



Store Visualizer

Meta Quest VR Headset

- Setup guide -

Welcome

Hello and welcome to the Meta VR headset setup guide for Store Visualizer.

This guide has been specially designed to explain step-by-step how to connect your **Meta Quest 2 or 3 VR headset** to Store Visualizer.



Before following this guide, please ensure that you have already configured your headset and linked it to your Meta account. It's essential that you've linked your Meta headset first, otherwise you won't be able to use it with Store Visualizer.



Since September 2024, Meta has officially discontinued **Quest Pro**. Store Visualizer is not compatible with this VR headset.

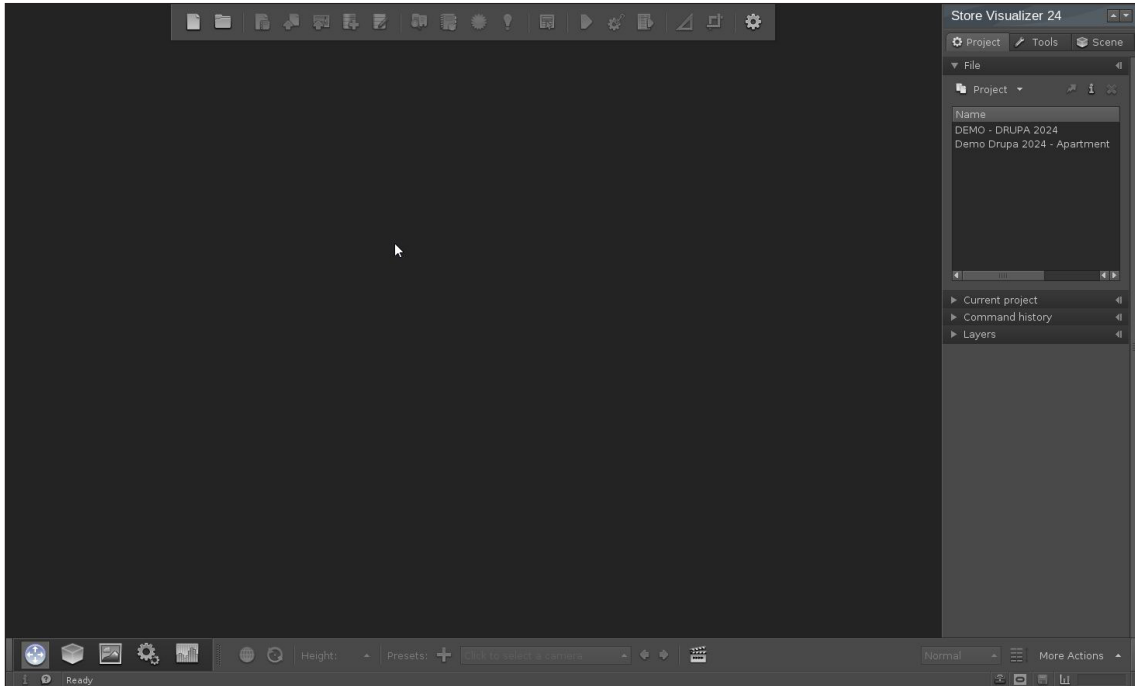
First of all, make sure that the **Oculus Rift HMD plugin** is active in the Store Visualizer preferences. For more information on headset settings and controller use, please refer to chapter 22 of the Store Visualizer manual.

Step 1 : Start Store Visualizer

Start Store Visualizer software.

