

1. Description

The project is a debugging tool meant to be used for VR. It displays the public data that is reflected by the UE4 Reflection System as text on UI that is attached to the hands of the developer.

2. Scenario

When debugging a VR application the developer has to both be in VR playing the game and looking at the editor. This is a problem because if a developer has an HMD on their face they cannot look at their editor. Without being able to look at the editor it isn't possible to watch public variables that are displayed in the inspector/details window which makes it harder to debug.

3. Solution/Purpose

Allow the developer to look at these public variables while playing the game. Whenever an object is picked up the data that is already in the UE4 reflection system will be loaded: name, type, and value. From here it is compiled into a string and that string is then displayed on a UI Widget containing text. This Widget is located at the hand of the developer so the information is always there. This speeds up debugging pipelines because there's no longer a back and forth between headset and desktop.