

# Unreal Engine 4 Integration 1.15.0

These release notes describe changes to Oculus's Unreal Engine 4.16 available from the Oculus GitHub repository.

All versions of Unreal 4.10 and later include built-in support for Rift and Gear VR, including automatic stereoscopic rendering and tracking.

## Oculus Source Distribution

The following distributions of the Unreal Engine source code include the latest SDK and provide the most recent features. Access requires a GitHub account subscribed to the private EpicGames/UnrealEngine repository (instructions [here](#)).

- [Unreal 4.16 \(Latest\)](#)

Note: If you are not logged into a subscribed account, you will get a 404 error from GitHub.

## Unreal Source Distribution

For most professional developers, we recommend the standard Epic source distribution hosted on GitHub. Access requires a GitHub account subscribed to the private EpicGames/UnrealEngine repository (instructions [here](#)).

- <https://github.com/EpicGames/UnrealEngine>

Note: If you are not logged into a subscribed account, you will get a 404 error from GitHub.

## Unreal Engine Binary

For beginning or casual developers, we recommend the Unreal Engine binary available through Epic's Launcher.

- <https://www.unrealengine.com/download>

For more information on the differences between different Unreal options and how to access them, see the [Unreal Introduction](#) in our Developer Guide.

## OculusVR Plugin

With the 1.15 integration, we are releasing version 4.16 that includes a substantial refactor of our Unreal plugins. Our OculusRiftHMD, GearVR, OculusInput, and OculusFunctionLibrary plugins have been combined into a unified OculusVR plugin. All functionality may be accessed by enabling the OculusVR plugin.

This plugin refactor will provide a consistent and unified interface to develop against for all current and future Oculus devices. All feature development will be based on the OculusVR plugin going forward.

Note that in the 4.16 version no longer supports the exec-style "hmd ..." console commands - they have been replaced by console variables. See "UE4-Oculus.txt" in the root directory for a description of available console variables.

Please let us know if you have any questions, suggestions, or problems in our [Unreal Developer Forum](#).

## New Features

- Added Rift support to cylinder VR Compositor Layers.

## Known Issues

- A significant drop in frame rate occurs when UE4 is not in focus in VR preview mode. To avoid this issue, uncheck the Use Less CPU when in *Background in Edit > Editor Preferences > General* (left sidebar) > *Miscellaneous* (left sidebar) > *Performance*.
- Exclusive Mode issues: Setting the mirror window to full-screen exclusive mode will not work correctly if the monitor and HMD are connected to different GPUs.
- Stereo Layer Depth Ordering: Doesn't support head-locked layers, only world-locked and tracker-locked.
- UE4 Issue - UE4 builds fail when using Android SDK tools 25 or newer. Please review the [UE Answers](#) page related to this issue for more information.