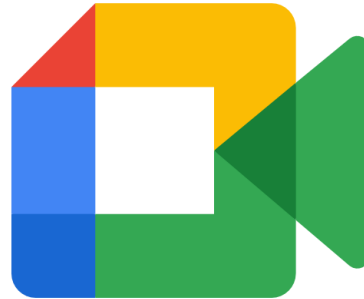


Google Meet on a Glass EE2 Device Quick Start Guide



Purpose: This guide is to help users in running Meet on the Glass EE2 device. This guide will cover:

1. Prerequisites for successfully running Meet on a Glass EE2 device
2. Installing the Meet application
3. Login and Workspace account options
4. Joining meetings and application functionality
5. Signing out of Meet on a Glass EE2 device

Prerequisites for successfully running Meet on the Glass EE2 device

Meet APK designed for Glass will only operate on Glass Enterprise Edition 2 devices. For best performance the Glass EE2 device needs to be running firmware version OPM1.210124.001 released 4 February 2021 or later. As of the writing of this guide OPM1.210124.001 is the most recent version.

Details on Glass EE2 including setting up Wifi

https://support.google.com/glass-enterprise/customer/answer/10012742?hl=en&ref_topic=9235678

Details for updating the firmware are available here:

<https://developers.google.com/glass-enterprise/downloads/system-images>

Android Firmware Flashstation:

https://flash.android.com/build/E1399804?target=glass_v3-user&signed&lock

Is a semi-automated way to update the firmware from the web.

Once firmware is updated the Meet application will need to be installed. For ease of installation it is recommended to use the Flashstation APK installer.

Installing the Meet application

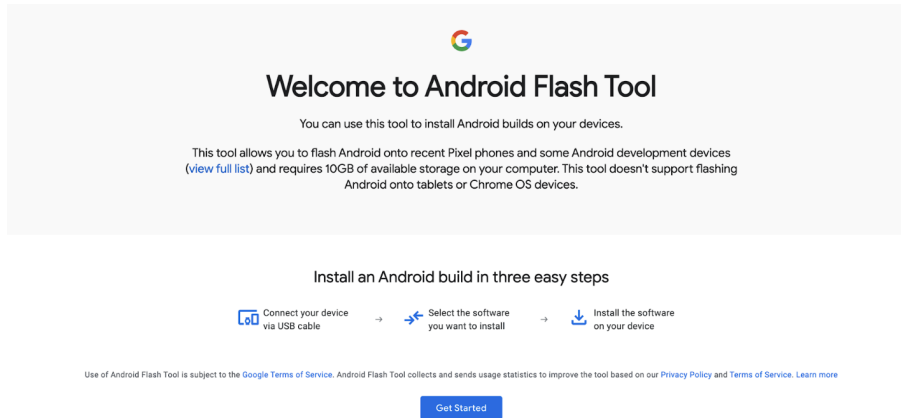
The current version of the Meet application is preinstalled with firmware OPM1.220316.001. If you have older firmware or need to reinstall the Meet application follow the directions below.

It is recommended to add the Meet application to your Glass device using the Android Flash Tool for ease of use.

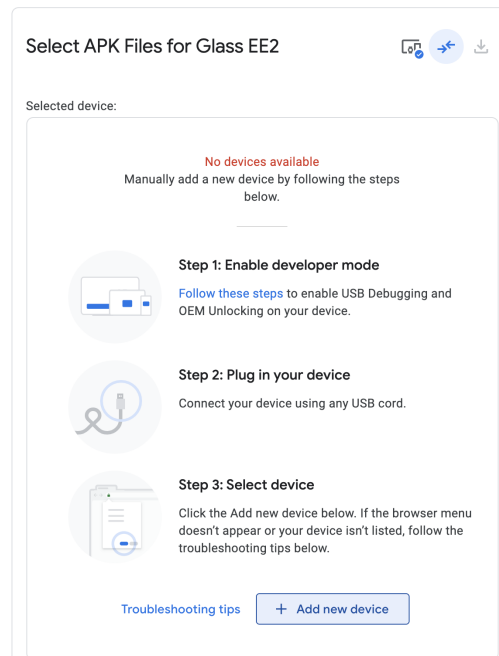
To use the flash tool:

1. Obtain the Meet APK file at <https://www.google.com/glass/meet-on-glass/>
2. Connect your Glass device to your computer via USB cable.

