

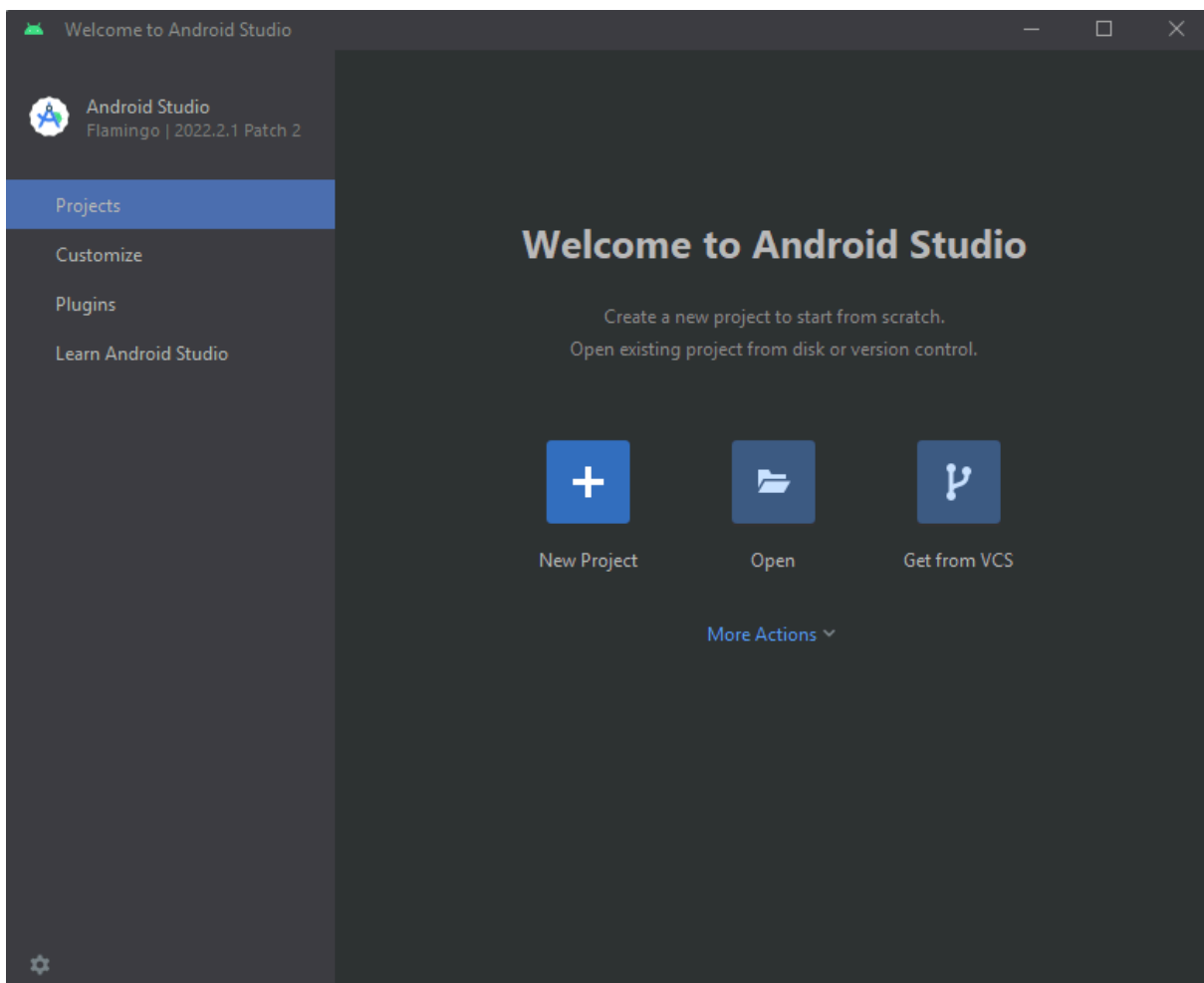
Setup guide

Refer Tutorial:

