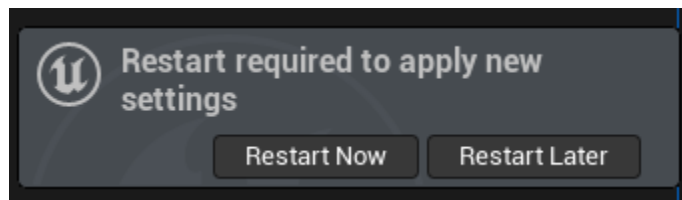
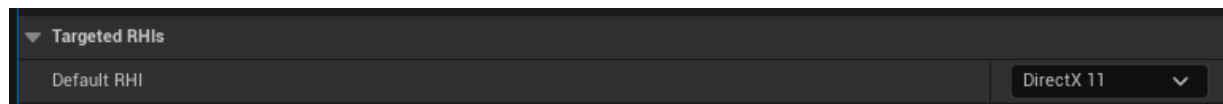


Getting Started with the Tilt Five Unreal 5.3 SDK Plug-in

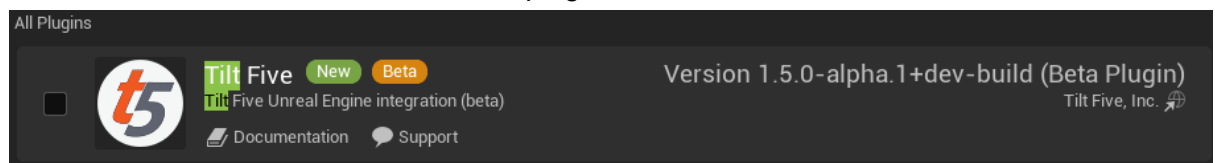
- Download and install latest Tilt Five drivers: <https://www.tiltfive.com/support/downloads>
- Clone the github repo or download it as as a ZIP file and unzip it.
 - Find your UE 5.3 install folder location.
 - Go to **UE_5.3\Engine\Plugins\Marketplace** (If you don't have a **Marketplace** folder, create one. (Spell exactly as listed here)
 - Copy the repo's **Tilt Five** folder into **UE_5.3\Engine\Plugins\Marketplace** folder
 - Make sure there is only one TiltFive in the path for the plugin. UE does not see the plugin if there are additional subfolders called **Tilt Five**.
- Create UE 5.3 Project
- Change default DirectX12 to 11
 - In the project, go to the Top Menu bar.
 - Select Edit>Project Settings>and Search for **Default RHI**.
 - Then select DirectX11 from the drop down menu.
 - Press **Restart Now** on the bottom right popup.



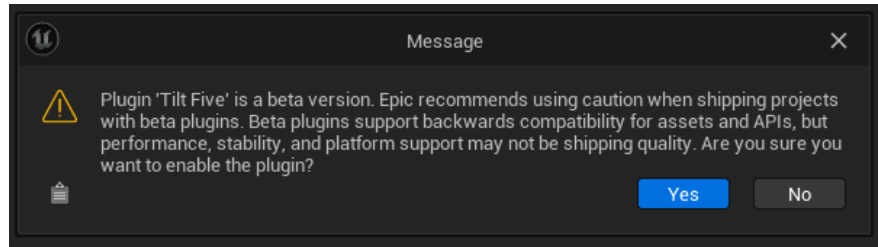
- Once the project has restarted.
- Go to the Top Menu bar.
- Select Edit>Project Settings> and Search for **Default RHI** and confirm it's now set to **DirectX11**. (This might require for you to recompile shaders which can take some time)



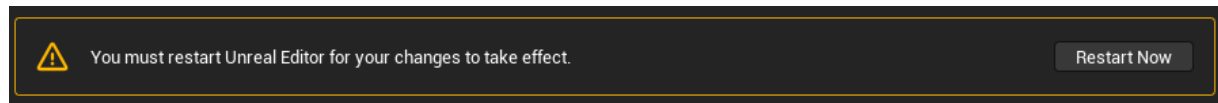
- Enable Tilt Five UE plugin
 - In the project, go to the Top Menu bar.
 - Select Project>Top Menu>Edit>Plugins
 - Search for **Tilt Five**
 - Select checkbox on left of Tilt Five Beta plugin



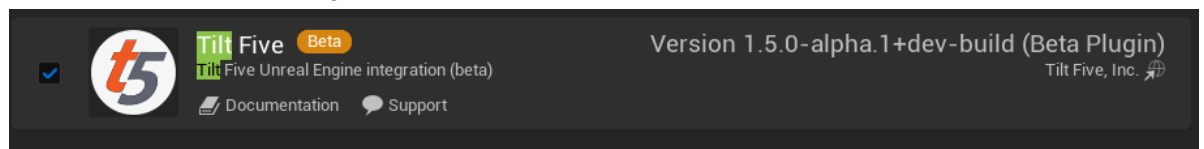
- Click **Yes** on the beta plugin warning message.



