

Hi-Fi Read Me

Downloading and Setting Up the Prototype

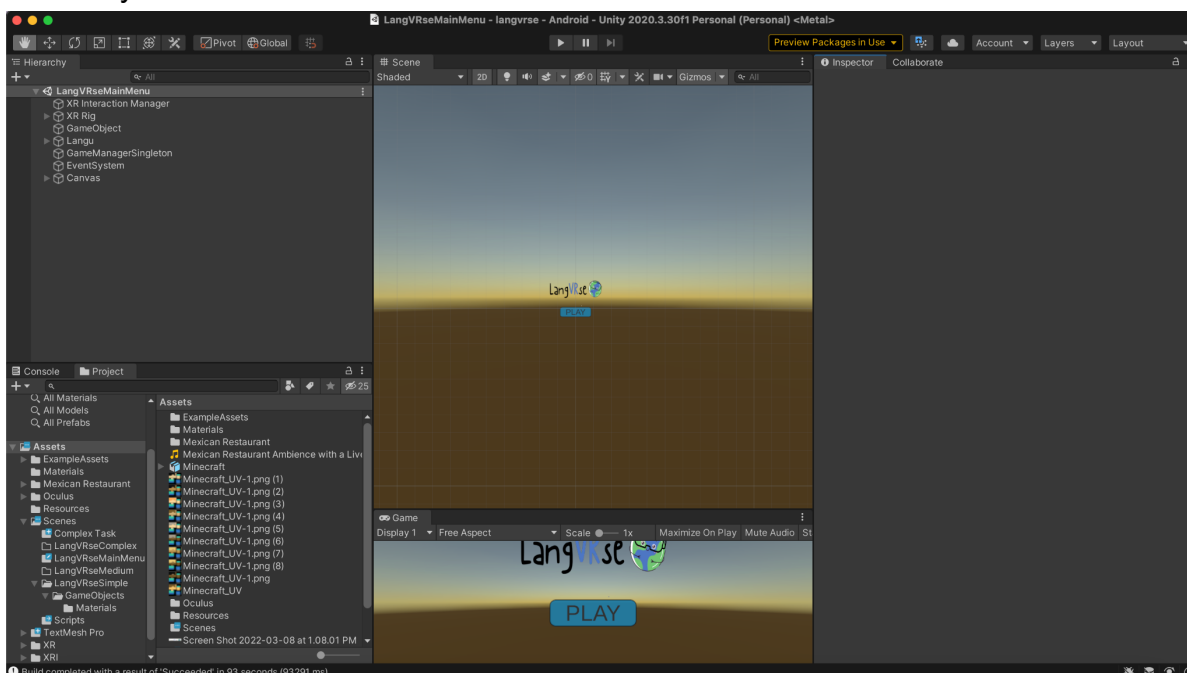
Firstly, please ensure you have both of the following softwares downloaded and updated to the most recent version:

