

WEXSIM



WEXSIM SIMULATOR

Experiences

- Tutorial
- Disassemble the gearmotor
- Elevator emergency
- High speed shaft blocking
- Cell fuse
- Torc wrench
- Tour 360°
- Quiz

TUTORIAL

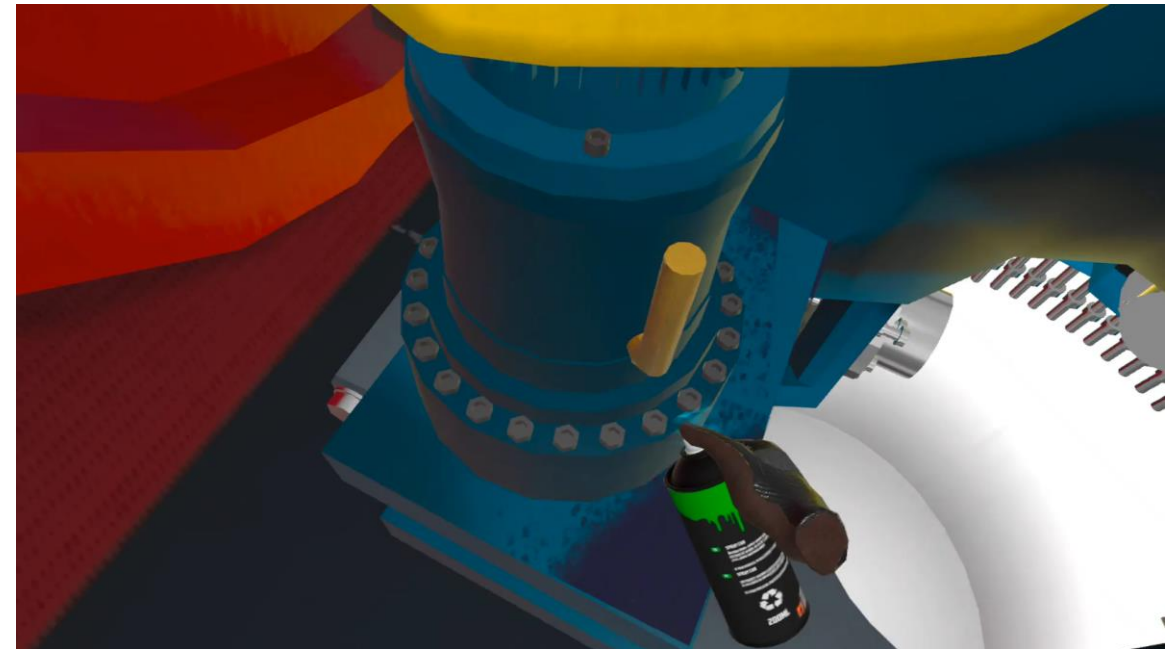
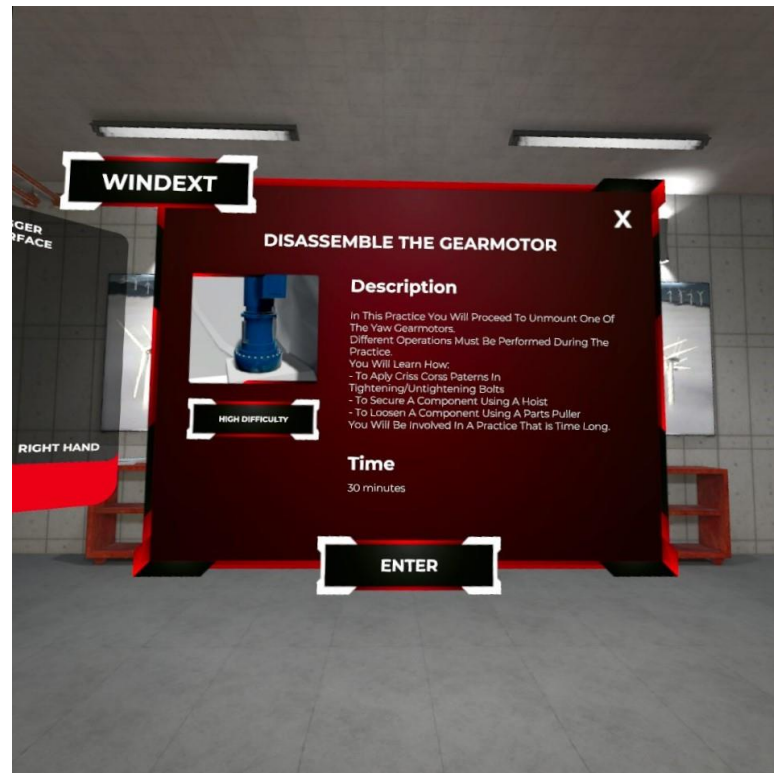
In the tutorial you will learn how to operate the different elements of the simulator:

- how to move around
- access the help menu
- pick up elements.



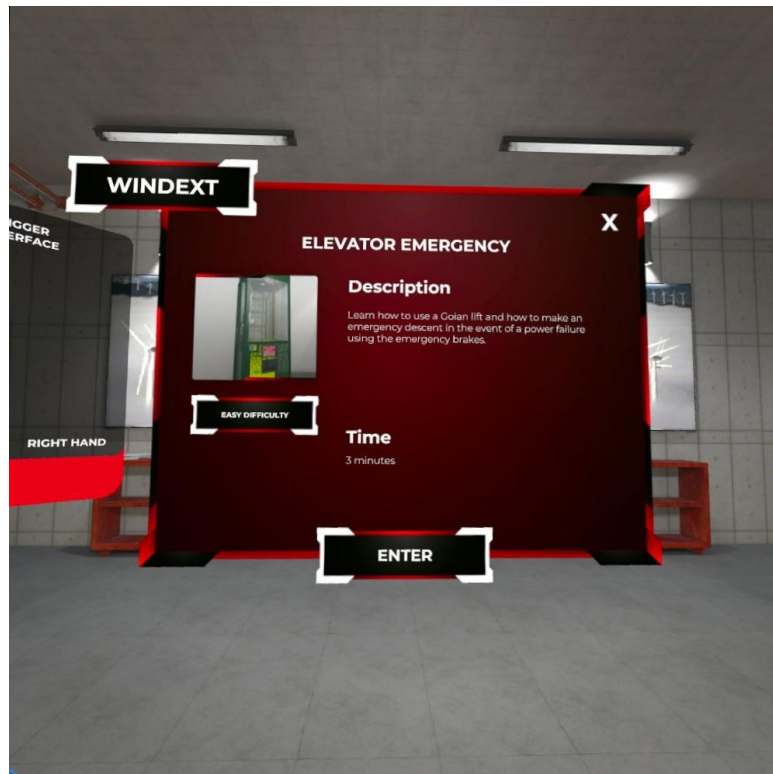
Disassemble the gearmotor

In this practice you will proceed to unmount one of the yaw gear motor. Different operations must be performed during the practice



