Unreal Engine 4 Integration 1.14.0

These release notes describe changes to the Oculus Unreal Engine versions 4.14, 4.15, and 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 Oculus SDK 1.14 and provide the latest features. Access requires a GitHub account subscribed to the private EpicGames/UnrealEngine repository (instructions [here](#)).
- [Unreal 4.14 (Latest)](#)
- [Unreal 4.15 (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.

1.14 Overview

The Oculus Avatar SDK now provides a plugin for Unreal to assist developers with implementing first-person hand presence for the Rift and Touch controllers. It includes avatar hand and body assets viewable by other users in social applications for Rift and Gear VR. For installation and use instructions, please see [Getting Started with Unreal](#) in our Avatar documentation.

Preview of Unified OculusVR Plugin

With the 1.14 integration we are releasing versions of 4.15 and 4.16 that include a preview of 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.

Preview releases containing the unified OculusVR plugin are available here:
- [Unreal 4.15 Unified](#)
- [Unreal 4.16 Unified](#)

Access requires a GitHub account subscribed to the private EpicGames/UnrealEngine repository (instructions [here](#)). If you are not logged into a subscribed account, you will get a 404 error from GitHub.

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

New Features
- Online Subsystems
  - Added a warning if the message task that handles popping OVR messages does not run in four seconds (it should run every tick).
  - If the initial NetDriver connection times out, it now retries until the amount of time specified by `InitialConnectTimeout` in DefaultEngine.ini passes.