

UE4 1.10.0 Release Notes

These release notes describe changes to the Unreal Engine versions 4.12, 4.13 and 4.14 available from the Oculus GitHub repository. For more information, see the Oculus [Unreal Developer Guide](#).

Overview of Major Changes

New Features

- Added experimental multi-view support for mobile development, which reduces CPU overhead by duplicating objects to both eye buffers during rendering. Currently supports Note5, S6, S7, and S7 Edge phones running Android M or N and using ARM Exynos processors. Requires OpenGL ES 2. For more information, see Multi-View [TODO add link] in our Unreal Mobile Development guide.
- Added “Browse” matchmaking support in OnlineSessionOculus.
 - Added ability to create a matchmaking room.
 - Added ability to find matchmaking rooms in Browse mode.
 - Added Blueprints to Create and Find matchmaking rooms.

Bug Fixes

- Fixed Oculus Blueprints error calling `Activate()` twice.
- Fixed crash when Oculus Cloud Saves used when the application is not installed.

Known Issues

- A significant drop in framerate 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: Multiple initializations of the DXGI SwapChain may cause flickering as the screen switches modes and a black screen when rendering to the Rift with a different GPU from the one the game is using to render the eye buffers.
- *Stereo Layer Depth Ordering* : Doesn't support head-locked layers, only world-locked and tracker-locked.