

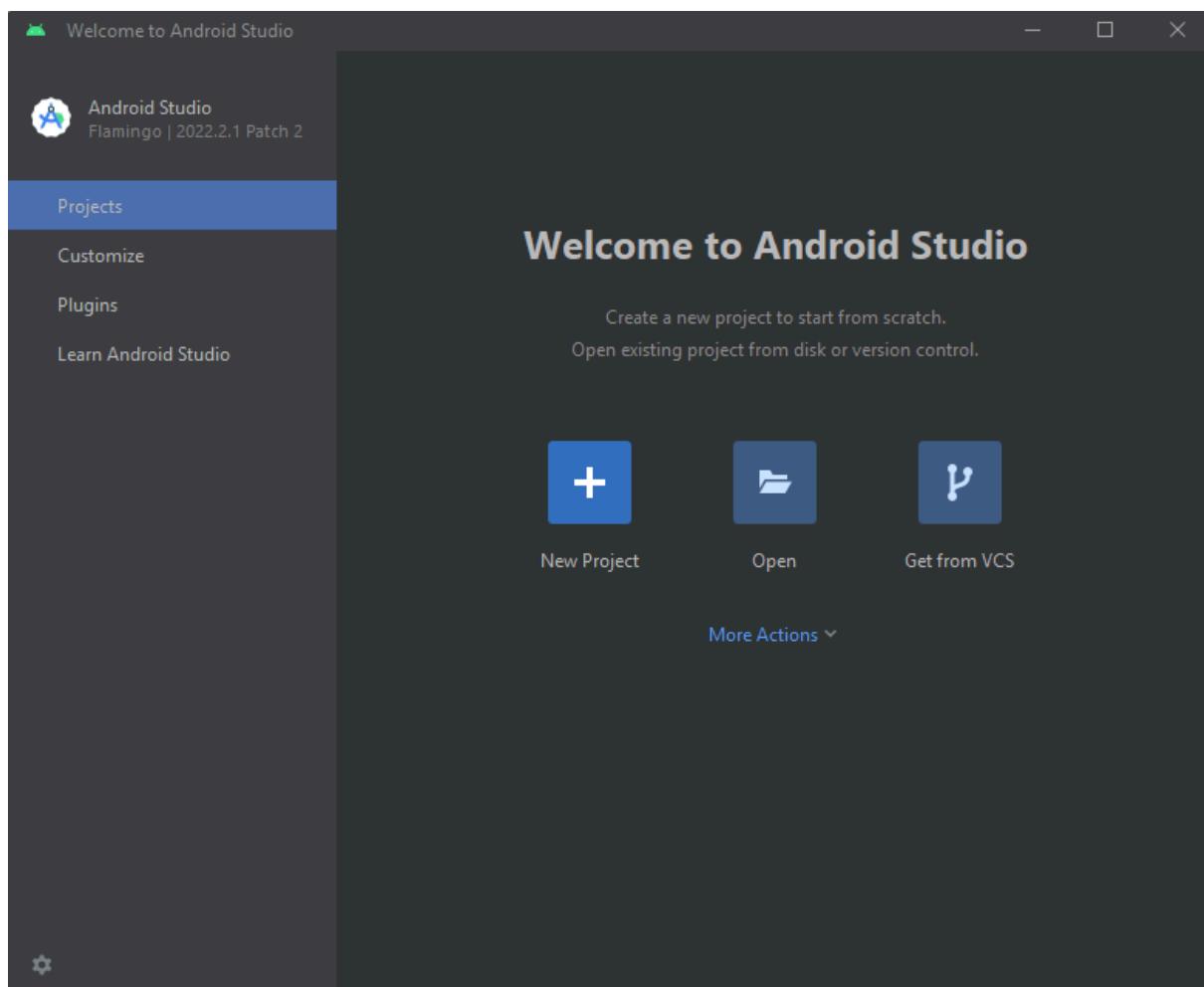
## Setup guide

Refer Tutorial:

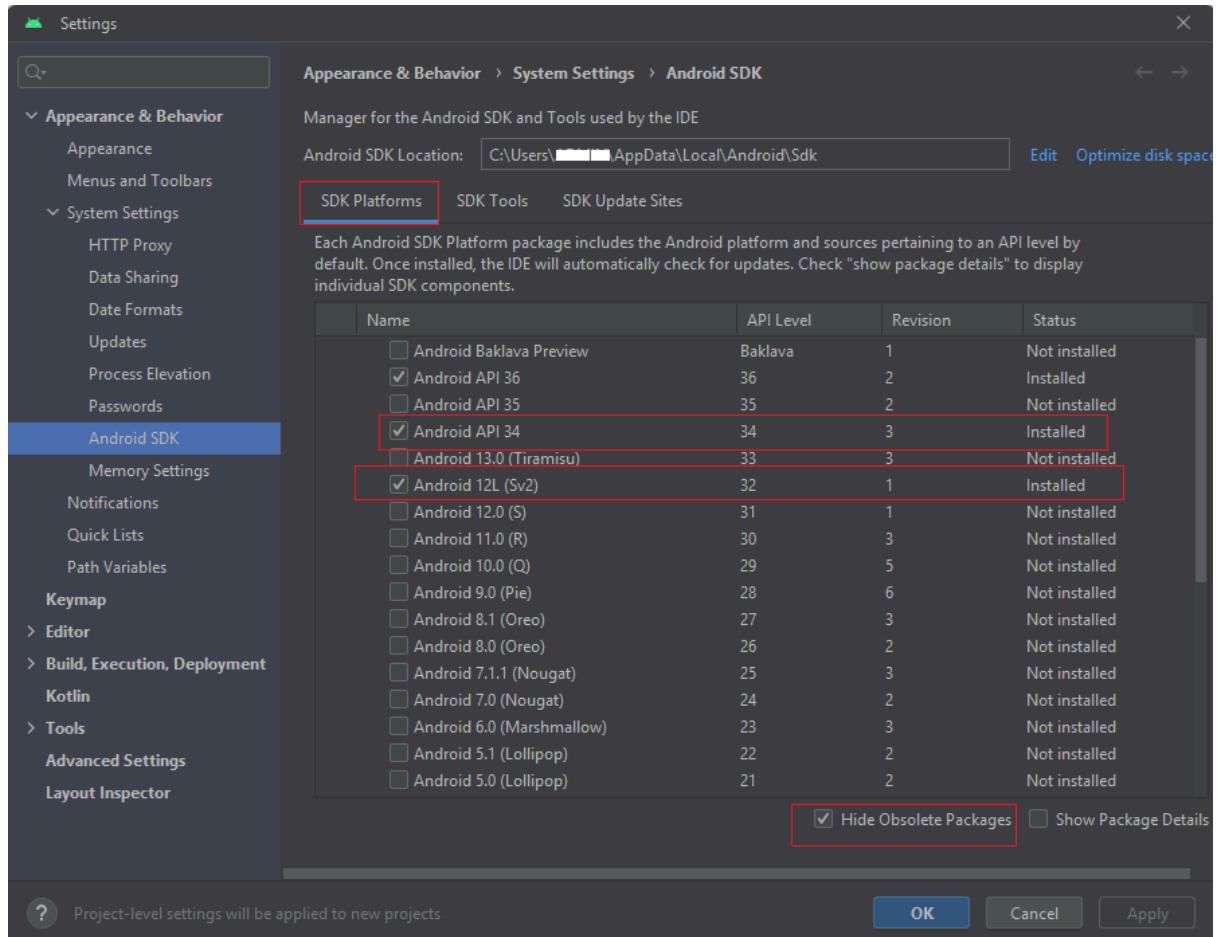
(<https://dev.epicgames.com/community/learning/tutorials/PYP7/unreal-engine-5-5-x-for-metaverse-vr>)