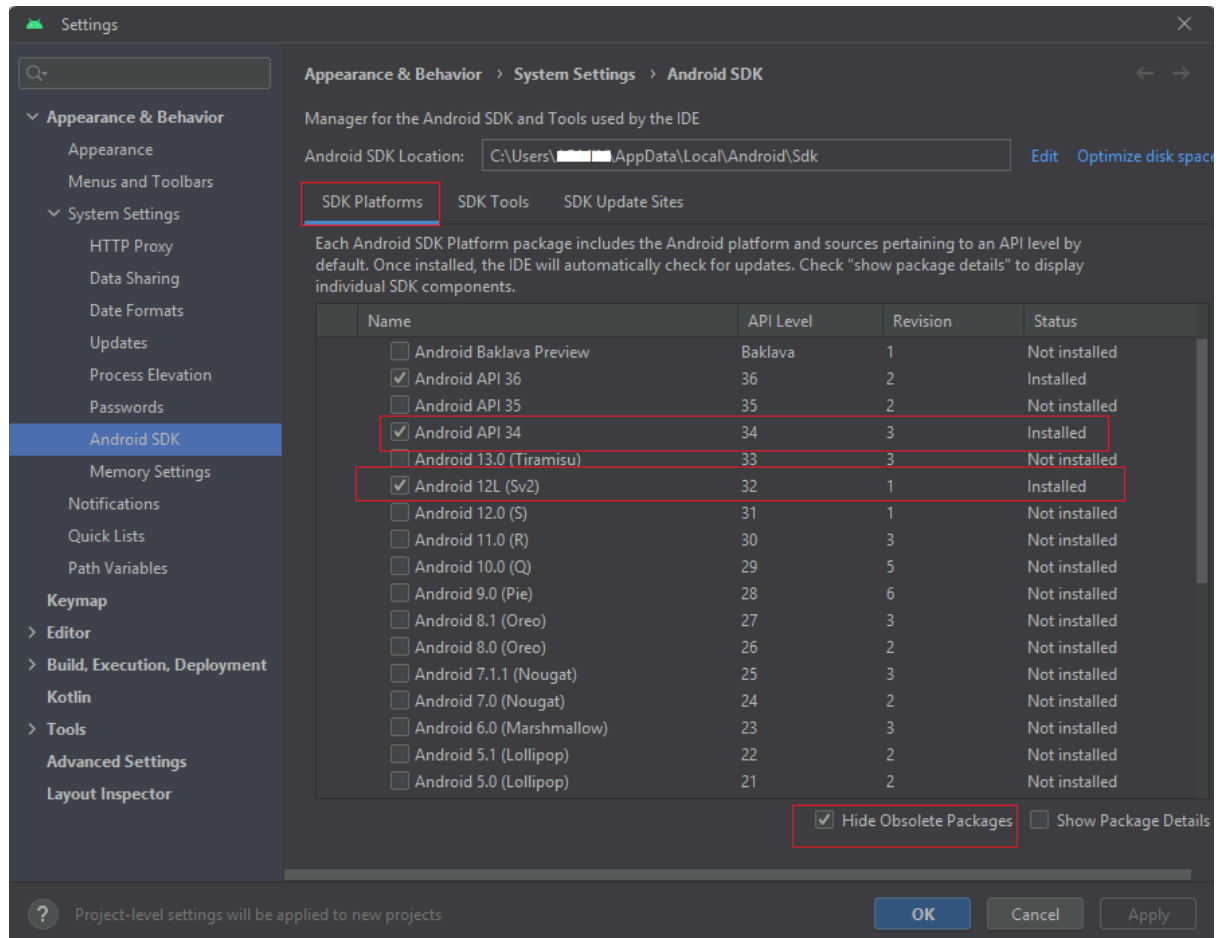
(<https://dev.epicgames.com/community/learning/tutorials/PYP7/unreal-engine-5-5-x-for-meta-quest-vr>)

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

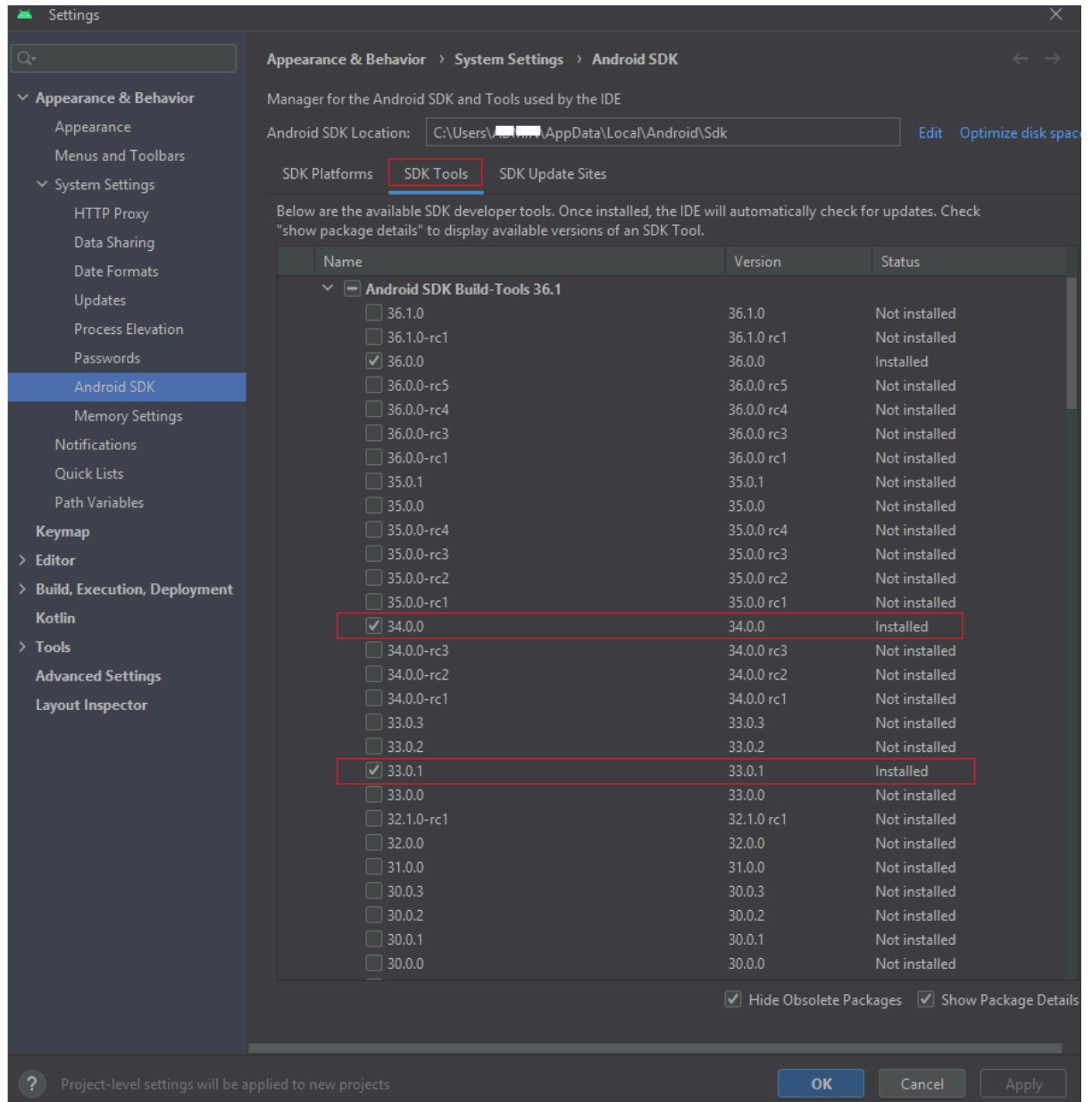
- 1) Download Java SE Development Kit v 17.0.12 and install in (C:/Program Files/Java/) location
(<https://www.oracle.com/java/technologies/javase/jdk17-archive-downloads.html>)
- 2) Download Android Studio 2022.2.1 Patch 2 May 24, 2023:
<https://developer.android.com/studio/archive>



