

Gifting VR apps to other Meta Quest accounts v1

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PR2 – Guiding successful adoption



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Gifting VR apps to other Meta Quest accounts v1

Once your organisation starts to use many Meta Quest devices, it can become tricky to know how best to purchase paid apps for each of the Meta accounts that are used on each of your Meta Quest devices. Adding a credit card or a PayPal account to each of the Meta accounts that is used is time consuming and purchases cannot be easily controlled.

This guide will show how Meta’s “gifting” process works in the Oculus Store. Gifting is when one Meta account buys an app for another Meta account.

Requirements

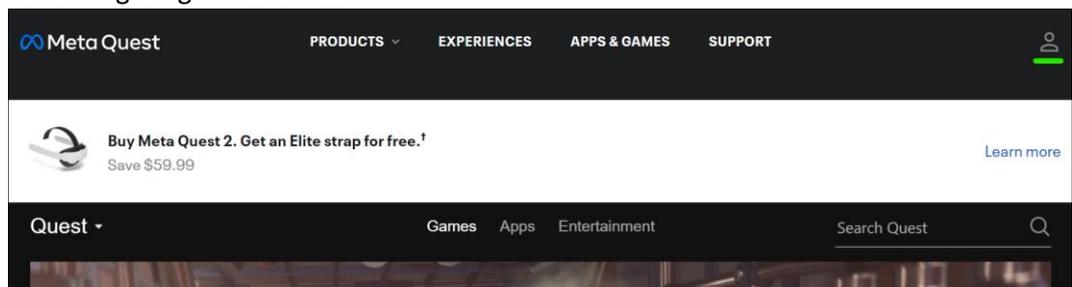
- A “gifting” Meta account. This Meta account should only be accessible by those who have permission to use the credit card. This Meta account should have the credit card added to the account.
- “Receiving” Meta account or accounts. These are the accounts that will receive and redeem the gifts. These accounts will own the paid app after the process.

Limitations

- Only apps can be gifted. Subscriptions and downloadable content (DLC) cannot be gifted.

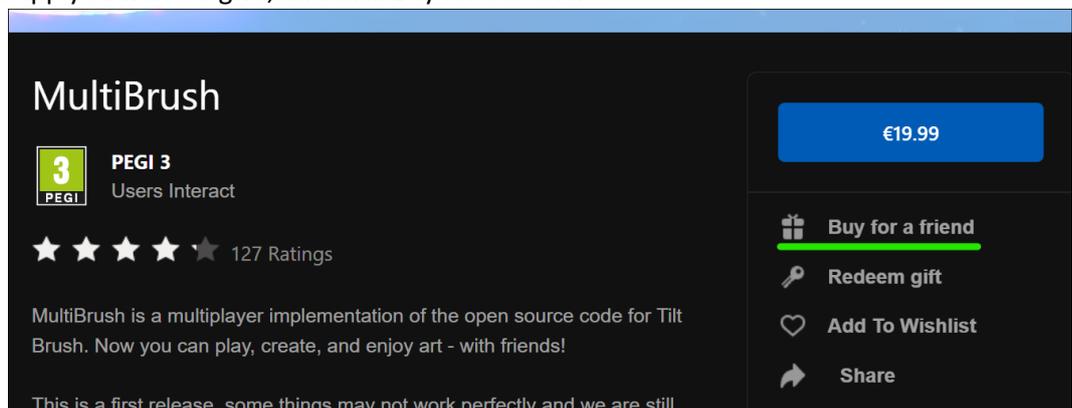
Buying a gift

1. Navigate to the [Oculus Store](#).
2. Sign in with the “gifting” Meta account.



a.

