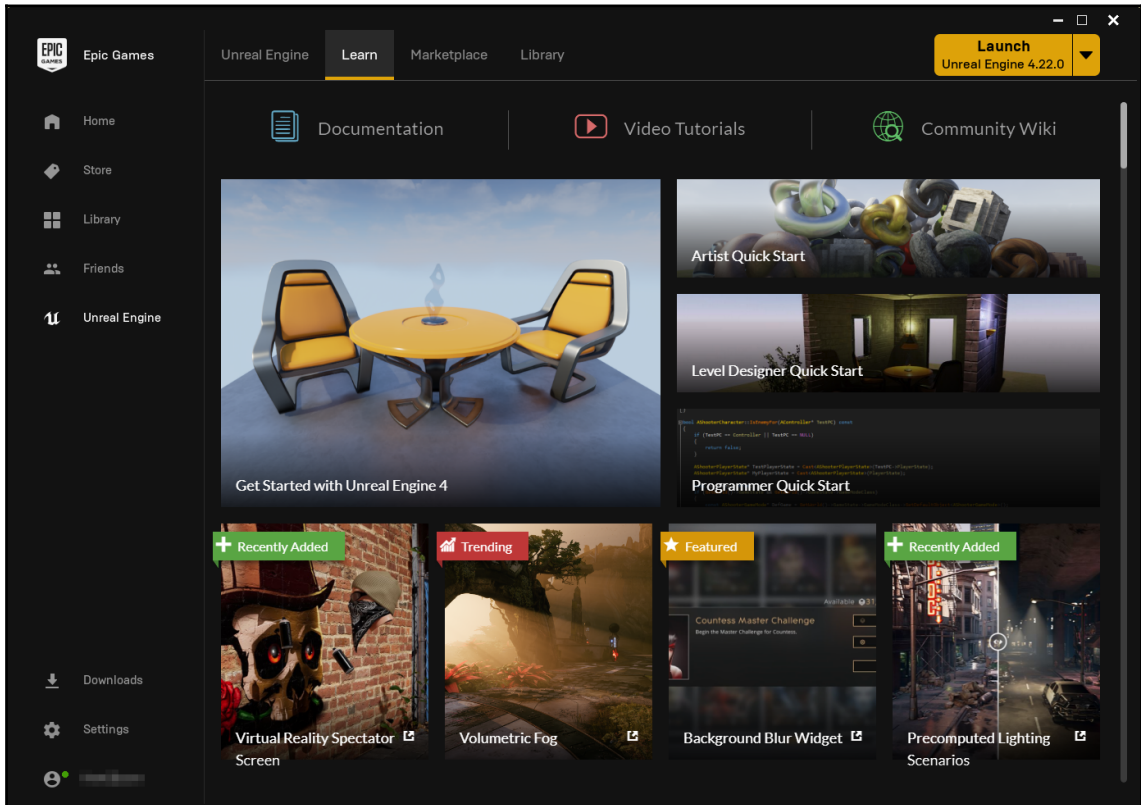


Chapter 1: Thinking in VR





Chapter 2: Setting Up Your Development Environment



Unreal Engine Preview 4.21.0 Installation Options

Core Components <small>(Required)</small>	9.70 GB	<input checked="" type="checkbox"/>
Starter Content	867.29 MB	<input checked="" type="checkbox"/>
Templates and Feature Packs	585.28 MB	<input checked="" type="checkbox"/>
Engine Source	131.12 MB	<input checked="" type="checkbox"/>
Editor symbols for debugging	19.95 GB	<input type="checkbox"/>

Download Size: 7.52 GB

Required Storage Space: 22.03 GB

Apply



Shared Data Cache not in use, performance is impacted.

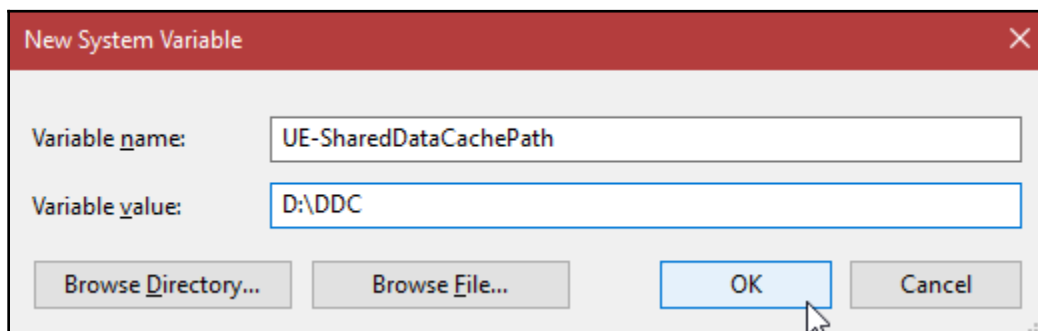
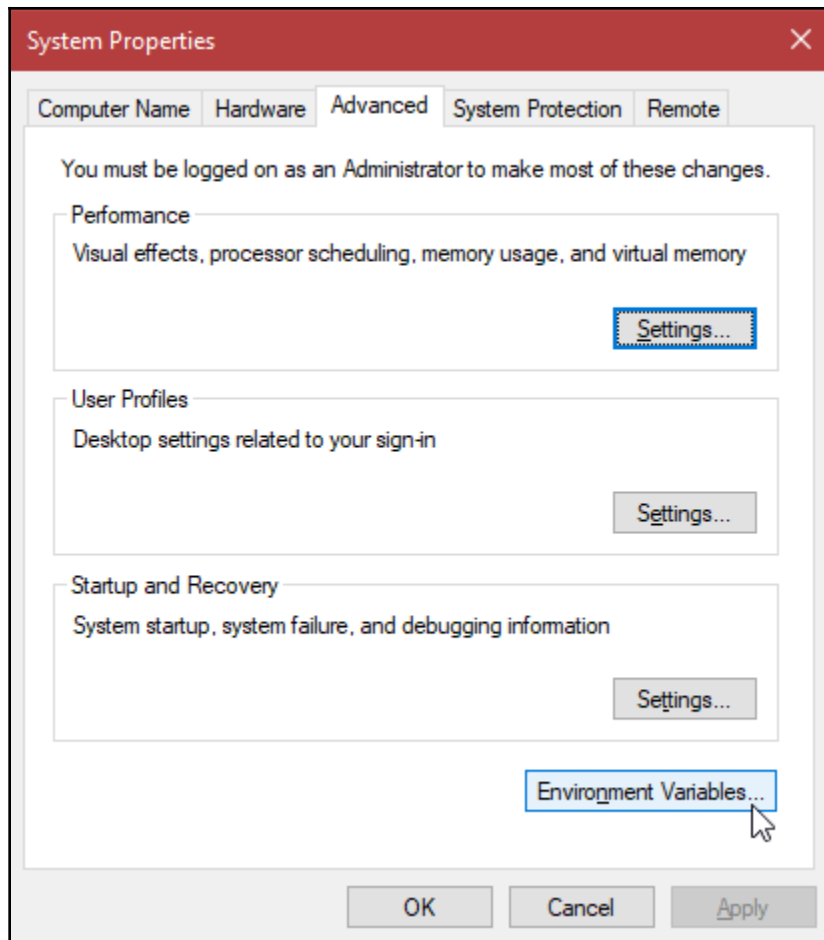
Dismiss

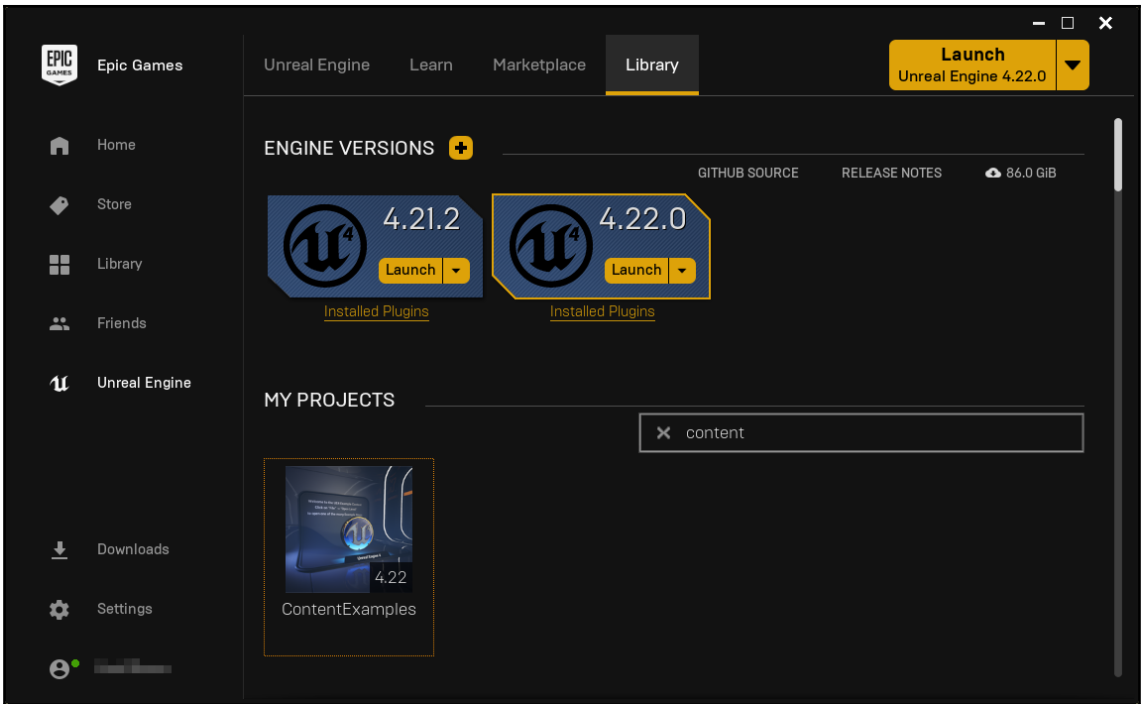
[View Shared Data Cache Documentation](#)

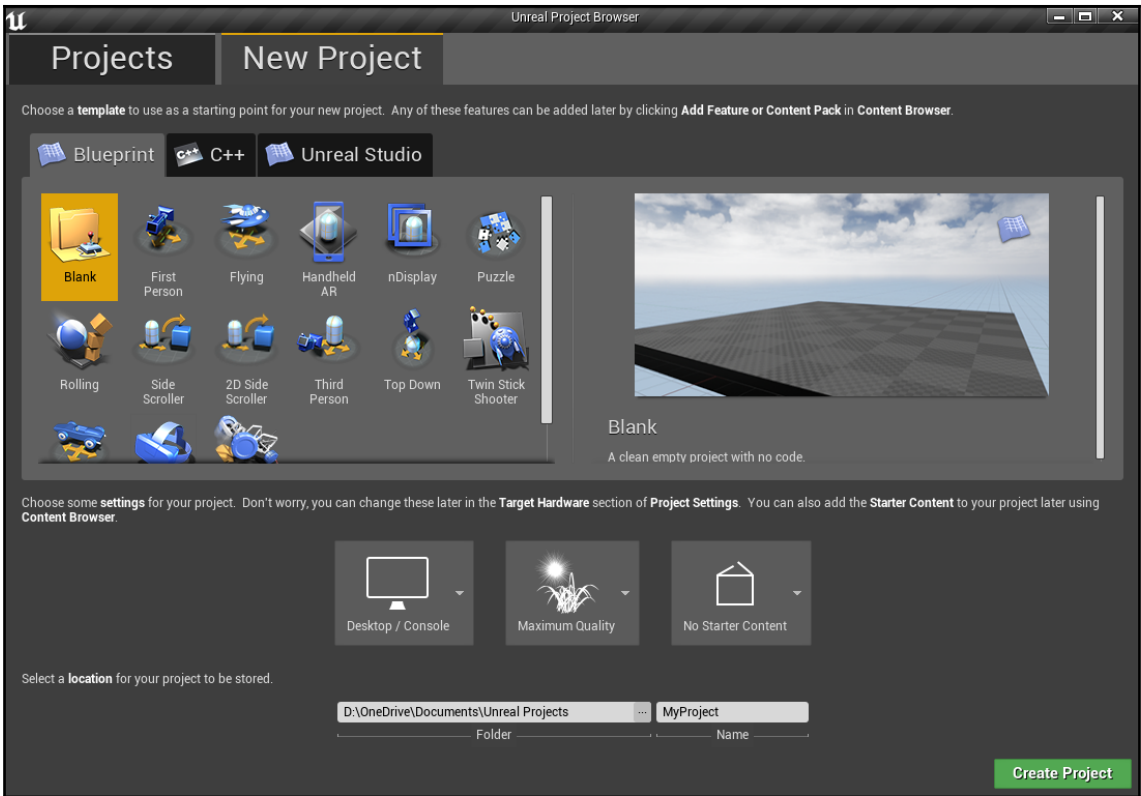
The screenshot shows the Windows Control Panel window titled "System". The breadcrumb navigation at the top reads "Control Panel > System and Security > System". On the left sidebar, the "Advanced system settings" link is highlighted with a mouse cursor. The main content area is titled "View basic information about your computer" and features the Windows 10 logo. The system information is organized into several sections:

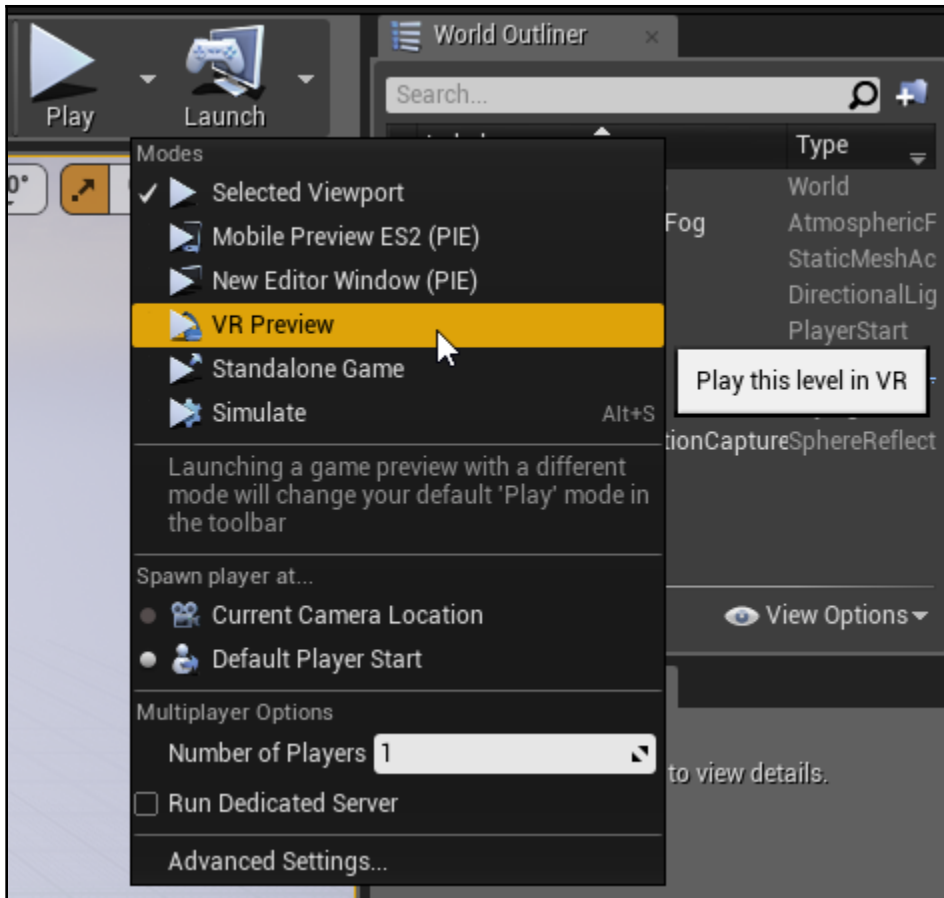
- Windows edition:** Windows 10 Pro, © 2018 Microsoft Corporation. All rights reserved.
- System:**
 - Processor: Intel(R) Core(TM) i7-4770K CPU @ 3.50GHz 3.50 GHz
 - Installed memory (RAM): 24.0 GB
 - System type: 64-bit Operating System, x64-based processor
 - Pen and Touch: Pen Support
- Computer name, domain, and workgroup settings:**
 - Computer name: [blacked out] [Change settings](#)
 - Full computer name: [blacked out]
 - Computer description: [blacked out]
 - Workgroup: WORKGROUP
- Windows activation:**
 - Windows is activated [Read the Microsoft Software License Terms](#)
 - Product ID: [blacked out] [Change product key](#)

At the bottom left, there is a "See also" section with the link "Security and Maintenance".



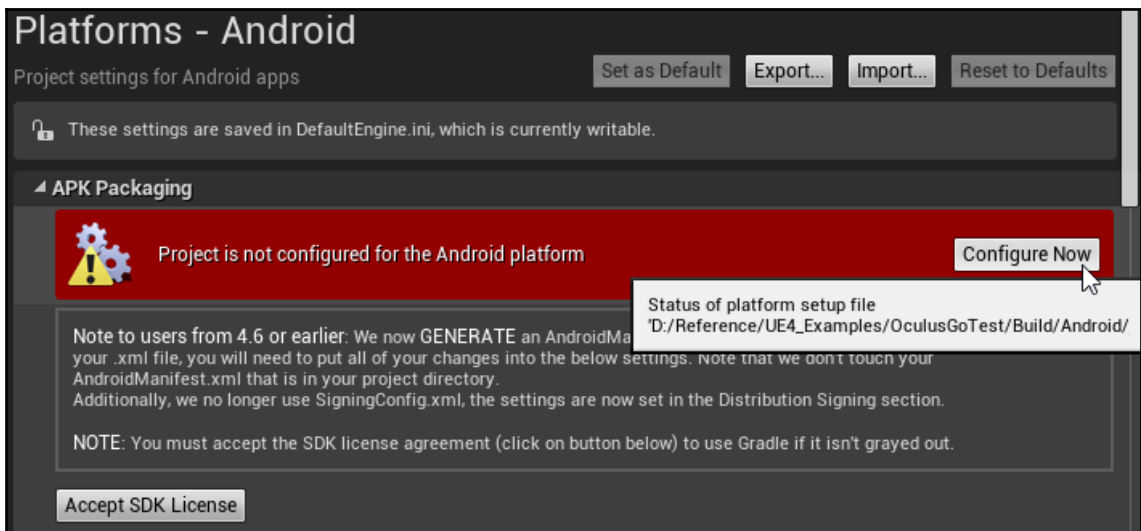
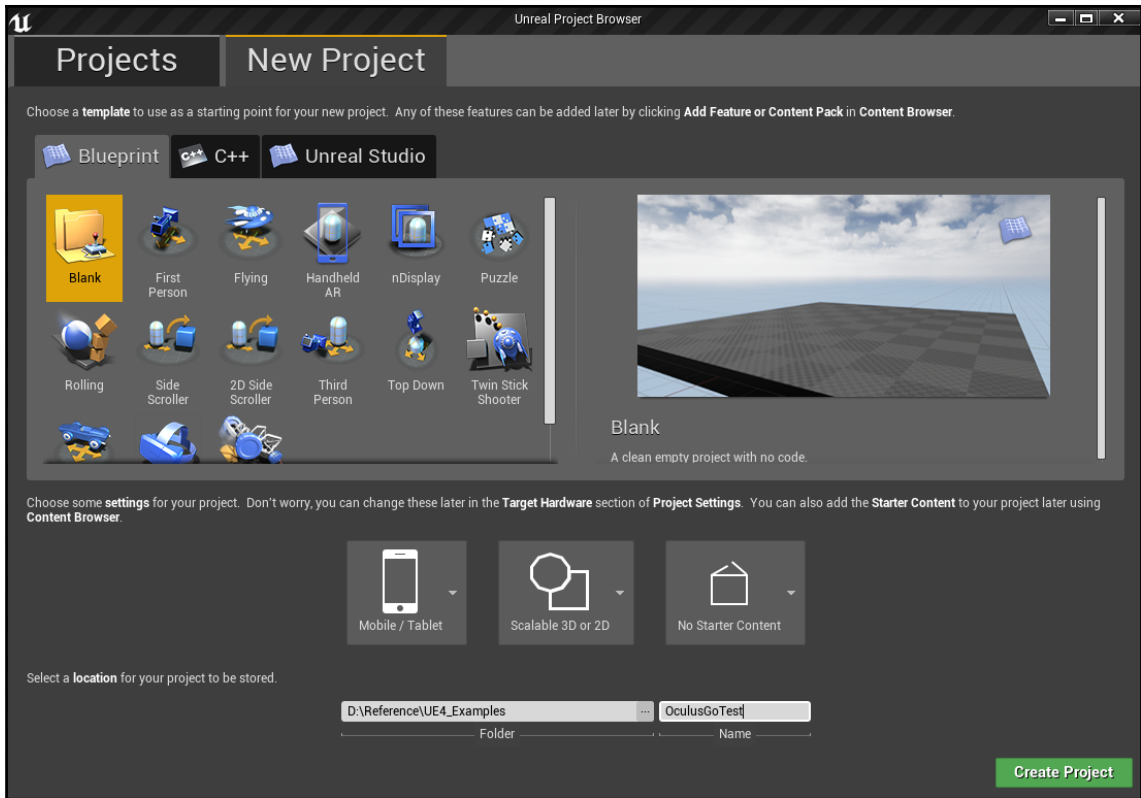






```
Windows PowerShell
PS C:\NVPACK\android-sdk-windows\platform-tools> ./adb devices
List of devices attached
device

PS C:\NVPACK\android-sdk-windows\platform-tools> _
```



Platforms - Android SDK

Settings for Android SDK (for all projects)

Set as Default

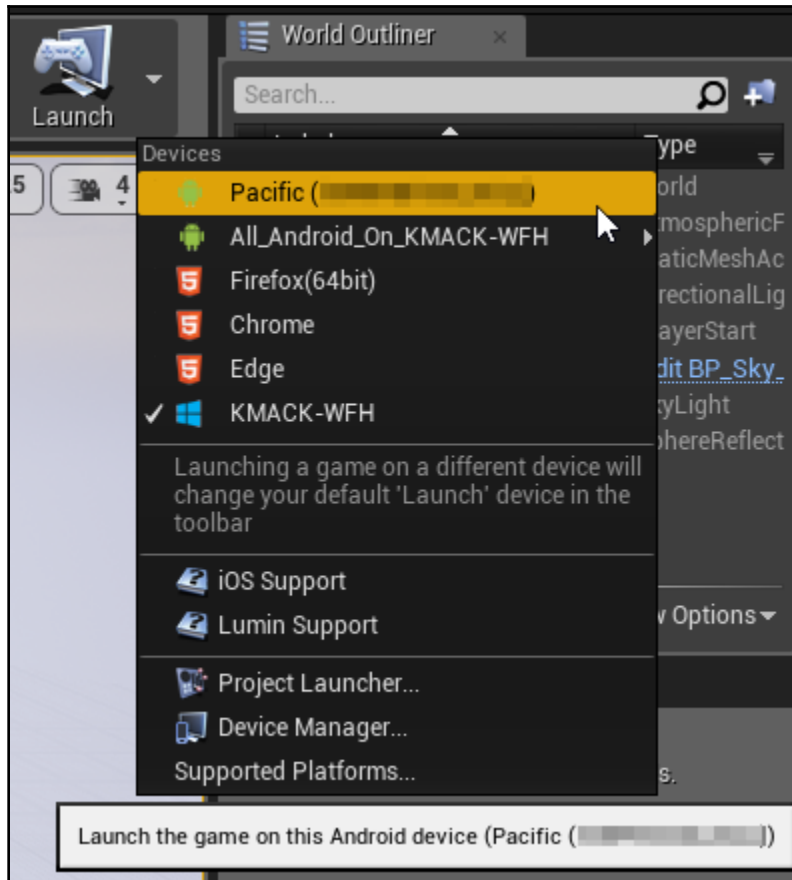
Export...


Import...


Reset to Defaults


SDKConfig


Location of Android SDK (the directory usually contains 'android-sd	C:/NVPACK/android-sdk-windows ...
Location of Android NDK (the directory usually contains 'android-nd	C:/NVPACK/android-ndk-r12b ...
Location of ANT (the directory usually contains 'apache-ant-')	C:/NVPACK/apache-ant-1.8.2 ...
Location of JAVA (the directory usually contains 'jdk')	C:/NVPACK/jdk1.8.0_77 ...
SDK API Level (specific version, 'latest', or 'matchndk' - see tooltip)	latest
NDK API Level (specific version or 'latest' - see tooltip)	android-21











 **Processing Assets for Android_ASTC...** Cancel [Show Output Log](#)

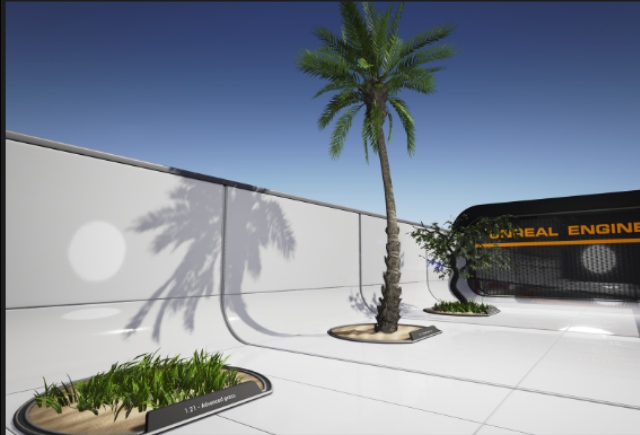
 **Compiling Shaders (3,974)**

 **Deploying Executable and Assets to Pacific (██████████)...** Cancel [Show Output Log](#)

 **Running OculusGoTest on Pacific (██████████)...** Cancel [Show Output Log](#)

 News  YouTube  AnswerHub  Forums  Roadmap

 Documentation  Video Tutorials  Community Wiki



Content Examples

Epic Games - 2015-06-09

This museum-style project has a collection of maps with stands that demonstrate specific features!

Create Project 

Supported Platforms



Supported Engine Versions

4.0-4.20

Share



ContentExamples

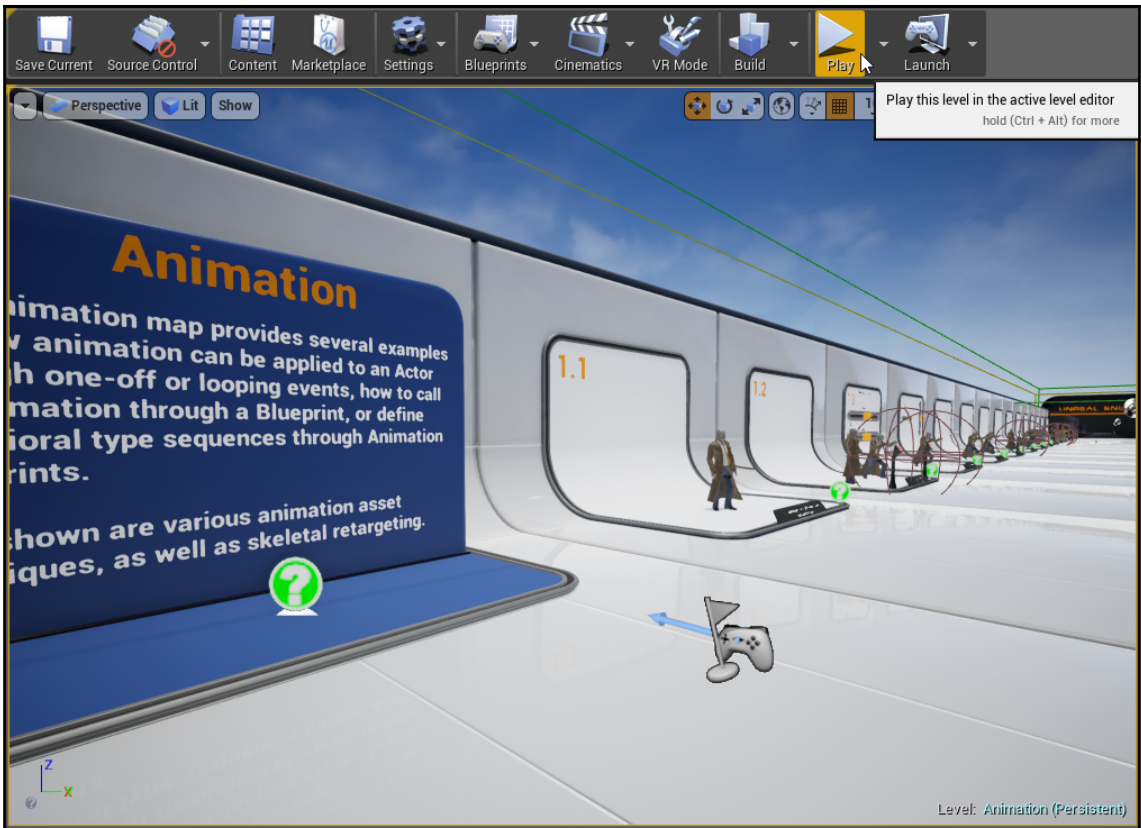
EDITOR

Unreal Editor 4.20.3 - ContentExamples









Copyright © 1998-2018 Epic Games, Inc. All rights reserved.