\*Note: try to Install all in C: drive

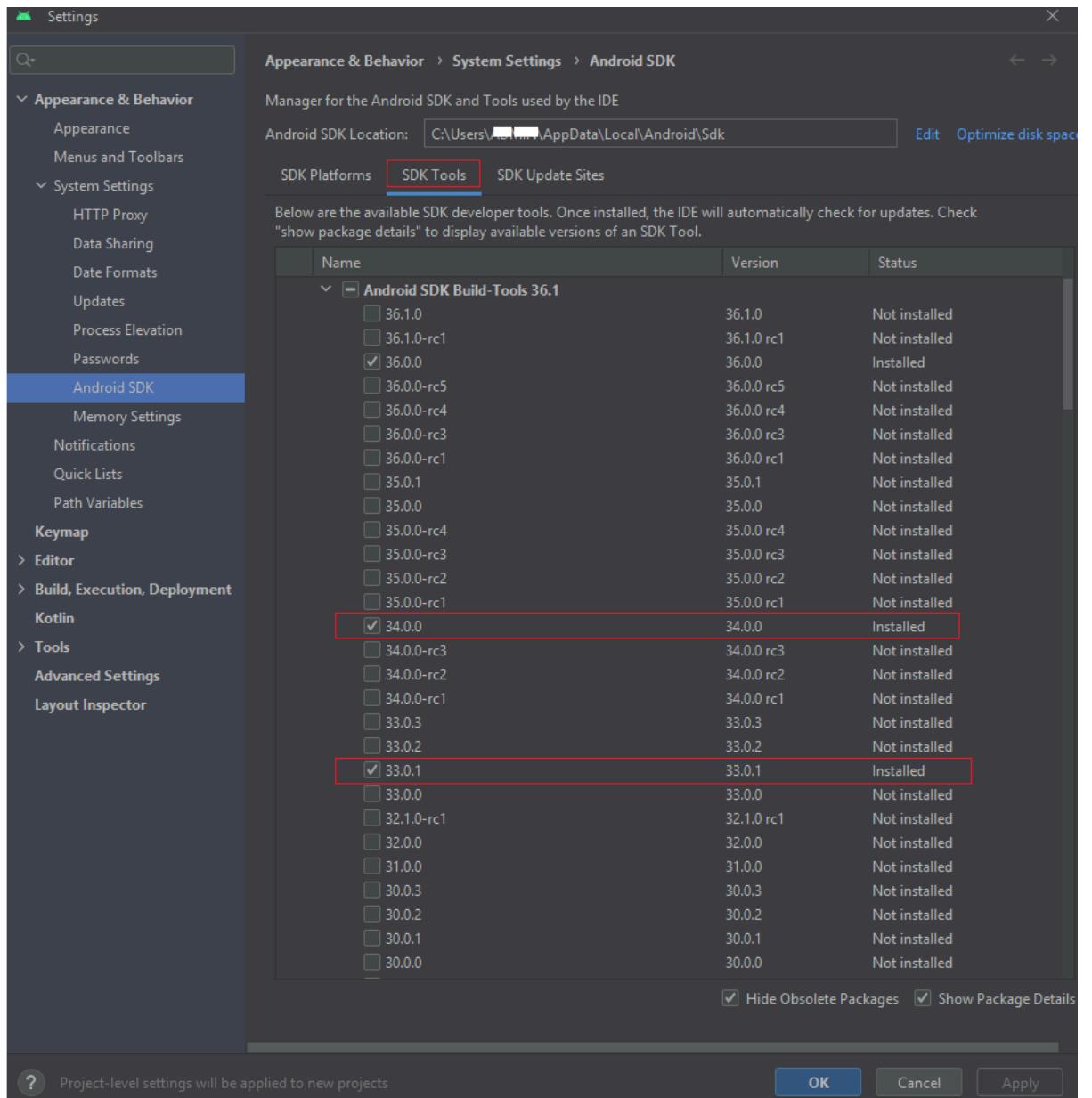
- 1) Download Java SE Development Kit v 17.0.12 and install in (C:/Program Files/Java/) location  
(<https://www.oracle.com/java/technologies/javase/jdk17-archive-downloads.html>)
- 2) Download Android Studio 2022.2.1 Patch 2 May 24, 2023:  
<https://developer.android.com/studio/archive>