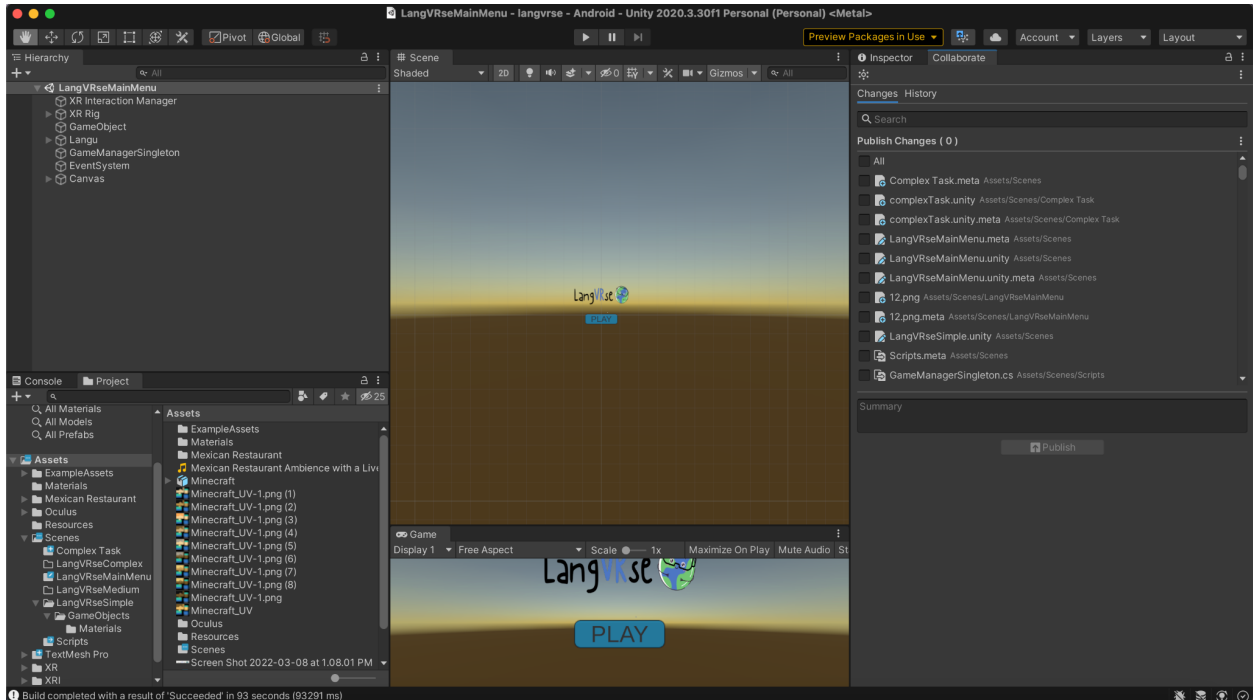
- Unity
- Oculus Developer Hub

You will be conducting all of the prototype testing in the LangVRse project, which will contain all of the source code. You can download that folder on [our website](#) or [here](#).

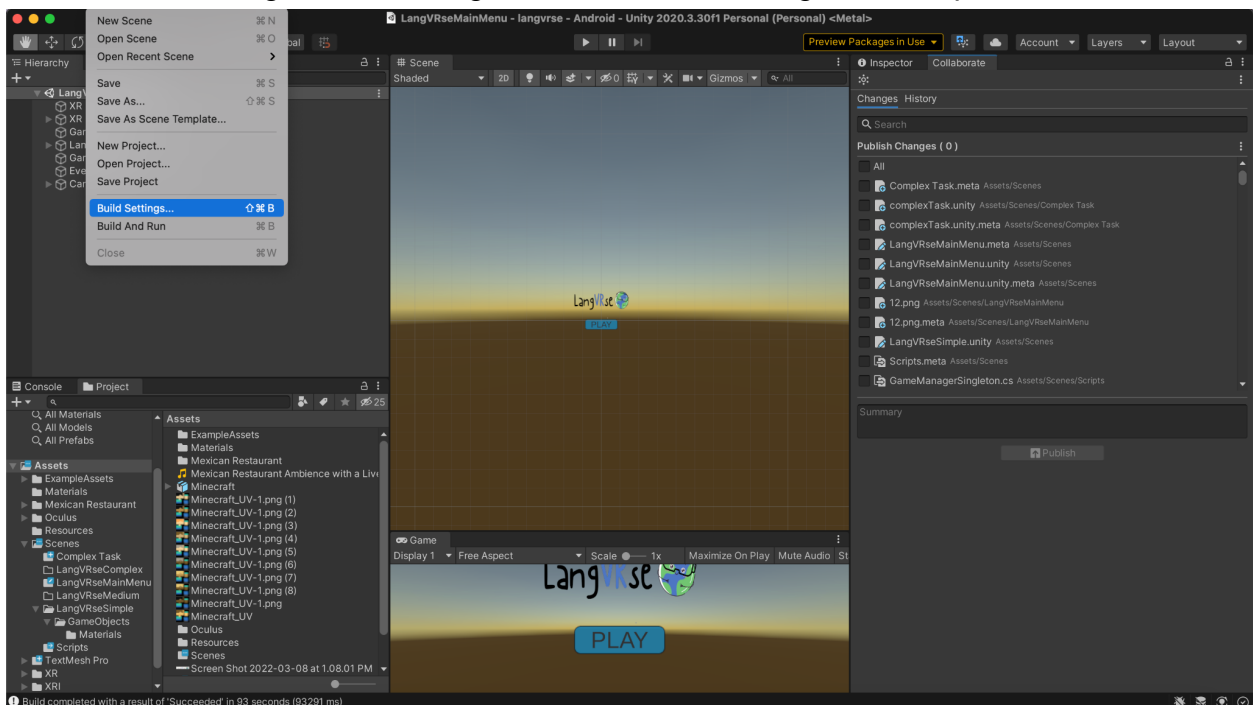
Unity Instructions

- First, plug in your computer to a power source. The software is very battery-draining, so you will want to make sure your computer remains completely charged.
- Connect the Oculus Headset to your computer, this is where you will be able to see the program.
- Assure that there are no error messages on with Unity on the home screen (particularly because of different version types).
- Double click on the home screen. Agree to any/all pop-up menus that appear.
- You will appear at a window similar to the one below. Click on the button to the right of “Preview Packages in Use” in the upper right of the screen. A window with all the changes will appear. Go ahead and sync these changes. This step may take a while.

