

XMReality 6 with RealWear

To use XMReality 6 on a pair of RealWear, you first need to connect them to your WiFi network. In the box that the RealWears were delivered in, you should have received some Quick Start information which will guide you through this. If you don't have access to that information, reach out to us and we'll help you out. To get the most out of using XMReality on RealWears, you need to use a special version of XMReality 6 and not use the version of XMReality 6 found on Google Play Store.

To install and run XMReality 6 for RealWear, follow these steps:

1. Download the RealWear-adapted version of XMReality 6 from here:
<https://xmreality.com/download/xmreality-6-for-smart-glasses>
2. Download and install RealWear Explorer on your computer from here:
<https://realwear.com/knowledge-center/developer/rw-explorer/>
3. Once RealWear Explorer is installed, connect the RealWear headset to your PC using the attached cable, and make sure that RealWear Explorer can access the headset. For older versions of the headset which have 2 different USB ports you need to use the USB-B port, and it is a bit picky when it comes to cables so it's best to use the one that was included when the headset was delivered. For newer devices, any USB-C cable should work.
4. Drag the APK file you downloaded in step 1 to the "Drag and drop APKs here"-box in RealWear explorer, which will then install XMReality 6 on your RealWear device. The program can then be found under "My Programs"
5. To log in with your XMReality account on RealWear, the easiest way is to use QR login code. This code is generated by logging into <https://portal.xmreality.com> on your computer or phone with your account and clicking the "Create QR Login code" on the left-hand side. With that code open on your computer/phone, enter XMReality 6 on your RealWear device and say "Scan QR login code" and turn the camera to the screen with the QR code open

Some useful commands:

- **My programs** – Say this from the starting screen to get into the application library.
- **Navigate back** – Go one step back in menus etc
- **Show help** – Brings up a menu that shows you available commands and tips for what you can do next
- **Select item #** – "Clicks" on the item that corresponds to the # you say. Look for little circles with numbers in that shows up on most places where you can click in the interface