

# UE4 1.11.0 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 GDB debugging support. See “GDB” in [Debugging and Performance Analysis in Unreal](#) for more information.
- Added three Blueprint samples, available from our [GitHub repository](#). For more on how to access our repository, see our Developer Guide [Introduction](#).
  - BoundarySample illustrates use of the [Boundary Component API](#) for interacting with our Guardian System.
  - LayerSample illustrates the use of [VR Compositor Layers](#).
  - TouchSample illustrates basic use of Oculus Touch, including [haptics](#).
- Online Subsystems
  - LeaderboardInterface now allows for querying of just the user's entry by calling ReadLeaderboards() with an array of just the current user id.
  - SessionInterface
    - Added the ability to populate the LocalOwnerId with the current user.
    - DumpSessionState() now dumps out all individual existing named sessions.

## Bug Fixes

- Added support for wire frame representation of objects while using the 11:11:10 LDR format
- Online Subsystems
  - AchievementInterface: Fixed casting WriteAchievement for Count values for Int64, UInt32, and UInt64.
  - Fixed bug preventing the UE4 Read Leaderboard blueprint node from working with the Oculus OSS.
  - SessionInterface:
    - Fixed a NullPointerException when getting the oculus id from a session
    - Allow for updating the Room Data Store through the UpdateSession(). Will save the UE4 Session Settings into the Room Data Store.
    - Fixed a bug causing TriggerMatchmakingCompleteDelegates to fire too early
    - Session.bHosting now returns if the current user is the host/owner of the session.

## 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* : Does not support head-locked layers, only world-locked and tracker-locked.