- 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



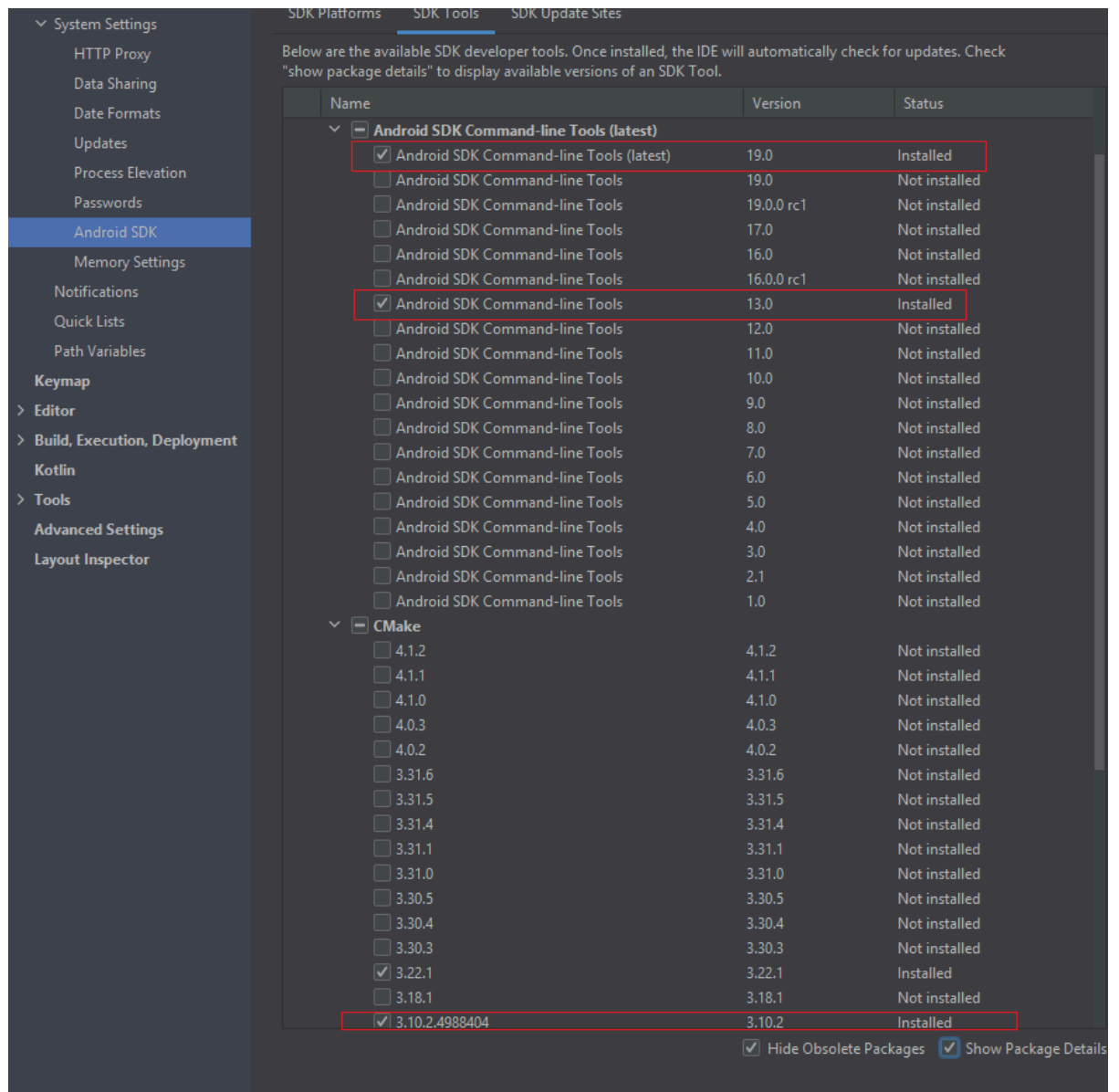
5) Expand NDK (Side by side) and tick 25.1.897393

The screenshot shows the Android Studio interface with the 'SDK Tools' tab selected. The 'NDK (Side by side)' section is expanded, displaying a list of available NDK versions. The version 25.1.897393 is checked and highlighted with a red box. The status of this version is 'Installed'.