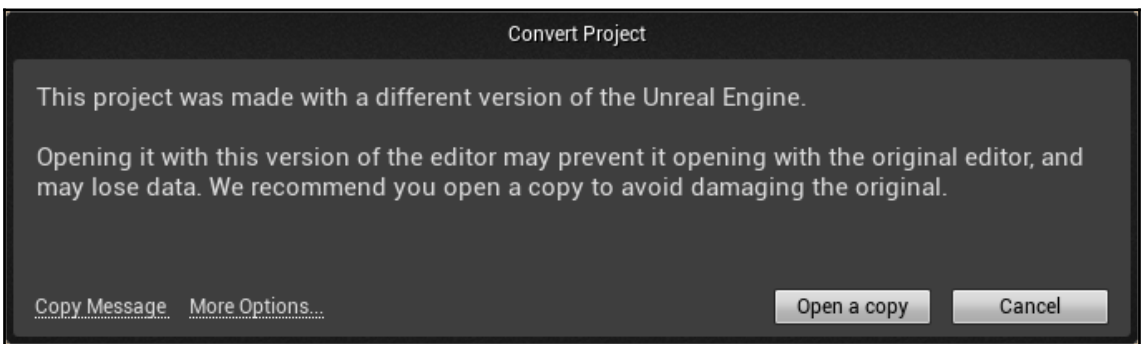
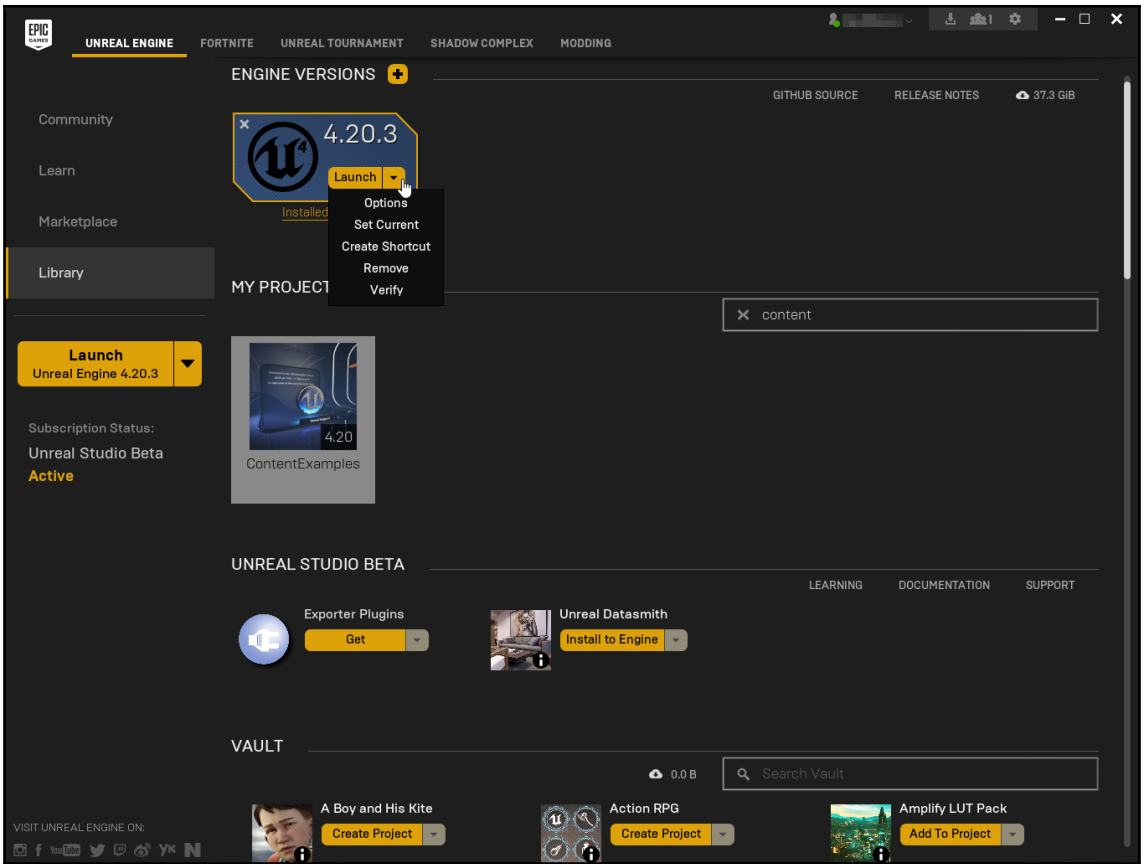


Loading. 95%



Home All Products ▾ Free On Sale New Content Submit Content

Owned	Owned	Owned	Owned
<p>Code Plugins</p>  <p>Infinity Blade: Warriors Epic Games ★★★★★ (149) Owned</p>	<p>Epic Showcase</p>  <p>Infinity Blade: Fire Lands Epic Games ★★★★★ (146) Owned</p>	<p>Environments</p>  <p>Infinity Blade: Weapons Epic Games ★★★★★ (139) Owned</p>	<p>Characters</p>  <p>Infinity Blade: Ice Lands Epic Games ★★★★★ (137) Owned</p>
<p>Characters</p>  <p>Infinity Blade: Grass Lands Epic Games</p>	<p>Environments</p>  <p>Infinity Blade: Fire Lands Epic Games</p>	<p>Epic Showcase</p>  <p>UE4 Mannequin: Mobile Epic Games</p>	<p>Environments</p>  <p>Open World Demo Collection Epic Games</p>



Installing — Visual Studio Community 2017 — 15.8.7

Workloads Individual components Language packs Installation locations

Mobile development with JavaScript

Build Android, iOS and UWP apps using Tools for Apache Cordova.

Game development with C++

Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Other Toolsets (3)

Visual Studio extension development

Create add-ons and extensions for Visual Studio, including new commands, code analyzers and tool windows.

.NET Core cross-platform development

Build cross-platform applications using .NET Core, ASP.NET Core, HTML/JavaScript, and Containers including Docker...

Mobile development with C++

Build cross-platform applications for iOS, Android or Windows using C++.

Linux development with C++

Create and debug applications running in a Linux environment.

Installation details

> Visual Studio core editor

✓ **Game development with C++**

Included

- ✓ Visual Studio C++ core features
- ✓ Windows Universal C Runtime
- ✓ Visual C++ 2017 Redistributable Update
- ✓ VC++ 2017 version 15.8 v14.15 latest v141 tools

Optional

- C++ profiling tools
- Windows 10 SDK (10.0.17134.0)
- Windows 10 SDK (10.0.16299.0)
- Windows 10 SDK (10.0.15063.0)
- Windows 10 SDK (10.0.14393.0)
- Windows 10 SDK (10.0.10586.0)
- Windows 10 SDK (10.0.10240.0)
- Windows 8.1 SDK and UCRT SDK
- IncrediBuild - Build Acceleration
- Cocos
- Unreal Engine installer
- Visual Studio Android support for Unreal Engine

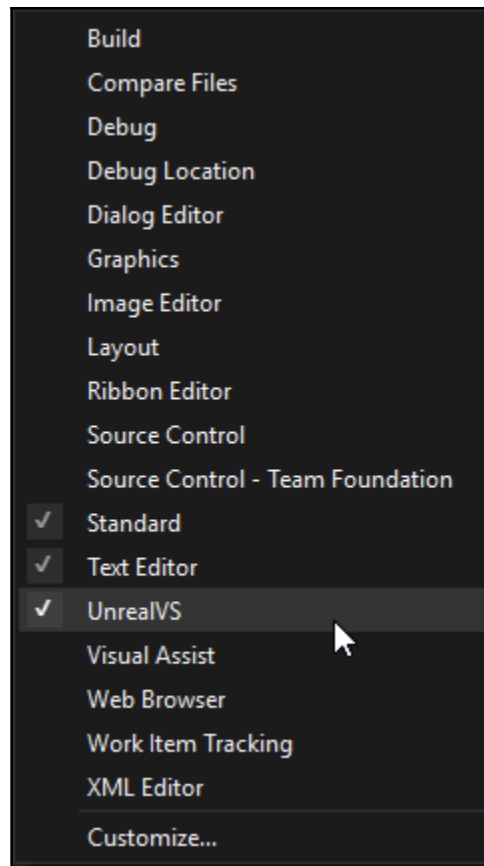
✓ **Game development with C++ ***

Included

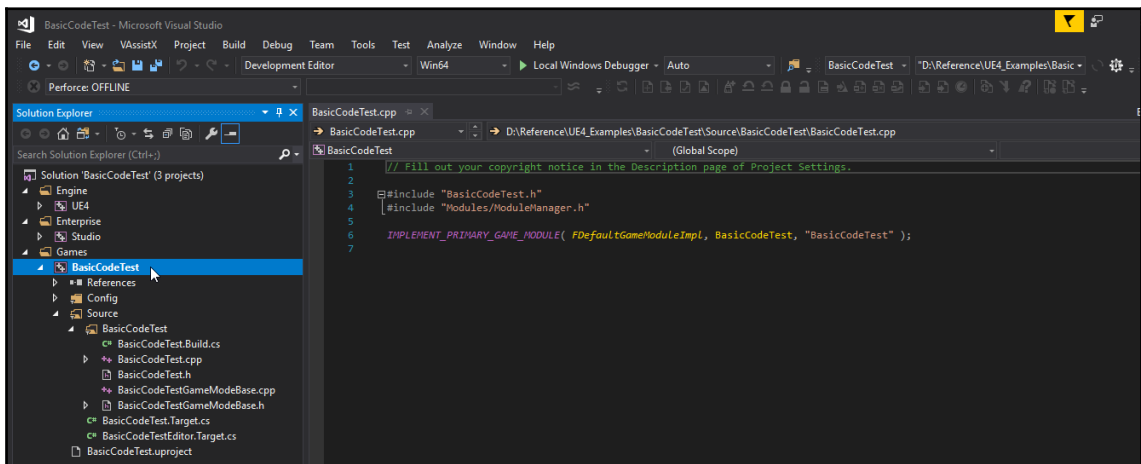
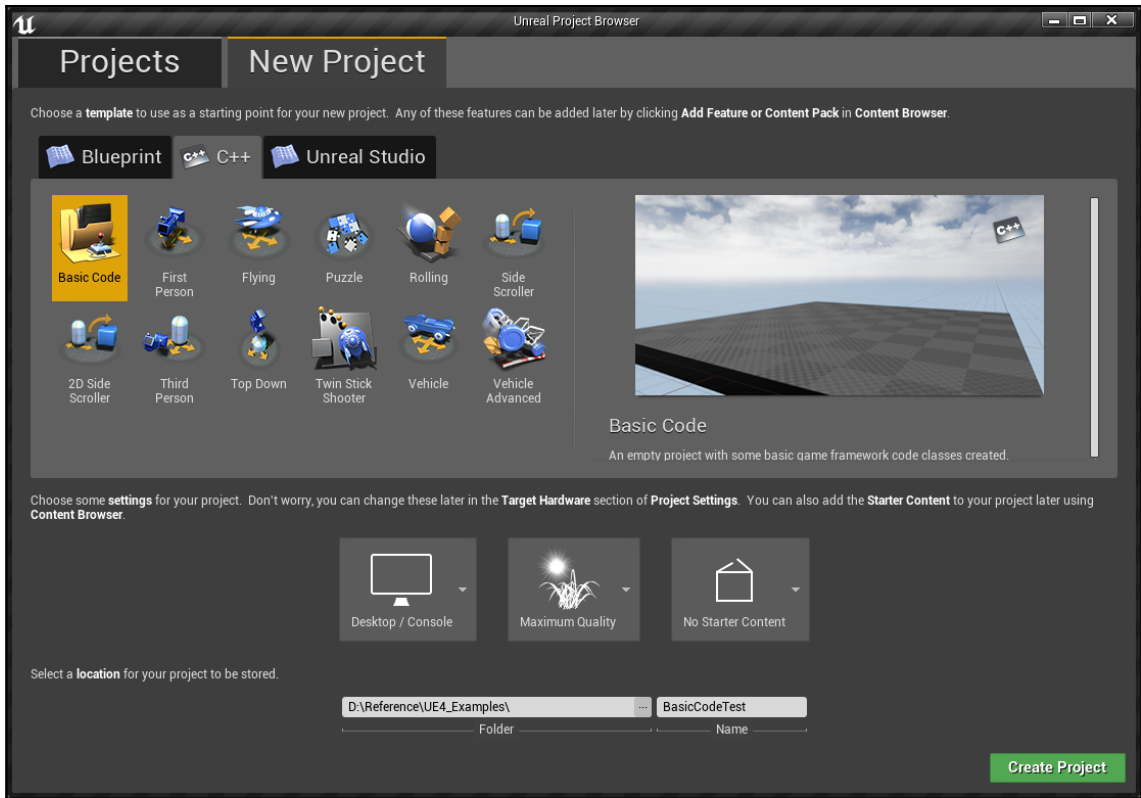
- ✓ Visual Studio C++ core features
- ✓ Windows Universal C Runtime
- ✓ Visual C++ 2017 Redistributable Update
- ✓ VC++ 2017 version 15.8 v14.15 latest v141 tools