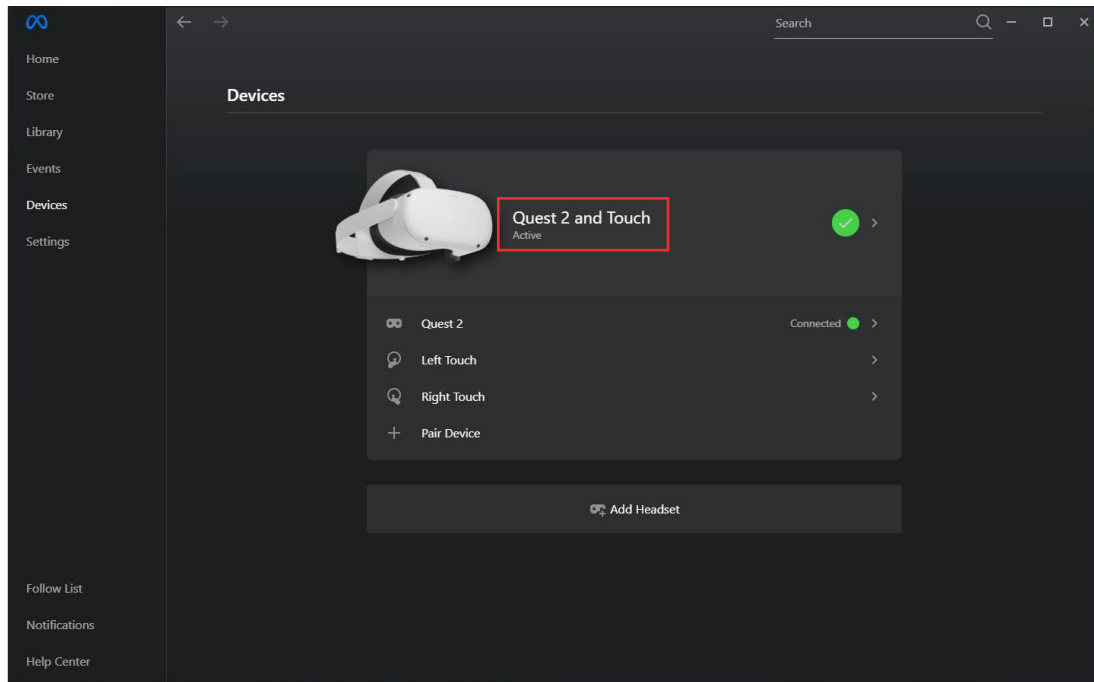


Don't start your project yet. If you have, please **Quit** Store Visualizer and restart step 1.



Step 2 : Meta Quest app

When Store Visualizer starts up, the **Meta** application opens automatically and this window appears.



Quest 2 and Touch information must be reported as: **Active**.



If this is not the case, please disconnect and reconnect the **Meta Quest Link cable** to the **USB C port** until it appears as **Active**!

Step 3 : Oculus Home

Continue the procedure using your headset. Put your Meta Quest headset on your head and start it up. The **Oculus Home** window will appear.

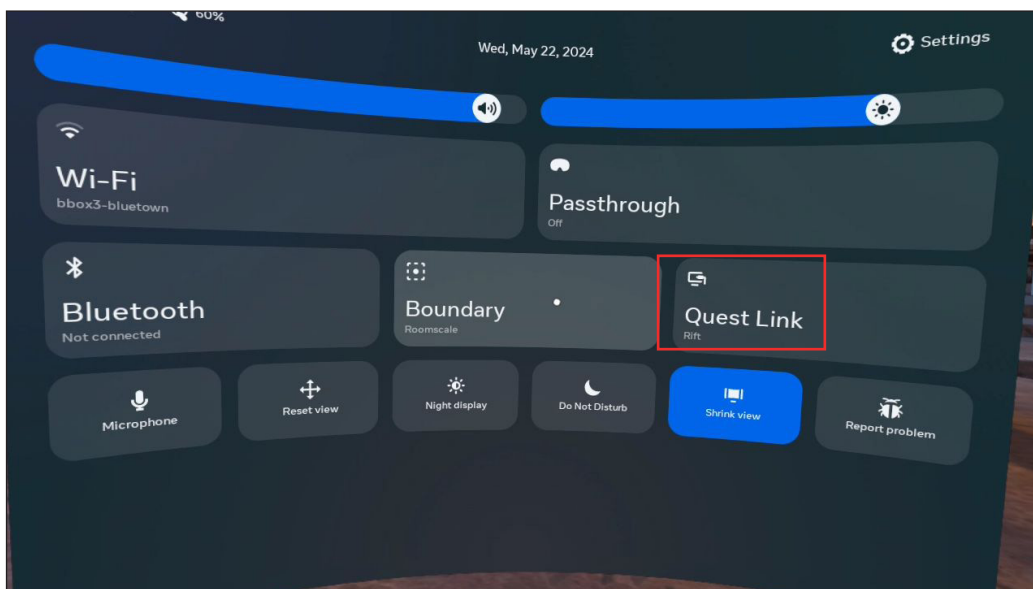
- Use your controller to click on **Quick settings**



Step 4 : Quick settings

The **Quick settings** window opens.

