

Simulation Learning System with VR (SLS with VR): Installing the SimX VR App

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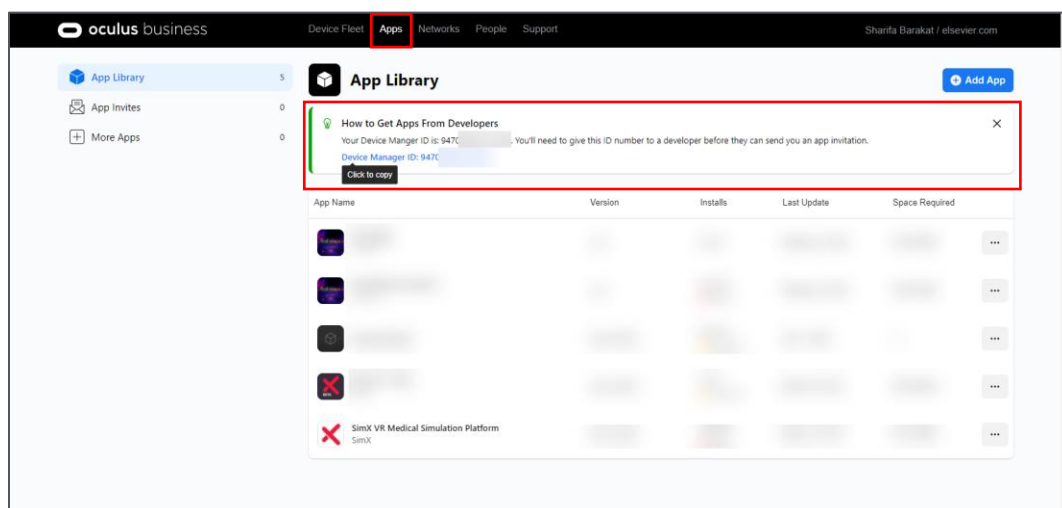
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Portions of this guide are adapted from the **SimX Instruction Manual** located on the **SimX Administrator Portal**. Elsevier, RELX, and their affiliates are not responsible for the information taken from the SimX Manual or Oculus websites.

Installing the SimX VR App on Oculus Quest Devices – Business Edition

To install the SimX VR app on Oculus for Business Quest devices, please contact **SimX Support** at support@simxar.com with your **Oculus for Business Device Manager ID**. SimX Support will subscribe your Device Manager to SimX.

- Locate your Device Manager ID by selecting the **Apps** tab on the **Device Manager** page. There is a message showing your Device Manager ID with a link you can click to copy:



- To accept the app invite in Device Manager, please review **How do I accept Business Channel app invites on Oculus for Business?** on the Oculus support website:

business.oculus.com/support/2414804892173460/#faq_1255642744798219

The screenshot shows the Oculus support website. The top navigation bar includes 'support', 'Getting Started', 'Using Oculus Features', 'Using Device Manager', and 'Developer Mode and Tools'. The left sidebar lists various support topics. The main content area is titled 'Business Channel Apps' and explains how to send, receive, and manage apps through Business Channels. A specific FAQ entry is highlighted: 'How do I accept Business Channel app invites on Oculus for Business?'. Below this, it states 'This feature requires v23.' and provides a list of steps to accept an app invite in Device Manager: 1. From Device Manager, click **Apps**. 2. Click **App Invites** in the left menu. 3. Click **Add to App Library** next to the app you want to accept an invite for. 4. Review the information in the **You're Adding a New App** prompt, then click **Add to App Library**. It concludes that the app will now appear in the **App Library**. At the bottom, there is a feedback section 'Was this answer helpful?' with 'Yes' and 'No' radio buttons, and a 'Permalink' link.