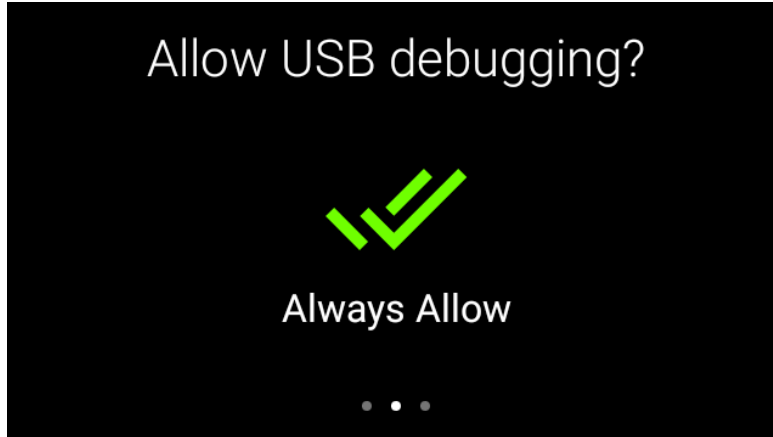
3. Navigate to flash.android.com/tools/glass_apk_install.



4. Click on **Get Started** button and **OK** button on dialog appearing on the screen.
5. Click on **+ Add new device** button and select Glass EE2 from the list. Click the **Connect** button to confirm selection.



6. On Glass, select **Always Allow** on USB debugging prompt by swiping forward on the touchpad. Tap to confirm selection.




7. Select device from the list.


Select APK Files for Glass EE2 📱 ↔️ ⬇️

Selected device:

📱 Select device ▼

APK files:



Select **.APK**  files to get started

[Select APK files](#)



Helpful tips

- ✔ Only use APK files downloaded from a trusted source
- 📄 Zip files are not supported
- 📄 More instructions at the [Glass Enterprise Edition Help Site](#) .

8. Select the Meet APK file you want to add from your computer.


Select APK Files for Glass EE2

Selected device:

 **Glass Enterprise Edition 2**
1QNTGG2519180091
OPM1.210124.001 (eng.jbolin.20210125.032726) 

Connected

APK files:



Select **.APK** files to get started

Select APK files

Helpful tips


- Only use APK files downloaded from a trusted source
- Zip files are not supported
- More instructions at the [Glass Enterprise Edition Site](#).

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9. Click **Install selected APK files**.


Select APK Files for Glass EE2

Selected device:

 **Glass Enterprise Edition 2**
1QNTGG2519180091
OPM1.210124.001 (eng.jbolin.20210125.032726)
Connected

APK files:

Selected files:

 my-app.apk

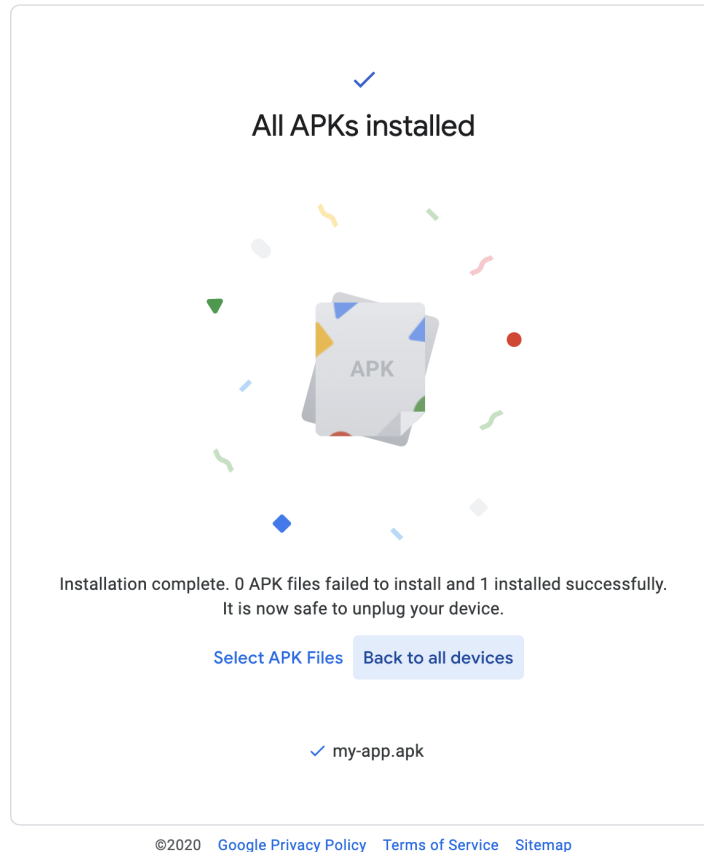
[Remove and select again](#) [Install selected APK files](#)

