

Easiest steps to get the plugin as an option in your UE4 project:

1. Download the latest version of the plugin from this link:
<https://vreue4.com/binaries>
2. Using your file explorer, navigate to the plugins folder in the Unreal Engine. Mine was under /Program Files/Epic Games/UE_4.25/Engine/Plugins/.
3. From the zip you downloaded, extract the folder inside into the plugins folder.

Now, if you open a project in UE4, open the edit menu on the top left, and open the plugins browser tab at the bottom of the drop down menu, you can search up VRExpansionPlugin and it should show up. I'm not sure about the difference between VRExpansionPlugin and OpenVRExpansionPlugin so I included both.

This plugin includes a lot of nifty features, including being able to control the pawn when running the level using mouse and keyboard controls instead of needing an actual motion controller.

Other potentially useful resources:

Vscode documentation on using plugins:

<https://docs.unrealengine.com/en-US/Programming/Plugins/index.html>

VrExpansionPlugin's documentation and installation instructions:

<https://vreue4.com/documentation?section=installation>