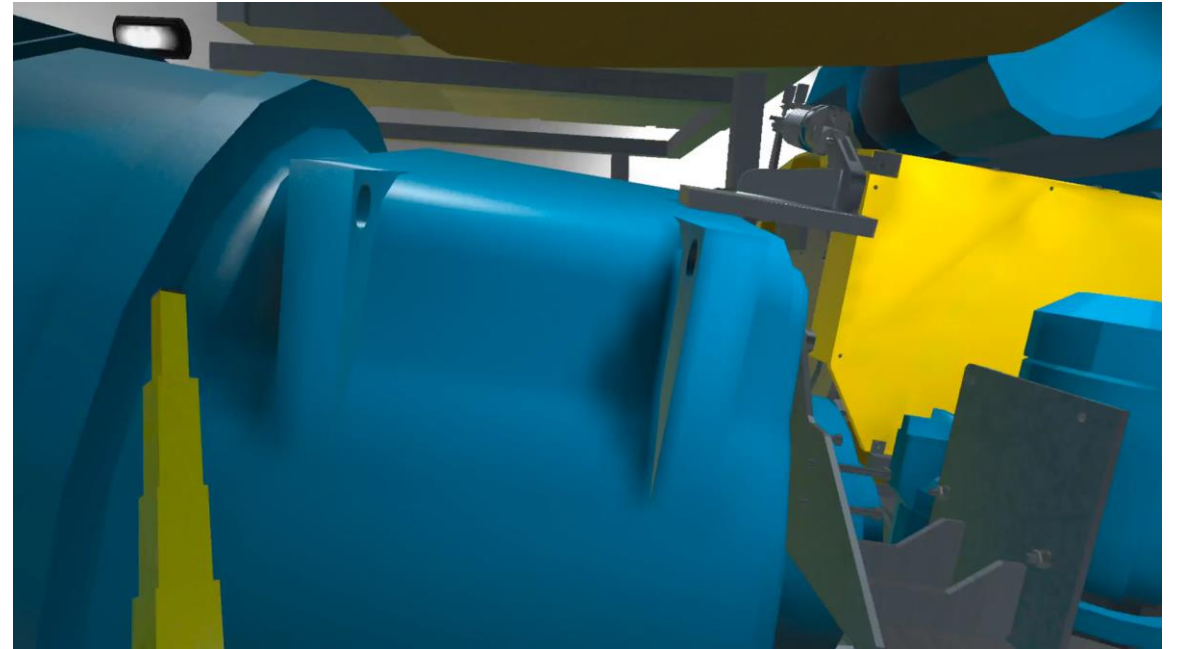
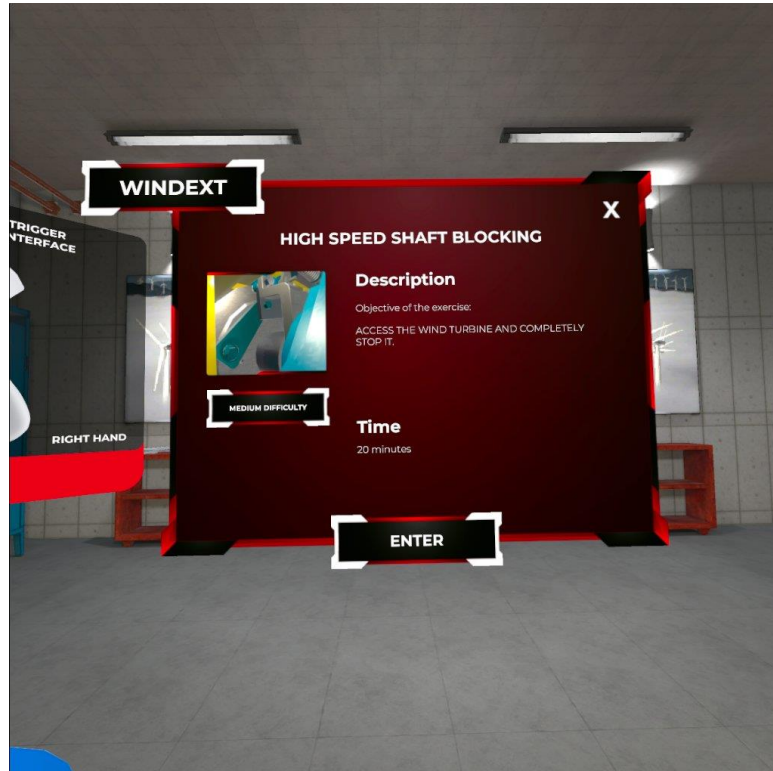
Elevator emergency

Learn how to use a Goian lift and how to make an emergency descent in the event of a power failure using the emergency brakes



High speed shaft blocking

Access the wind turbine and completely stop it.



