

Oculus Mobile SDK - 0.5.0

Release Notes

This document provides an overview of new features, improvements, and fixes included in the latest version of the Oculus Mobile SDK.

Overview of Major Changes

The Universal Menu has been removed from VrLib, allowing modifications to the Universal Menu without requiring each app to upgrade to the latest SDK. The Universal Menu is now part of the Oculus System Activities application and is downloaded and updated alongside Oculus Home and Horizon. Make sure you update your version of Home in order to test your application with the new Universal Menu. If you are migrating from a previous SDK, please refer to the “Migrating from Earlier Versions” sections of the Native Development and Unity Integration guides.

The Mobile Unity Integration is now synced with the Oculus PC SDK 0.5.0.1-beta. Please ensure you have installed the corresponding 0.5.0.1-beta Oculus run-time; it can be found at the following location: <https://developer.oculus.com/downloads/>

Mobile SDK 0.5.0 includes the initial release of the Oculus Remote Monitor Tool and Capture Library. The Capture Library is a low-overhead remote monitoring system designed to help debug behavior and performance issues in mobile VR applications. It is capable of both real-time and offline inspection of collected data. Support is built into the mobile SDK by default. It is accessible when your device has VR Developer Mode enabled. Please see the Mobile SDK documentation for more information.

VrPlatform entitlement checking is now disabled by default in Unity; handling for native development is unchanged. If your application requires this feature, please refer to the Mobile SDK Documentation for information on how to enable entitlement checking.

Applications built with Mobile SDK 0.5.0 or later will be compatible with the Samsung GALAXY S6.

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

Android Manifest

Mobile SDK 0.5.0 no longer requires PlatformActivity in the AndroidManifest.xml file. If you have previously worked with an earlier SDK, the following block **must be removed**:

```
<activity android:name="com.oculusvr.vrlib.PlatformActivity"
android:theme="@android:style/Theme.Black.NoTitleBar.Fullscreen"
android:launchMode="singleTask"
android:screenOrientation="landscape"
android:configChanges="screenSize|orientation|keyboardHidden|keyboard">
```

The camera permission is also no longer required and can be **removed** from your manifest if your app does not rely on it:

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

For additional information on manifest requirements, see the relevant documentation in the Native Development Guide, Unity Integration Guide, and Mobile App Submission Guide.

VrLib

- Universal Menu moved from VrLib into a separate application.
- Universal-Menu-specific functionality removed from VrLib.
- Adds Oculus Remote Monitor support.
- VrApi restructured for future modularity and ease of development.
- Local preferences are now allowed in Developer Mode. Please refer to the Mobile SDK Documentation for more information.
- Default eye height and interpupillary distance have been changed to conform to the default values used by the PC SDK.
- The native head-and-neck model has been re-parameterized to use a depth/height pair rather than angle/length to conform to the PC SDK.
- HMDState sensor acquisition code has been re-written to make it reliable and thread safe.
- Now restores last-known good HMD sensor yaw when recreating the HMD sensor.

Native Framework

Folder Browser

- Added support for dynamically loaded categories.
- Factored out MetaData from FolderBrowser into MetaDataManager.h/cpp.
- Improved wrap-around controls.

Sound Limiter

- Application sound_asset.json files may now override specific menu sounds.

VrMenu

- Added hit test result to VRMenuEvent.
- Added debugMenuHierarchy console command for debug drawing of VrMenu hierarchy.
- Now uses current view matrix for gaze cursor and menu positions.
- Added options for horizontal and vertical text justification.
- Multi-Line text justification.
- Added option to allow text to line up horizontally with different descenders.

OvrGuiSys

- RemoveMenu is now DestroyMenu and will now free the menu.

Unity Integration

- Synced with the Oculus PC SDK 0.5.0.1-beta.
- Health and Safety Warning no longer displays in editor Play Mode if a DK2 is not attached.
- Limited Unity 5.0 compatibility. Requires patch version p2 - Unity 5.0.0p2.
- VrPlatform entitlement checking is now disabled by default.

For use with the Mobile SDK, we recommend Unity versions 4.6.3, which includes Android 5.0 - Lollipop support as well as important Android bug fixes. While the Mobile SDK is compatible with Unity 5.0.0p2 and higher, several issues are still known to exist, including an Android ION memory leak and compatibility issues with OpenGL ES 3.0. Please check back for updates.

Sample Project Changes

Cinema SDK

- UI reworked using new UI components.
- Fixed playback controls reorienting screen in void theater when user clicks on controls when they are off the screen on portrait videos.

360 Photos SDK

- Added libjpeg.a directly to projects in order to avoid dependency on libjpeg source.
- Metadata is now app-extensible. Added functionality for reading and writing extended metadata during app loading and saving.

360 Videos SDK

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