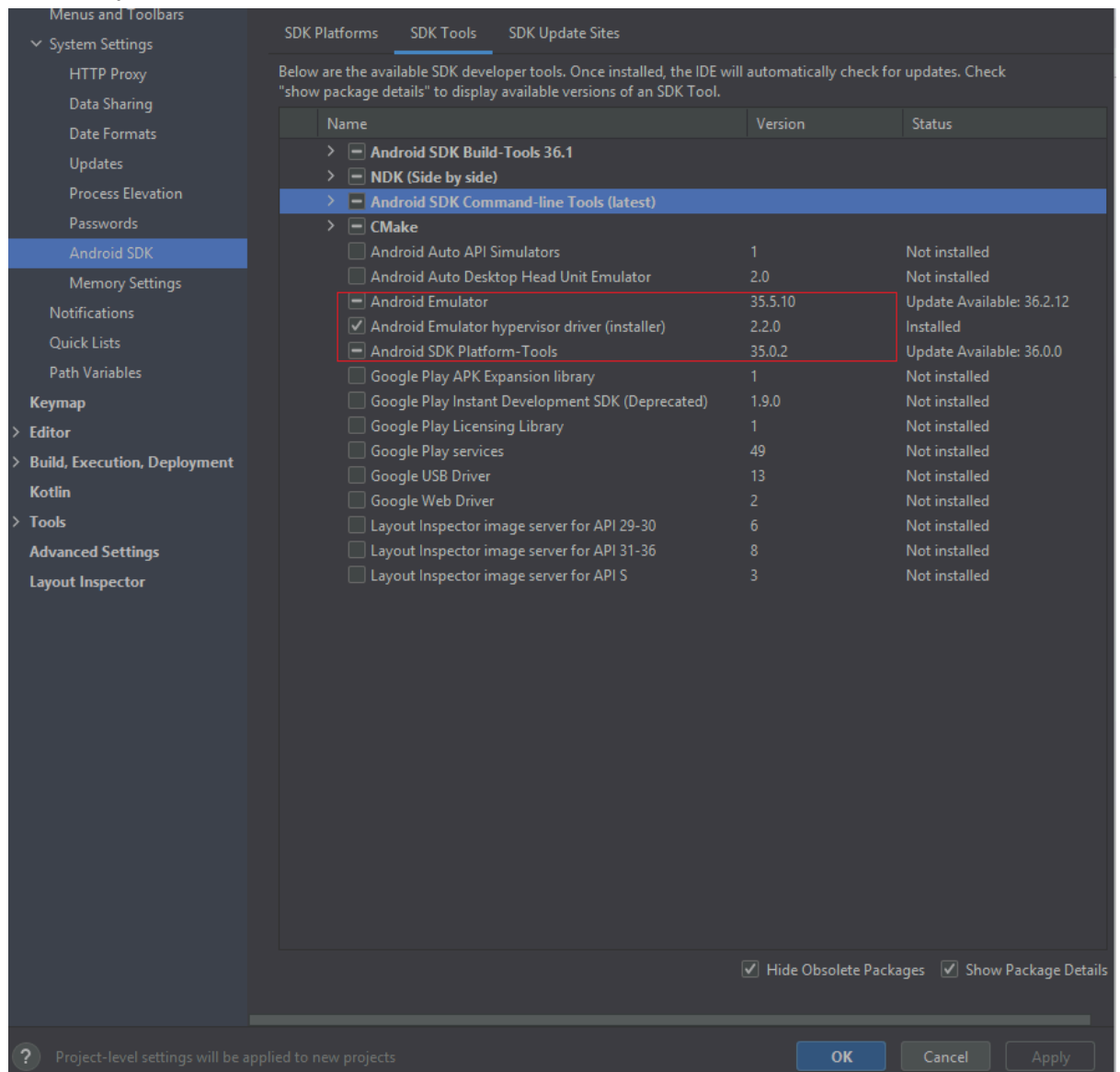
Name	Version	Status
Android SDK Build-Tools 36.1		
NDK (Side by side)		
<input type="checkbox"/> 29.0.14206865	29.0.14206865	Not installed
<input type="checkbox"/> 29.0.14033849	29.0.14033849 rc4	Not installed
<input type="checkbox"/> 29.0.13846066	29.0.13846066 rc3	Not installed
<input type="checkbox"/> 29.0.13599879	29.0.13599879 rc2	Not installed
<input type="checkbox"/> 29.0.13113456	29.0.13113456 rc1	Not installed
<input type="checkbox"/> 28.2.13676358	28.2.13676358	Not installed
<input type="checkbox"/> 28.1.13356709	28.1.13356709	Not installed
<input type="checkbox"/> 28.0.13004108	28.0.13004108	Not installed
<input type="checkbox"/> 28.0.12916984	28.0.12916984 rc3	Not installed
<input type="checkbox"/> 28.0.12674087	28.0.12674087 rc2	Not installed
<input type="checkbox"/> 28.0.12433566	28.0.12433566 rc1	Not installed
<input type="checkbox"/> 27.3.13750724	27.3.13750724	Not installed
<input type="checkbox"/> 27.2.12479018	27.2.12479018	Not installed
<input type="checkbox"/> 27.1.12297006	27.1.12297006	Not installed
<input type="checkbox"/> 27.0.12077973	27.0.12077973	Not installed
<input type="checkbox"/> 27.0.11902837	27.0.11902837 rc2	Not installed
<input type="checkbox"/> 27.0.11718014	27.0.11718014 rc1	Not installed
<input type="checkbox"/> 26.3.11579264	26.3.11579264	Not installed
<input type="checkbox"/> 26.2.11394342	26.2.11394342	Not installed
<input type="checkbox"/> 26.1.10909125	26.1.10909125	Not installed
<input type="checkbox"/> 26.0.10792818	26.0.10792818	Not installed
<input type="checkbox"/> 25.2.9519653	25.2.9519653	Not installed
<input checked="" type="checkbox"/> 25.1.897393	25.1.897393	Installed
<input type="checkbox"/> 25.0.8775105	25.0.8775105	Not installed
<input type="checkbox"/> 24.0.8215888	24.0.8215888	Not installed
<input type="checkbox"/> 23.2.8568313	23.2.8568313	Not installed
<input type="checkbox"/> 23.1.7779620	23.1.7779620	Not installed