Helpful tips

- Only use APK files downloaded from a trusted source
- Zip files are not supported
- More instructions at the [Glass Enterprise Edition Site](#).

Note: If you see a status of **downloading file** for more than a few seconds you will see a prompt in the Glass display to allow the flashstation access. You will need to tap the Glass device to accept and allow for the application to be installed.

10. Wait for the confirmation screen.



If you see the **All APKs Installed** message, you have successfully installed your apps on Glass.

Login and Workspace account options

The Meet application for security purposes and ease of use is built with Google Workspace. The application will integrate with Google Calendar events allowing the user to quickly and seamlessly join meetings from the Glass device once successfully logged into the account. For these purposes it is recommended to decide on one of the following:

1. Personal Workspace account login or
2. Glass specific Workspace account login

Personal Workspace Account: Meet will allow the wearer to join meetings they have been invited to from the Glass or any other devices. Users adopting this login method should ensure they log out of the application after they are done using the Glass device as their Workspace account will stay logged in until logged out, even upon device shutdown.

Glass specific Workspace account: Meet may also be configured to connect to a Workspace account associated with the Glass device. Users adopting this login method will be able to join meetings as the Glass device when the Glass device associated Workspace account is invited to a meeting. Benefits of this solution allow multiple users to use the Glass device without having to log in and out when transferring the device.

Logging a Workspace account into the Meet Application

1. Start Glass EE2 device with the Meet application installed
2. Navigate to the application selection screen.
3. Select Meet application



4. Application will startup and show opening screen



5. Immediately after application starts the user will be prompted with a unique code to enter into a web browser on a phone, tablet or computer. Users will need to go to www.google.com/device to enter the code.

- a. If the error message "Unable to fetch new device code" is displayed please make sure Glass is connected to WiFi. If the WiFi is seemingly connected but you still see this error, make sure that the system time and date are set correctly. Otherwise SSL certificates might be considered invalid.