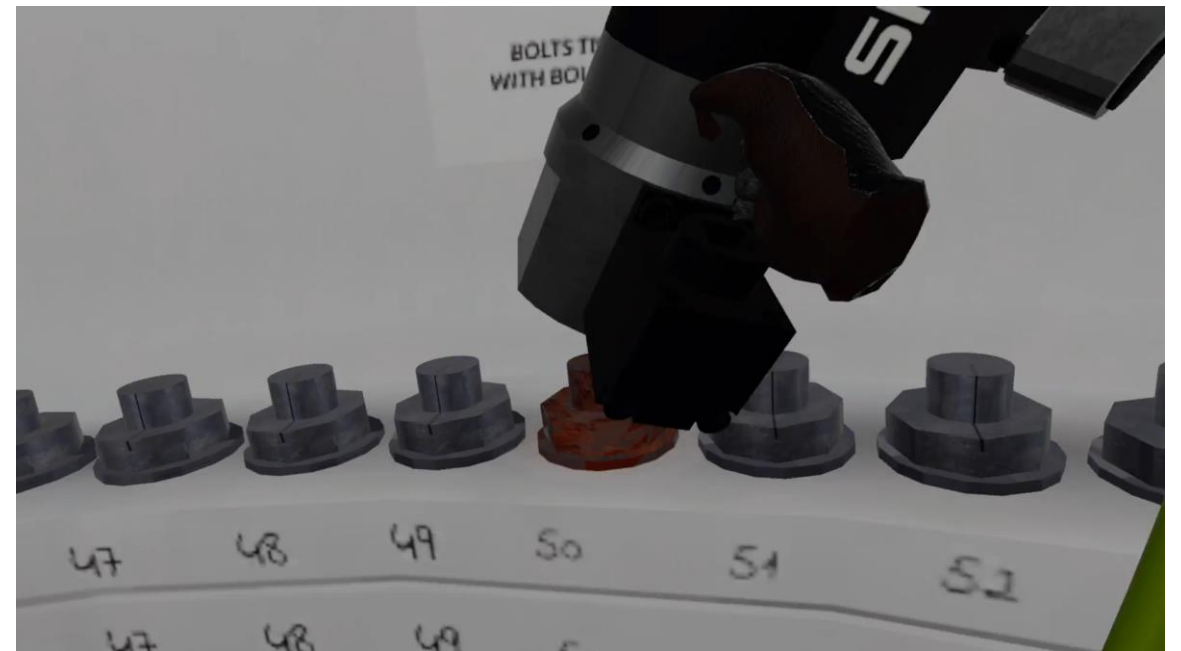
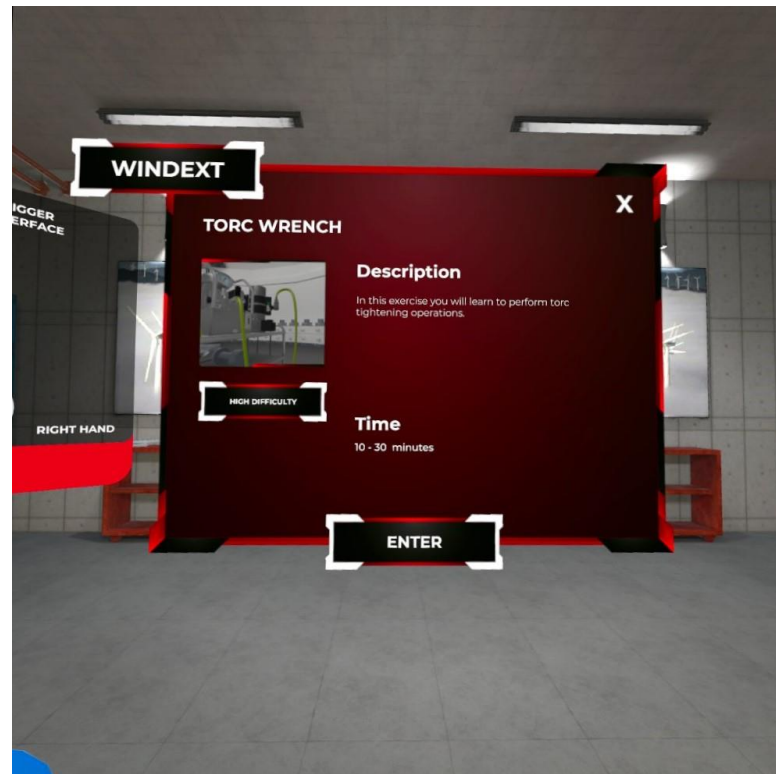
Cell fuse

Learn how to perform a fuse replacement maneuver in a high-voltage switchgear using the 5 golden rules