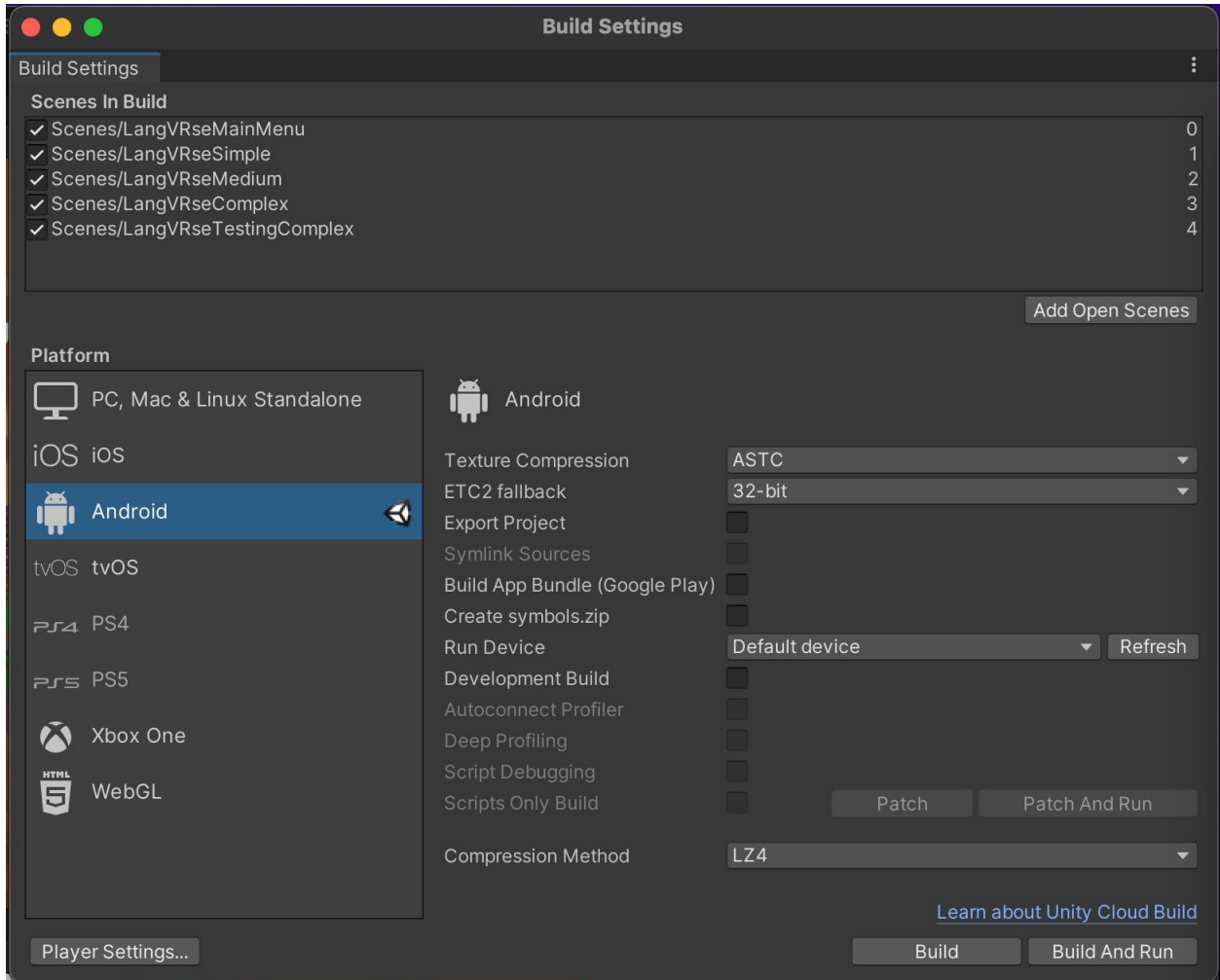




- If you experience any errors while syncing, take a look at our common errors section below and see if a solution is there. Otherwise, Google may be your best friend.
- If everything compiled, congratulations!
- From here, go ahead and go to File > Build Settings in the top toolbar.



