

DETAILED INSTRUCTION GUIDE
BASIC REQUIREMENTS & INSTALL PROCESS
TO ACTIVATE YOUR VRBX / VIRTUAL REALITY BIBLE EXPERIENCE APPS



2024 Package of 18 Apps - Virtual Reality Bible Experiences

EXPLORE – 9 Apps	RELAX – 5 Apps
Holy Land 360 Tours Herod’s Temple Walk Thru Moses’s Tabernacle Walk Thru Ancient Capernaum Walk Thru Ancient Capernaum Video Tour Jerusalem Historical Tour Capernaum Historical Tour Bethlehem Historical Tour The Burning Bush	Peaceful Places Concerts: Todd Tilghman Intro Concerts: Oh the Blood of Jesus Concerts: Dry Bones Concerts: I Can Only Imagine
	PLAY – 4 Apps
	DvG: Conquering Giants Shepherd Boy Mini-Games Noah’s Animal Toss Armor of God

We’ll continue to add new apps and new content within key apps (such as more tours on the Holy Land).

OVERVIEW: Transferring VRBX / Virtual Reality Bible Experience App files from our office to your Quest headset involves two general phases listed below. During **Phase 1**, you’ll open the Developer Mode in your Meta account. Then, for **Phase 2**, after the VRBX office receives notice of your purchase, we’ll open an account for you and send an email from ArborXR Support so you can begin the steps involved to download your VRBX app files. (Our office processing may take up to two days, Monday-Friday). When you open this email—“Join the VRBx organization on ArborXR” (having already completed Phase 1), the steps may be completed under 2 hours, depending on WIFI speed and USB cable data transfer speed.

General Requirements: Quest headset (128gb minimum storage); active Meta account for the Quest headset on your computer (Windows 10 version 1067 or later; MacOS 11.0 or later) with the required Meta mobile app either on your phone with Bluetooth (Android 5.0 or later; Apple IOS 13.4 or later) or on your Android tablet or Apple iPad; reliable WIFI.

For those New to the Quest: Get your Quest Headset Ready to Use

If you don’t have one, purchase a Quest VR headset (128gb minimum storage) at various retailers and online stores. The set-up tutorial within the Quest headset guides you through the various steps. Also, helpful videos are available online to clarify the headset set up process. Here are some general guidelines.

Step A: After opening the Quest box, begin charging the headset with the cord and plug included in the package (this may take a few hours; it’s fully charged when the green light appears). During this charging time you can get controllers ready by removing the slips of paper around the batteries (side panels on each controller are removeable to do this more easily).

Step B: With a charged Quest headset and controllers ready to use, put on the headset, press the On button, and follow the detailed tutorial that takes you through various tasks, such as connecting to the WIFI, downloading the Meta Mobile app and opening a Meta account on your phone or tablet, pairing your Quest headset to your Meta Mobile app on your

phone or tablet, setting up a Guardian perimeter for safe use of a cleared space for using VR apps; etc.

Step C: *Recommended if new to VR:* Try out the *First Steps* free app on the Quest a few times. It's a good and fun way learn how to use the headset and controllers.

PHASE 1. Open the Developer Mode in Your Meta Account Required for Phase 2

Step 1a: On your computer, phone or tablet, go to the link below and follow the steps to create and activate an organization name.

<https://developer.oculus.com/manage/organizations/create/>

[After you open this link, you'll need to log in to your Meta account. You'll receive a confirmation code to authorize moving forward on this task. (You may need to verify your account—add a phone number and complete the two-factor authentication feature; no credit card is required).]

Once confirmed, a screen will appear and you'll be asked to create and type in an organization name. Realize that setting up the Developer mode makes possible side-loading files and apps onto your headset from third-party sources like Epika Studios and other developer features. For this step Meta requires both businesses and individuals to register an "organization" name. Create a short name for your informal activity (ex., ABC Virtual Reality; XYZ VR Apps; any name works as long as it's not already taken). Read and check the box "I understand," click on submit. Then read and Agree to the non-disclosure agreement and submit.