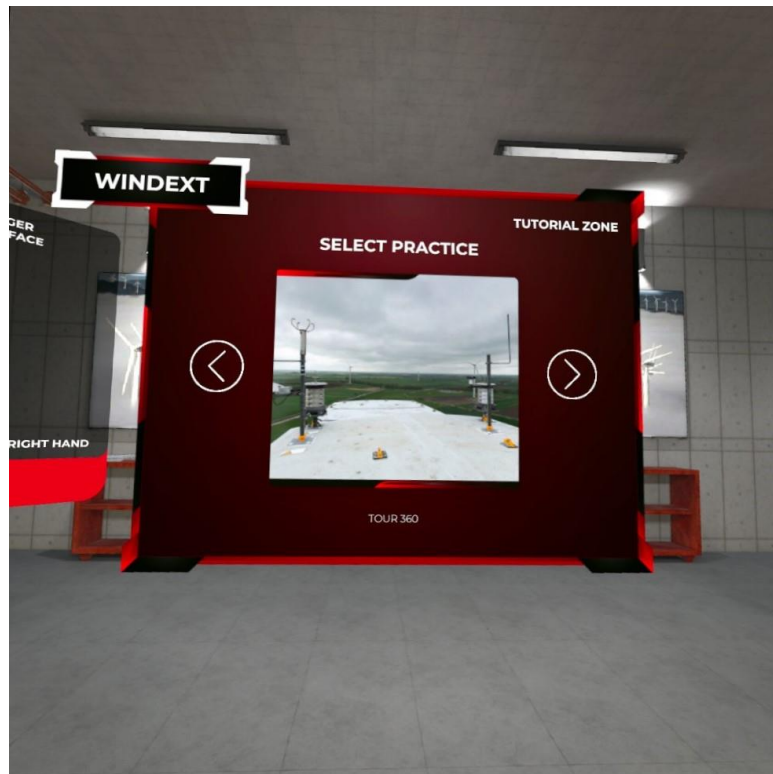
Torc wrench

In this exercise you will learn to perform work tightening operations.