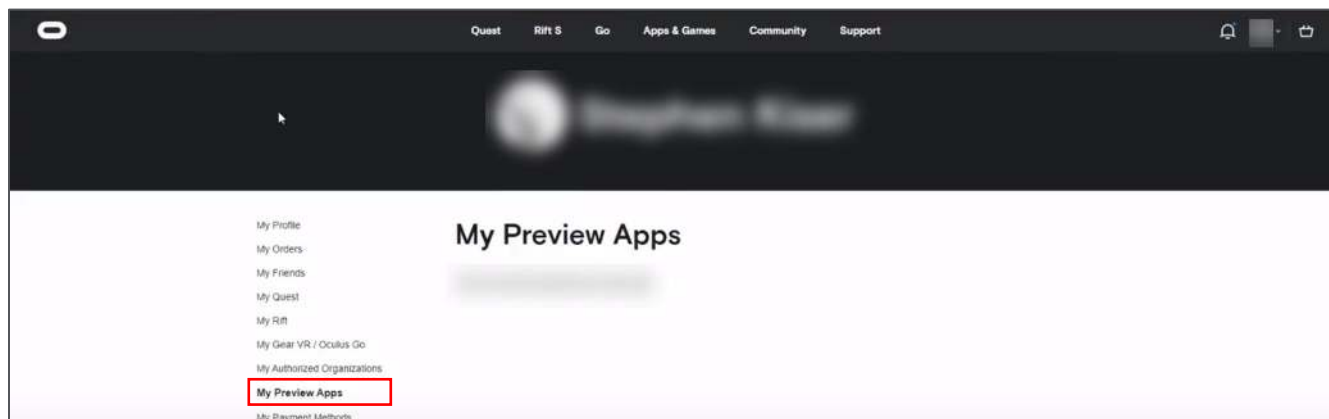
- To use Oculus Device Manager features to deploy the SimX app to your device fleet, please review **How do I deploy apps to a headset on Oculus for Business?** on the Oculus support website:

business.oculus.com/support/2414804892173460/#faq_426998188249852

The screenshot shows the Oculus support website. The top navigation bar includes 'support', 'Getting Started', 'Using Oculus Features', 'Using Device Manager', and 'Developer Mode and Tools'. The left sidebar lists various support topics. The main content area is titled 'Deploying and Removing Apps' and explains how to install and remove apps from headsets using Device Manager. A specific FAQ entry is highlighted: 'How do I deploy apps to a headset on Oculus for Business?'. Below this, it provides instructions on how to deploy an app to an Oculus for Business headset: 1. From Device Manager, click **Device Fleet**. 2. Click the headset or group of headsets you want to deploy an app to, then click **Apps**. 3. Click **Add**, then select the app you want to deploy from the drop down menu. 4. Click **Add App**. It then lists steps to troubleshoot app deployment: 1. Reboot the headset to initiate a sync with Device Manager and the app should begin to download. 2. Check the headset periodically while the app finishes downloading. The time to download can depend on size and internet speed. If there are still no signs of the app, reboot the headset again. This should begin the installation of the app if they have finished downloading. 3. Confirm the app has downloaded and installed to your headset. At the bottom, there is a feedback section 'Was this answer helpful?' with 'Yes' and 'No' radio buttons, and a 'Permalink' link.

Installing the SimX VR App on Oculus Quest Devices – Consumer Edition

- To install the SimX VR app on Oculus Quest consumer devices, please contact **SimX Support** at support@simxar.com with the **email address(es)** associated with each **Quest consumer device**. SimX Support will send an **invitation** to the email address(es).
- Accept the invitation, and the app appears in the **Oculus store** associated with that account under **My Preview Apps**.



Completing Setup Within Oculus Devices

With the headset on and remote controls in your hands, follow these instructions to enter your **six-digit institution-specific VR code**, which you can locate in the **SimX Administrator Portal** at admin.simx-infra.com after logging in with your **account credentials** provided by SimX and clicking **VIEW** under your institution.



NOTE: This section needs to be completed only once to complete initial setup.

1. Ensure the headset is turned on and you are in the middle of the physical play space you have set up. You should see your **Home** screen with a **toolbar** at the bottom.
 - a. If you do not see the **toolbar**, press the **Oculus button** on your **right controller**.
2. Select the **App Library** icon in the **toolbar**.
3. The **App Library** appears above the toolbar.
4. Select the **SimX VR** app by using the **trigger button** while hovering over it with the **pointer**.



5. Once the app has loaded, you are in the **SimX Virtual Lobby**.
 - a. If you do not see the **SimX app menu**, press the **menu** button on your **left controller**.
6. Point to **Institution Settings** with your controller and press the **trigger** button to select it.



- Continuing to point with your controller and pressing the **trigger** button, Enter your **six-digit Institution ID/VR Code** (your institution-specific code that you retrieved at the beginning), and select the **green check** button.



- Your device will connect to your institutions SimX portal, and you will see a **message** saying you have successfully connected.
- You will also see a **progress bar** showing the automatic downloading of your institution's needed assets.



If you'd like to join a **Sim Group** at this time, see **Starting or Joining a Sim Group** (for faculty) and **Joining a Sim Group in VR** (for students).