

Oculus Platform SDK 1.0a Release Notes

- This is mainly a maintenance release leading up to RIFT launch.
- A number of new Leaderboard management web APIs have been added to the REST API documentation.
- More documentation in general has been added to the header files
- Matchmaking methods are now documented
- When joining a room once a match has been found, please switch from using `ovr_Room_Join` to `ovr_Matchmaking_JoinRoom`. `ovr_Room_Join` will soon be deprecated for matchmaking rooms but will continue to work for released games and joining non matchmaking rooms.
- When canceling an enqueueement, switch from using `ovr_Matchmaking_Cancel` to `ovr_Matchmaking_Cancel2`. You no longer need to pass in the request hash, and in fact you no longer need to care about request hashes at all.

Known Issues

- When running under a debugger, a heap corruption check inside the platform DLL may trigger during startup. We've determined this is harmless, and the check will be resolved in an upcoming release. This would manifest itself with debug console output similar to:

HEAP[exename.exe]: Invalid heap signature for heap at e9cf0000, passed to RtlWalkHeap

Side Loading

While in development you may want to run your application from the debugger or distribute a build internally without uploading it to the Oculus servers. To use builds side-loaded in this manner you will need to meet the following two criteria:

1. **You must have downloaded a build for the application at least once through the Oculus client.**
This sets up the install folder and downloads an initial file manifest that is required. The build you download doesn't need to be a full build. It can simply be a dummy build with a dummy executable.
2. **Your account must be marked as a developer on the developer portal OR you must have the following regkey set:**
`AllowDevSideloaded(REG_DWORD) = 1` in `HKLM\SOFTWARE\Wow6432Node\Oculus VR, LLC\Oculus`