

Testing/publishing your project - Android devices

Testing/publishing your project is very easy, here are the steps to do so:

1. First, make sure you downloaded and installed the Spark AR player on your mobile device, you should be able to find the app on the Android Play Store.



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Spark AR Player (Early Access)

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500K+
Downloads

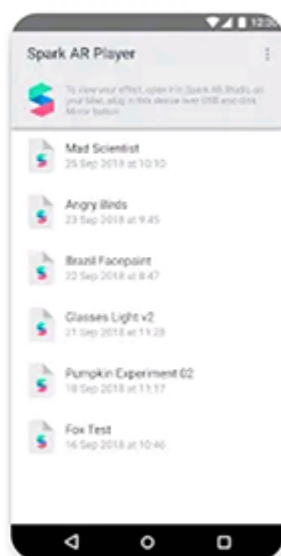


PEGI 3 ⓘ

Install



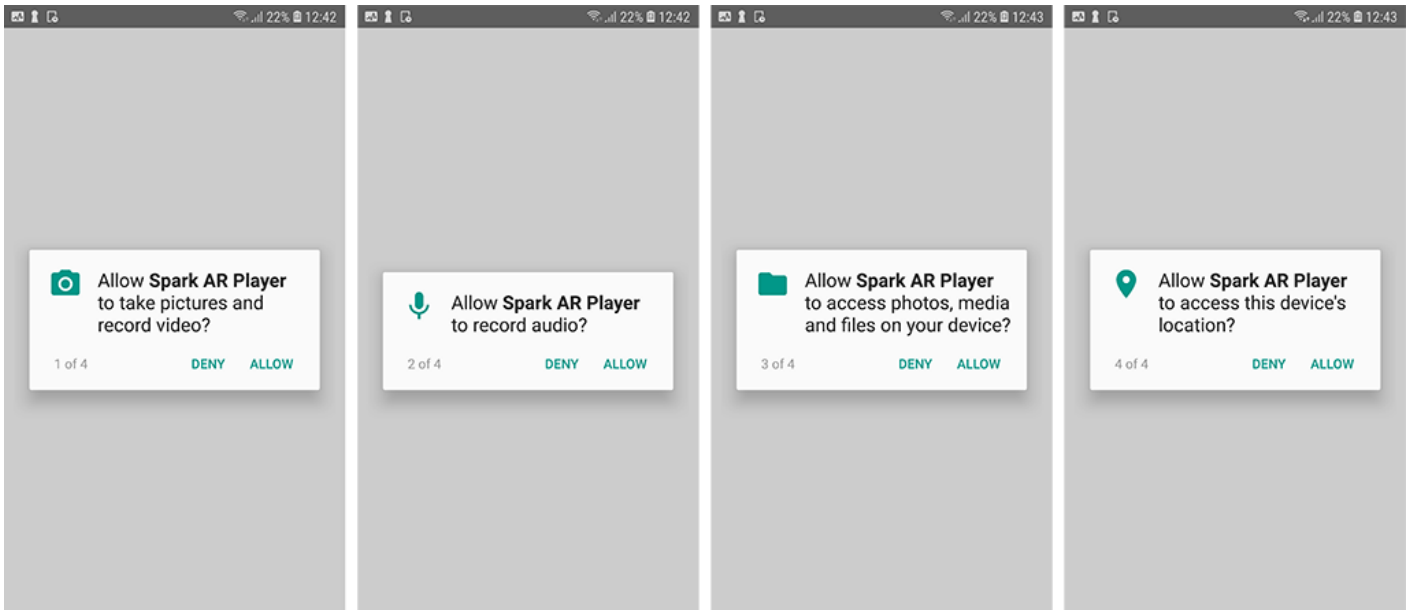
This app is in development. Be one of the first to try it and provide feedback.



