

# Installation Guide

Dear all



In order to install the other Scenarios in your devices you need to follow a simple procedure. Since the devices were set up in developer mode in our last session, things are going to be easy from now on. I want to apologise for the demanding procedure for the testing but these are the limitations of using oculus in developer mode and testing before publishing to the official oculus store.

First of all, the installation on applications in your Quest device has to happen via your personal computer using the usb cable provided in the box. To proceed there are two applications that you need to install in your computer in order to proceed. Please note that I have not followed the procedure for mac computers due to the lack of equipment.

1. The official oculus software <https://www.oculus.com/setup/>

**OCULUS QUEST 2**

Download the Oculus App on your smartphone, then wirelessly connect your headset and phone to complete the setup process. You can shop top VR titles from the mobile app or while you're in virtual reality.

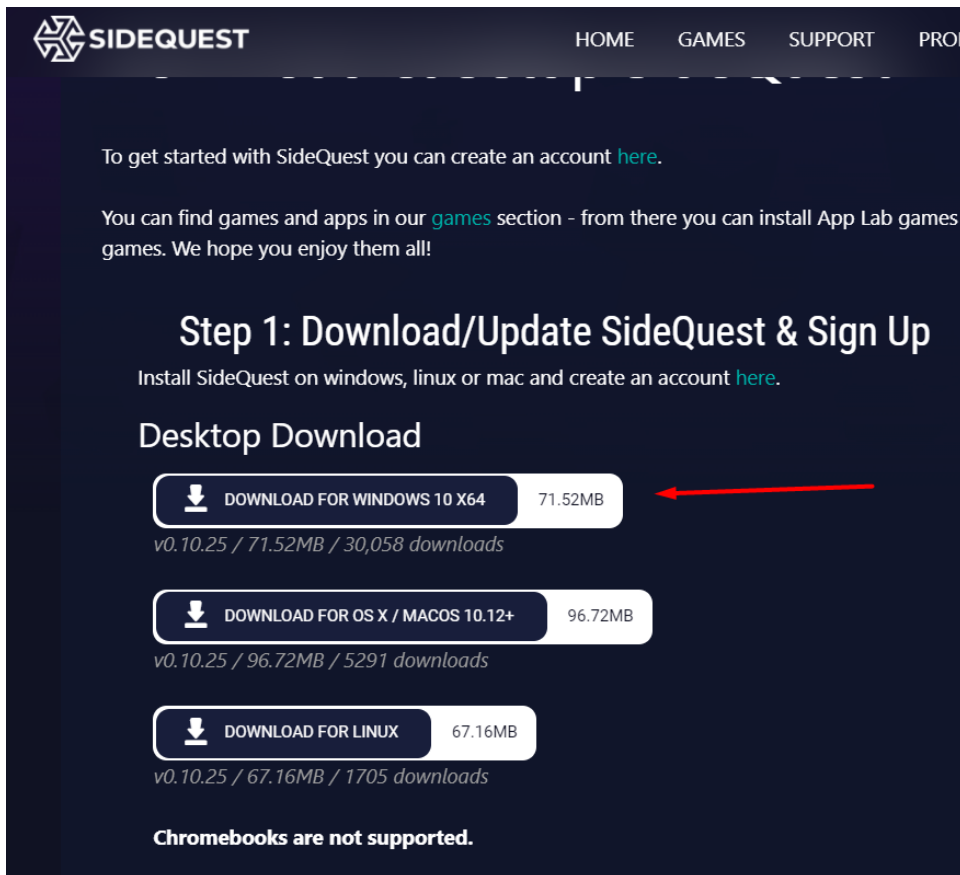
 

**Oculus Link**

To play Oculus Rift content on Quest 2, install the Oculus App on a compatible gaming computer, then connect your headset using the Oculus Link cable or similar high-quality USB 3 cable.

