UE4 1.20.0 Release Notes

These release notes describe changes to the Oculus Unreal Engine version 4.17 and 4.18, available from the Oculus GitHub repository. For more information, see the Oculus Unreal Developer Guide.

New Features

- Online Subsystems: Added support for specifying two App IDs in DefaultEngine.ini (e.g., one for Rift, one for Oculus Go or Gear VR). The correct ID will be used based on whether the build target is specified for PC or Android. See Oculus Platform Features and Online Subsystems for more information.

API Changes

- `FOnlineSessionOculus::DestroySession` now calls `CompletionDelegate` when the UE4 Session is destroyed. This happens when the user leaves the Oculus room by calling `DestroySession`.

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.
- Oculus UE4 1.15 and earlier: Oculus Blueprints not visible in Level Blueprint in Epic launcher and Epic source versions when Gear VR Plugin is enabled. Workaround for source version: open the file GearVR.uplugin and replace "WhitelistPlatforms" : ["Android"] with "WhitelistPlatforms" : ["Android", "Win64", "Win32"]. This does not affect source shipped through the Oculus Unreal GitHub repository.
- 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.
- Hybrid Monoscopic Rendering: In Unreal version 4.15, this feature is available for mobile only, and may not be used with Multi-view.