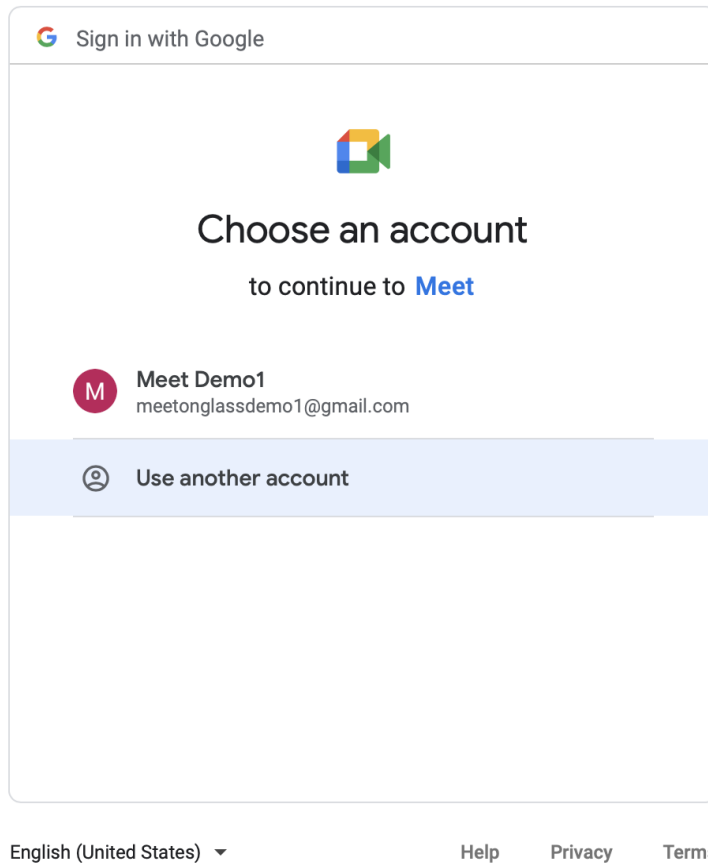


6. The www.google.com/device page will look like this:

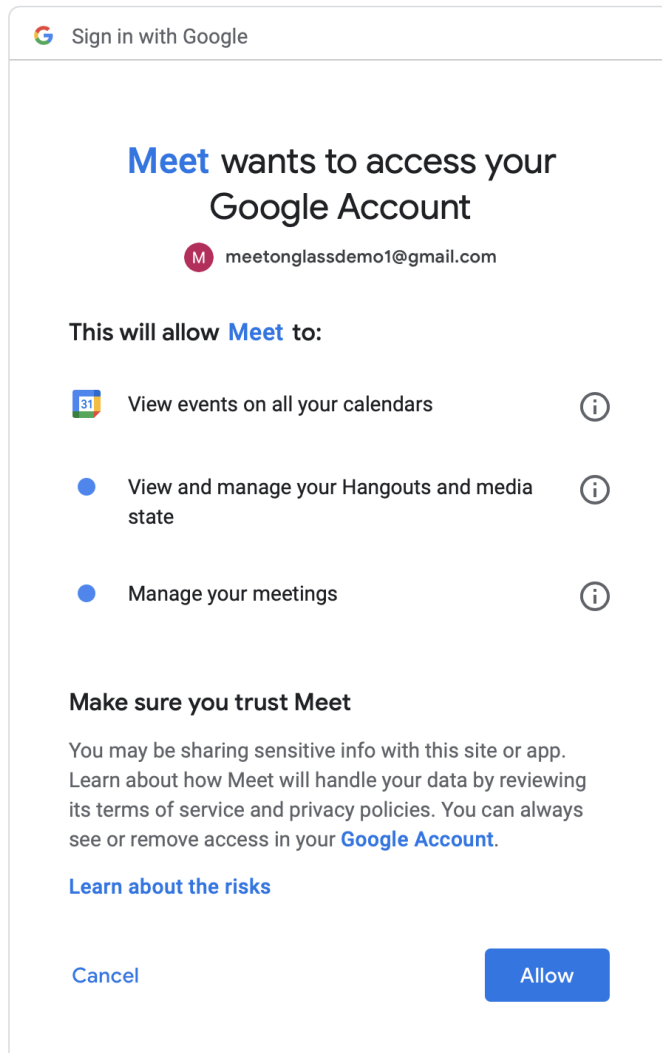
A white rectangular box with rounded corners. At the top center is the Google logo. Below it is the heading "Connect a device" in bold. Underneath is the instruction "Enter the code displayed on your device". Below that is a text input field with the placeholder text "Enter code". To the right of the input field is a blue button with the text "Next". At the bottom of the box, there are four links: "English (United States)" with a dropdown arrow, "Help", "Privacy", and "Terms".

7. Enter the code (including “-”) displayed on the Meet application and click **Next**

8. Users can then select a Google Workspace account that is linked to the web browser. If the user has not logged into the desired account on the webpage they will need to do this so it may be selected and linked to the Meet application on the Glass EE2 device.