☒ Hide Obsolete Packages ☒ Show Package Details

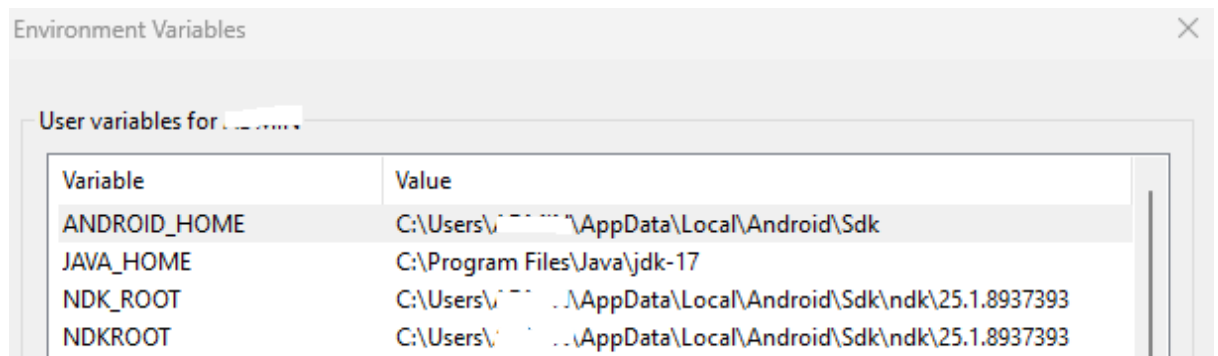
- 6) Open Android SDK Command tools(tick latest 19.0 and 13.0) and in CMake(tick 3.10)



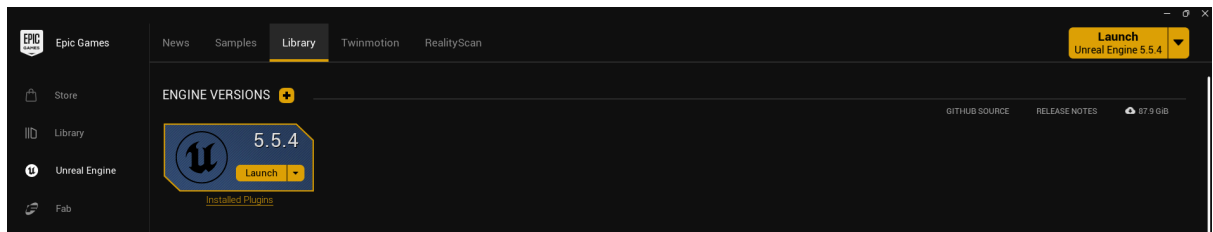
- 7) Tick Android Emulator, Android Emulator hypervisor driver, android sdk platform-tools then apply. After completion, reboot the PC.



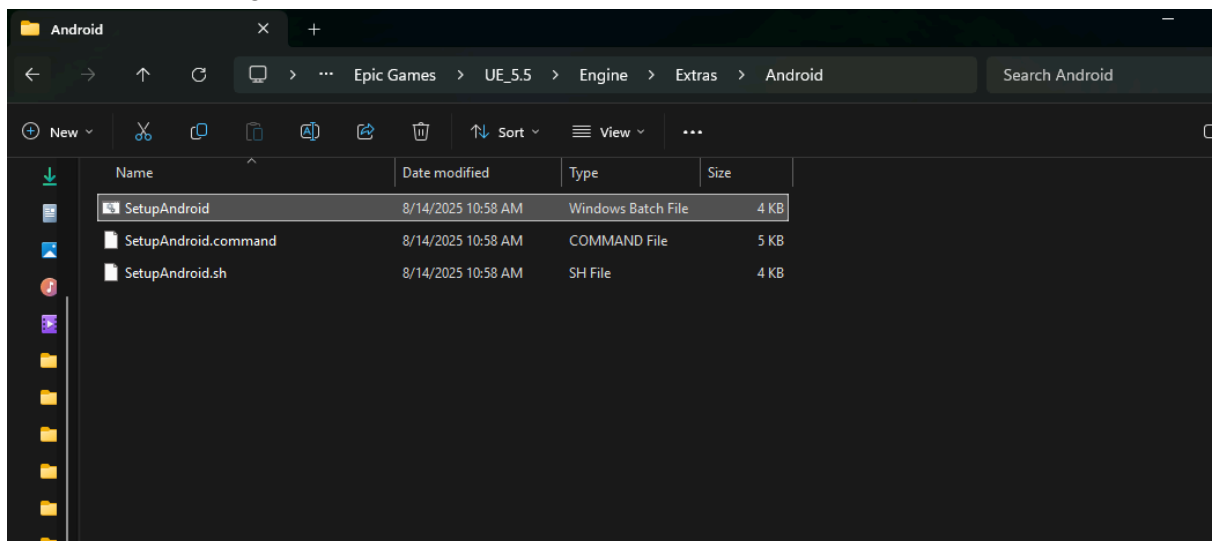
- 8) Make sure you have the following user variables set under environment variables.
After setting up Reboot the PC



- 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).
- 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 you 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 exist)

