Link cable to stream apps to my device?
A. Unfortunately, no. The charging cables that come with the Quest and Quest 2 are USB 2 cables. A USB 3 cable is required to stream apps (through the Oculus PC app) as well as running apps from Unity to your device.

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