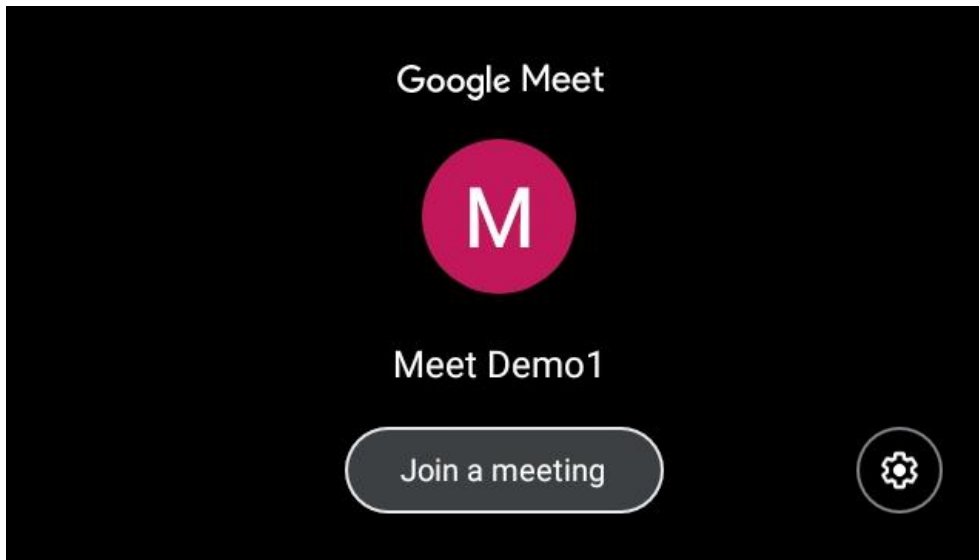


9. After selecting the account and clicking **Next** the user will be prompted to link their Workspace account to Meet on the Glass EE2 device. This is a necessary security feature



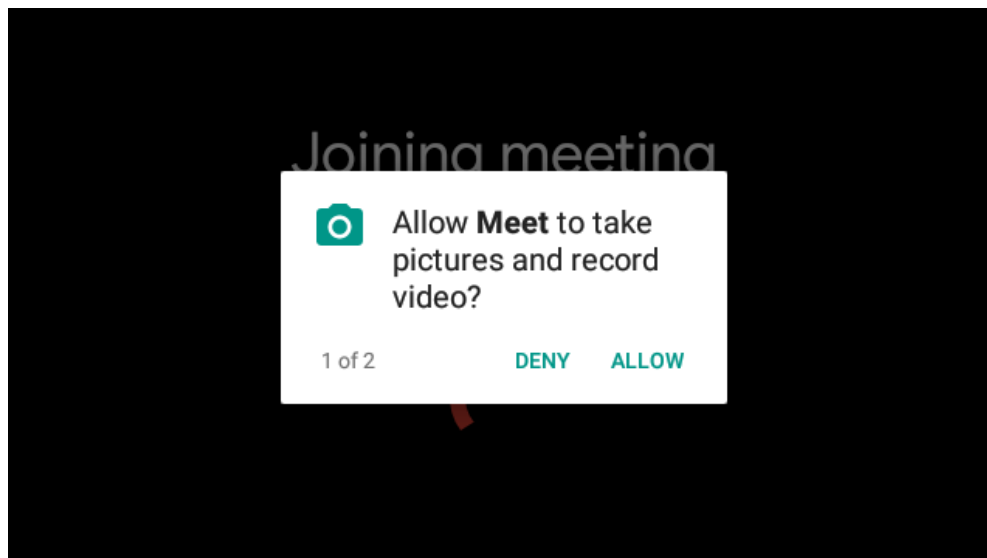
10. To link the account users must click **Allow**
11. After allowing access users will receive an acknowledgement and have successfully linked their account to Meet on the Glass EE2 device.
12. The user may now go back to the Glass device and will see the application has automatically logged them into the linked account and the user should see a screen