3. Find the app you want to give, and click Buy for a friend.



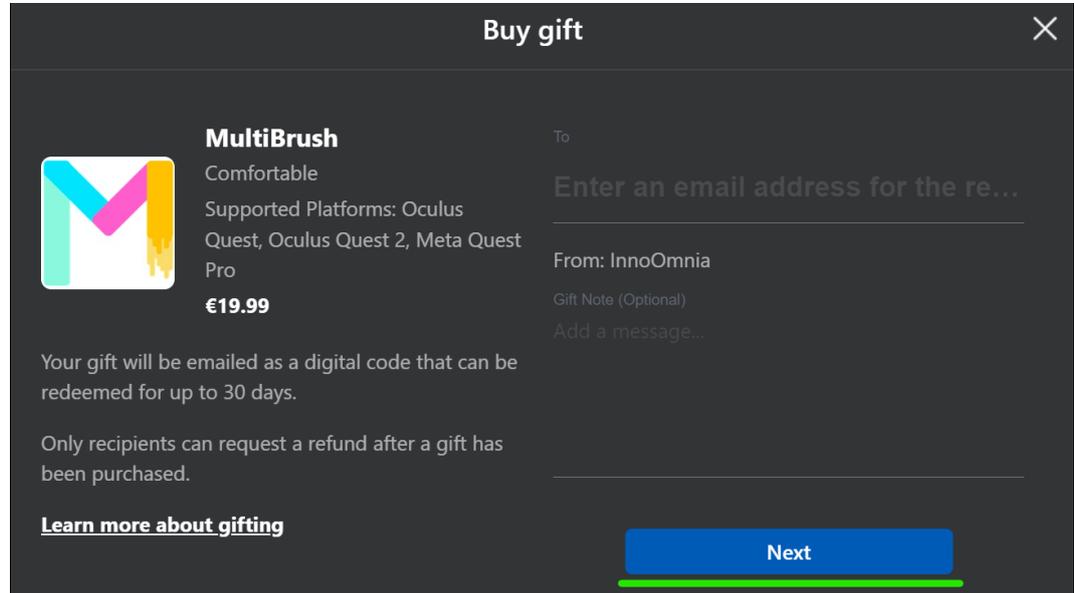
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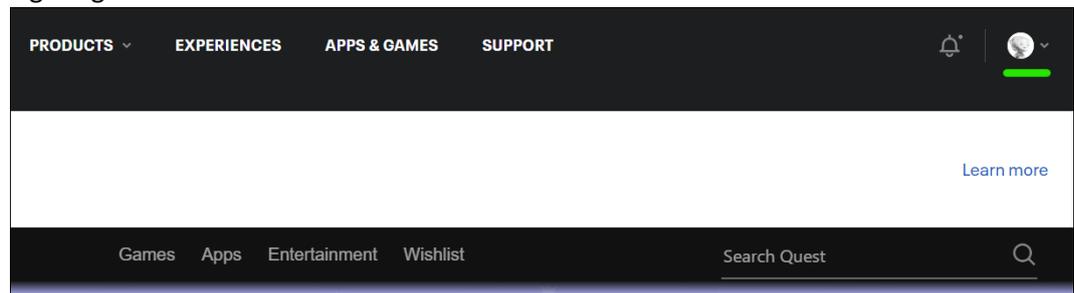
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4. From the Buy gift window, enter the “receiving” account’s email address in the To field. You can optionally add a gift message.
5. Click Next to go to the payments page and complete the purchase.



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6. Repeat the process for other receiving accounts if necessary.
7. Sign the “gifting” Meta account out of the Oculus store.



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b.

Receiving a gift

1. Navigate to the [Oculus Store](https://www.oculus.com/store).
2. Sign in with the “receiving” Meta account.
3. Open the email account belonging to the “receiving” meta account.



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4. Open the email notification and copy the 25-digit code.

PeterEmmaus sent you a gift: **MultiBrush**. To redeem this gift and add this item to your library, please copy and paste the gift code below in the Meta Quest Store.

You'll need to have the latest version of the Meta Quest mobile app downloaded to redeem your gift. If you're using an older version of the app, you can update it on the [App Store](#) or [Google Play Store](#). [Learn more about how to redeem your gift.](#)

For use in the Erasmus+ project MaFEA

Gift Code:

RR97Y- -YGQNA

[Redeem Gift](#)

a.

5. Click the Redeem Gift button to navigate to the purchase page for the app you were given as a gift.

PeterEmmaus sent you a gift: **MultiBrush**. To redeem this gift and add this item to your library, please copy and paste the gift code below in the Meta Quest Store.

You'll need to have the latest version of the Meta Quest mobile app downloaded to redeem your gift. If you're using an older version of the app, you can update it on the [App Store](#) or [Google Play Store](#). [Learn more about how to redeem your gift.](#)

For use in the Erasmus+ project MaFEA

Gift Code:

RR97Y- -YGQNA

[Redeem Gift](#)

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6. On the Oculus store page, click the Redeem gift button.