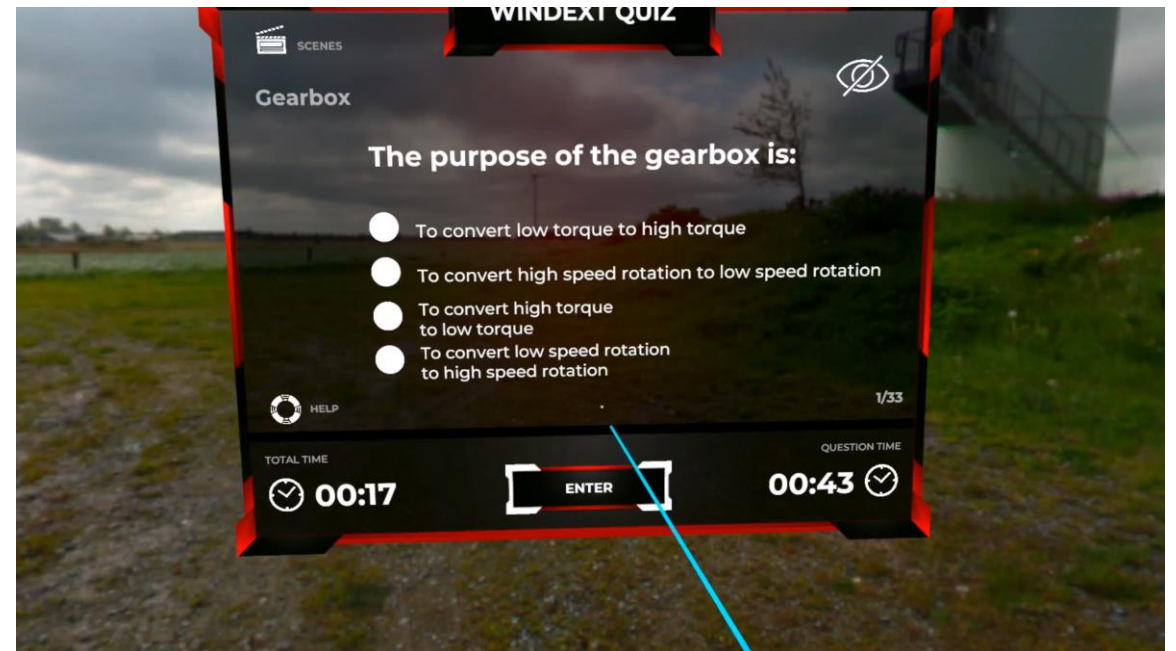
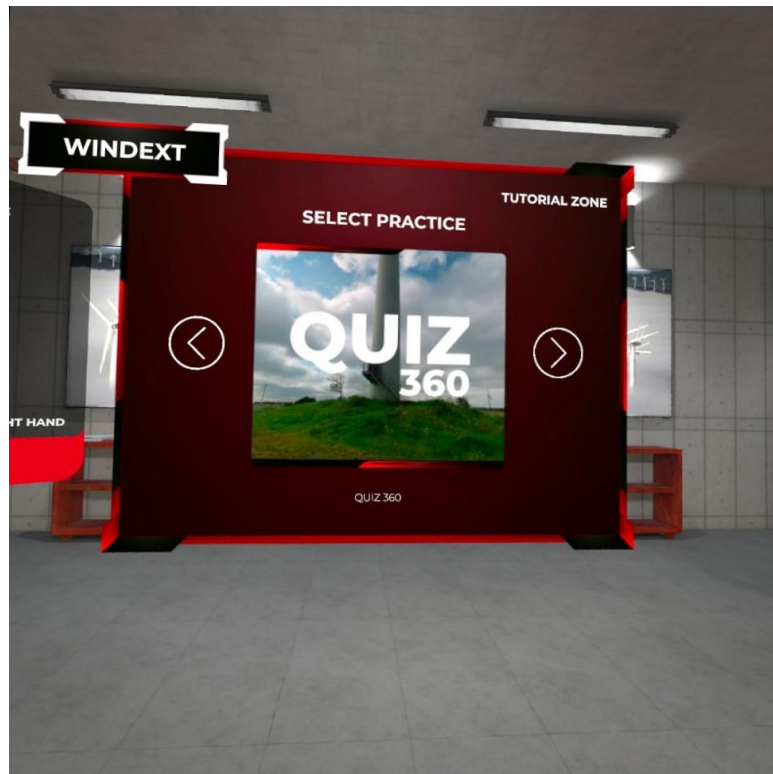
Tour 360°

In this experience you can tour a real wind turbine.



Quiz

This quiz contains technical questions about all simulator experiences.


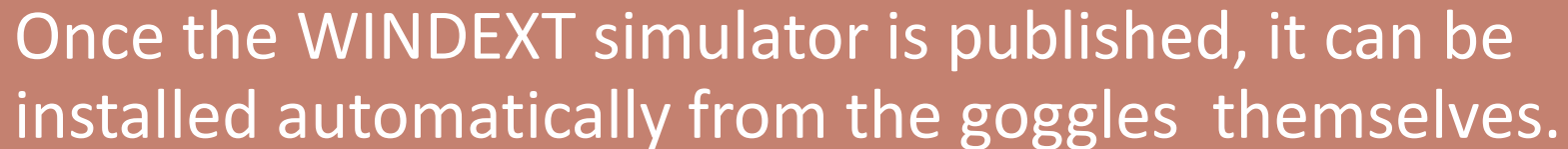


Install WEXSIM on Oculus Quest 2


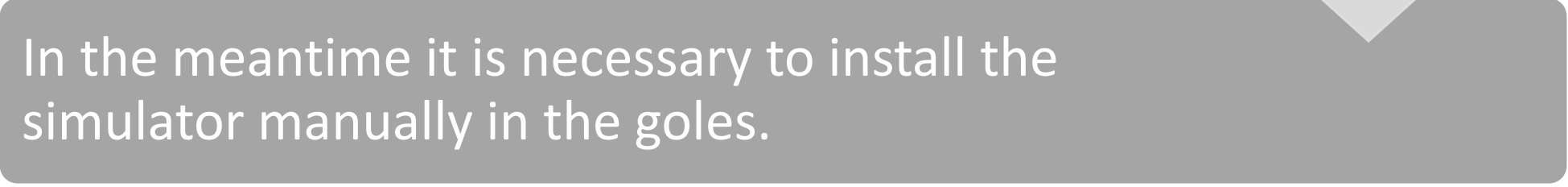
The WEXSIM application is currently being published in the OCULUS store.



