UE4 1.12.0 Release Notes

These release notes describe changes to Oculus's Unreal Engine 4.13, 4.14, and 4.15 available from the Oculus GitHub repository. For more information, see the Oculus [Unreal Developer Guide](#).

New Features

- Added support for Gear VR Controller. See [Gear VR Controller](#) for more information.
- Added Direct Multi-View support, which can substantially reduce GPU overhead. See [Multi-View](#) for more information.

Bug Fixes

- Fixed Adaptive Pixel Density flickering when ASW is enabled.

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: 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 :* Does not support head-locked layers, only world-locked and tracker-locked.
- Direct Multi-View
  - Console command visualizations are not properly displayed with Direct Multi-View enabled.
  - 2D UIs are not currently functional with Direct Multi-View enabled.