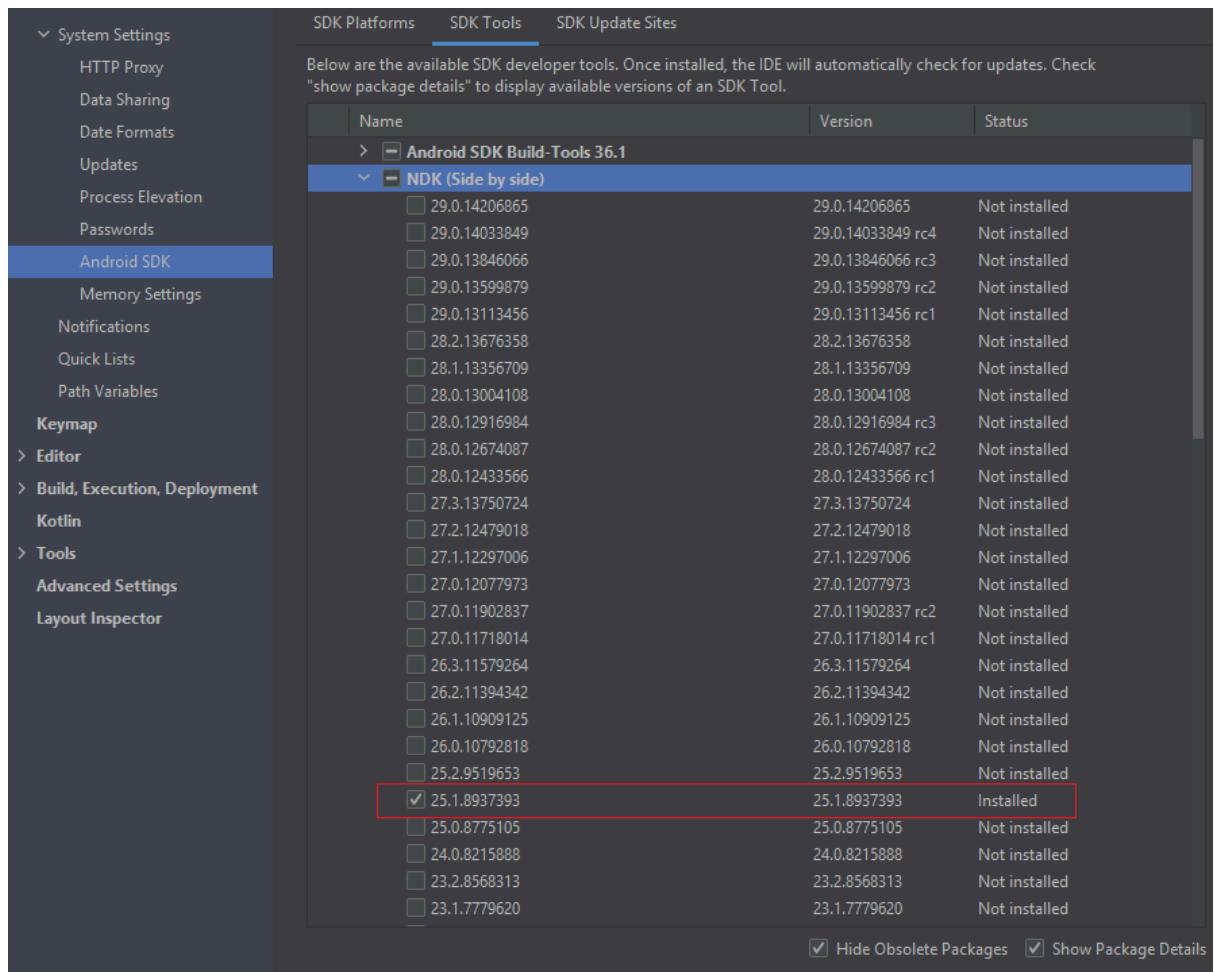
- 3) In the Android Studio, open SDK Manager, tick Android API 34 and Android 12L (Sv2) under SDK Platform.



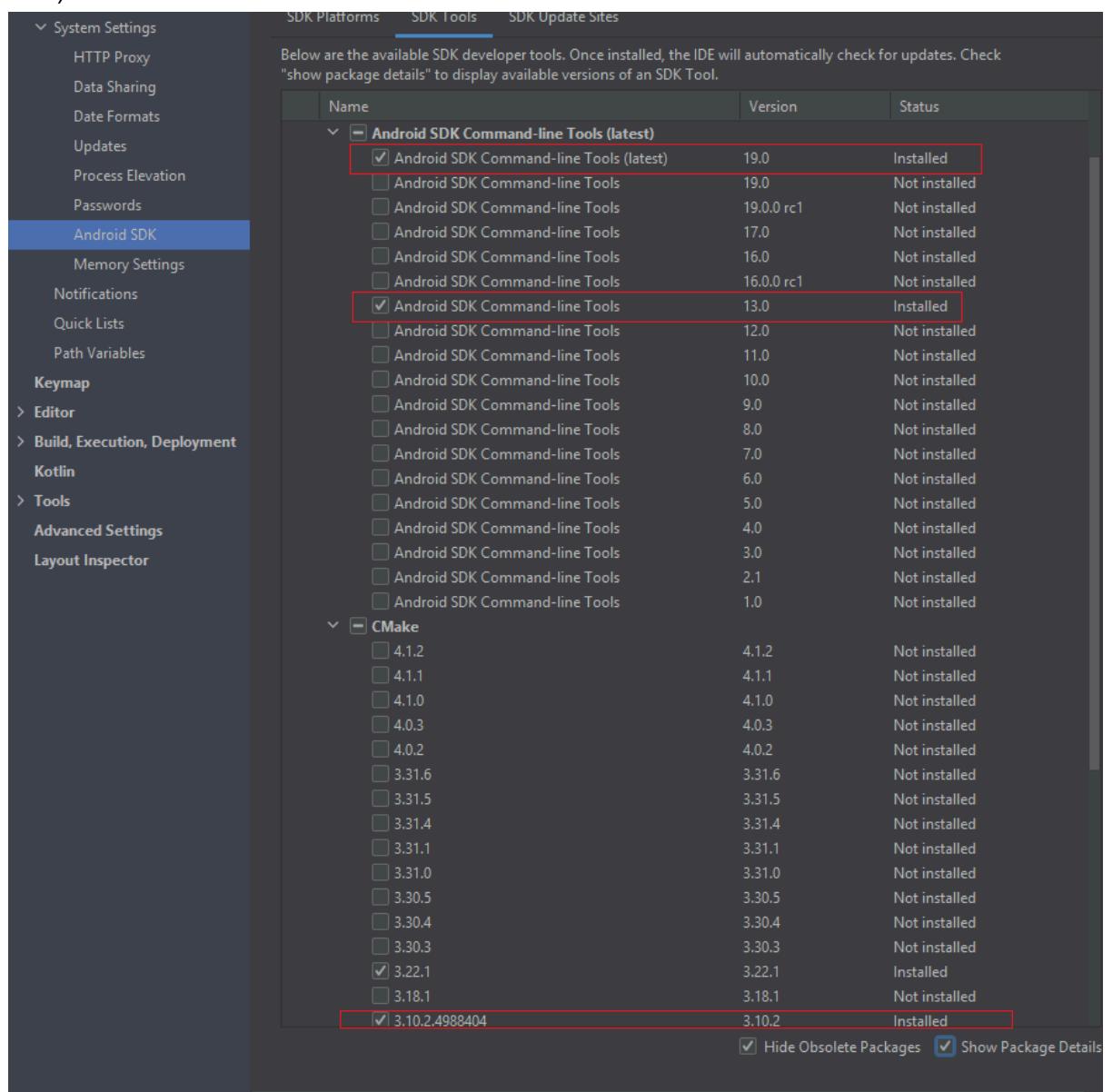
4) Under SDK Tools, tick 34.0.0 and 33.0.1