Once the WINDEXT simulator is published, it can be installed automatically from the goggles themselves.



In the meantime it is necessary to install the simulator manually in the goles.



Requirements

- Oculus quest 2
- PC or Mac
- Mobile with oculus app installed

Enable developer account on Oculus Quest 2

Any Oculus Quest 2 owner with a user account can **activate the developer options for free**. Among other advantages, by doing so we will have access to advanced device configuration options, and most importantly, the ability to install applications outside the Oculus Store. These are the steps we must follow:

- Access the portal [Oculus DevelDeveloper](#) and log in with our Oculus user account
- Enter a name for our organization (it is irrelevant, you can use any name you want).
- Read the terms and conditions, check the *I understand* box and click the *Submit* button.
- Read the confidentiality agreement and click on the *Submit* button.

In case we had not previously done it, the next step will be to [validate our account](#). To do this, there are two options:

- Verification by SMS.
- Associating our account to a payment method

Create New Organization ⓘ

Organization Name

What is the legal name of your organization?
Note: The name you choose here will be displayed publicly in the store.

Please enter a name (ex: Tuscany Studios)

We are happy to see that you're interested in developing for Oculus. Creating your developer organization for your Oculus account enables you access to features that are intended for the development of VR experiences. Remember that you have agreed to the Oculus Terms of Service and we may take action against violators. Please be a responsible member of the Oculus community.

☐ I understand
Required

Submit

Verify Your Oculus Developer Account

To be an Oculus developer, you must establish your identity by providing a credit card or mobile number. If you remove this information, your account will no longer be verified. [Learn More](#)

✔ You have successfully verified your Oculus developer account

[Back to Home](#)

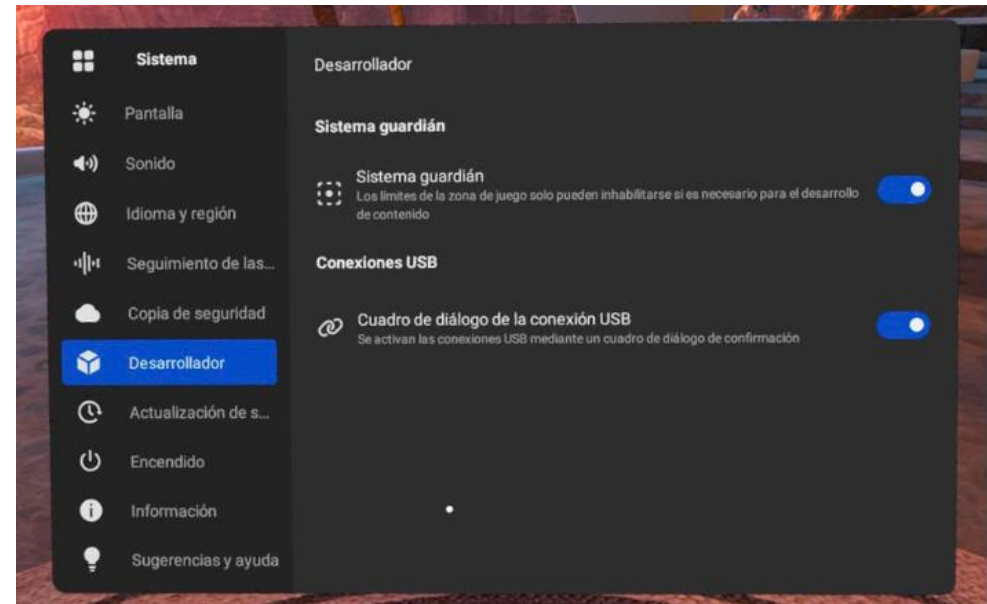
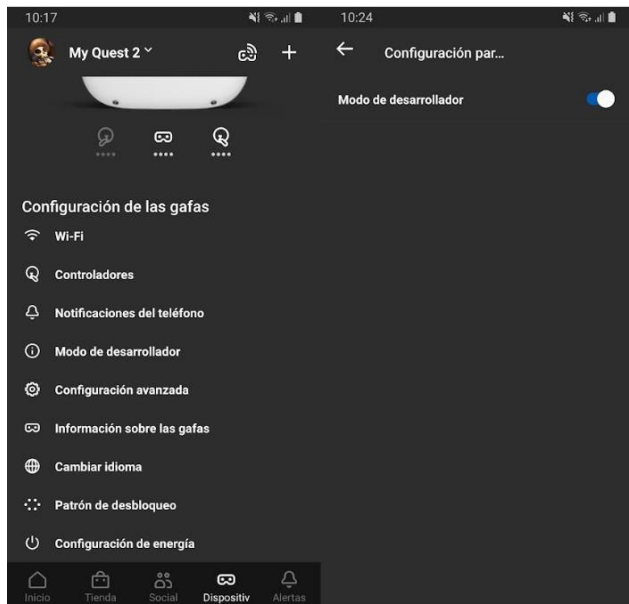
Add Credit Card
This will be saved in your Oculus account under Payment Methods. You can also use it for Oculus Store purchases. **Añadir**

