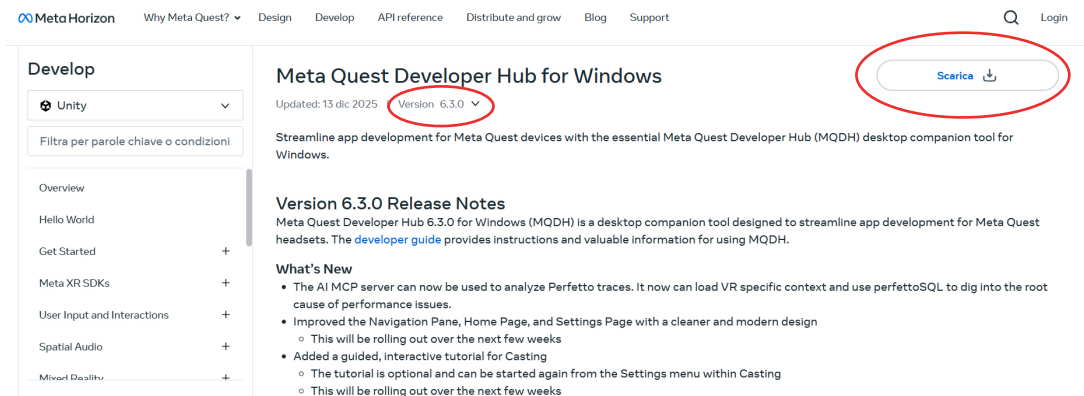


The image features two white VR headsets stacked vertically against a light gray background. The top headset is positioned slightly higher and further back than the bottom one, creating a sense of depth. Both headsets have a sleek, modern design with a white strap and two black circular sensors on the front. The text "MANUALE DI ISTRUZIONI PER STANDALONE GAME" is centered over the middle of the image, with each word on a new line. The text is in a bold, sans-serif font, with the letters in black and a thin orange outline.

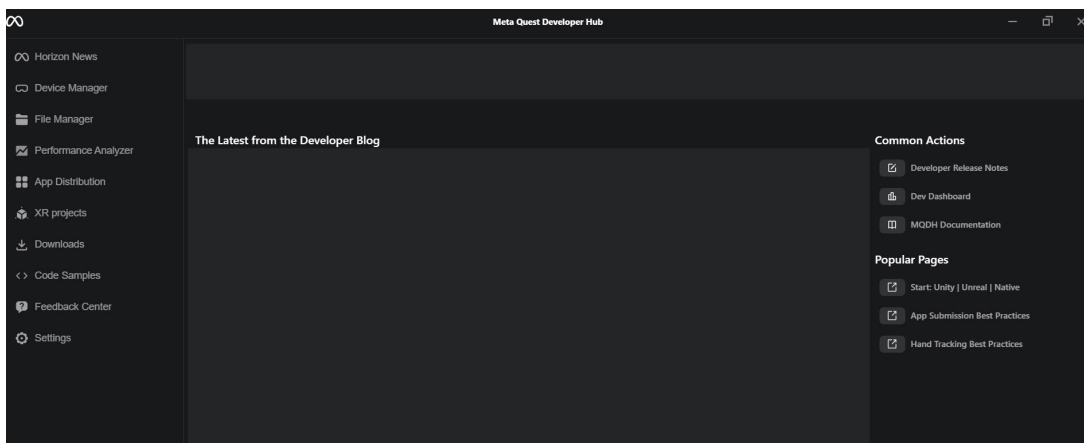
MANUALE DI ISTRUZIONI PER STANDALONE GAME

1. Aprire l'app Meta Quest sul cellulare e attivare la “Modalità Sviluppatore”.

2. Scaricare Meta Quest Developer Hub dal sito:
developers.meta.com/horizon/downloads/unity/
e scegliere la versione corretta.

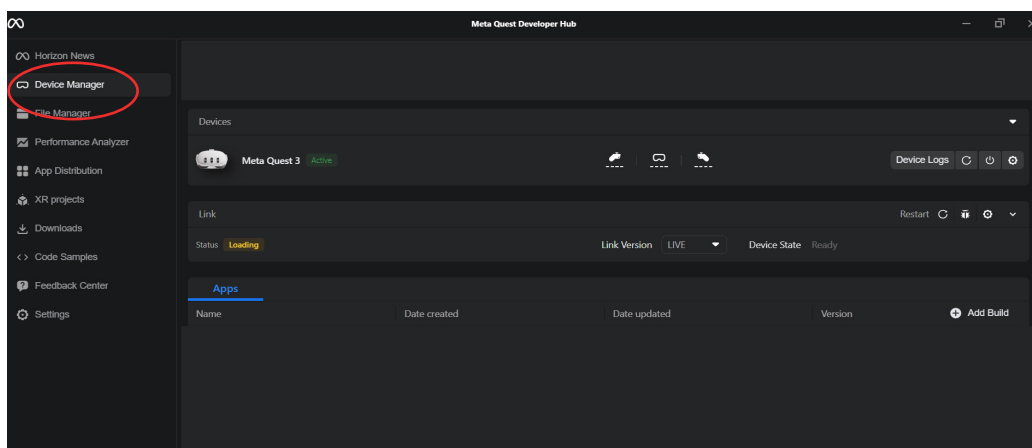


3. Aprire Meta Quest Developer Hub sul PC.

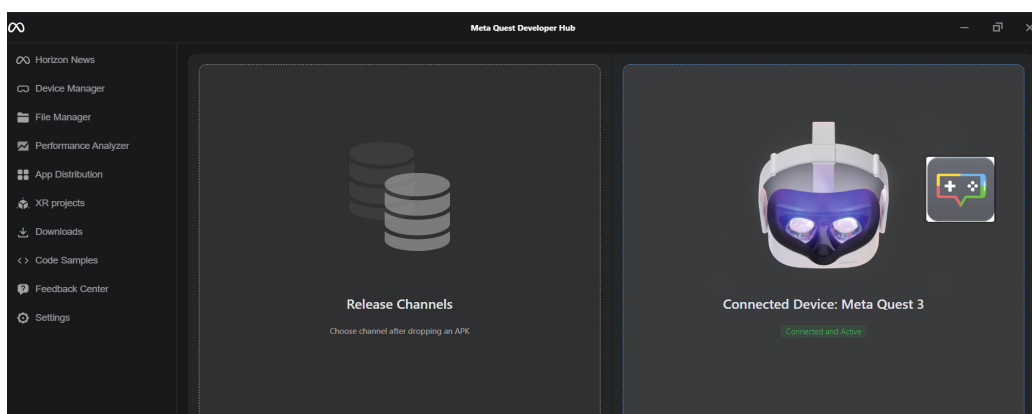


4. Collegare il visore al PC tramite cavo Link, connettersi alla rete Wi-Fi e accettare la richiesta di connessione di Meta Quest Developer Hub all'interno del visore.

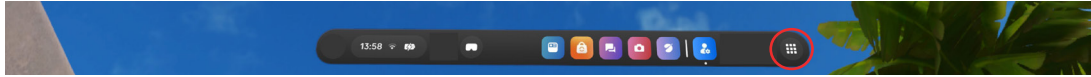
5. In Meta Quest Developer Hub sul PC, andare su "Device Manager".



6. Trascinare il file scaricato e rilasciarlo all'interno della schermata del programma.



7. Nel visore, andare su “Libreria”.



8. Andare su “Origini sconosciute” e selezionare l’applicazione.

