

Step 1: Specifying Your Mobile Device

- Select the **Devices** tab. You will see all units installed on that device.
- Click the **Refresh** button to view the updated list for hardware devices added or removed.

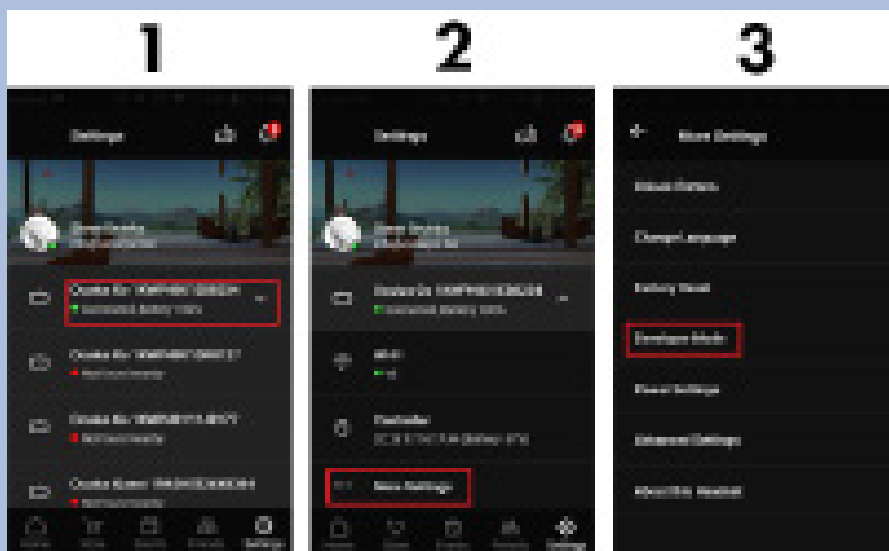
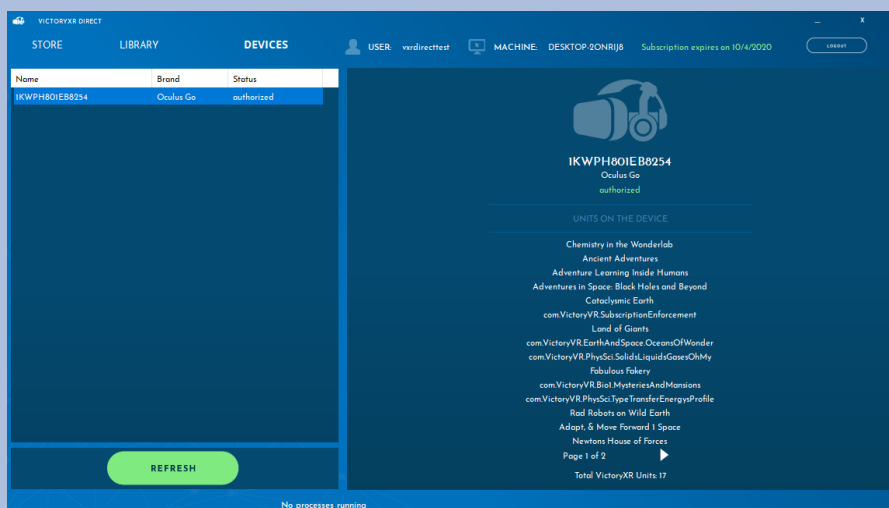
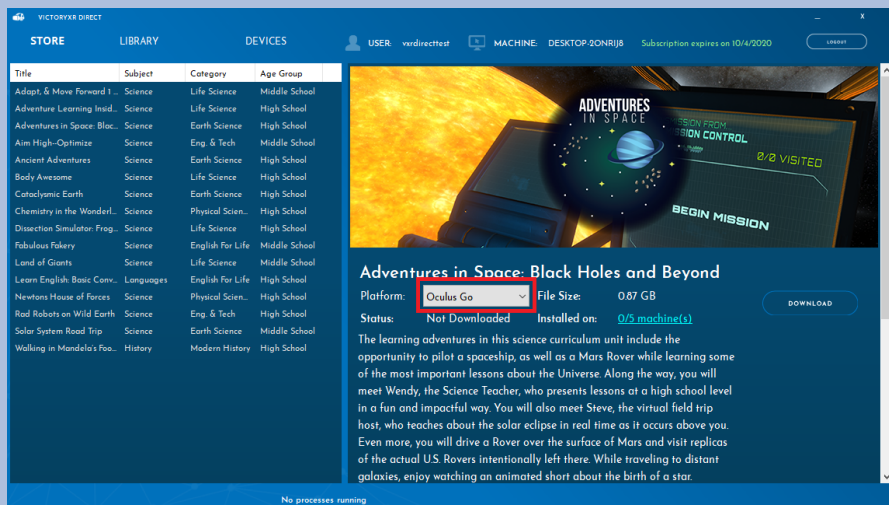
Note: Oculus GO and Oculus Quest need to be authorized before using VXR.Direct. To get authorized, follow these steps:

