

Testing/publishing your project - IOS 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 App Store.

[Search](#)

Spark AR Player

Preview your AR effects

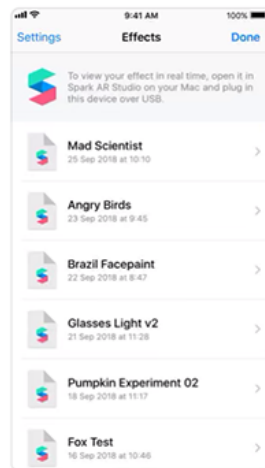
[GET](#)

4.5 ★★★★★

13 Ratings

4+

Age



iPhone

See what your Spark AR Studio effects look like on your mobile device. Spark AR Player works with the Mac app, Spark AR Studio, which lets you create advanced effects with augmented reality for the Facebook [camera](#) [more](#)

[Facebook, Inc.](#)
Developer

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4.5 out of 5

13 Ratings



iphone problem

★★★★★

couldnt import the video but it was just my phones problem

25 Nov
Laladilala

How to raise downloads by 10 tim...

★★★★★

service, daily installs can reach 3000+.
Ping me at Skype& Whatsapp:
+8615282351612 /Facebook:aso888 Every

2 Jan
SdjQYnukmPxm



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



Preview Your AR Effects

Enable access to take photos and videos, save to your Camera Roll and use other features.

Enable Camera Access

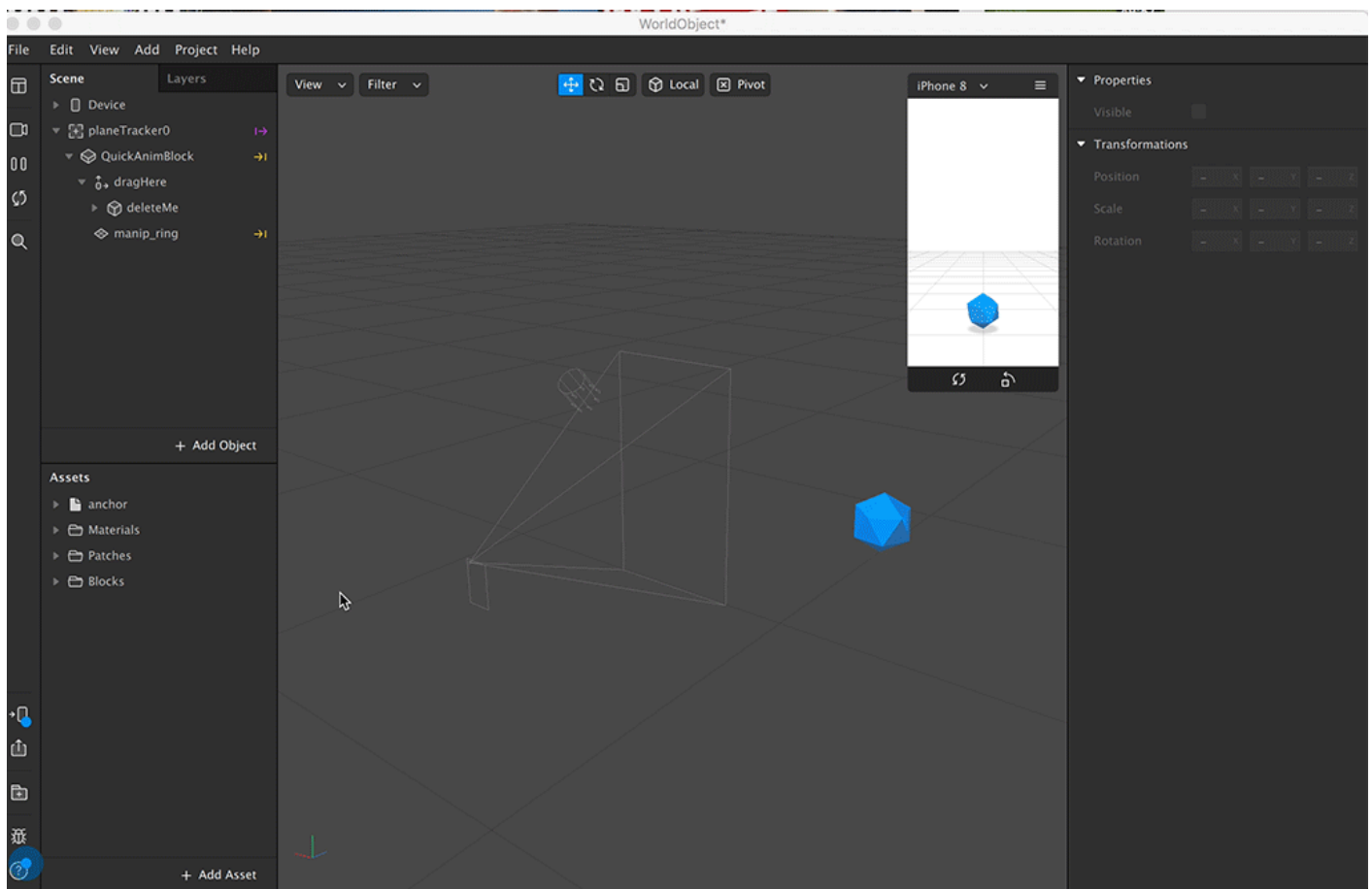
Enable Microphone Access

Enable Camera Roll Access



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.

Revision #4

Created 5 February 2020 18:01:58 by Alejandro Escobar

Updated 14 November 2023 12:32:07 by Alejandro Escobar