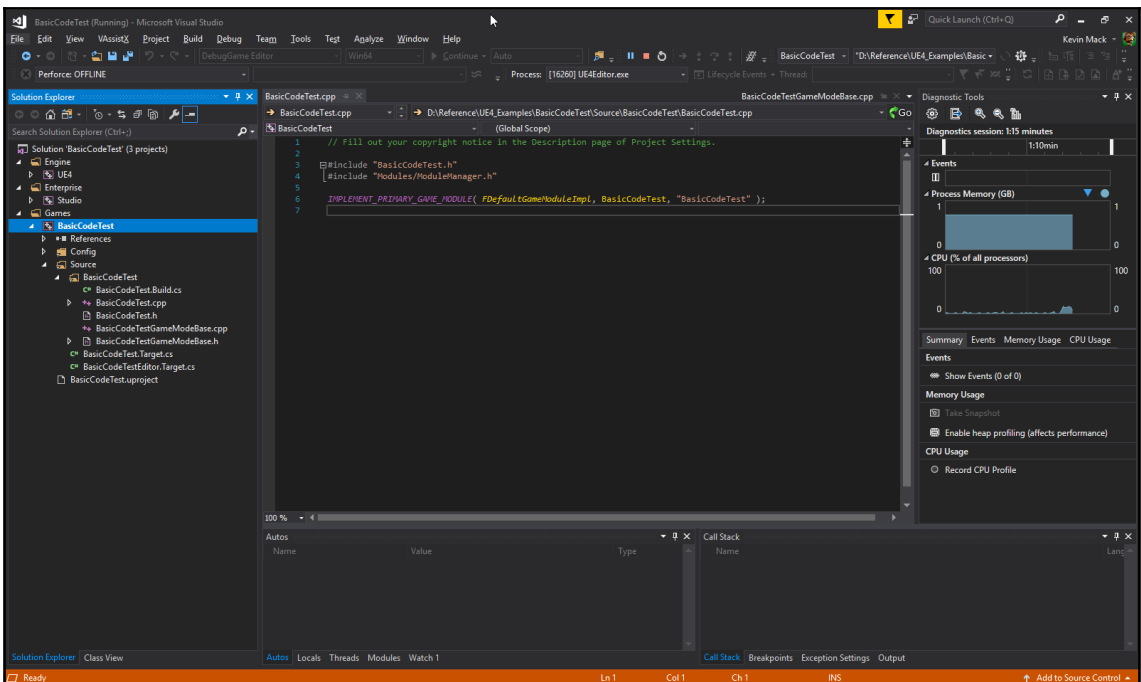
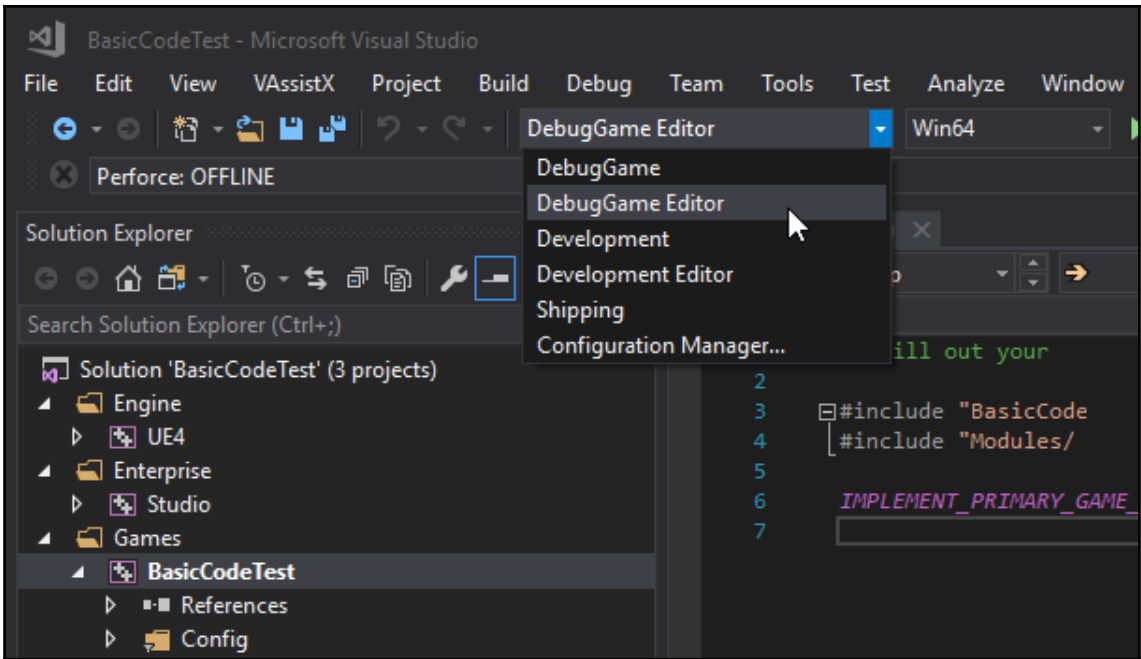
Optional

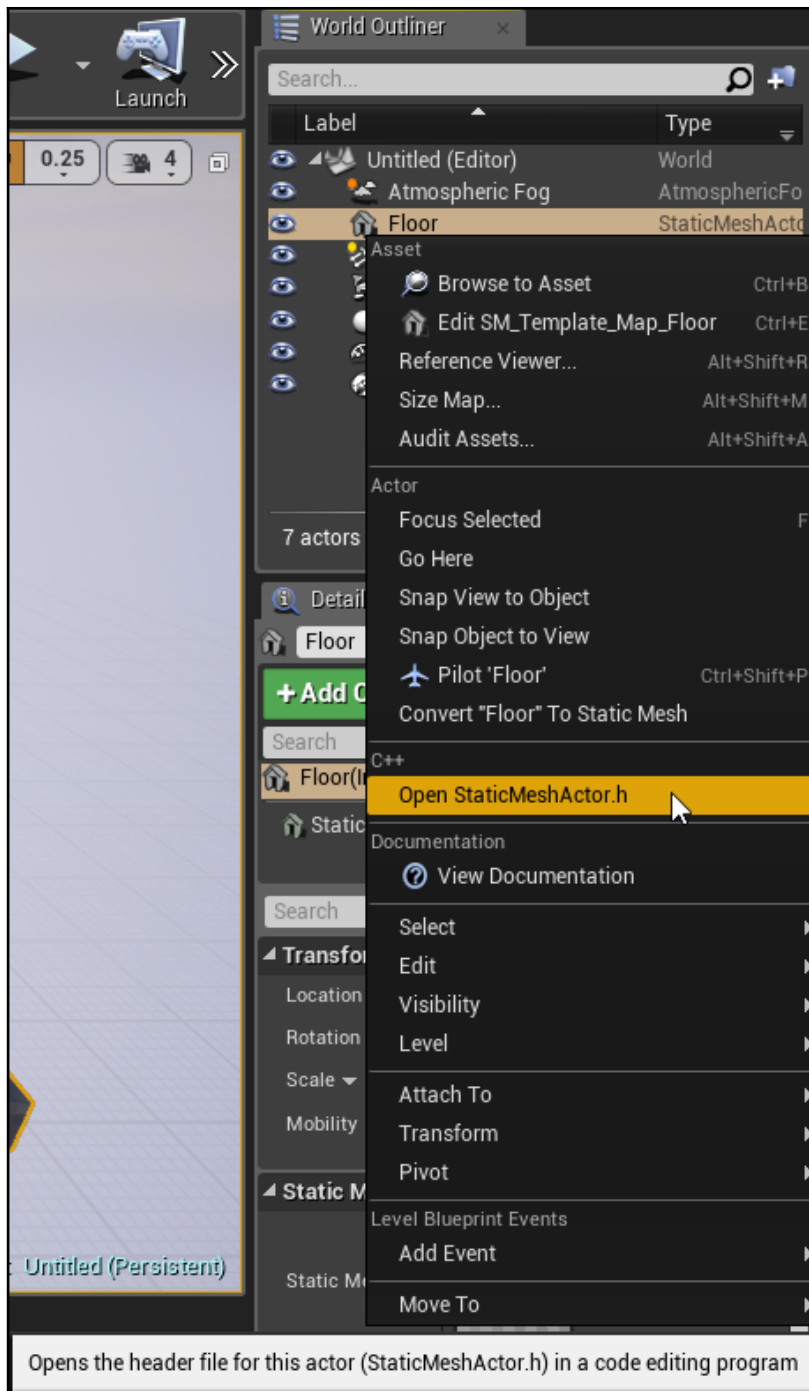
- C++ profiling tools
 - Windows 10 SDK (10.0.17134.0)
 - Windows 10 SDK (10.0.16299.0)
 - Windows 10 SDK (10.0.15063.0)
 - Windows 10 SDK (10.0.14393.0)
 - Windows 10 SDK (10.0.10586.0)
 - Windows 10 SDK (10.0.10240.0)
 - Windows 8.1 SDK and UCRT SDK
 - IncrediBuild - Build Acceleration
 - Cocos
 - Unreal Engine installer
 - Visual Studio Android support for Unreal Engine
- ✓ **Individual components**
- Just-In-Time debugger



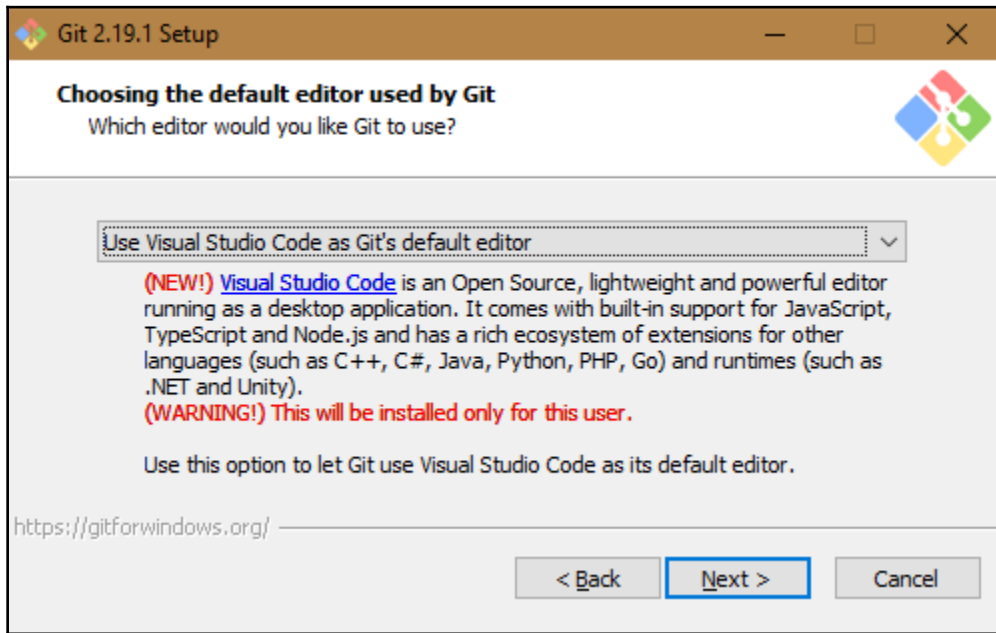
! No compiler was found. In order to use a C++ template, you must first install Visual Studio 2017. [Install Visual Studio 2017](#)

