



Glue Oculus Quest Installation instructions.

April 2020



01: Instructions.

Prerequisite

- Windows / macOS computer, referred to as **computer** from this point onward.
- Download and install Android Platform Tools from <https://developer.android.com/studio/releases/platform-tools>. You can also use Android Studio, but the location of the adb executable file will then depend on the Android Studio install location.
- Oculus Quest.
 - The device must have developer mode activated, see <https://developer.oculus.com/documentation/native/android/mobile-device-setup/>
 - (Windows only) Oculus ADB driver installed to **computer**, see <https://developer.oculus.com/downloads/package/oculus-adb-drivers/>
- Glue Android binary, referred to as **glue.apk** from this point onward.
- Glue User guide <https://glue.work/user-guide/>

Oculus Quest installation steps

1. Connect Oculus Quest to your computer with a USB cable.
 - a. Connecting Quest for the first time will prompt a “*Trust this computer*” dialog in the Quest headset display. Use Quest controls to press “*Trust*”, and if you intend to continue using the same computer, toggle “*Trust Always*”.
2. Copy **glue.apk** to the **platform-tools** folder. It should exist in the same folder as the adb executable file.
3. In **platform-tools** folder
 - a. Win: Open Command Line (CMD).
 - i. In the **tools** folder, hold down the Shift key and right-click to open the context menu. Select **Open command window here**. Clicking on it will open a **CMD** window. In CMD, type the following commands:
 - ii. Ensure adb recognizes the connected device.

```
adb devices -l
```

- iii. Install Glue.

```
adb install glue.apk
```

- iv. List 3rd party packages to ensure Glue was installed successfully.

```
adb shell pm list packages -3
```

- b. MacOS: Open Terminal.

- i. In Finder, mouse right-click or tap touch pad with two fingers on the **platform-tools** folder. In the context menu, select **New Terminal at folder**.
- ii. Ensure adb recognizes the connected device.

```
./adb devices -l
```

- iii. Install Glue.

```
./adb install glue.apk
```

- iv. List 3rd party packages to ensure Glue was installed successfully.

```
./adb shell pm list packages -3
```

- c. The command should output: *“Performing Streamed Install Success”*.
- d. If you get “device not found” error message, run `adb logcat` after connecting the headset and computer and run commands again.

4. (Optional) If you are installing an update to the **glue.apk**, replace the existing version.

```
adb install -r glue.apk
```

5. (Optional) If `-r` does not work for some reason, try uninstalling old version first and then follow normal installation instructions.

```
adb uninstall glue.apk
```

6. Put on the Oculus Quest headset. Go to **Library > Unknown Source**. Glue should now be visible, titled: Glue (work.glue).
7. Launch Glue.

02: Known issues.

We are continuously improving the support for Quest and the following list details only the high-impact issues. If you happen to find issues which aren't detailed below, we would be more than happy to hear from them. Please send any findings to your contact person at Glue Collaboration or support@glue.work.


- Quest is a mobile device with limited performance and memory, so it is possible to exceed the limits of available resources of your device. That means you should avoid importing heavy 3D files with a lot of objects, geometry or big textures to a space with participants using Quest.
- VOIP from Quest devices sometimes contain a small amount of frequent noise.
- Caret missing when typing a note.
- Removing headset for more than ~15s will disconnect the user from the session. The user must either use the "Return Home" functionality found in the menu or restart the application.
- Tablet menu icons (both wrists and waist) are sometimes visible at the same time.
 - Tablet menu is designed to support both dual-hand and single-hand use
 - Single-hand use, active when only one controller is detected: Large Tablet menu icon appears around user's waist.
 - Dual-hand use, active when both controllers are detected: Small hamburger menu above both hands.
 - When either of the controllers move out of the Oculus Quest's sightline, it is deemed inactive, which prompts the Tablet menu icon menu around the waist to appear.
 - Sometimes both the wrist and the waist tablet menu icons are shown at the same time.

glue.


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