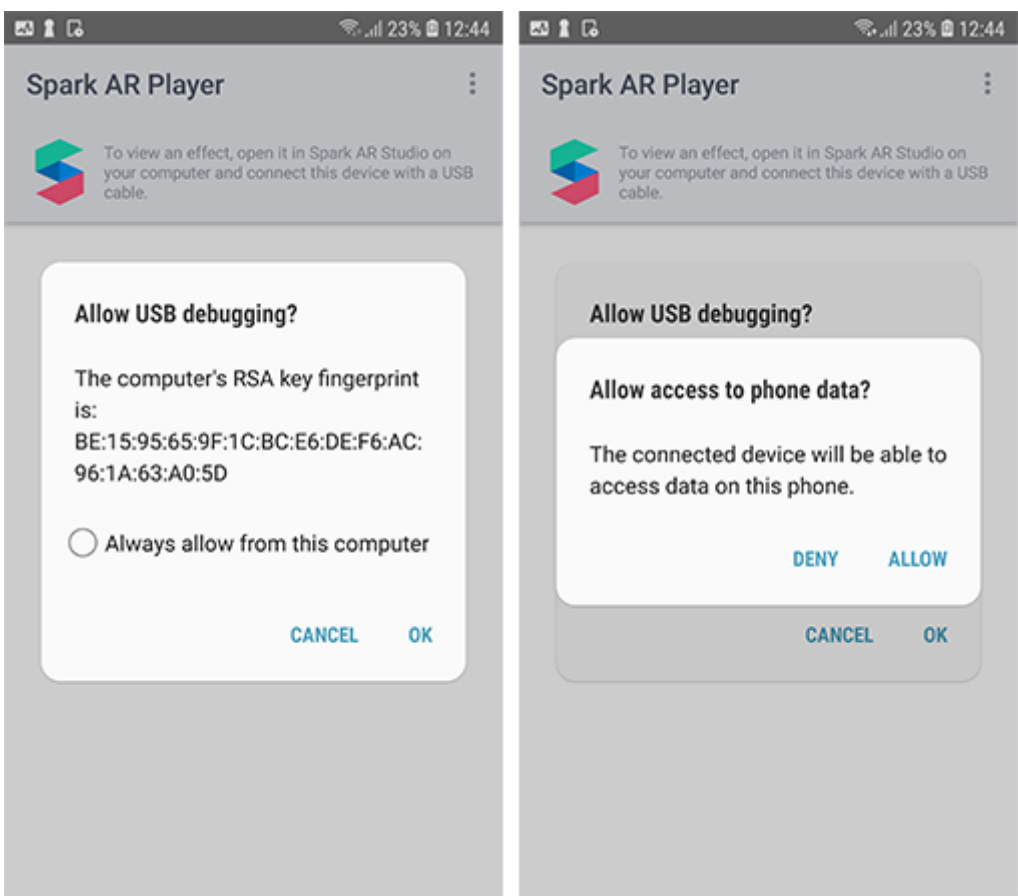
About this app



- When opening the app for the first time you will be asked to grant the app access to your microphone, camera and gps location.

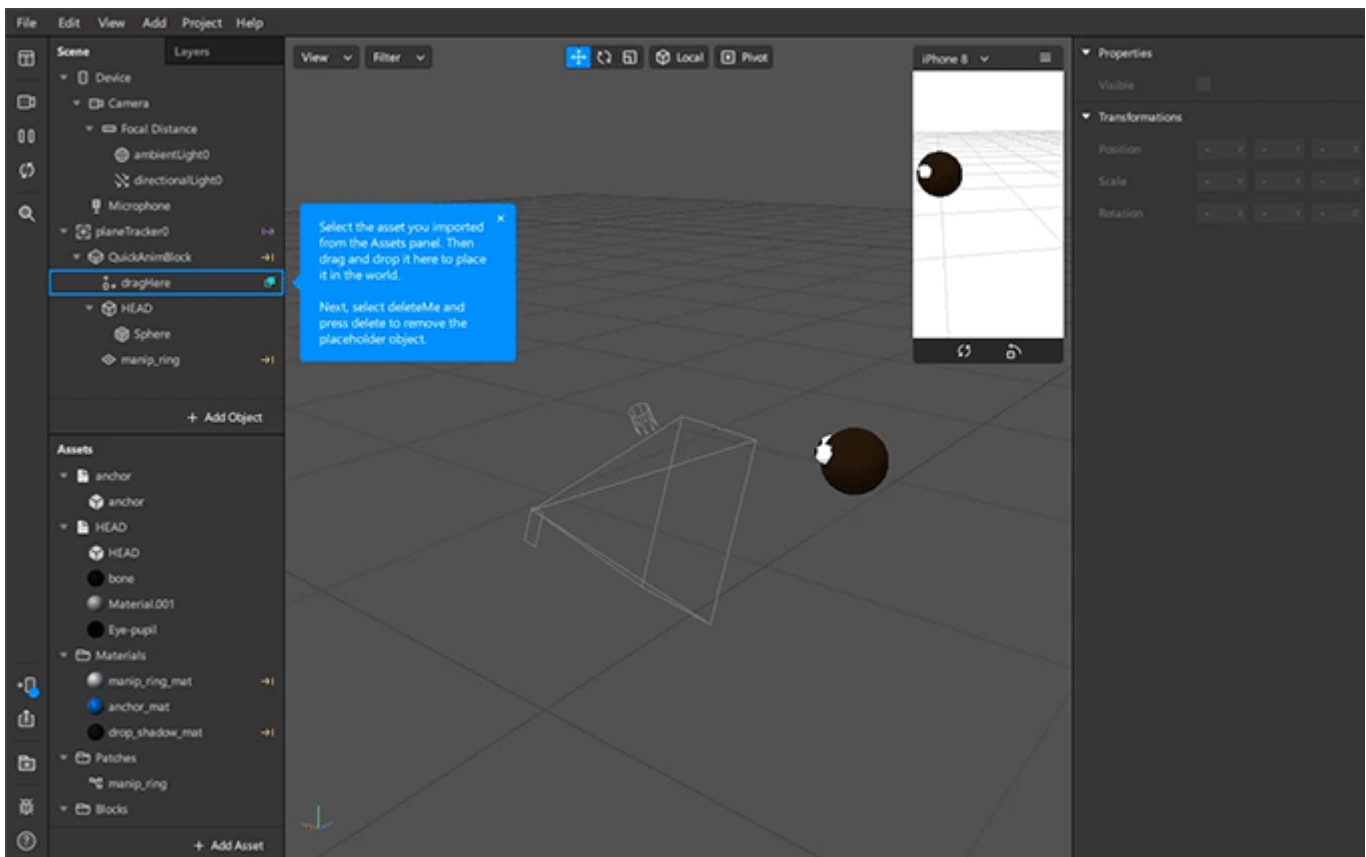


You will also need to turn on developer mode and USB debugging. Instructions on how to enable developer mode and USB debugging are found [here](#)



Uploading your content to your device

The process of uploading your content to your device is fairly simple, once you plug your phone onto your computer, you should be able to find your device listed under the "test on device" option. You just need to press the "Send" button.



You should be able to test your project as soon it is done uploading.

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