

Oculus 1.9.0 Release Notes

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

Overview of Major Changes

These changes apply to Unreal Engine version 4.12 and 4.13

New Features

- Added VoIP and moderated room finding/joining support, available through the Online Subsystems interface. For more information, see [Platform Features and Online Subsystems](#).

Bug Fixes

- Fixed near clipping plane calculation, which was incorrect when WorldToMetersScale was set to a value other than 100.

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.