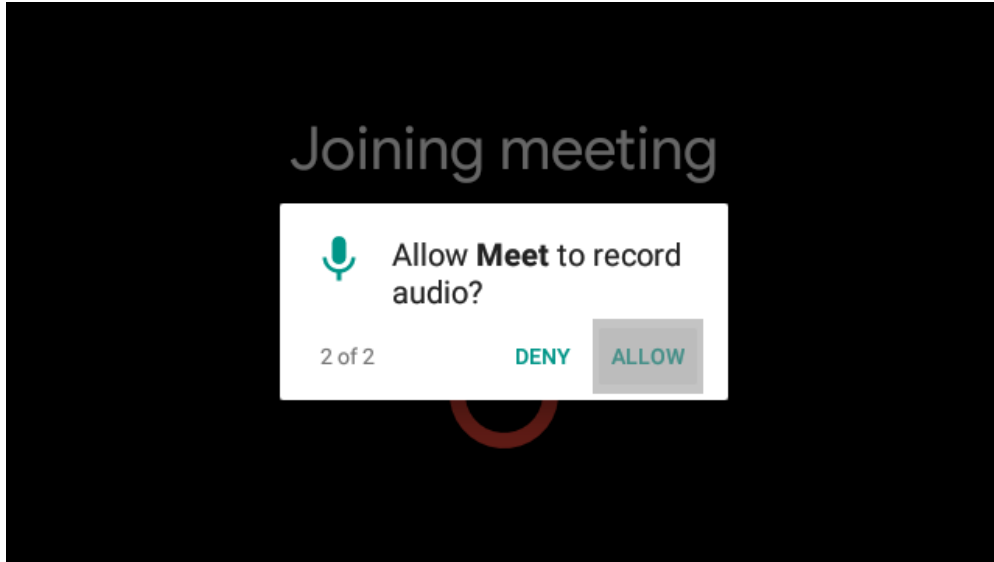
similar to below.



Enabling Microphone and Video - first time application used

At the first usage of the Meet application the user will be required to approve the application's use of the camera and microphone.

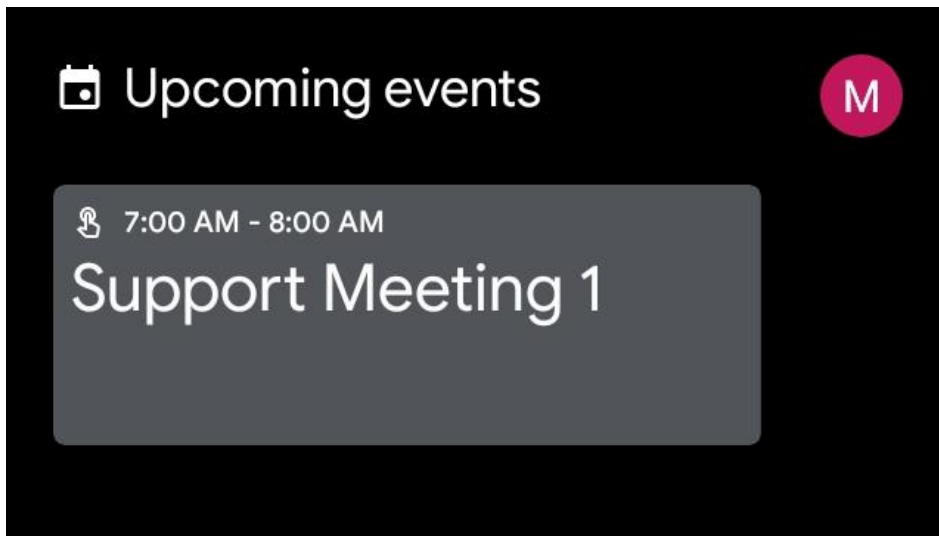




Joining meetings and application functionality





To join a meeting in Meet users should highlight the **Join a meeting** button as seen above. Light grey color means the button is selected. Once selected the user should tap to select.

The Meet application will display meetings the linked Workspace account has been invited to in a layout showing present time to future meetings. Meetings from the past are not displayed.