Unreal Engine 5 Platform SDK

Updated: 26 Aug 2025 | Version 78.0

Download

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

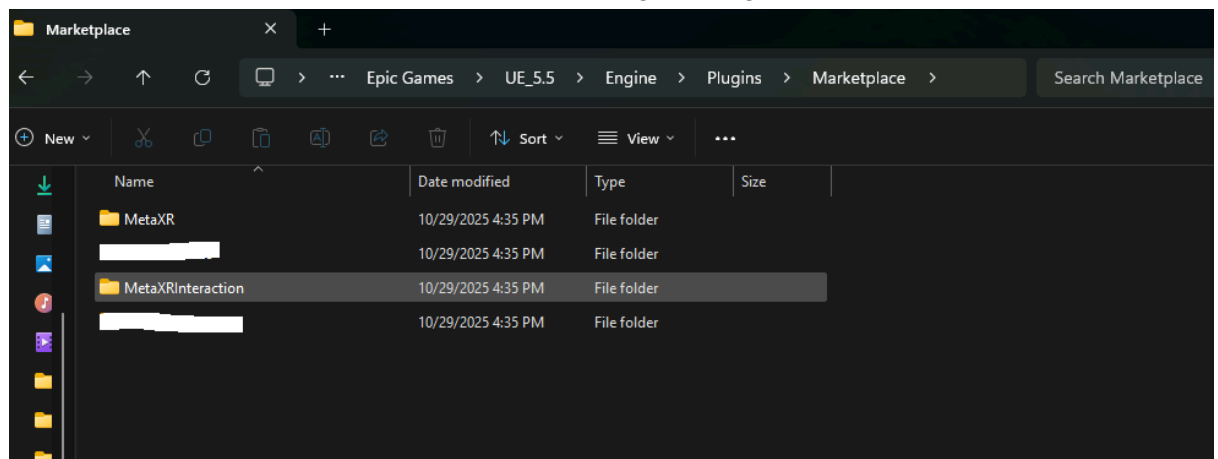
See the Platform documentation for [Android](#), [Unity](#), [Unreal Engine](#), or [Native C++ development](#) for a list of features and links to how to get started. The Platform SDK is compatible with all Meta Horizon supported development environments and platforms.

Improvements

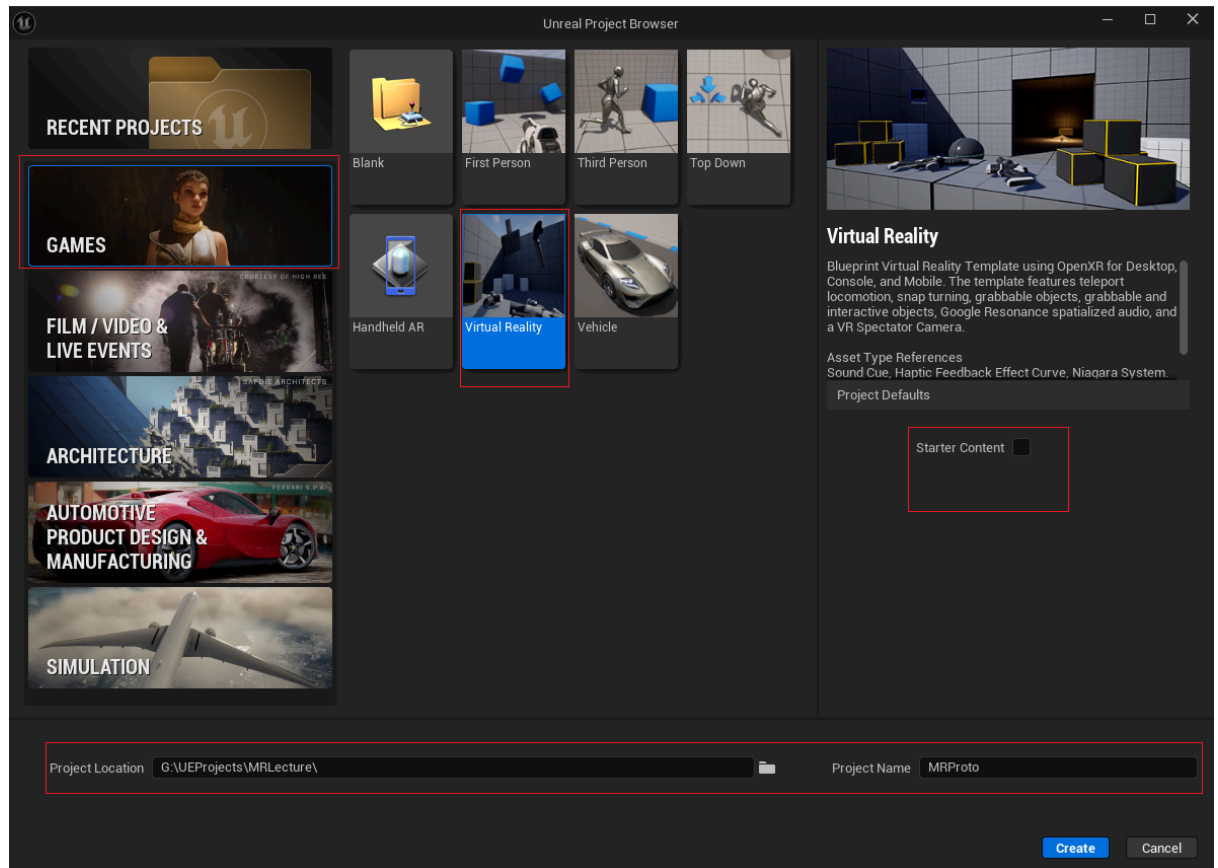
- Refactor the threading and async scope usage in the cowatching shared activity api.
- Added implementation to API calls in cowatching shared activity api.
- Simplify the travel invite dialog launch flow by bypassing SABP service and activity, directly launching TravelInviteActivity from the app.