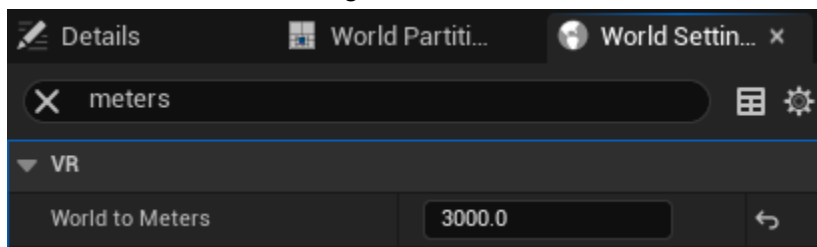
- Click Restart to complete plugin installation.



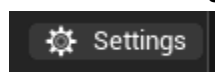
- UE project will restart with the plugin window open. Search for **Tilt Five**. You should now see the Tilt Five Beta plugin active with a blue checkbox on the left.



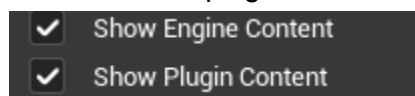
- Close plugin window.
- Update the World to Meters
 - Go to World Settings .
 - Search for **meters**.
 - Change to 3000, this is just a general starting point. Some projects might need to further fine tune this setting based on the world size.



- Enable visibility of plugin files.
 - Go to **Content Drawer**
 - Click the **Settings** gear icon on the top right of the **Content Drawer** panel.

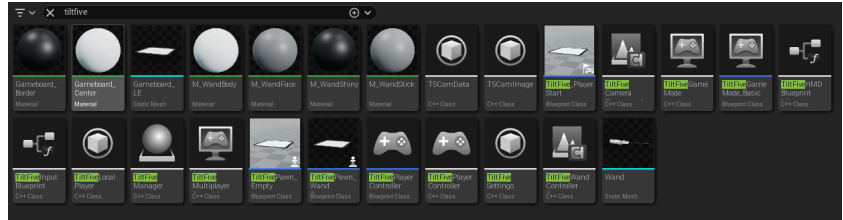
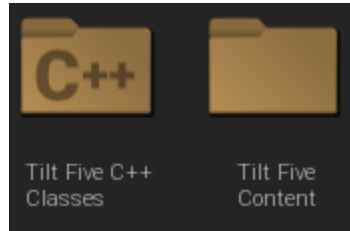


- Check the boxes for **Show Engine Content** and **Show Plugin Content** in order to be able to view all plugin files in the **Content Drawer**.



- You can now see ns search for any of the Tilt Five plugin related files in the **Content Drawer**.

- File are located in the All>Engine>Plugins folder under **Tilt Five C++ Classes** and **Tilt Five Content**.



-
- **Input Setup**

- We recommend using the Enhanced Input Actions system. [LINK](#)

- **New Tilt Five Components:**

- Tilt Five Camera Component
- Tilt Five Wand Component
- Tilt Five Manager

- **First time project setup**

- A new Tilt Five Manager Actor will need to be added to your scene. This controls adding and removing player pawns from the scene as glasses connect and disconnect
- The default Local Player class will need to be changed to either TiltFiveLocalPlayer.cpp or a class that inherits from the Tilt Five Local Player.
 - This setting can be found under Edit -> Project Settings
 - Requires restart
- You will need to create a new pawn to represent your Tilt Five view within the game. Some basic pawns have been provided, TiltFivePawn_Empty and TiltFivePawn_Wand.
 - If you are creating your own pawn, the important information is:
 - If you want wand tracking for that pawn, be sure to add a Tilt Five Wand Component to the pawn. Also ensure the Motion Source settings for the Motion Controller component are set to "Right" for your primary wand, or "Left" for a secondary wand. Controller ID is managed automatically.
 - To enable camera tracking, you need to add a Tilt Five Camera Component to the Actor.
 - Both the Wand and the Camera component will use their object parent as the tracking origin. If you want to pan around the scene, it's recommended you move this scene component.
- For each desired player, set their Local Player Pawn class in the Tilt Five Manager to the pawn you wish to have spawned for them.
- To change which player's view is being shown on the Spectator Screen, adjust the Spectated Player value on the Tilt Five Manager.

- **Important notes:**

- All headsets are indexed by their Device ID, 0, 1, 2, and 3, representing the first, second, third, and fourth glasses in the Tilt Five Control Panel. Newly connected glasses will always fill the lowest available slot.
- When trying to access a specific Player Controller, use `UGameplayStatics::GetPlayerControllerFromID()`

- It's recommended to use GEngine->XRSystem to locate the Tilt Five XR Tracking System, and GEngine->XRSystem->GetHMDDDevice(int32 DeviceId) to access a specific HMD controller.
- HMD controllers will exist regardless of glasses connectivity, use GEngine->XRSystem->GetHMDDDevice(int32 DeviceId)->IsHMDEnabled() to determine if there is a valid pair of glasses connected for a specific player.