- Because you are viewing the game on a computer, you will be defaulted to PC, Mac, and Linux Standalone. This is not what we want, instead, change the default setting to be Android



- Click Install with Unity Hub.
- After that, you will see a dropdown list with all the different packages, modules, etc. that you might need. Click and select every single one of these. These will all be listed under Android Build Support and include files such as (Android SDK and Open JDK). Once you have selected all of these, click install.
- Once you have closed that install screen, return to the previous menu and click switch platform. Below are pictures of this process (but for iOS).

Projects Open

Add modules for Unity 2020.3.30f1 LTS ✕

Add modules Required: 1.68 GB Available: 251.1 GB

DEV TOOLS	DOWNLOAD SIZE	SIZE ON DISK
<input type="checkbox"/> Visual Studio for Mac	782.01 MB	2.15 GB

PLATFORMS	DOWNLOAD SIZE	SIZE ON DISK
Android Build Support	Installed	1.69 GB
<input type="checkbox"/> Android SDK & NDK Tools	Installed	165.94 MB
<input type="checkbox"/> OpenJDK	Installed	157.36 MB
<input checked="" type="checkbox"/> iOS Build Support	567.62 MB	1.68 GB
<input type="checkbox"/> tvOS Build Support	562.88 MB	1.67 GB
<input type="checkbox"/> Linux Build Support (IL2CPP)	141.2 MB	399.22 MB
<input type="checkbox"/> Linux Build Support (Mono)	143.5 MB	403.14 MB
<input type="checkbox"/> Mac Build Support (IL2CPP)	469.08 MB	1.6 GB
WebGL Build Support	Installed	114 GB

Install

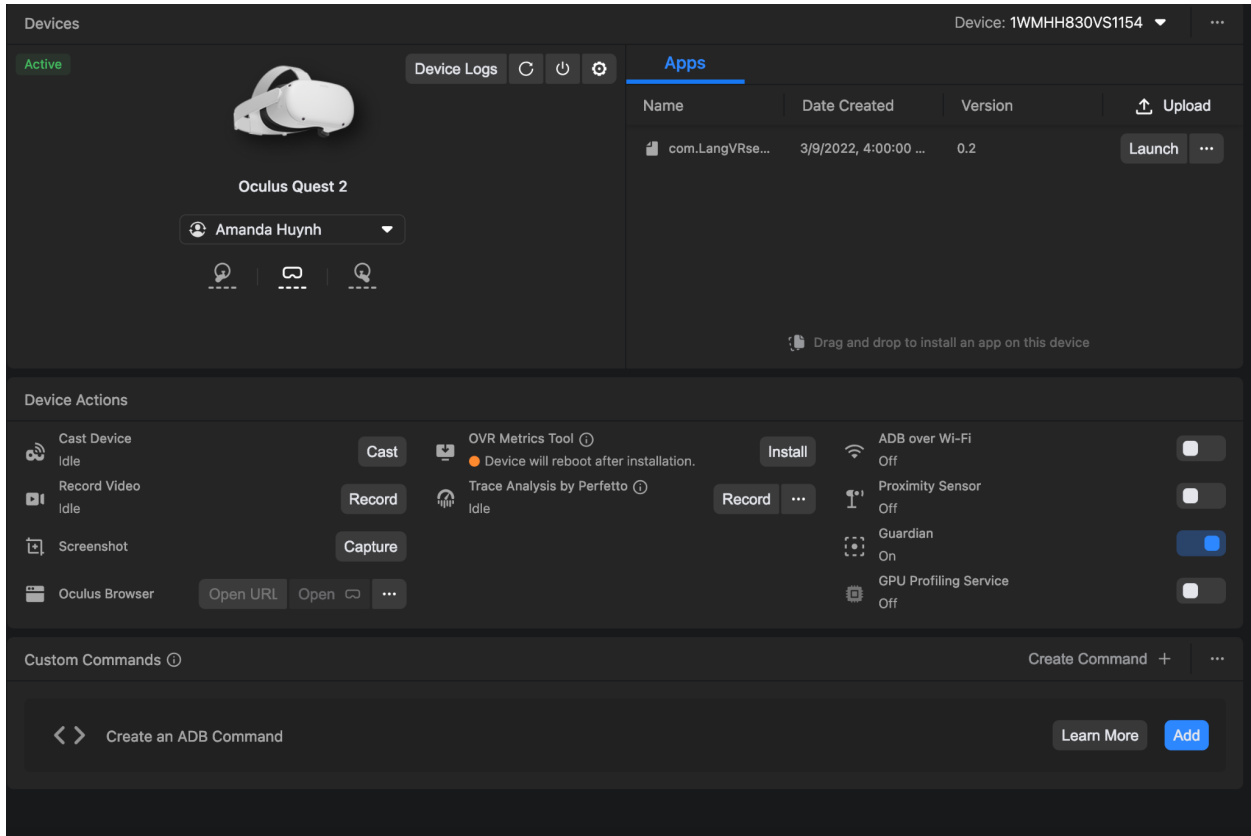
[Learn about Unity Cloud Build](#)