Añade tu número de móvil
Add a mobile number to your Facebook account.
[Editar número de móvil](#) **Completado**

Enable developer mode in Oculus Quest 2

Once our account is enabled, we have to activate the developer mode from the device itself. To do this, the most convenient option is to use the [official Oculus application for Android](#) that we will have previously associated to our VR glasses.

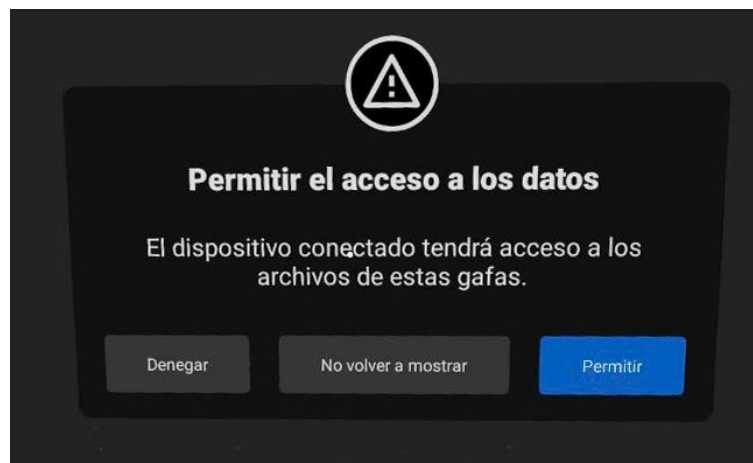
- From the Oculus mobile app, access the Devices > Developer Mode section and activate the selector that appears.
- Restart the VR goggles.
- To check that the process has been performed correctly, a new submenu called Developer should appear in the Oculus itself under Settings > System.



Sending APKs via ADB from a PC via USB (I)

The so-called 'Android Debug Bridge' is a tool that allows any Android device to communicate with a PC via a USB cable to make internal changes to its configuration or installed elements. Any cable with a USB-C connector is suitable for this purpose.

- Download ADB drivers for [Windows](#), [Mac](#) or [Linux](#).
- Unzip the contents of the compressed file in a folder, preferably in the root of the main drive of your PC (for example, in Windows C:\ADB).
- Copy the APK file to the same folder where you saved the ADB drivers.
- With the Oculus turned on, connect the USB cable from the goggles to the PC.
- In the Oculus interface, you must accept the two pop-up windows that will appear referring to ADB debugging and permissions to be able to send files between both devices.



Sending APKs via ADB from a PC via USB (II)

Now, from the PC, access the command console to run this line that will install the desired app on the Oculus. On Windows, just go to CMD (Win + R > cmd), enter the folder where you have installed the ADB drivers and the APK and run the following:

```
adb.exe install <app name>.apk
```

Where *<app name>* is the name that the APK will have, which will vary according to its version

Launch APK from VR goggles

The app will be installed and available in the Oculus Quest interface.

To start it, follow these steps:

- Go to the applications section and in the drop-down menu on the upper right hand side check the ***Unknown origins*** option.
- Click on the application.