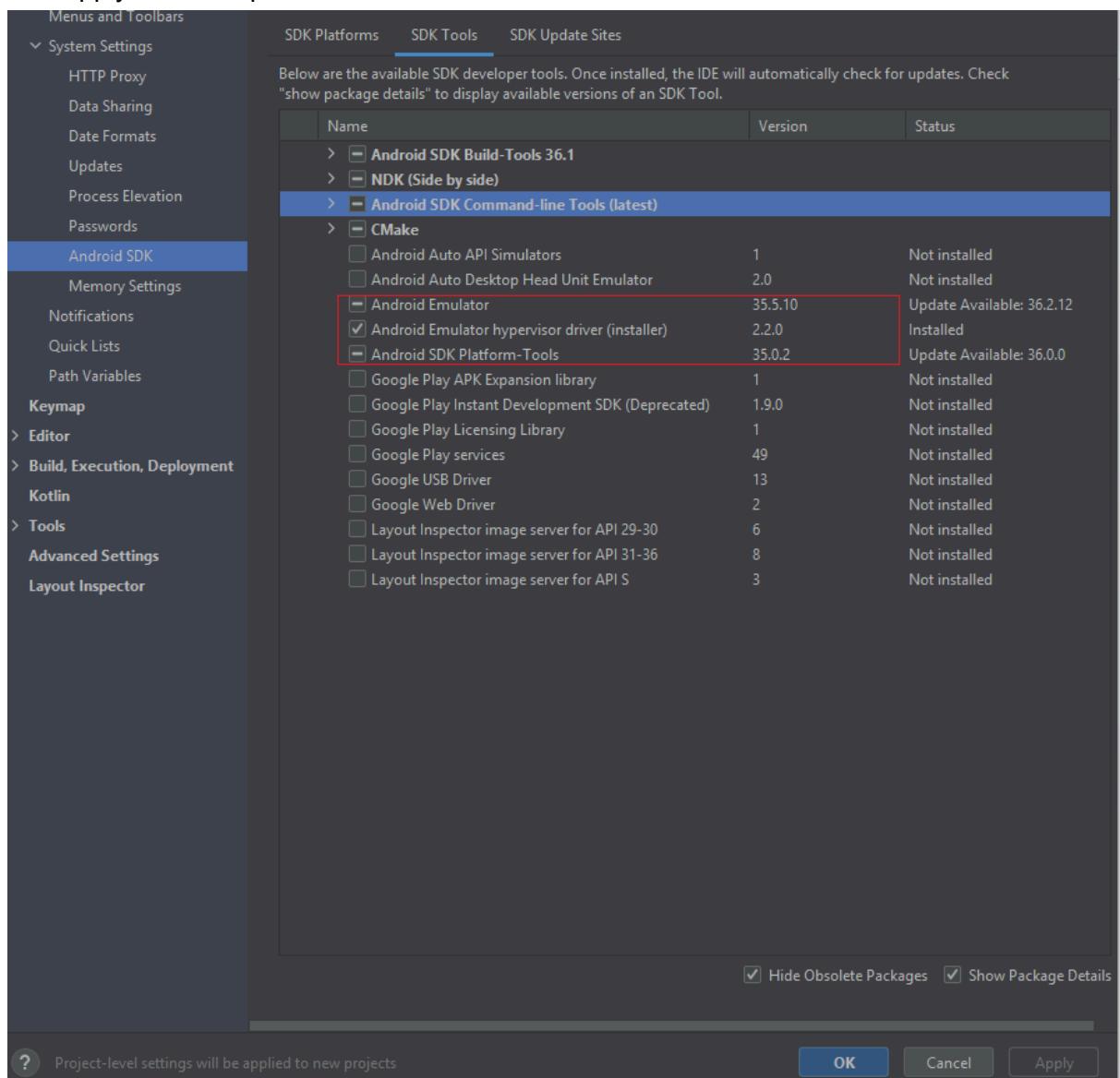
## 5) Expand NDK (Side by side) and tick 25.1.8937393