1. Message info@victoryxr.com to establish a Developer account (necessary for Oculus products).
2. Sign in to the account once you have received instructions from the VXR.Direct team.
3. Select **Settings** to find your device by its serial number. Once you see it, click on it.
4. Select **More Settings**.
5. Select **Developer Mode**.
6. Ensure **Developer Mode** is on (the toggle switch should be blue).
7. Plug in the headset to the PC using the USB port. You should see a prompt to "Enable USB Debugging". Click on **OK**.

Note: Under the VXR.Direct **Devices** tab, the device must display as "Authorized" in order for it to work.

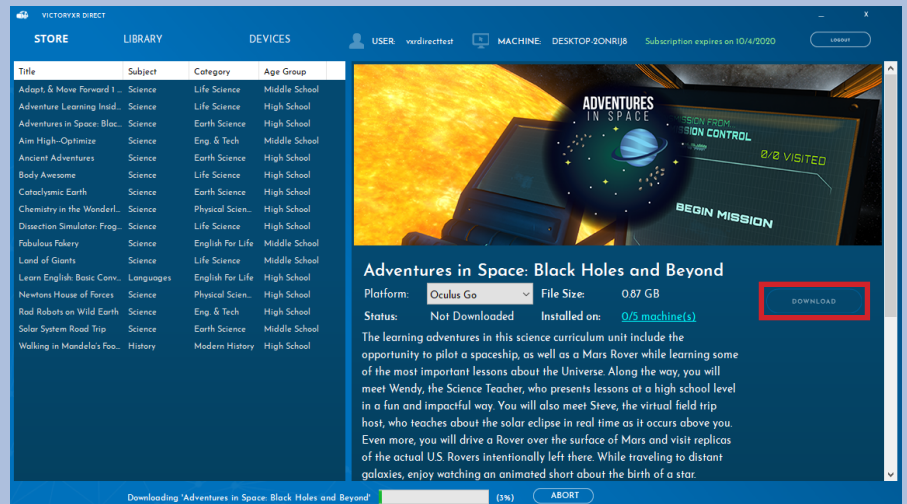
For Pico users:

1. Go into Settings
2. Click on the "About Device" menu
3. Click on the PUI version 8 times consecutively. This will enable Developer Options
4. Go into More Settings menu, and click on Developer Options
5. Find the checkbox for "USB Debugging" and check it.
6. Plug your Pico into the computer with a USB cable
7. In your Pico, it should ask you to enable USB debugging for your PC. Say yes.
8. Under Mobile Devices in VXR.Direct, it should display your Pico as "Authorized".



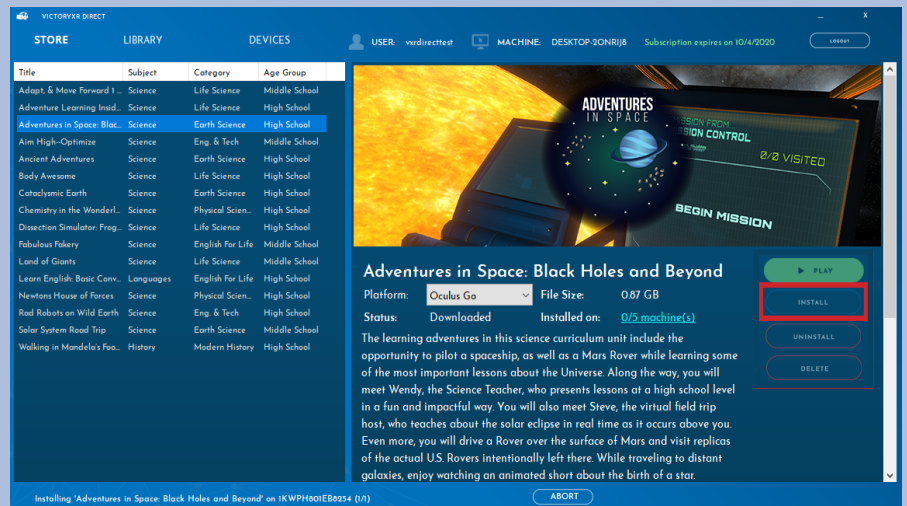
Step 2: Downloading Content

- Download a unit by clicking **Download**. This will download the set-up files for the selected unit based on your headset type. (This does **not** automatically install the file onto the headset or your computer.)
- Note:** You can browse other units while waiting for content to download.