MultiBrush

3 PEGI 3
Users Interact

★ ★ ★ ★ ★ 120 Ratings

MultiBrush is a multiplayer implementation of the open source code for Tilt Brush. Now you can play, create, and enjoy art – with friends!

This is a first release, some things may not work perfectly and we are still

€19.99

[Buy for a friend](#)

[Redeem gift](#)

[Add To Wishlist](#)

[Share](#)

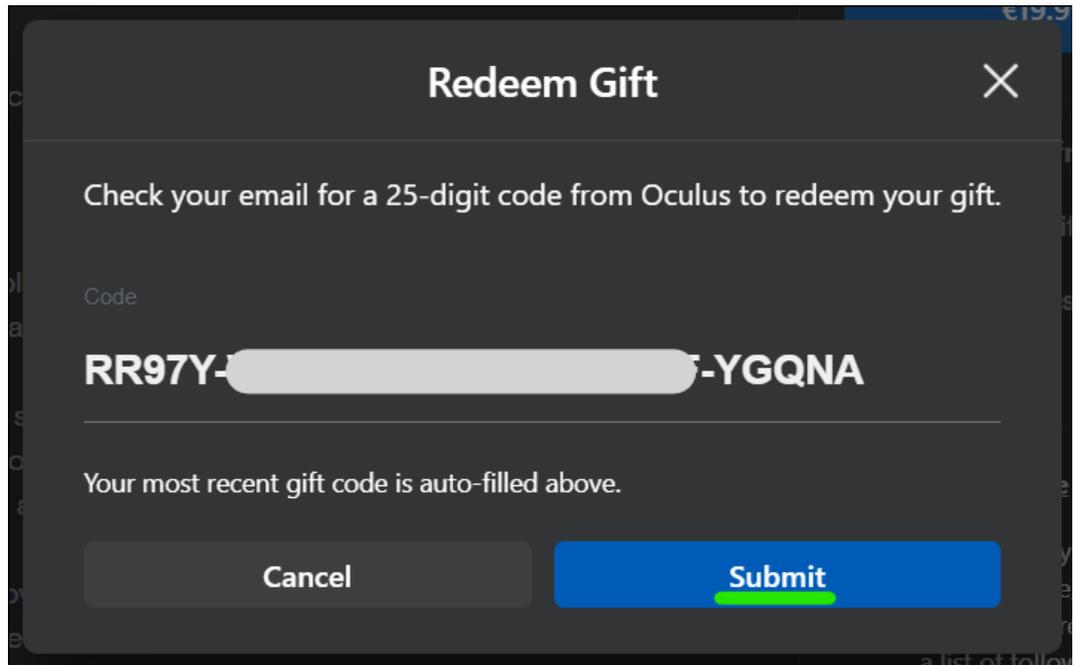
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7. In the window that pops up, enter the code, then click Submit.

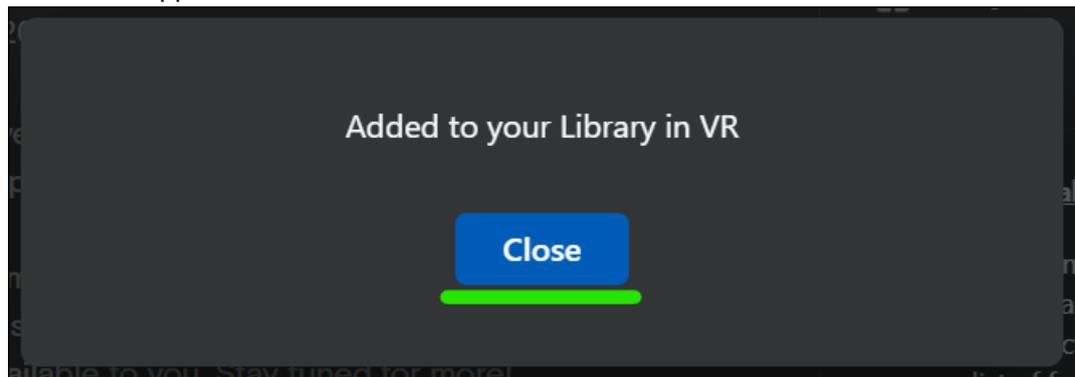


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8. A confirmation will appear.