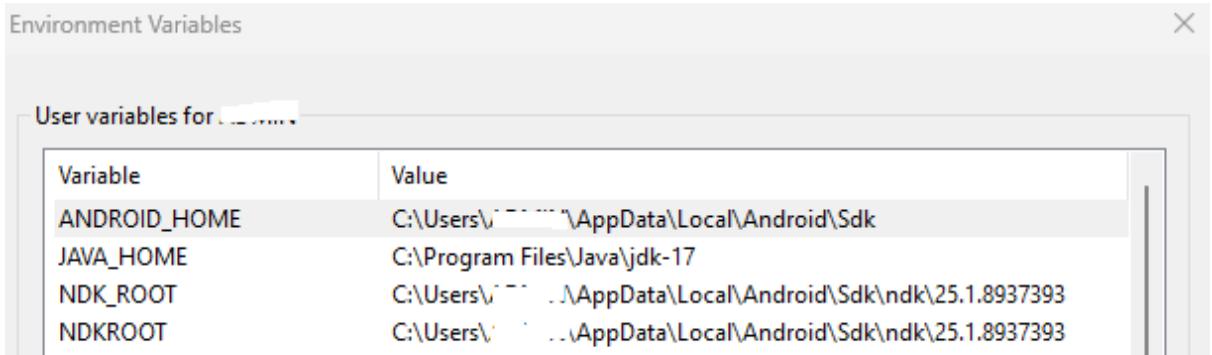
6) Open Android SDK Command tools(tick latest 19.0 and 13.0) and in CMake(tick 3.10)



- 7) Tick Android Emulator,Android Emulator hypervisor driver, android sdk platform-tools then apply.After completion, reboot the PC.



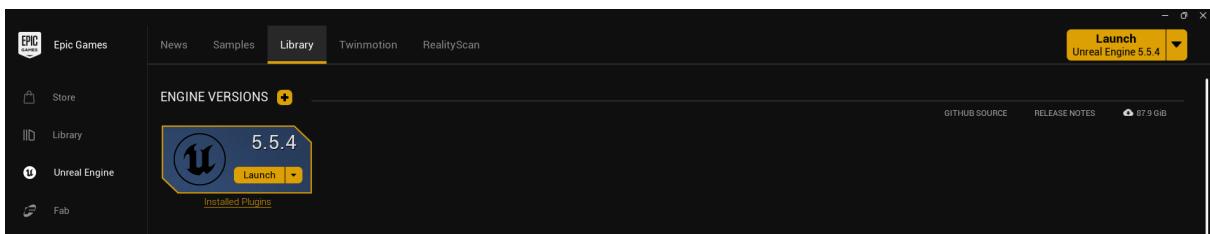
- 8) Make sure you have the following user variables set under environment variables.  
After setting up Reboot the PC



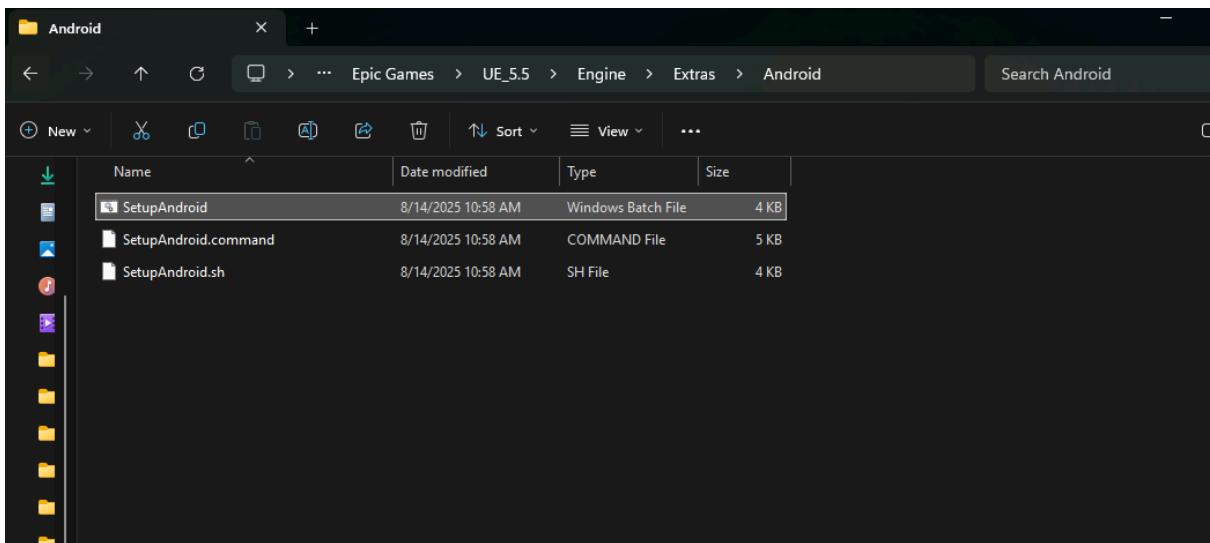
The screenshot shows the 'Environment Variables' dialog box. At the top, it says 'User variables for [current user]'. Below is a table with four rows:

Variable	Value
ANDROID_HOME	C:\Users\[REDACTED]\AppData\Local\Android\Sdk
JAVA_HOME	C:\Program Files\Java\jdk-17
NDK_ROOT	C:\Users\[REDACTED]\AppData\Local\Android\Sdk\ndk\25.1.8937393
NDKROOT	C:\Users\[REDACTED]\AppData\Local\Android\Sdk\ndk\25.1.8937393

- 9) Create a Meta developer account(<https://developers.meta.com/horizon/>). Also, you need to create an organization in the account.
- 10) Install Meta Horizon App on your phone(<https://apps.apple.com/us/app/meta-horizon/id1366478176> or [https://play.google.com/store/apps/details?id=com.oculus.twilight&hl=en\\_IN](https://play.google.com/store/apps/details?id=com.oculus.twilight&hl=en_IN) ).
- 11) Connect/ Pair your Meta Quest headset with the Meta Horizon app. Under Device management -> Devices -> select headset -> Headset settings -> Enable Developer Mode. This step is one time.
- 12) Download & Install Meta Quest Developer Hub(<https://developers.meta.com/horizon/downloads/package/oculus-developer-hub-win/>) and login with your Meta developer account.
- 13) Download Unreal Engine 5.5.4 with Target Platforms, enable Android from Epic Games Launcher.