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

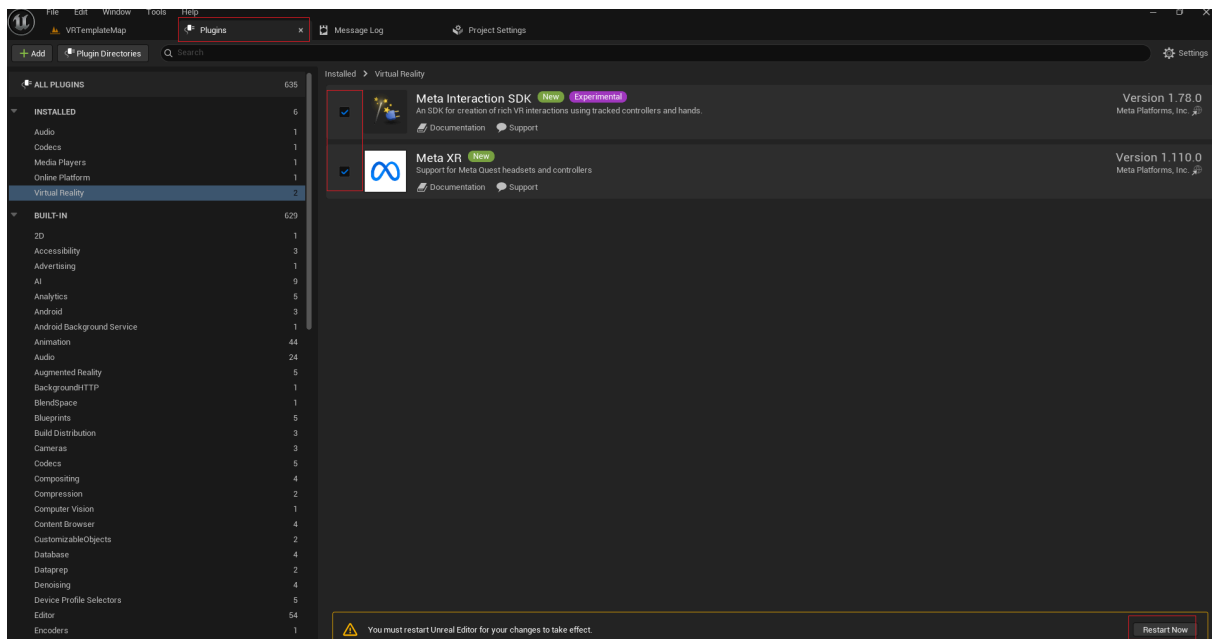
<https://developers.meta.com/horizon/downloads/package/meta-xr-interaction-sdk-unreal/78.0.0> and extract in Epic Games\UE_5.5\Engine\Plugins\Marketplace folder



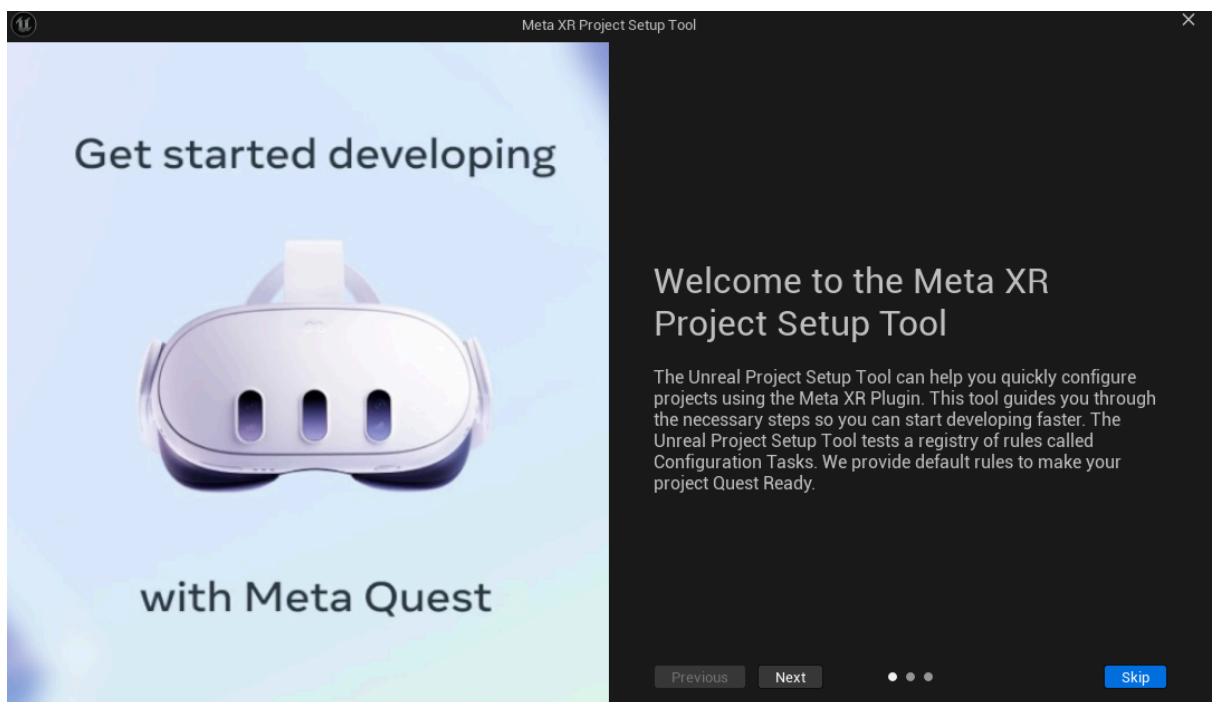
17) Open Unreal Engine & create a new project with the following settings:



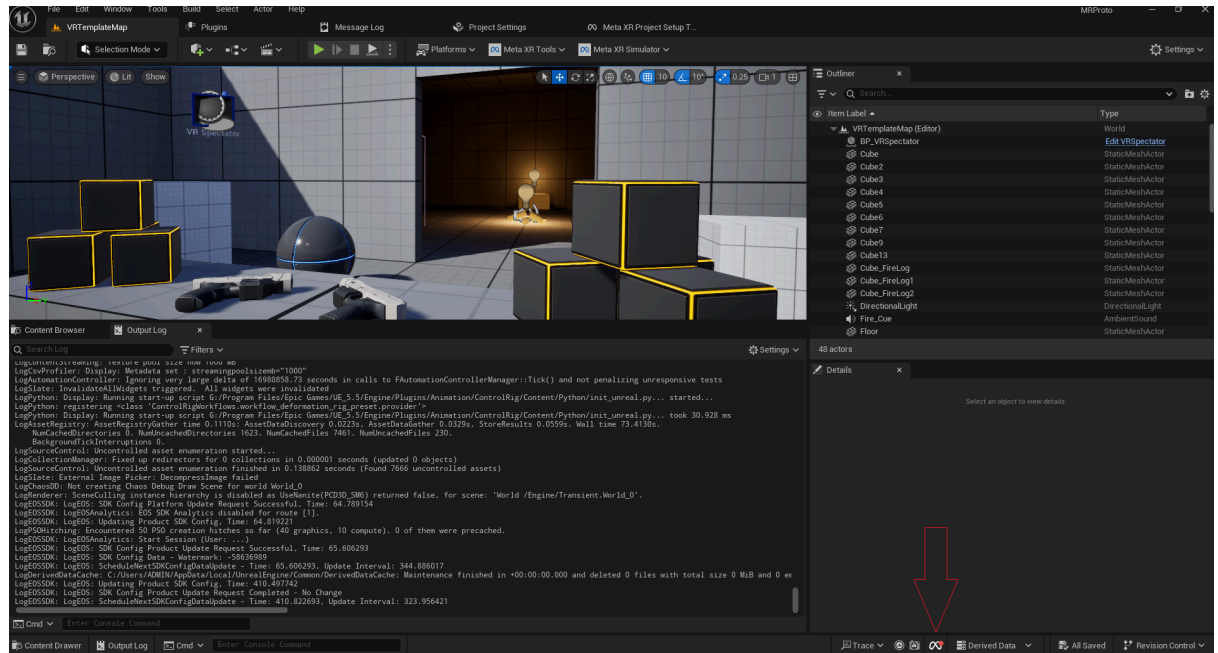
18) Open Plugins, Virtual Reality -> enable Meta XR and Meta Interaction SDK and click on Restart now.



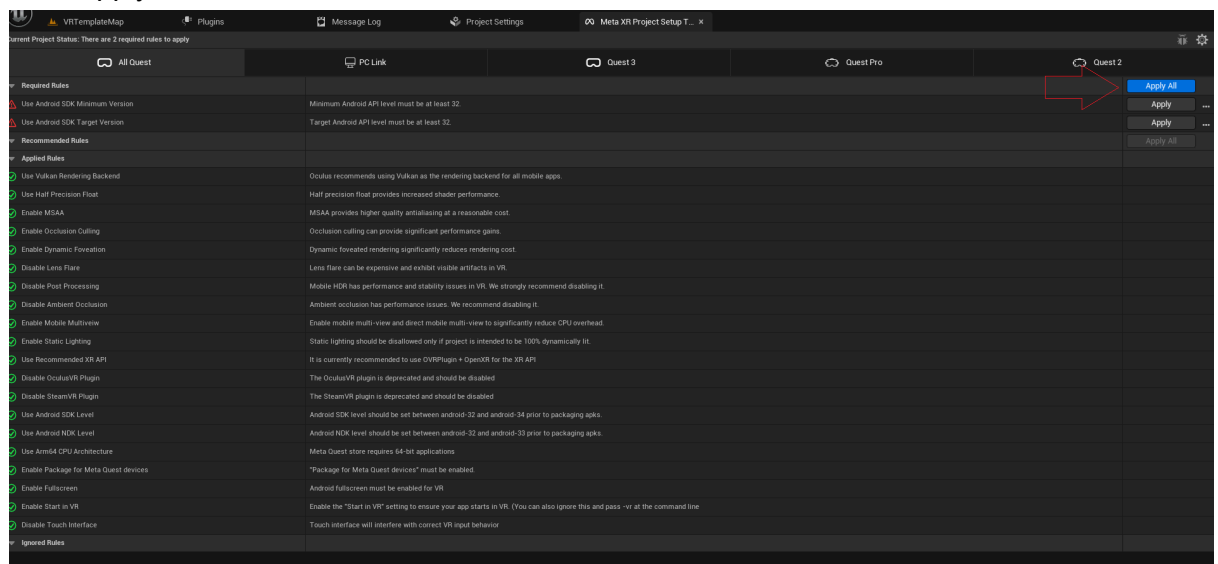
19) After Restarting the editor, you will see the Meta XR Project setup tool window. Skip or click next.



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



21) Click Apply All.



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