

## Oculus Go Loading Instructions

Before beginning it is necessary to download and install Android Studio on the PC you will be working with, <https://developer.android.com/studio/>. You will also need the Oculus App installed on an Android phone from the Google Play Store.

1. Download and extract the Wonda project files from the Museum's Load Your Own Content Page.
2. Sign into the Oculus App and request a "developer" account.
3. Pair up the app with the headset and view the setup video.
4. Establish an account with Wonda VR and request a redeem code for the Oculus Go app. Follow their instructions for accessing and uploading it.

The app is now installed on your device and you can use it on all devices connected to your Oculus account.

### Transfer and View your VR experience on your Oculus Go

1. Connect the Oculus Go to the computer.
2. Copy the Wonda project files content (medias folder, *BryanMuseum\_FINAL.wonda* file and data.json file) from the computer to the Oculus Go's WONDA\_VR folder (create one if it doesn't exist).
3. Launch the Wonda VR app from the Oculus Go library to launch the project locally.



▼	WONDA_VR	--	--
	data.json	24/07/2018 17:14	56 KB
▶	Medias	--	--
	Wonda_VR_Demo.wonda	24/07/2018 17:14	55 KB

.....  
**NB 1:** After connecting your headset to your computer, you will need to allow access from within the Oculus Go to be able access its files on your computer.

**NB 2:** If your Oculus Go is in Developer Mode, you may not be able to access your files on your computer. You can turn Developer Mode on and off via the Oculus mobile app.

**NB 3:** Oculus Go controller support coming soon!

5. Download and extract the Bryan Museum App project files from the Museum's Load Your Own Content Page. Note: Suggest extracting to a folder on the desktop to create the shortest path possible.
6. Using the paired Android phone:

Open the Oculus Go app on your phone

Click your paired Oculus Go headset at the top

Click **More Settings > Developer Mode** and then toggle **Developer Mode ON**

7. On the PC:

Go to **Start Menu**, search for **CMD**, right-click and open as *Administrator*

Type the following:

```
cd C:\Users\User Name\AppData\Local\Android\sdk\platform-tools
```

Check if ADB recognizes the device

```
adb devices
```

- If you don't see any devices listed in the output, turn off your Go, disconnect the USB, power your Go back on, reconnect the USB and then run the command again
- If you see a device ID show up in the output with "**unauthorized**" behind it, put your Oculus Go on and give permission
- If you see a device ID show up with "**device**" behind it, you are good to go and ready for the next step

Run the installation command. Suggest placing the apk file on the Desktop to provide the shortest possible path for this step.

```
adb install /path/to/your.apk
```

8. Open the Bryan Museum app from the Unknown Sources list in the Library. It will likely lock up. Restart the Oculus unit.
9. Make sure the Oculus Go is plugged into the PC and create the folder `Android/obb/com.subvrsive.Museum`.

10. Copy the OBB to Android/obb/com.subvrsive.Museum

To run the app...

- ...put on your Oculus Go
- Click on **Library** in the bottom menu bar and navigate to **Unknown Sources** (this menu item appears after you enable developer mode in the Oculus Go phone app)
  - In case Unknown Sources is not visible for you, click the gear settings icon in the bottom right of the screen and change *View* to *Developer Mode*
- Find your app in the list, and click on it to run it