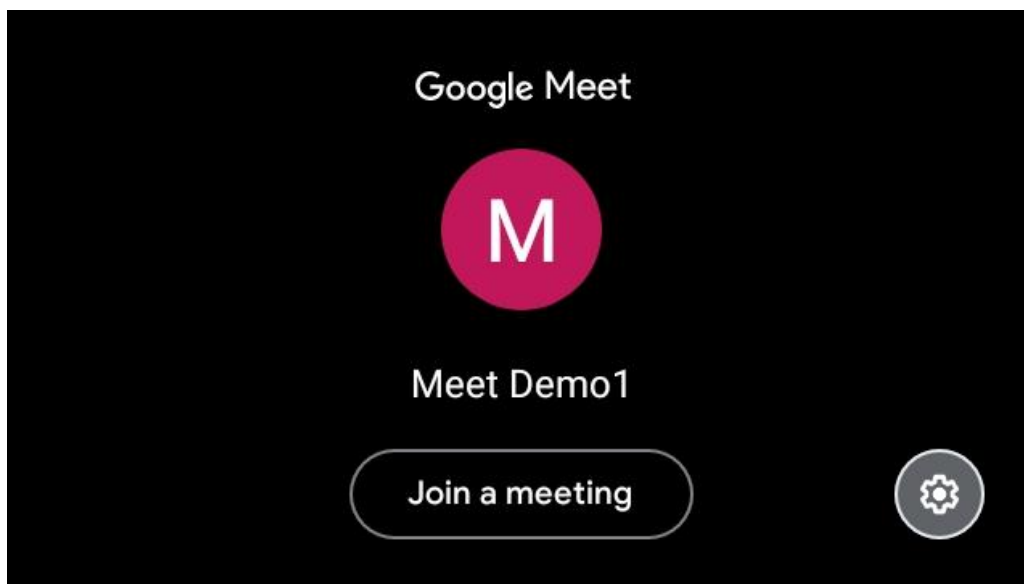
To join a meeting users need to highlight the meeting they wish to join and tap. The device will automatically join the meeting.

Functions available in the application includes:

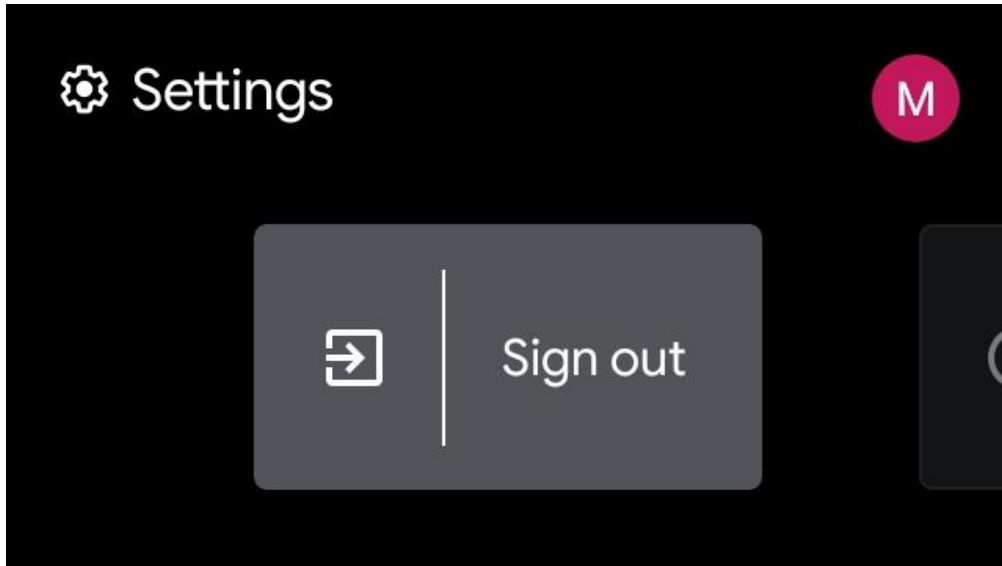
Volume louder and quieter	
Mute	 
Camera off/on	 
Present (to stream camera to meeting)	
Hangup / Leave Meeting	

Signing out of Meet on a Glass EE2 Device

To sign out of Meet on the Glass EE2 device, **swipe forward** to highlight the **settings** button as seen above. Light gray color means the button is selected. Once selected the user should **tap** to enter settings.



In settings, a **Sign out** option should be selected by default. **Tap** to proceed to the confirmation dialog.



On confirmation dialog, **tap** to confirm signing out.

We are very excited you chose to try the Meet application on a Glass EE2 device for your company. Please don't hesitate to send feedback or comments to getglass@google.com

Thanks!