Switch Platform Build And Run

- Select the starting screen, LangVRseMainMenu, as your current screen. If this screen does not appear, click “Add Open Scenes” to add it.
- Now, go ahead and click Build. This will be your first build so you can expect it to take a while.
- From here, open Unity Developer Hub.

Oculus Developer Hub Instructions

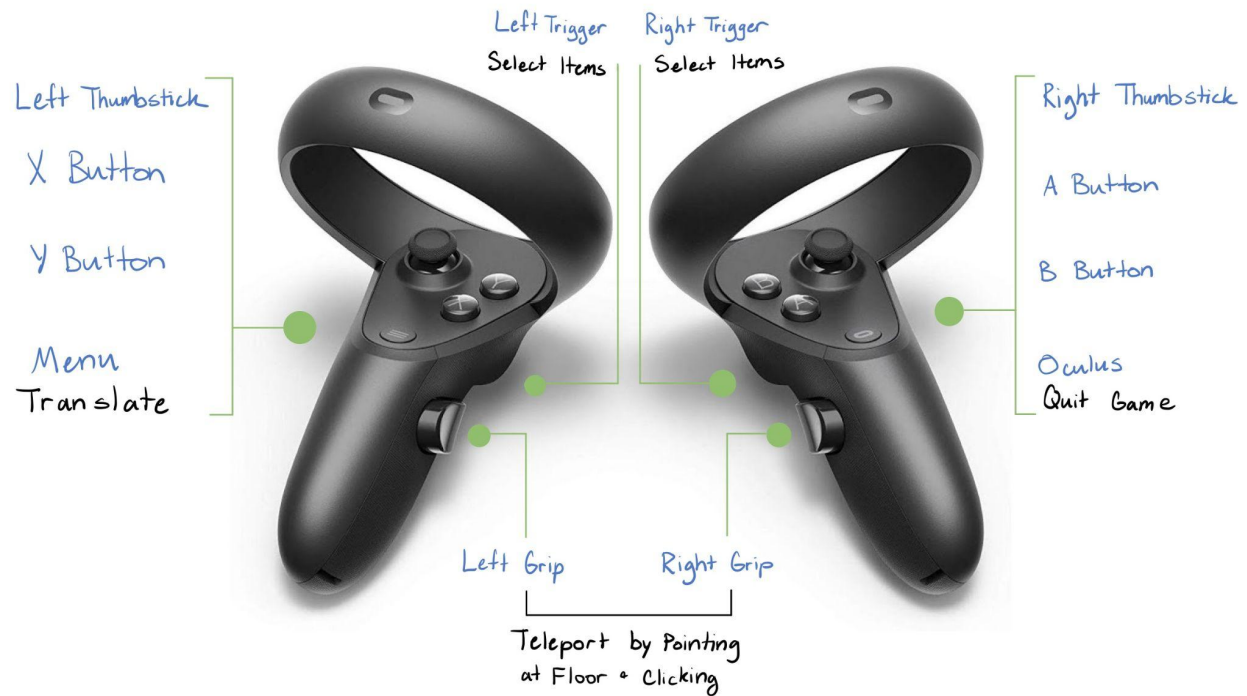
- Follow the instructions detailed [here](#) to connect your Oculus headset to you Oculus Developer Hub Account.
- Under device manager, you should see your recently-connected device.



- Go to the location on your computer where you saved the .APK file, this is the build file for the android version that we set up earlier. Using Finder, drag that file into this screen. Specifically, drag and drop it into the upper right hand window. The file will appear under “Apps” like shown above.
- Click Launch, adjust your headset, grab your controllers, and you’re good to go!

Navigating the Game

You will be able to navigate through the different screens by using the Oculus controllers to move around the scene and interact with the elements. Here are the specific controls provided through the controller:



Common Errors

- If you are only able to log in to previous user's accounts, perform a hard reset on the device. You can do so by turning off the device and then holding down the oculus/power button and the volume down button, until a reset screen appears.
- Ensure that the account paired with your headset is verified (through code or phone number during initial set up).