

Oculus Mobile SDK - 0.4.3

Release Notes

This document provides an overview of new features, improvements and fixes that are included in this distribution of the Oculus Mobile SDK.

If you are developing with Unity, we recommend updating to Unity 4.6.1, which contains Android 5.0 - Lollipop support. <http://unity3d.com/unity/whats-new/unity-4.6.1>

We would like to highlight the inclusion of the new Mobile Unity Integration with full DK2 support based on the Oculus PC SDK 0.4.4. As this is a significant API refactor, please refer to the Unity Development Guide: Migrating From Earlier Versions section for information on how to upgrade projects built with previous versions of the Mobile Unity Integration.

Note: Before installing or integrating this distribution, we **strongly recommend** that you backup your project before attempting any merge operations.

Android Manifest

- Applications will now be required to specify the following permission to support distortion configuration updates by the system service.

```
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
```

Note: Always refer to the Oculus Mobile Submission Guidelines for the latest information regarding the submission process.

<https://developer.oculus.com/documentation/#filter=mobile>

VrPlatform

- Support for entitlement checking with VrPlatform. Integration steps and instructions are included in the Oculus Mobile Developer Guide's Device and Environment Setup section.

VrLib

- Localized string updates for the Universal Menu.
- Improvements to yaw drift correction.
- Fixed vsync possibly being turned off by the Universal Menu when selecting "reorient".

- Pre-register 'nativeSetAppInterface' to work around a JNI bug where JNI functions are not always linked.
- Do not allow 'nativeSurfaceChanged' to use a deleted AppLocal in case 'surfaceDestroyed' is executed after 'onDestroy'.
- Removed resetting the time warp when sensor device information is not populated on application launch.
- Improved Passthrough Camera latency by disabling Optical Image Stabilization (Exynos chipset only).
- Free EGL sync objects on time warp thread shutdown.

Unity Integration

- New Mobile Unity Integration Based on Oculus PC SDK 0.4.4

Sample Project Changes

- 360 Videos SDK
 - Fixed bug where a few 360 videos would not play.
 - Fixed several UI bugs.
 - Added extra error handling.
- 360 Photos SDK
 - Fixed several UI bugs.

Miscellaneous

- The Mobile SDK Documentation folder hierarchy has been re-organized into a single document.