

# Introduction

After playing with the demo, sending some text, trying to modify the images, you might start to get inspired to create your own displayed content.

And realize, you don't know where to start as the image you try to send to the glasses isn't displayed. Or are fumbling with "embedded resources" and don't know where the images end up and how to send them to the glasses.

**Do not despair.**

In short, the initial difficulties I have encountered (and solved) are:

1. The resources have to be a particular size, else they will not be displayed
2. Using the Android bitmap generator does some scaling and it's not very clear how to get fine control on the output size, this
3. route will burn a lot of time and energy to try to "find the sweet spot"

If you're comfortable with all the above and go your own route this is the base take-away:

=> The glasses seem to be work best at 490x490 pixels. They handle 640x480 but also 480x640. So scaling is done - it's easier to not rely on Android bitmap scaler or the glasses

- How to get started

# How to get started

The easiest way to get started has a few easy steps if you are familiar with Android Studio or building Android applications.

If you haven't gone through it before, it might not always be so clear. So this might help you to get through it in a couple of steps and help you get started.

## Install the Vuzix SDK

1. Install the Vuzix Connect application
2. Pair the Z100 glasses

## Setup your development environment

1. Install Android Studio
  1. Probably you'll need to put your Android phone into Developer mode
  2. And install the USB driver
2. Download the sample code
3. Start the sample code with Android Studio