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The app is added to the “receiving” account’s library.

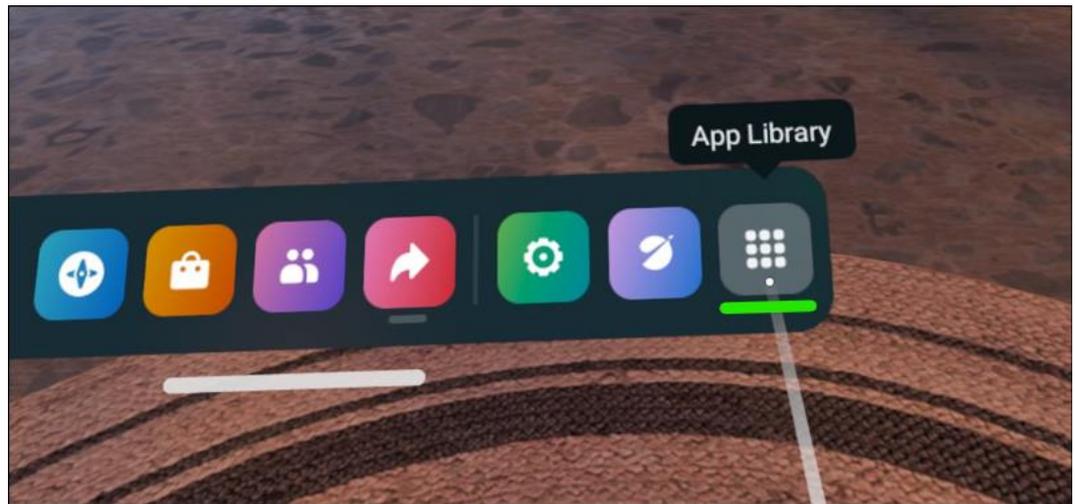
Installing an app from your library onto the headset

1. Put on your Meta Quest headset and log in to the “receiving” Meta account.
2. Open the App Library.

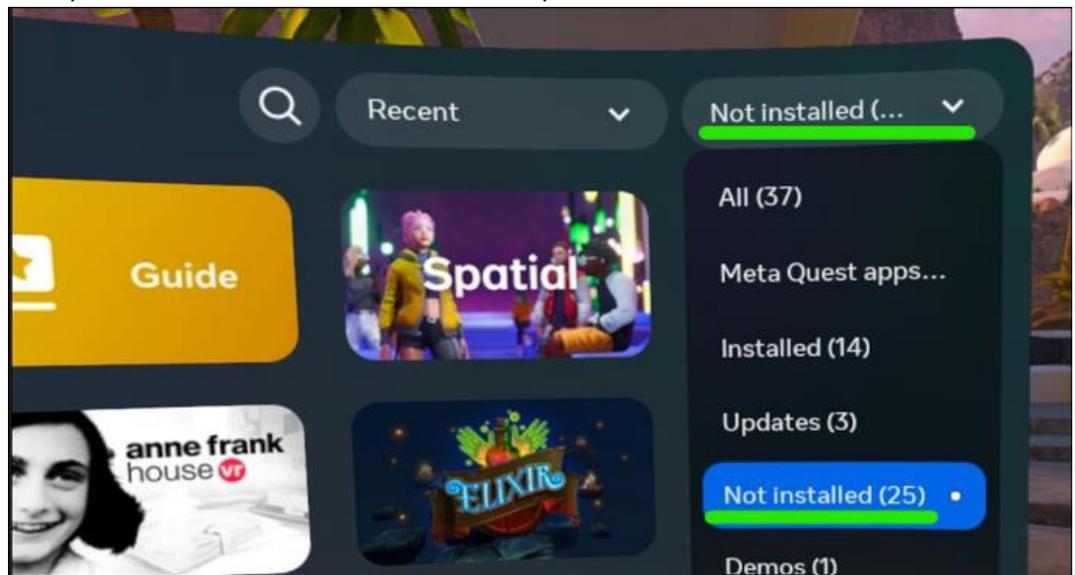


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- a.
3. From the dropdown menu, select the Not Installed option.



- a.
4. Select an app to begin installing.

Further information

1. [Sending and receiving app gifts \(meta.com support\).](https://support.meta.com)