- 14) Go to your Unreal Engine 5.5.4 folder and run "Epic Games\UE\_5.5\Engine\Extras\Android\SetupAndroid.bat"



- 15) Download Unreal Engine 5 Integration v78 (Meta XR Plugin)  
<https://developers.meta.com/horizon/downloads/package/unreal-engine-5-integration/78.0> and extract in Epic Games\UE\_5.5\Engine\Plugins\Marketplace folder(Create

Marketplace folder if it doesn't exists)

**Unreal Engine 5 Platform SDK**

Updated: 26 Aug 2025 | Version 78.0 ▼

[Download !\[\]\(15b3c048ece3c5b28384171962f5ff49\_img.jpg\)](#)

Use the Platform SDK to create social VR applications. Add Achievements, App Invites, Destinations, DLC, In-App purchases, Leaderboards, and more to your experience using the individual components of the SDK. The SDK download includes sample apps that demonstrate how to implement many of the SDK features in fully-functional games and applications.

### Version 78.0 Release Notes

#### Documentation

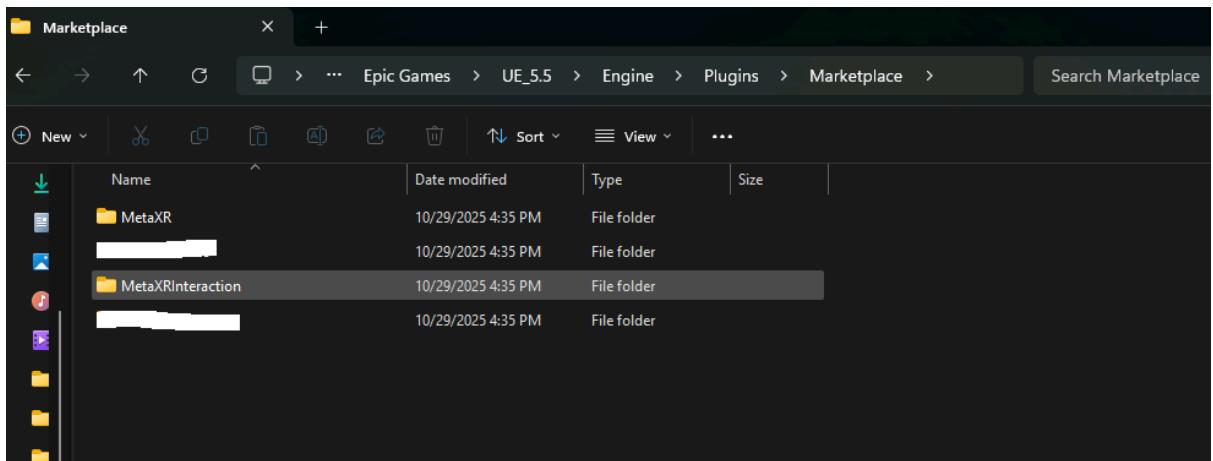
See the Platform documentation for [Android](#), [Unity](#), [Unreal Engine](#), or [Native C++ development](#) for a list of features and links to how to get started. The Platform SDK is compatible with all Meta Horizon supported development environments and platforms.

#### Improvements

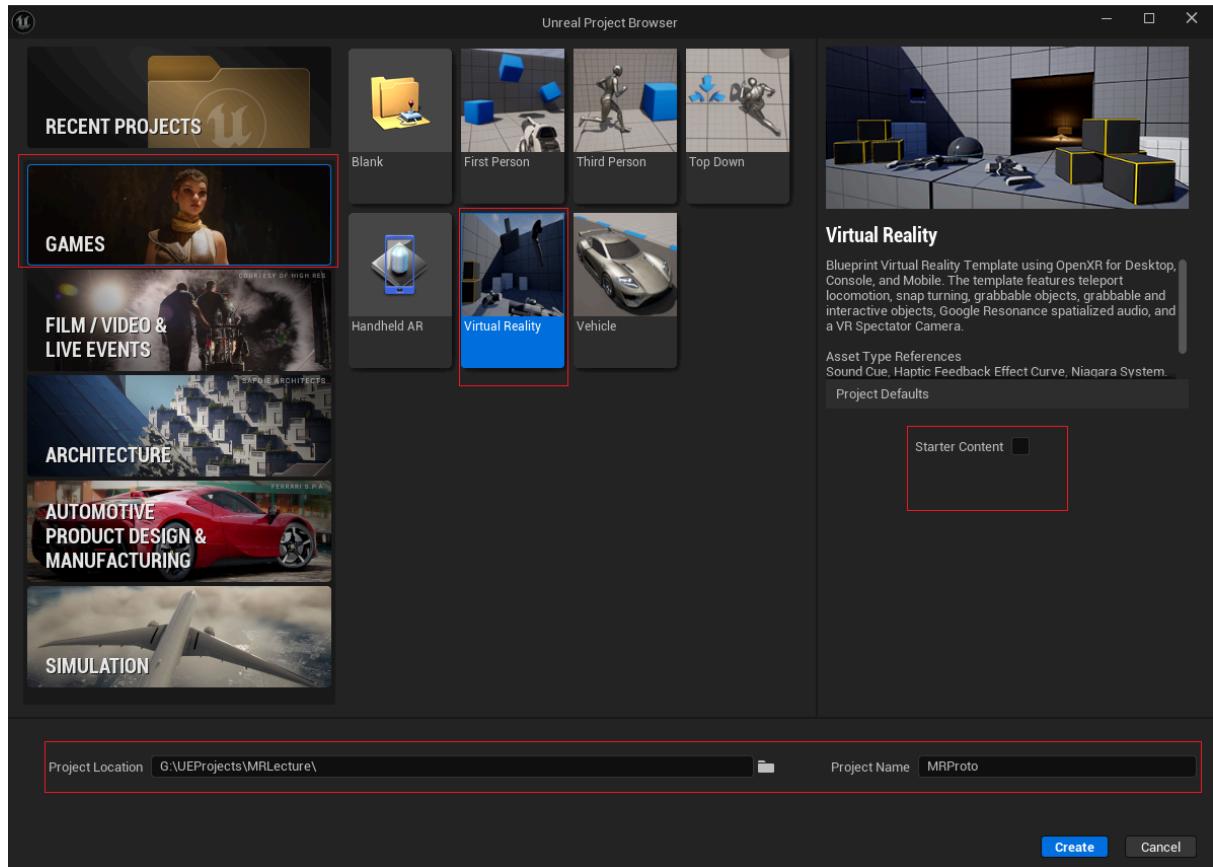
- Refactor the threading and async scope usage in the cowatching shared activity api.
- Added implementation to API calls in cowatching shared activity api.
- Simplify the travel invite dialog launch flow by bypassing SABP service and activity, directly launching TravelInviteActivity from the app.