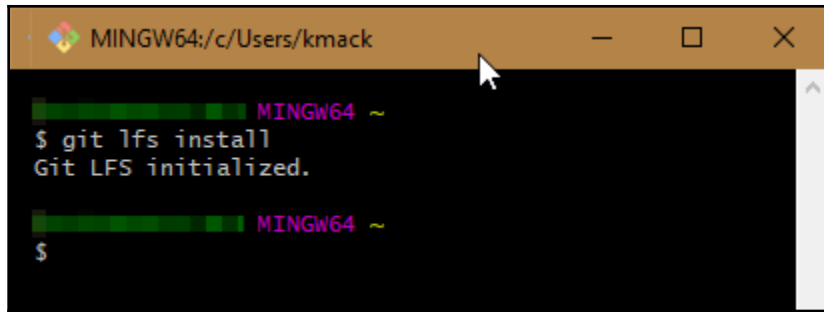






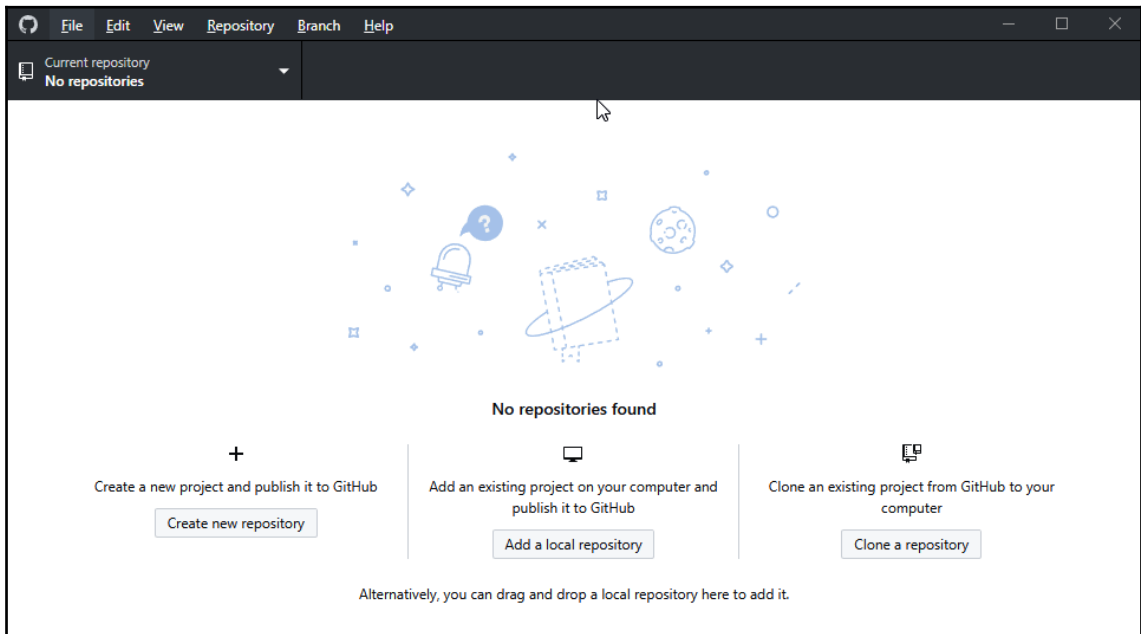
```
StaticMeshActor.h  [X]
→ StaticMeshActor.h  → C:\Program Files\Epic Games\UE_4.20\Engine\Source\Runtime\Engine\Classes\Engine\StaticMeshActor.h  Go
UE4  (Global Scope)
1 // Copyright 1998-2018 Epic Games, Inc. All Rights Reserved.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "UObject/ObjectMacros.h"
7 #include "GameFramework/Actor.h"
8 #include "AI/Navigation/NavigationTypes.h"
9 #include "StaticMeshActor.generated.h"
10
11 /**
12  * StaticMeshActor is an instance of a UStaticMesh in the world.
13  * Static meshes are geometry that do not animate or otherwise deform, and are more efficient to render than other
14  * Static meshes dragged into the level from the Content Browser are automatically converted to StaticMeshActors.
15  *
16  * @see https://docs.unrealengine.com/latest/INT/Engine/Actors/StaticMeshActor/
17  * @see UStaticMesh
18  */
19 UCLASS(hidecategories=(Input), showcategories=("Input|MouseInput", "Input|TouchInput"), ConversionRoot, ComponentWithWorld)
20 class ENGINE_API AStaticMeshActor : public AActor
21 {
22     GENERATED_UCLASS_BODY()
23
24 private:
25     UPROPERTY(Category = StaticMeshActor, VisibleAnywhere, BlueprintReadOnly, meta = (ExposeFunctionCategories = "Mesh"))
26     class UStaticMeshComponent* StaticMeshComponent;
27
28 protected:
29     virtual void BeginPlay() override;
30
31 public:
```

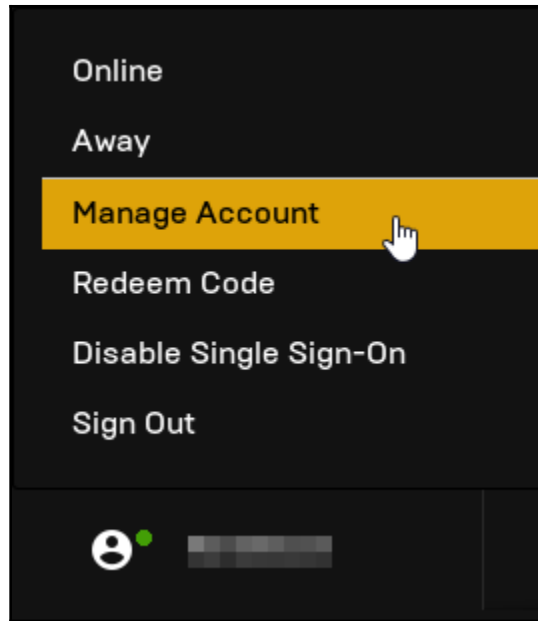




```
MINGW64:/c/Users/kmack
$ git lfs install
Git LFS initialized.

MINGW64 ~
$
```






EpicGames / UnrealEngine Private Unwatch 2,280 Unstar 11,143 Fork 25,251

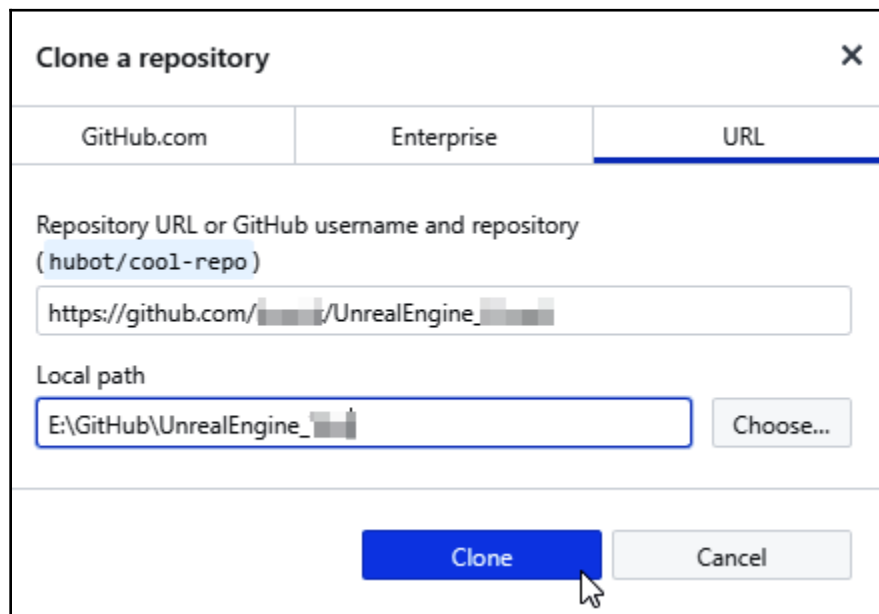
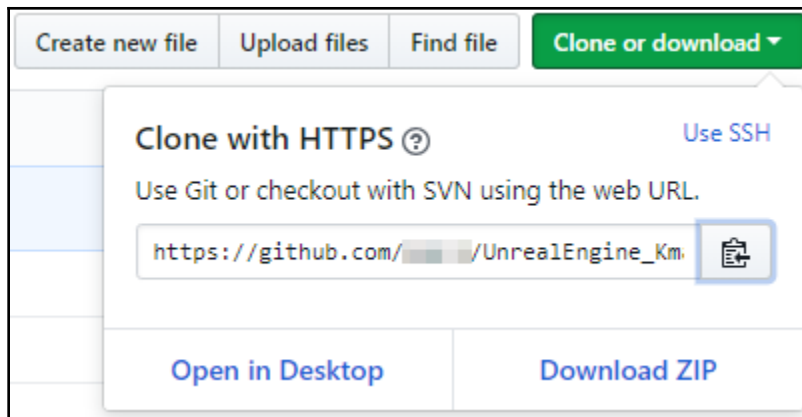
Code Pull requests 626 Projects 0 Insights

Unreal Engine source code <http://www.unrealengine.com/>

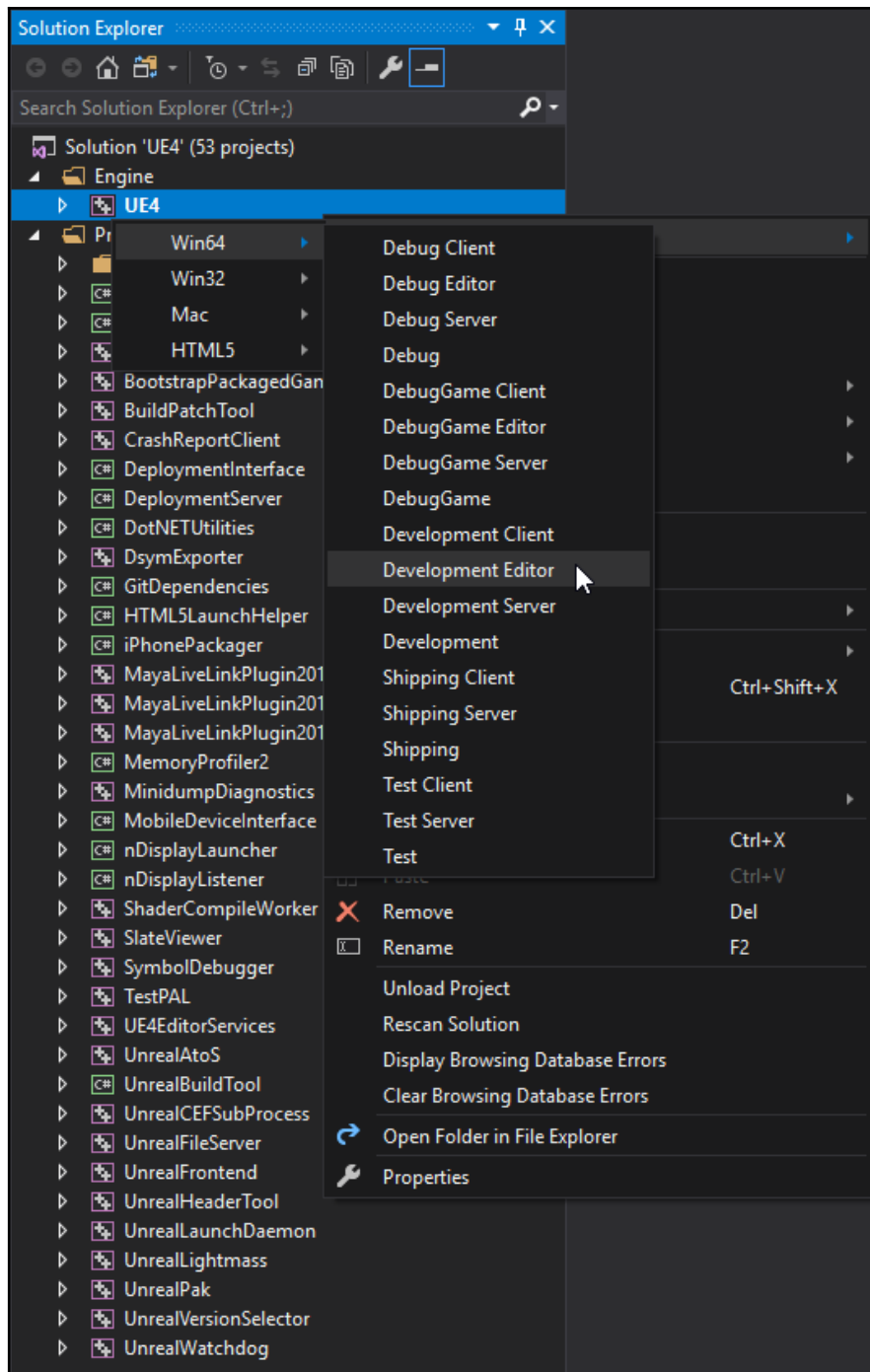
63,094 commits 45 branches 148 releases 291 contributors View license

Branch: release New pull request Create new file Upload files Find file Clone or download

Commit	Message	Time
 UnrealBot Merging final 4.20.3 release		Latest commit 5e997dc on Sep 19
Engine	Final fix for crashes when changing parameters of area light blueprint	a month ago
Samples	Merging //UE4/Dev-Main to Dev-Geometry (//UE4/Dev-Geometry)	7 months ago



```
C:\WINDOWS\system32\cmd.exe
Checking dependencies (excluding Mac, Android, Linux)...
Updating dependencies: 2% (2062/34091), 154.2/5567.5 MiB | 3.02 MiB/s...
```



Unreal Engine source code <http://www.unrealengine.com/> Edit

Manage topics

10,256 commits 10 branches 23 releases 88 contributors

Branch: release New pull request Create new file Upload files Find file Clone or download

This branch is 52838 commits behind EpicGames:release. Pull request Compare

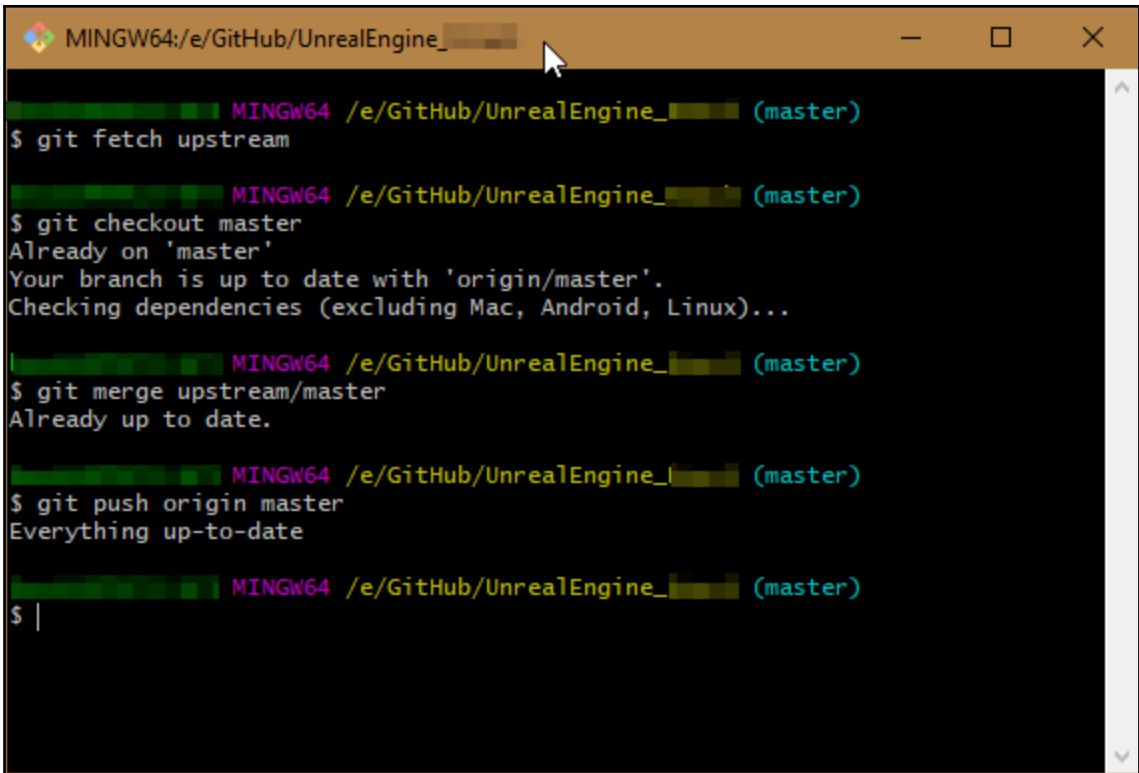
ben-marsh Merge tag '4.5.1-release' into release Latest commit 890cefe on Nov 17, 2014