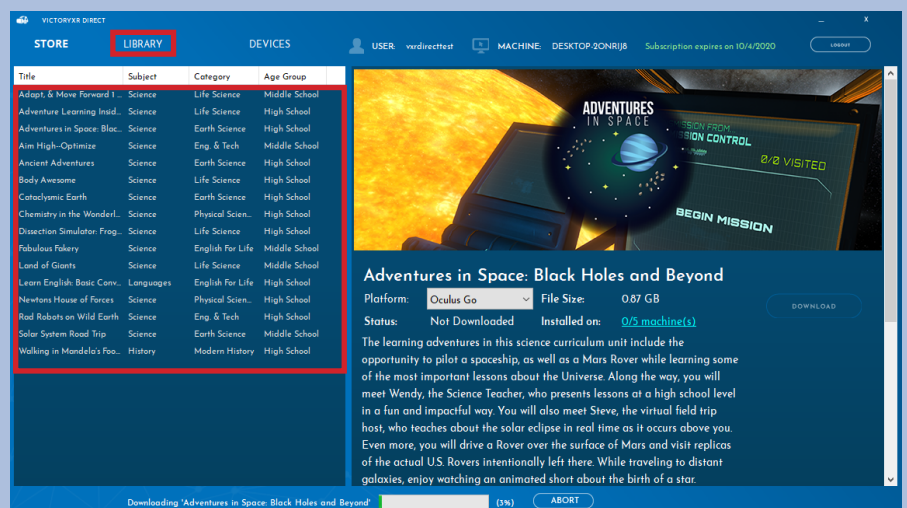
Step 3: Installing Content

- Select the **Install** button to install the unit onto all connected headsets. This will increment your installation count one time per headset, and your devices can be tracked on the same machine page.



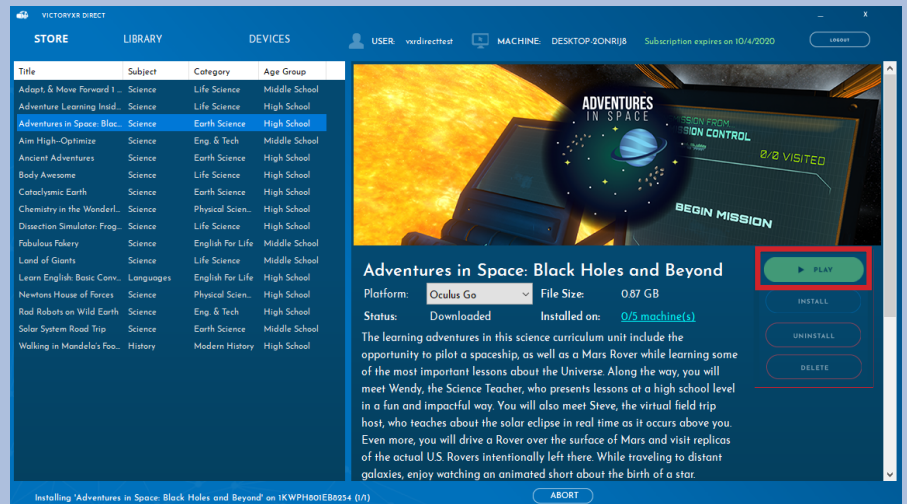
Step 4: Checking Your Library

- Click on the **Library** tab to see all of the downloaded content on your machine. The pages on the right function the same as they do on the **Store** page.



Step 5: Launching A Unit

- Select **Play** to launch the unit on all connected headsets. A verification screen will appear. You will have the option to skip the verification screen if you are launching the unit from VXR.Direct.



Step 6: Uninstalling Content

- Click **Uninstall** to remove a unit from all connected headsets. The installation count will decrease by 1 for each headset, allowing you to install content on a different headset.
- Click **Delete** to remove the setup files from your computer to save space.