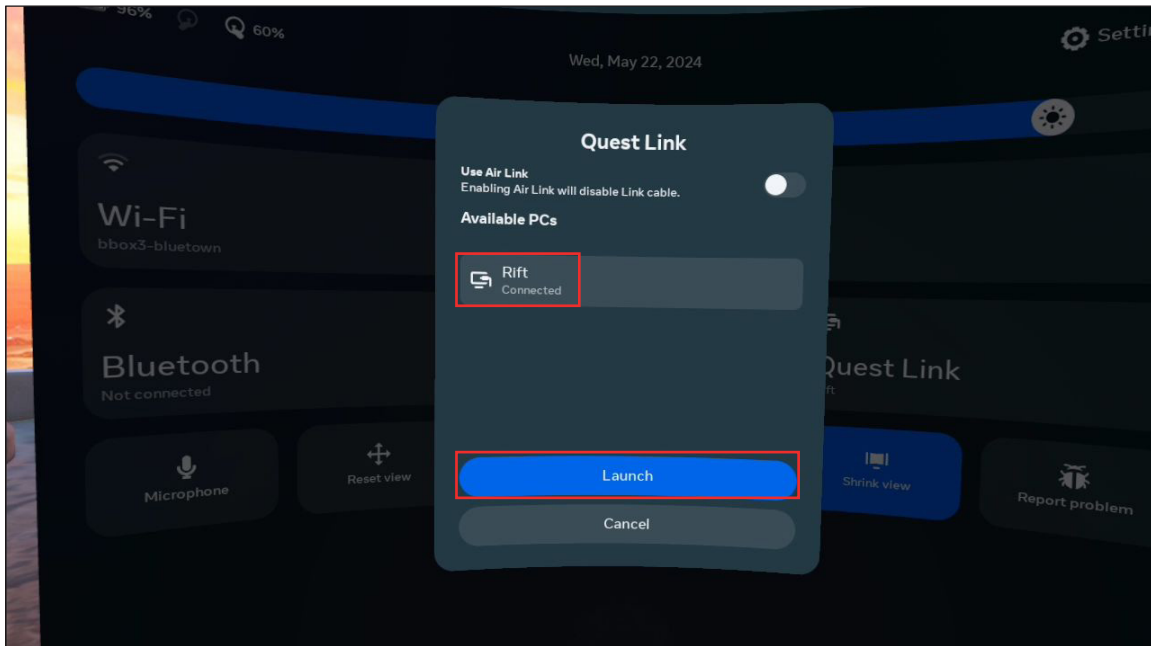
- Use your controller to click on **Quest Link**



Step 5 : Quest link

The **Quest Link** window opens.

- Use your controller to select **Rift** and click on **Launch**.



If the Rift information is **not Connected**, please disconnect and reconnect the **Oculus Quest Link cable** to the **USB C port** until it appears as **Connected**!



Never activate the **Air Link** function. Store Visualizer does not work properly in this mode.

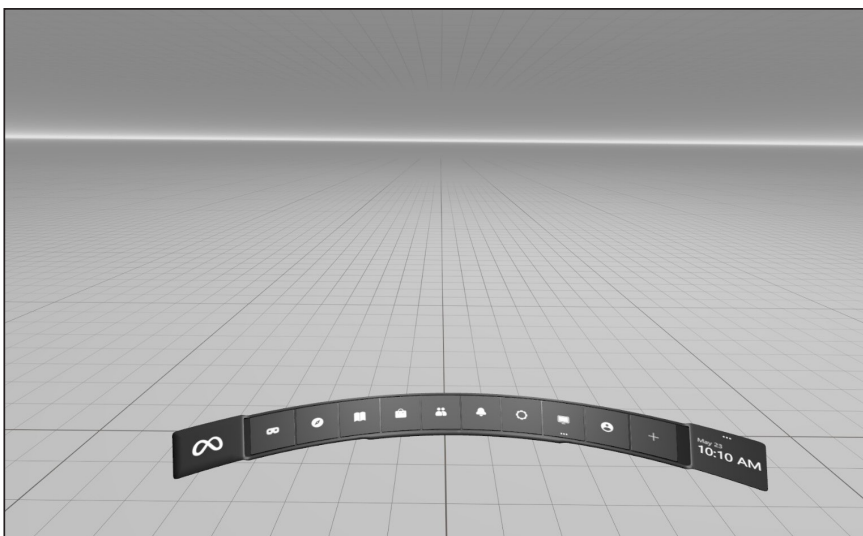
Step 6 : Oculus Dash's taskbar

The **Oculus Dash** window should appear. It's a large gray gridded area with a floating interface.

- Remove your Meta headset and **start the Store Visualizer project** you wish to work on.