Engine	[INTEGRATE] Change 2304561 by Brian.Karis@Brian.Karis_T3247 on 2014/0...	4 years ago
.gitattributes	Engine source (4.0 branch up to CL 2027741)	5 years ago
.gitignore	Updating .gitignore	4 years ago
GenerateProjectFiles.bat	Engine source (Main branch up to CL 2026164)	5 years ago
GenerateProjectFiles.command	Engine source (Main branch up to CL 2037954)	5 years ago
GenerateProjectFiles.sh	Linux: add fix-ups for case-sensitive fs again.	4 years ago
LICENSE.pdf	Update LICENSE.pdf	4 years ago
README.md	Updated README.md	4 years ago

```
E:\Github\UnrealEngine_<img alt="redacted" data-bbox="400 476 480 495">>git remote -v
origin https://github.com/<img alt="redacted" data-bbox="400 495 480 515"/>/UnrealEngine_<img alt="redacted" data-bbox="400 515 480 531"/>.git (fetch)
origin https://github.com/<img alt="redacted" data-bbox="400 531 480 547"/>/UnrealEngine_<img alt="redacted" data-bbox="400 547 480 563"/>.git (push)
```

```
E:\Github\UnrealEngine_<img alt="redacted" data-bbox="400 578 480 597">>git remote -v
origin https://github.com/<img alt="redacted" data-bbox="400 597 480 617"/>/UnrealEngine_<img alt="redacted" data-bbox="400 617 480 633"/>.git (fetch)
origin https://github.com/<img alt="redacted" data-bbox="400 633 480 649"/>/UnrealEngine_<img alt="redacted" data-bbox="400 649 480 665"/>.git (push)
upstream https://github.com/EpicGames/UnrealEngine.git (fetch)
upstream https://github.com/EpicGames/UnrealEngine.git (push)
```

```
E:\Github\UnrealEngine_<img alt="redacted" data-bbox="400 713 480 732">>git fetch upstream
remote: Enumerating objects: 16314, done.
remote: Counting objects: 100% (16314/16314), done.
remote: Compressing objects: 100% (3/3), done.
remote: Total 30468 (delta 16311), reused 16314 (delta 16311), pack-reused 14154
Receiving objects: 100% (30468/30468), 47.96 MiB | 3.65 MiB/s, done.
Resolving deltas: 100% (23053/23053), completed with 5458 local objects.
From https://github.com/EpicGames/UnrealEngine
* [new branch] 4.0 -> upstream/4.0
```

A terminal window titled "MINGW64:/e/GitHub/UnrealEngine_..." with standard window controls. The terminal shows a sequence of git commands and their outputs. The prompt is "\$" and the current directory is "/e/GitHub/UnrealEngine_...". The current branch is "(master)".

```
MINGW64 /e/GitHub/UnrealEngine_... (master)
$ git fetch upstream

MINGW64 /e/GitHub/UnrealEngine_... (master)
$ git checkout master
Already on 'master'
Your branch is up to date with 'origin/master'.
Checking dependencies (excluding Mac, Android, Linux)...

MINGW64 /e/GitHub/UnrealEngine_... (master)
$ git merge upstream/master
Already up to date.

MINGW64 /e/GitHub/UnrealEngine_... (master)
$ git push origin master
Everything up-to-date

MINGW64 /e/GitHub/UnrealEngine_... (master)
$ |
```

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base fork: base: head fork: compare:

✓ Able to merge. These branches can be automatically merged.

[Create pull request](#) Discuss and review the changes in this comparison with others.

Commits 10,000 Files changed ∞ Commit comments 15 72 contributors

This comparison is big! We're only showing the most recent 250 commits

Commits on Jun 29, 2018

	LaurenRidge	Moving_curve_atlas_filter_to_match_asset_placement_in_CB ...	948b6d7
	aaronmcleran	#jira UE-61196 missed a spot ...	feb3
	PatrickBoutotEpic	Allow the import of nodes that contains ':' and al ...	530224
	Jonathan Lindquist	Finalizing the skeletal mesh demo ...	dff10c7
	ShaunKimeEpic	Niagara cleans up some resources in AppPreExit, before the ...	000891
	aaronmcleran	#jira UE-61350 It is legit for the MixerBuffer to be null ...	dc8967d
	Max Chen and Max Chen	Sequence Recorder: Reset TargetLevelSequence and takes when duplicati...	87d955b
	ShaunKimeEpic	Cleaner fix for UE-61214. Using TGlobalResource to register with the ...	46d10db
	RCalocaO	UE4.20 - Copy from DevRendering ...	9bacdcf
	Arne Schober and Arne Schober	REL - Prioritize Vendor over Quality setting in screenshot comparissions ...	14ee5f3
	epic-pkavan	Fix broken event function overrides in nativized Blueprint child clas...	b76de88
	FredKimberley	Fix a few minor issues with restricted gameplay tag editing. ...	0a356eb
	aaronmcleran	#jira UE-61346 Fix for real-time decoded and streaming sounds not wor...	605d231
	UnrealBot	Localization Automation ...	603e1e1


Moving curve atlas filter to match asset placement in CB
#jira UE-61329
#rb trivial
#mx
[CL 4173939 by Lauren Ridge in 4.20 branch]

Open a pull request

Create a new pull request by comparing changes across two branches. If you need to, you can also [compare across forks](#).

base fork: [EpicGames/UnrealEngine](#) base: [release](#) head fork: [EpicGames/UnrealEngine](#) compare: [release](#)


✓ **Able to merge.** These branches can be automatically merged.



Write Preview **AA B i** “ <> 🔗 ☰ ☷ ☹ @ 📎 ↶

Leave a comment

Attach files by dragging & dropping, [selecting them](#), or pasting from the clipboard.

 Styling with Markdown is supported **Create pull request**


Reviewers ⚙️
No reviews


Assignees ⚙️
No one—assign yourself


Labels ⚙️
None yet

Projects ⚙️
None yet

Milestone ⚙️
No milestone



 **Continuous integration has not been set up**
[Several apps are available](#) to automatically catch bugs and enforce style.

 **This branch has no conflicts with the base branch**
Merging can be performed automatically.

Merge pull request ▾ You can also [open this in GitHub Desktop](#) or view [command line instructions](#).

UnrealEngine Private
forked from EpicGames/UnrealEngine

Unwatch 10 Star 0 Fork 25,251

Code Pull requests 0 Projects 0 Insights Settings

Unreal Engine source code <http://www.unrealengine.com/> Edit

Manage topics

63,095 commits 10 branches 23 releases 88 contributors View license

Branch: release New pull request Create new file Upload files Find file Clone or download

This branch is 1 commit ahead of EpicGames:release. Pull request Compare

Merge pull request #1 from EpicGames/release Latest commit 68d67ff 4 minutes ago

File Edit View Repository Branch Help

Current repository UnrealEngine Current branch release Fetch origin Last fetched 2 minutes ago

Changes History

0 changed files

File Edit View Repository Branch Help

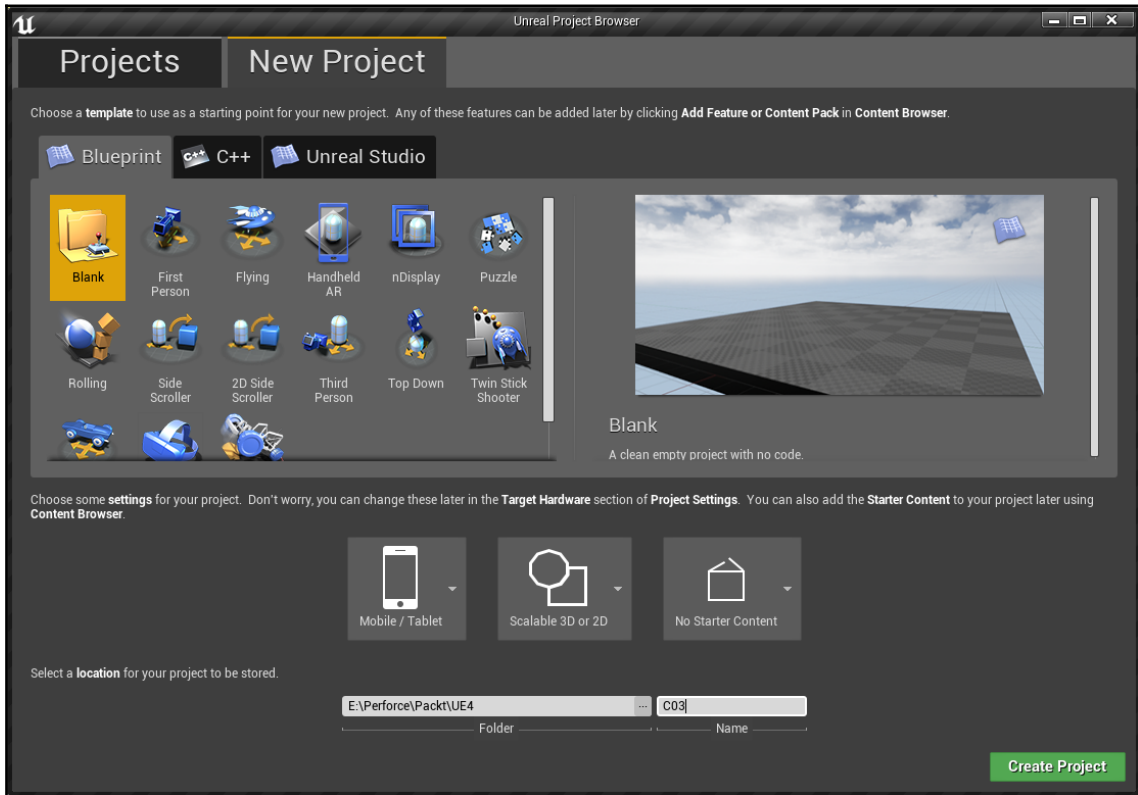
Current repository UnrealEngine Current branch release Pull origin Last fetched just now 52839

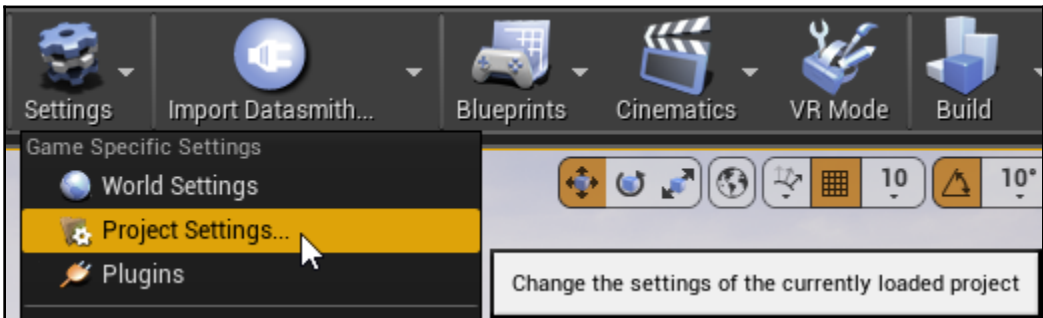
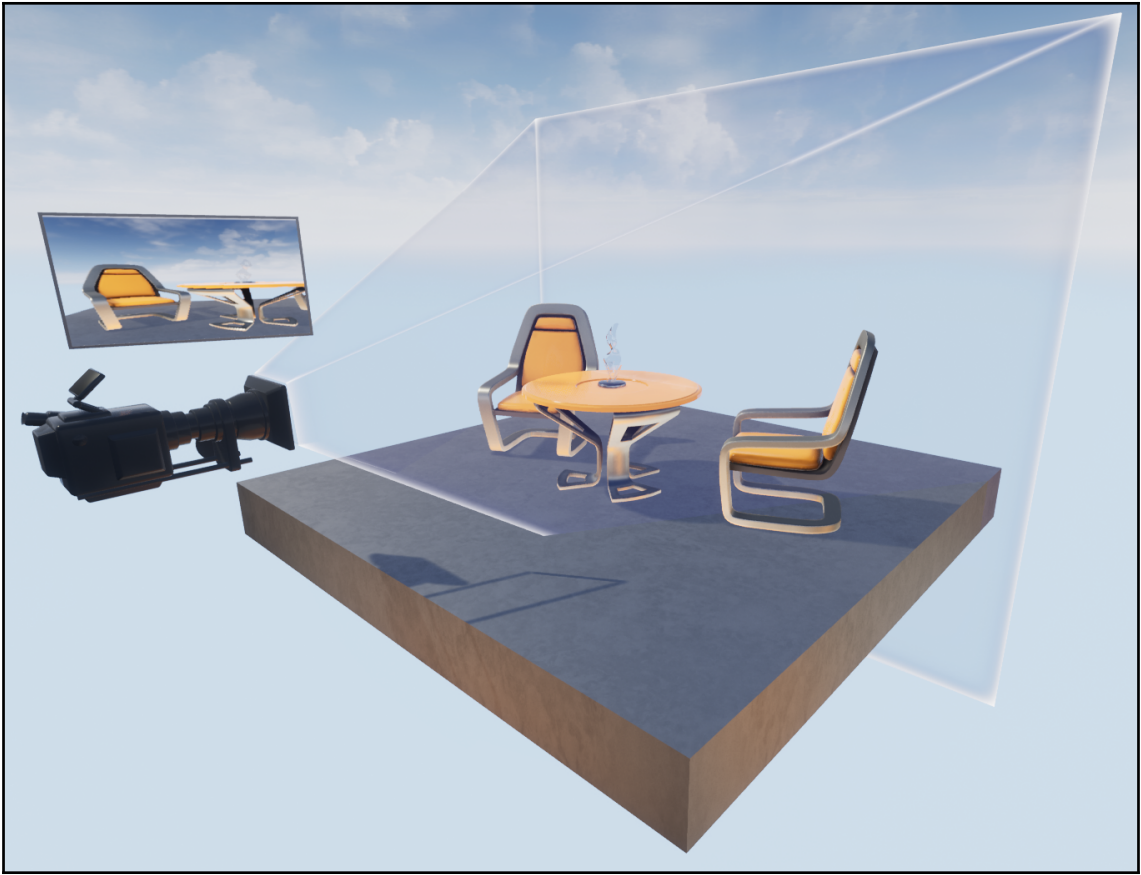
Changes History