Step 1b: With your Quest headset turned on and nearby, open the mobile Meta account on your phone or tablet, press the menu icon (bottom right of screen), and select *Devices*; then select your particular headset; go down to *Headset Setting*, find *Developer Mode* and toggle it on for your particular headset. This allows your headset to enable USB debugging. Then turn your Quest headset off and on again, and your selection will automatically load onto the headset. (If interested, you can confirm that *Developer Mode* is activated in your headset, go to "Settings" and under "System", the word "Developer" will be listed with the other items along the left margin.

Now you're ready to complete Phase 2.

For troubleshooting with Quest Headset - Go to "meta.com" and do a search for "troubleshooting" and find the relevant information.

PHASE 2 Download and Install VRBX App Files onto your Quest Headset.

Required during this Phase 2: Some experience with a Quest headset and controllers, Developer Mode enabled on your Meta Mobile account on your phone or tablet and Quest headset, a USB cable (3-feet minimum) to connect headset (USB-C port) to computer (USB-C port; or if USB-A port, may need an adapter; some USB cables have faster data transfer speeds than others).

Step 2a: Accept the Invitation Email from ArborXR our software distribution platform (Refer to email from support@arborxr.com with header: "Join the VRBx organization on ArborXR") and then create your ArborXR account (type your email and a new password; you'll use this email and password in both Steps 2b and 2c). An "Account Created" message will eventually appear.

Step 2b: Log in to your new ArborXR account and Download the ArborXR Device Set Up App for your computer (either Windows or MacOS); then launch the ArborXR Set Up App.

Step 2c: Click “Log in” and then Log in to this [new ArborXR Device Set Up App](#) with the same email and password from your ArborXR account; when the “No devices detected” message appears, take a USB cable (3-feet minimum) to attach your Quest headset (USB-C port) to your computer (USB-C port; or if USB-A port, may need an adapter; some USB cables have faster data transfer speeds than others). When the USB cable is attached between headset and computer, a “Pending ADB Authorization” message will usually appear indicating that your headset is now connected within the set up process. Then, put on your Quest headset and, with your controller, aim the laser beam at the “**Allow**” link that appears on your headset screen and press the trigger button with your forefinger on either controller to click it. This will enable USB debugging, which allows side-loading of VR apps to your headset.

Step 2d: With headset and computer still connected, take off your headset and on your computer select the option “Select Device Group” (the organization created for you by the VRBX office will be listed) and click “**Set Up**” at the bottom right. Then, click the next **Set Up** link top right to start the Installation process. You can monitor the initial download process on screen (takes about 5 minutes). Once the “Setup Successful” message appears under Status, then the VRBX app files will automatically begin downloading directly into your headset (takes about 20-30 minutes depending on WIFI speed). You can put on your headset to monitor this downloading process on the **VRBX/ArborXR Menu**. You can now select any VRBX app that’s been fully downloaded and launch it. Note: In general, you’ll need a minimum 6 foot by 6 foot clear space indoors to use our VRBX apps.

You’re now ready to activate **Virtual Reality Bible Experience Explore, Relax, and Play Apps**.

(If the download process is interrupted for some reason, a “Pending ADB Authorization” phrase may appear. If so, try again. Confirm cable is well connected on both ends. Perhaps keeping the headset “awake” during installation can help—cover the inside sensor between the two lenses.)

(If the **Meta Home** screen or another screen first appears inside your headset, go to our website at [EpikaStudios.com](https://www.epikastudios.com) to find the **VRBX FAQ** drop down menu on the toolbar. Look for the second item: “[In Meta Home Menu](#)” to help you get to the VRBX/ArborXR Home Menu.)

For information on how to navigate around the menus and tours for these particular VRBX apps, go to our website **VRBX FAQ** drop down menu on the toolbar and find:

[In VRBX/ArborXR Menu](#)
[Holy Land 360 Tours](#)

For troubleshooting with ArborXR or VRBX - Please leave a message with our VRBX Customer Care Hello@epikastudios.com and we’ll get back to you Monday through Friday within 48 hours.