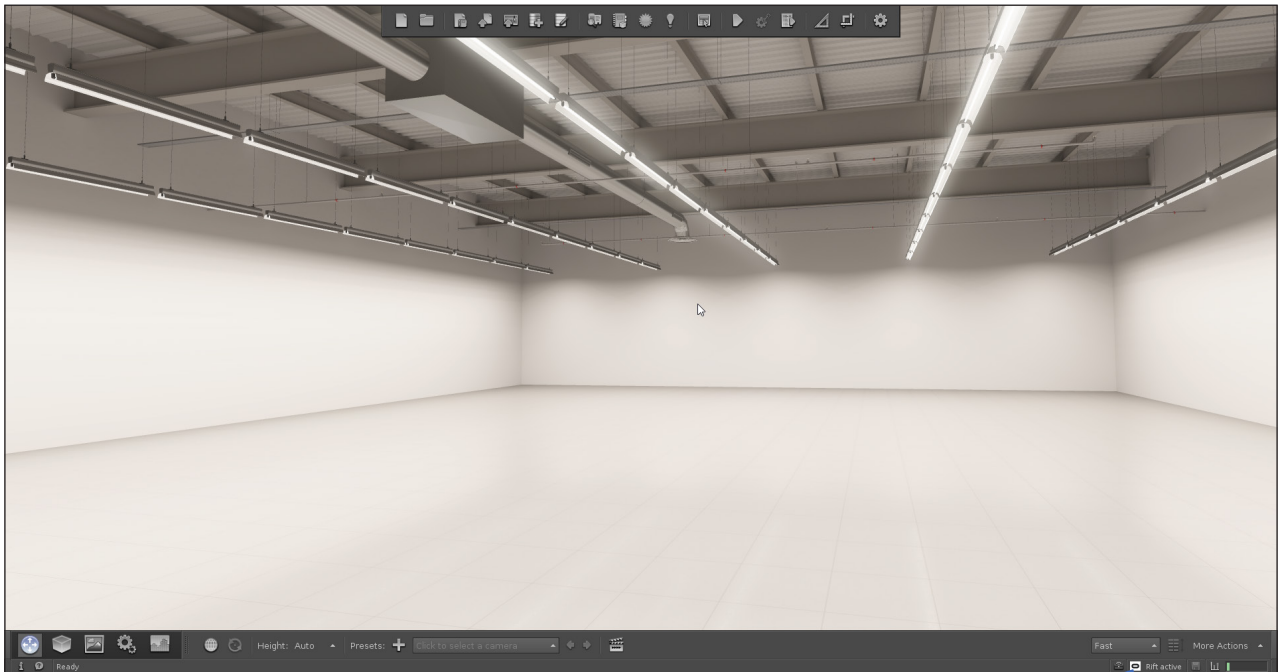
If the Store Visualizer icon appears in the Oculus Dash's panel, do not click on it.



Step 7 : Start Store Visualizer project

When your project is loaded:

- The icon at bottom right, **Rift inactive**, will be displayed.
- Start **Physics**
- Put your **Meta Quest headset** on your head.
- **Rift active** will be displayed at bottom right, and you switch to **VR mode**. If this is not the case, you need to click the **F12** keyboard key.
- Click on the keyboard keys **Ctrl +1** (to avoid graphic artifacts when you turn your head)
- We wish you a pleasant VR experience!



Rift active



Further information on the use of controllers and meta plugin preferences can be found in the Store Visualizer manual in chapter 22.

Copyright © 2025 VTales graphics s.a.r.l. All Rights Reserved.
Store Visualizer - Meta Quest VR headset setup guide.

This tutorial, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. The content of this tutorial is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by VTales graphics s.a.r.l. VTales graphics s.a.r.l. assumes no responsibility or liability for any errors or inaccuracies that may appear in this documentation.

Except as permitted by such license, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, recording, or otherwise, without the prior written permission of VTales graphics s.a.r.l.

Please remember that existing 3D objects, sounds, or images that you may want to include in your project may be protected under copyright law. The unauthorized incorporation of such material into your new work could be a violation of the rights of the copyright owner. Please be sure to obtain any permission required from the copyright owner.

Any references to company names in sample templates are for demonstration purposes only and are not intended to refer to any actual organization.

VTales and the VTales logo are either registered trademarks or trademarks of VTales graphics in Europe and/or other countries. All other trademarks are the property of their respective owners.

Written and designed at VTales graphics s.a.r.l., Pôle Phoenix B2 Route du Radôme - 22560 Pleumeur Bodou - FRANCE

VTales graphics s.a.r.l

Pôle Phoenix B2
Route du Radôme
22560 Pleumeur-Bodou
France
<http://www.vtales.com>