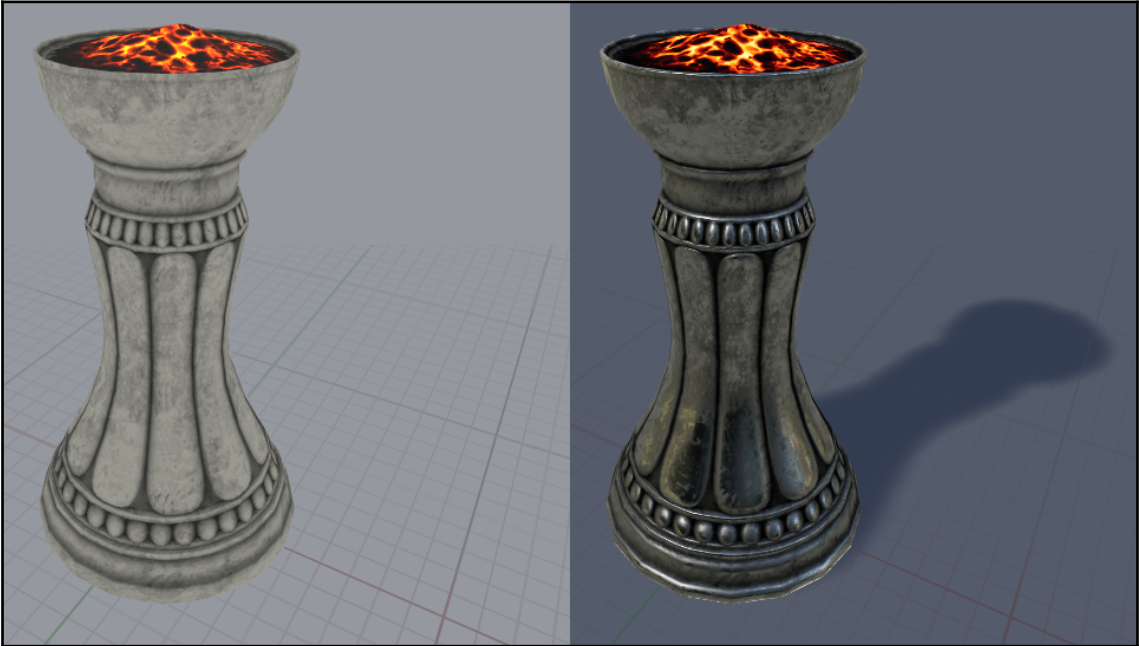
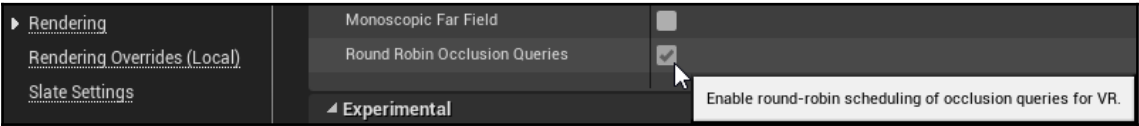
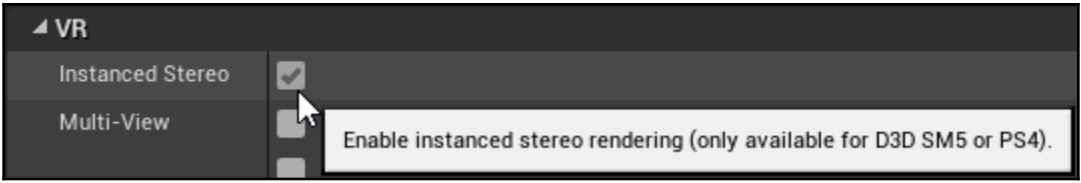
0 changed files

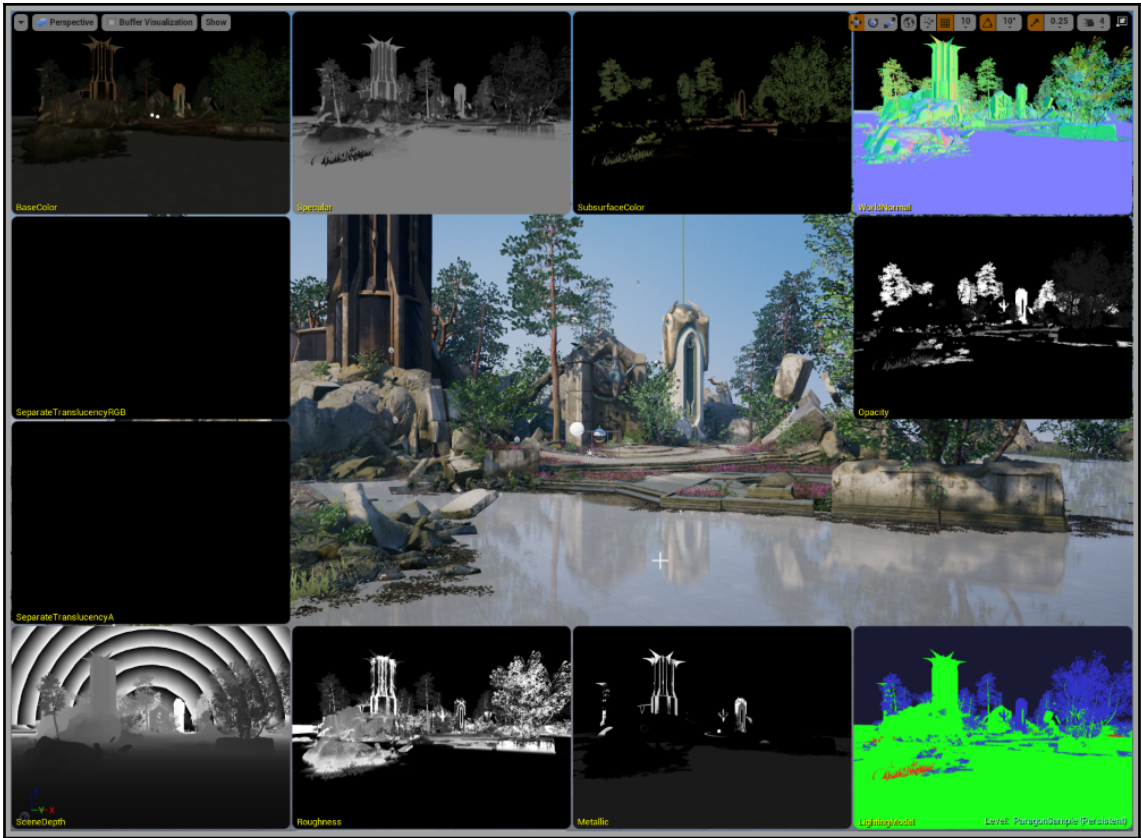
Thursday, October 25, 2018 7:50 PM

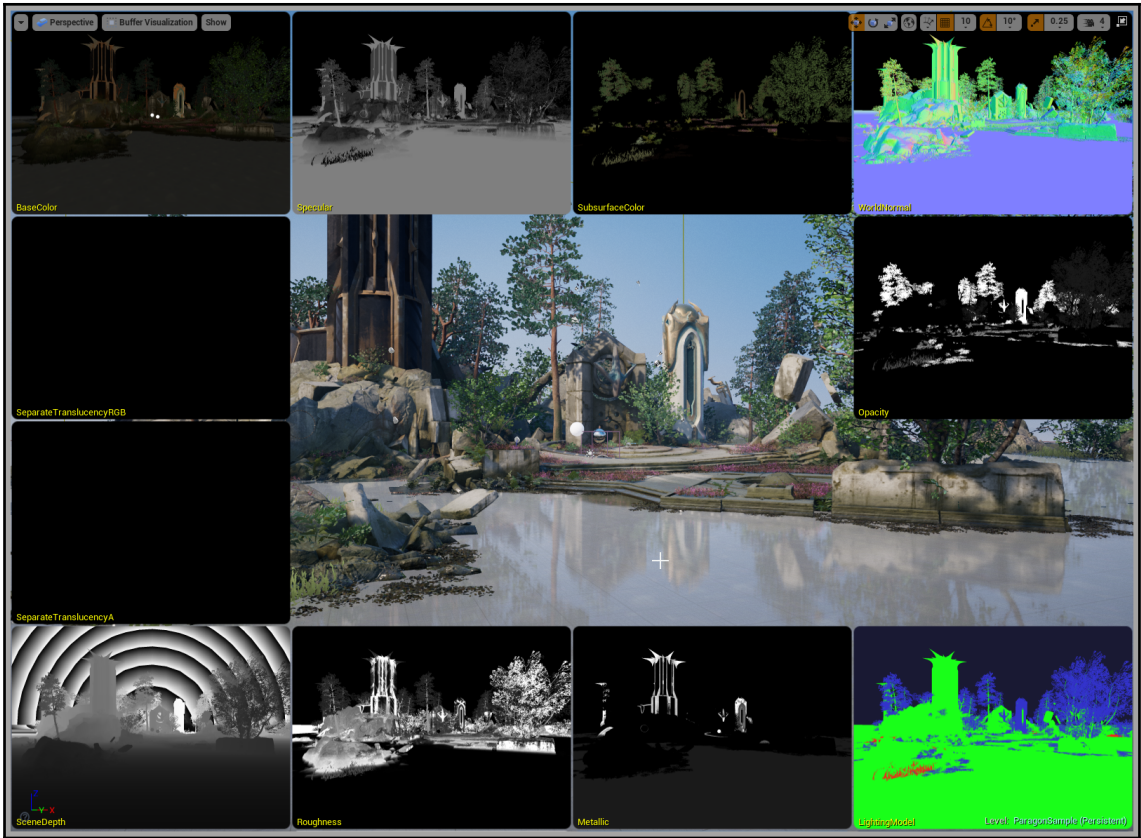
Chapter 3: Hello World - Your First VR Project











Physics

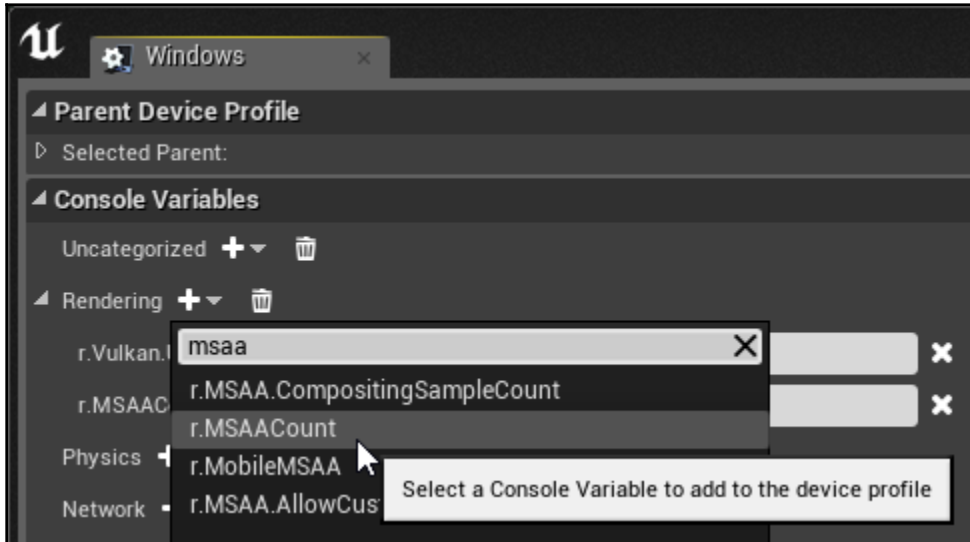
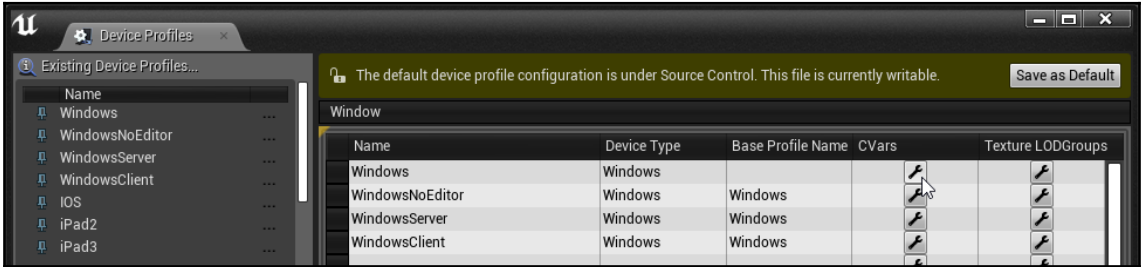
- Rendering
 - Rendering Overrides (Local)
 - Slate Settings

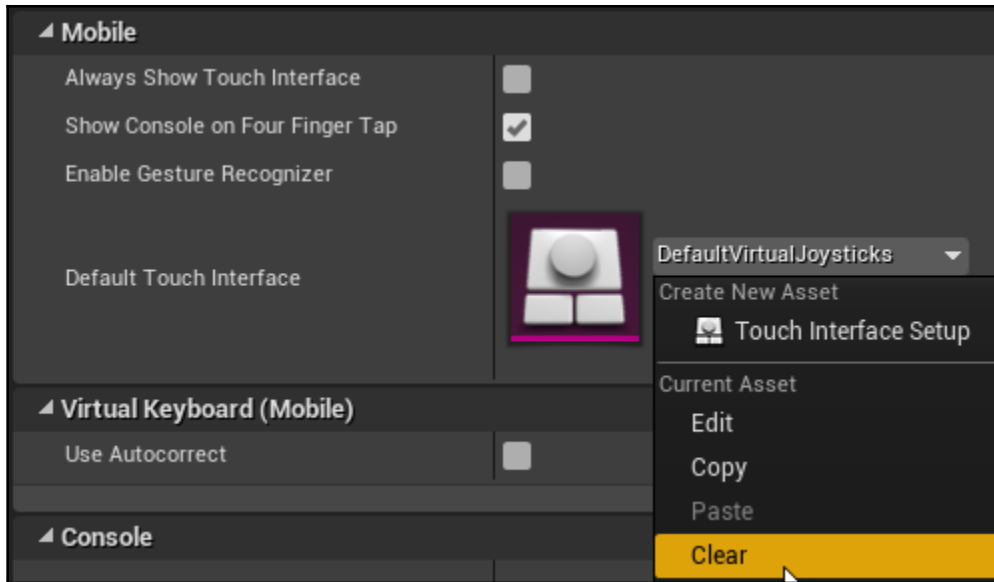
Forward Renderer

Forward Shading

Whether to use forward shading on desktop platforms, requires Shader Model 5 hardware. Forward shading supports MSAA and has lower default cost, but fewer features supported overall. Materials have to opt-in to more expensive features like high quality reflections. Changing this setting requires restarting the editor.