## 16) Download Unreal Engine 5 Meta XR Interaction SDK v78:

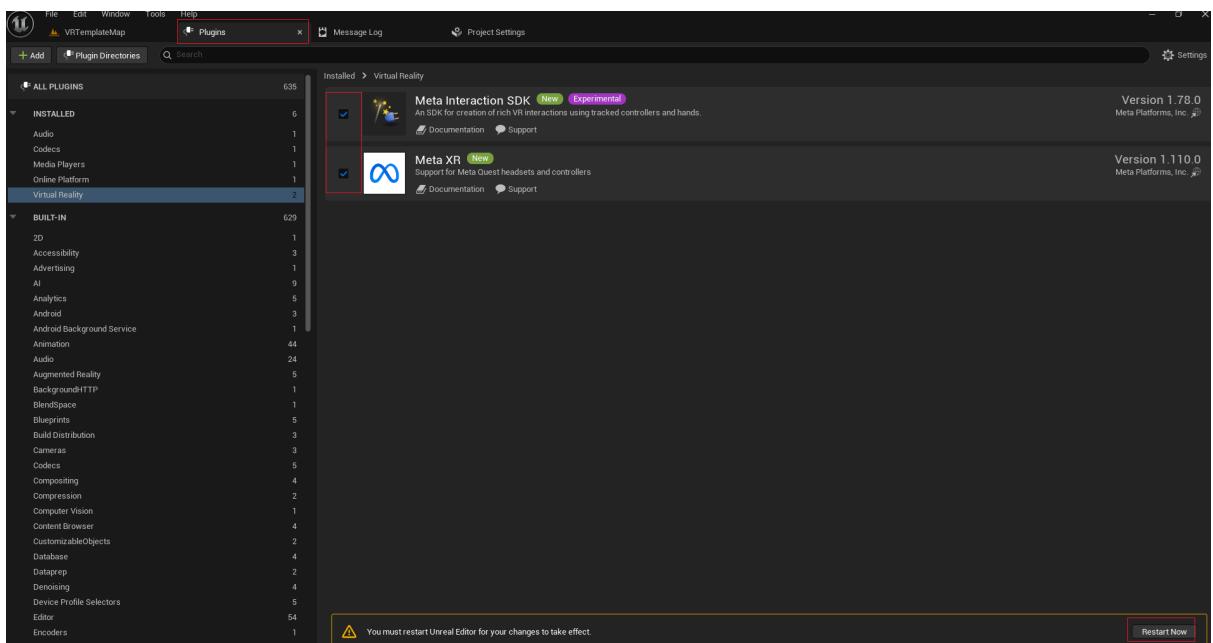
<https://developers.meta.com/horizon/downloads/package/meta-xr-interaction-sdk-unreal/78.0.0> and extract in Epic Games\UE\_5.5\Engine\Plugins\Marketplace folder



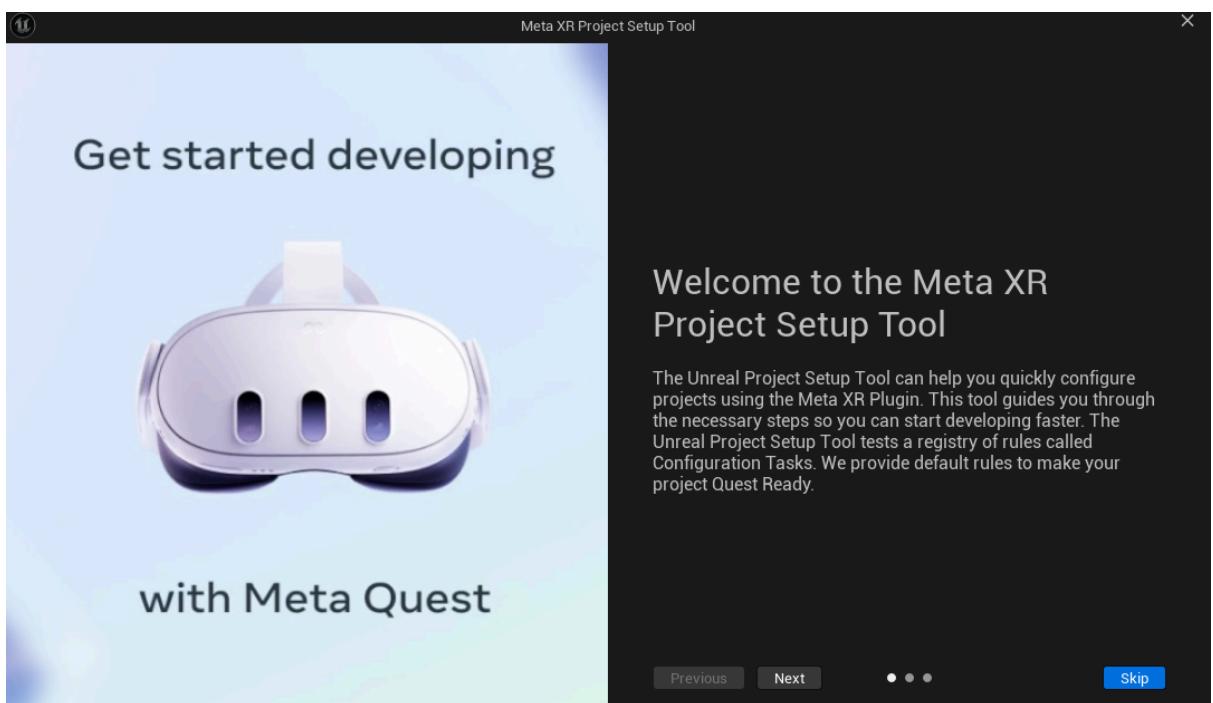
17) Open Unreal Engine & create a new project with the following settings:



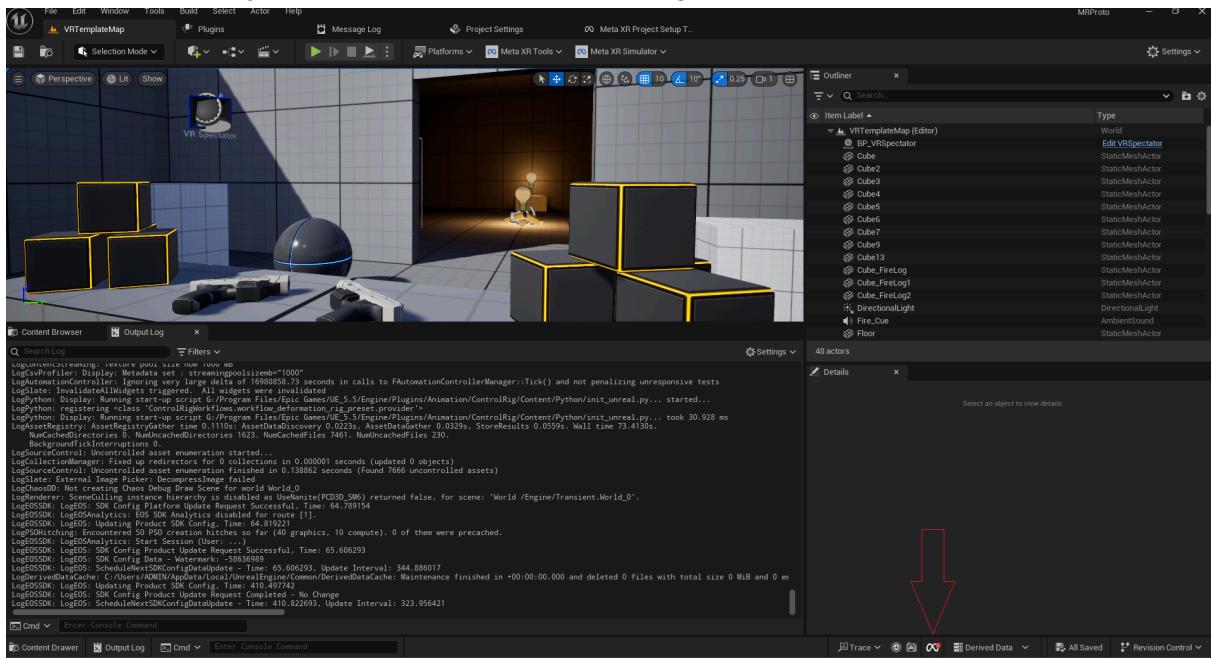
18) Open Plugins, Virtual Reality -> enable Meta XR and Meta Interaction SDK and click on Restart now.



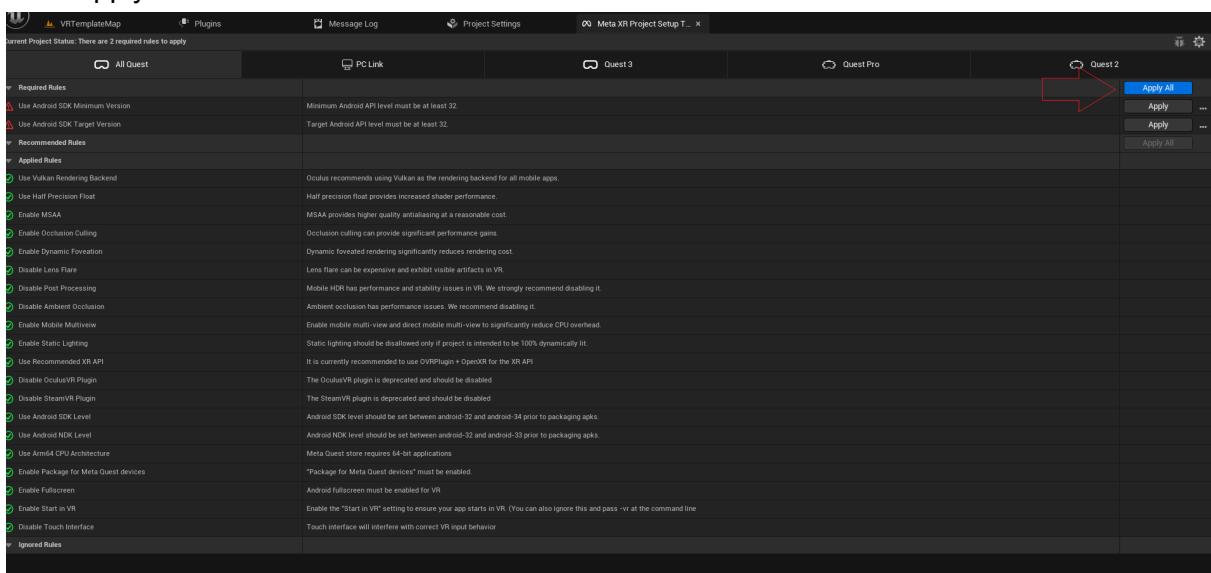
19) After Restarting the editor, you will see the Meta XR Project setup tool window. Skip or click next.



## 20) Open Meta XR Project Setup tool from the bottom right corner.



## 21) Click Apply All.



Watch tutorial: <https://youtu.be/VRzDo36uARs>