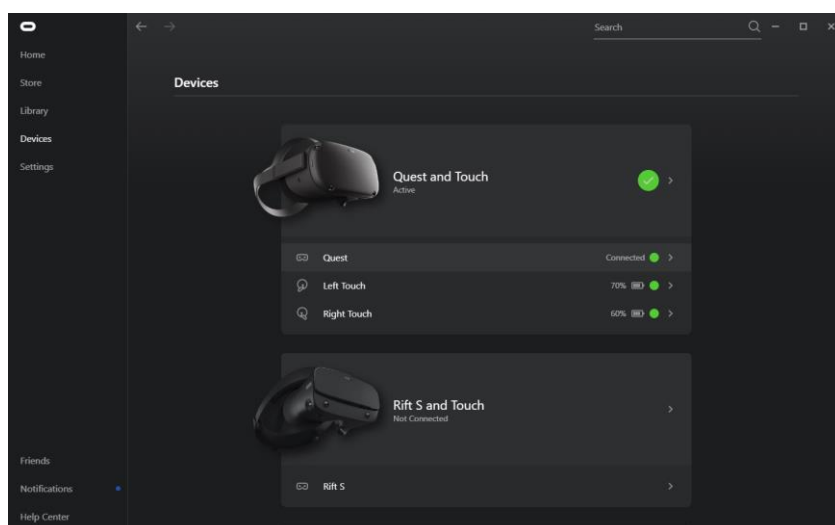
[DOWNLOAD SOFTWARE](#)

2. Sidequest, in order to sideload our apps in the quest device <https://sidequestvr.com/setup-howto>



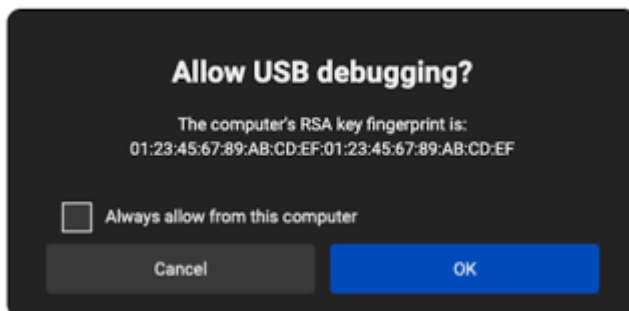
The screenshot shows the SideQuest website's desktop download section. At the top, there is a navigation bar with the SideQuest logo and links for HOME, GAMES, SUPPORT, and PROM. Below the navigation bar, there is a main heading "Step 1: Download/Update SideQuest & Sign Up" and a sub-heading "Desktop Download". Three download buttons are visible: "DOWNLOAD FOR WINDOWS 10 X64" (71.52MB), "DOWNLOAD FOR OS X / MACOS 10.12+" (96.72MB), and "DOWNLOAD FOR LINUX" (67.16MB). A red arrow points to the Windows download button. Below each button, there is a version and download count: "v0.10.25 / 71.52MB / 30,058 downloads" for Windows, "v0.10.25 / 96.72MB / 5291 downloads" for OS X, and "v0.10.25 / 67.16MB / 1705 downloads" for Linux. At the bottom, a note states "Chromebooks are not supported."

When the installation of both applications is finally complete, you should be able to see your device in the oculus software.



There might be needed some actions for the device to appear in the software, through your pc or through your computer, but Oculus software is quite intuitive and you just have to follow the procedure.

To any of that messages that may appear click Ok or Allow



Now you need to download the apk files provided in the cloud by SQLearn and save them in your desired location.

After the steps above, Oculus device should appear to Sidequest application too



If not, please reboot both quest and your pc and open both applications. If the problem persists then feel free to contact me.

Now, if the device is visible in your upper left of the Sidequest Application, we need to install and run the apk file that you downloaded in the previous steps.

All you need to do is click on the 'install APK file from folder' button (see below, circled in red).



This will allow you to locate and select the APK file you downloaded. SideQuest will then install the application or game onto your Quest.

The installed applications should now appear in the Unknown Sources tab from the applications list as described in our previous meeting in Piraeus.