# Installation Procedure

1. Put the folder in the Engine/Plugins/Runtime directory of your Unreal installation.
2. Launch the Unreal Engine in Visual Studio and build.
3. Open your Unreal Engine project.
4. Navigate to Edit>Plugins in the Unreal Engine 4/5 toolbar. In the plugin dialog, select the Enable checkbox for the SGSR plugin.

# Plugin Configuration

There are 3 versions of SR offered, select one of following #define directive in *SGSR/Shaders/Private/PostProcessSGSR.usf* to enable corresponding version.

* #define SGSR\_MOBILE, or
* #define SGSR\_VR, or
* #define SGSR\_HIGH\_QUALITY

SGSR can be enabled with the CVar: **r.Qualcomm.SGSR.Enabled 1**

Use **r.ScreenPercentage 50** (suggested range [50, 100]) to visualize SGSR (command usually only available when executing on mobile)

If you use Editor’s Platform Preview, use Project Settings to set Screen Percentage manually

A screenshot of a computer

AI-generated content may be incorrect.

# Extra Optimization

This SGSR UE plugin is optimized to run using half values. If possible, comment the indicated lines below at *Engine/Shaders/Public/Platform.ush* to enable half precision on both Windows and Mobile platforms.