Platforms - Android

Project settings for Android apps

Set as Default

Export...

Import...

Reset to Defaults

These settings are saved in DefaultEngine.ini, which is currently writable.

APK Packaging



Project is not configured for the Android platform

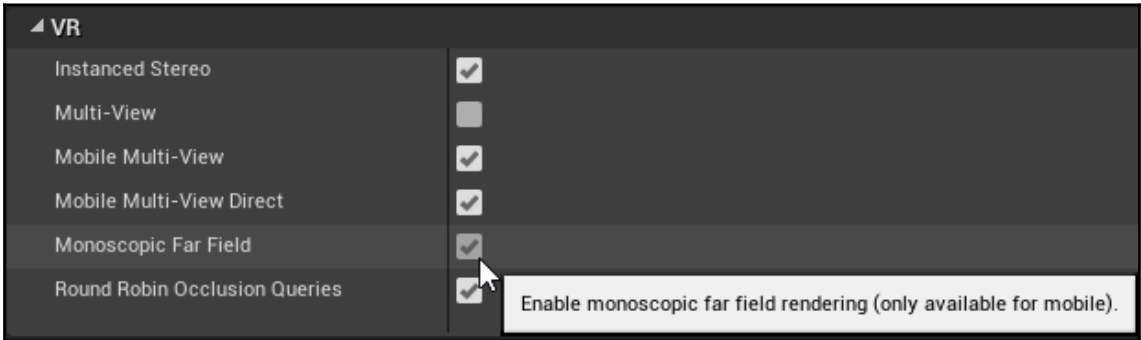
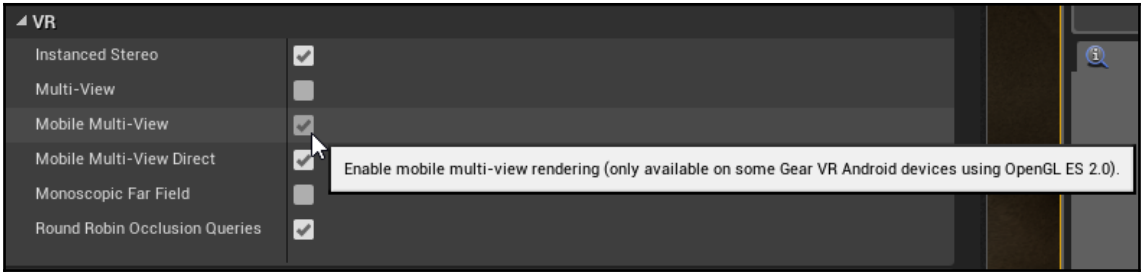
Configure Now

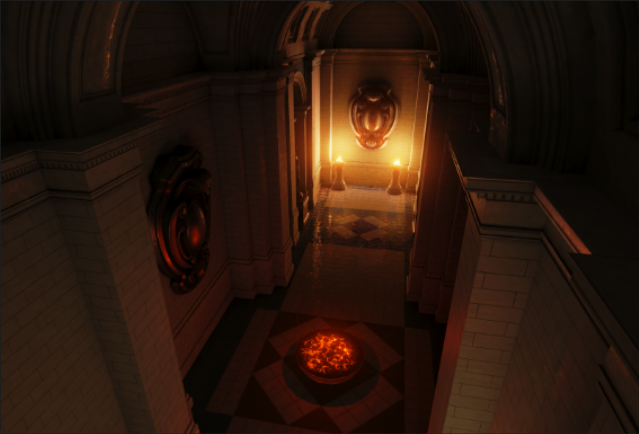
Note to users from 4.6 or earlier: We now GENERATE an AndroidManifest.xml file, you will need to put all of your changes into the below settings. Note that we don't touch your AndroidManifest.xml that is in your project directory. Additionally, we no longer use SigningConfig.xml, the settings are now set in the Distribution Signing section.

NOTE: You must accept the SDK license agreement (click on button below) to use Gradle if it isn't grayed out.

Accept SDK License

Status of platform setup file
'D:/Reference/UE4_Examples/OculusGoTest/Build/Android/'

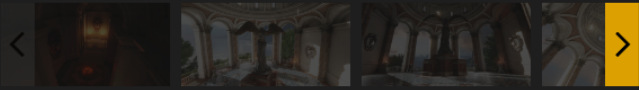




Sun Temple





Epic Games - 2014-03-22

Check out this example environment designed to showcase pretty mobile features!



Create Project



Supported Platforms

Supported Engine Versions

4.0-4.21

Share

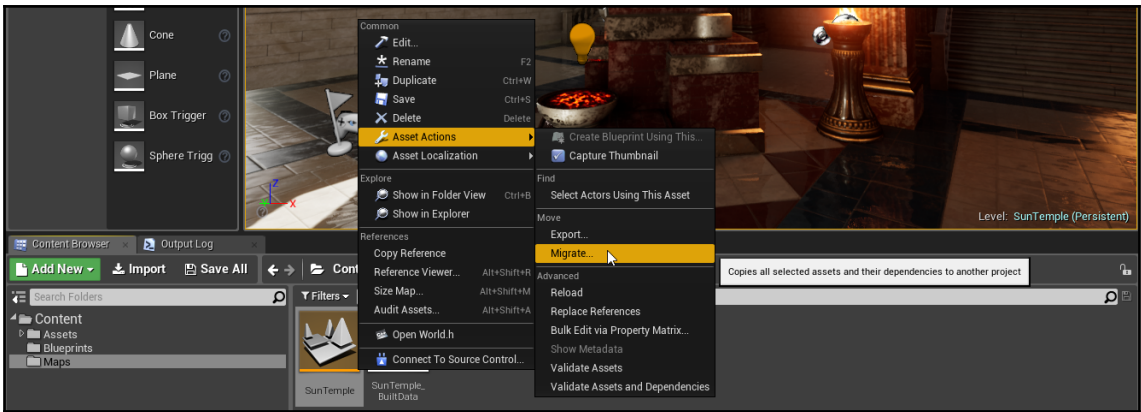



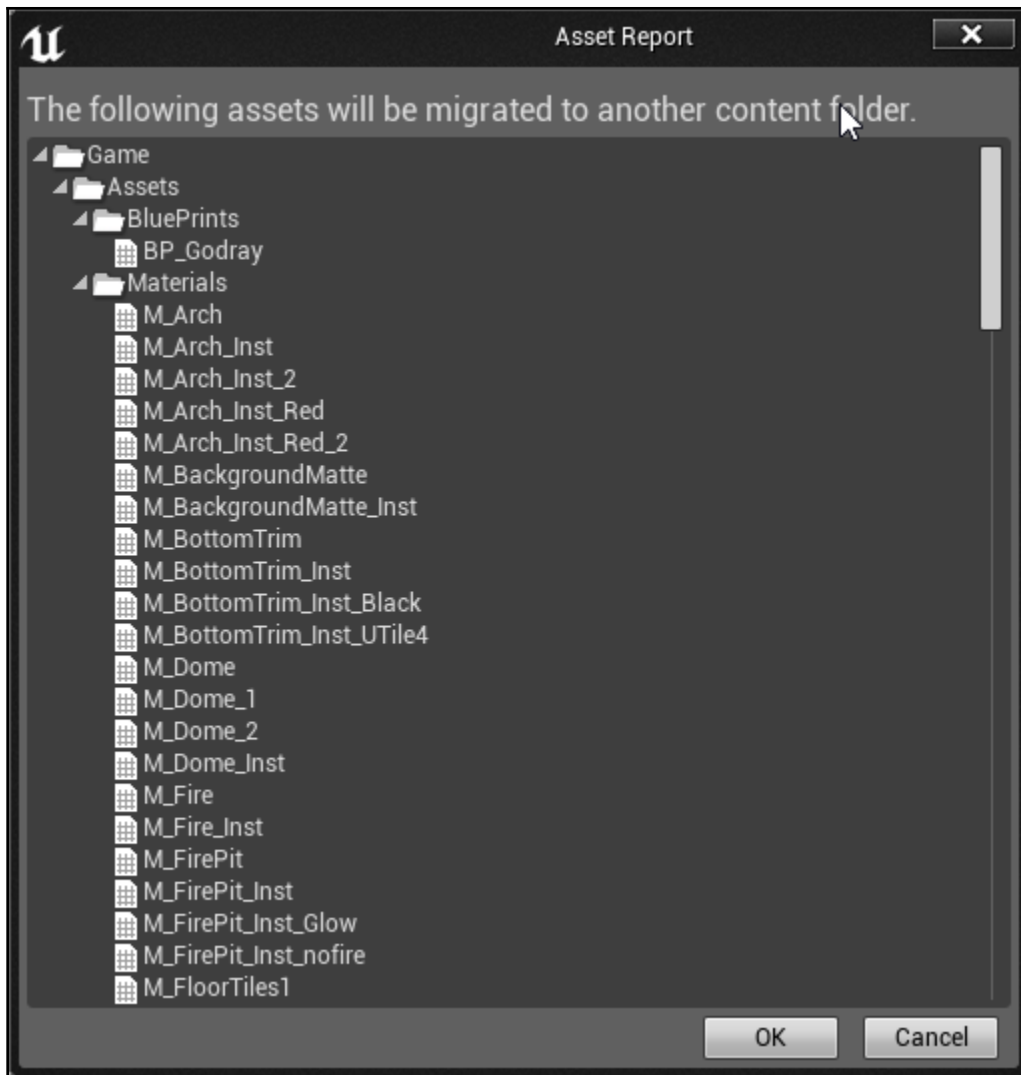
Description

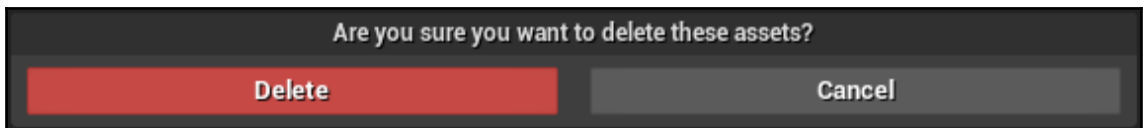
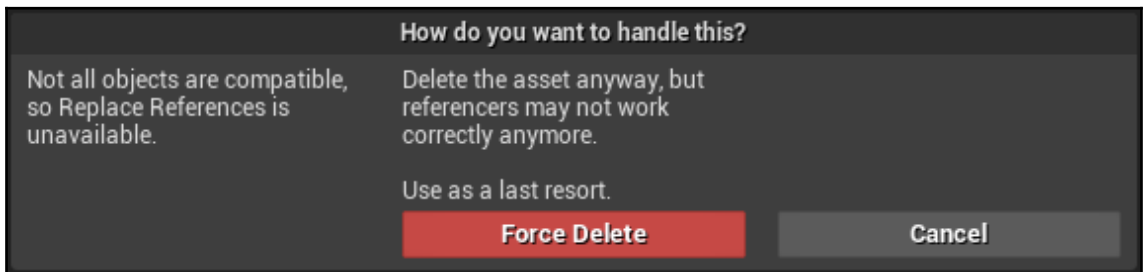
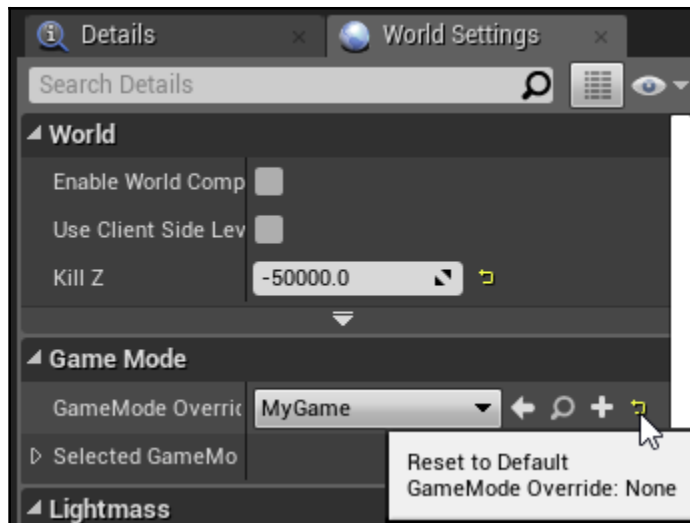
The Sun Temple showcase demonstrates the power that UE4 brings to the mobile gaming world. Using a single level, you can see a variety of graphics features and effects!

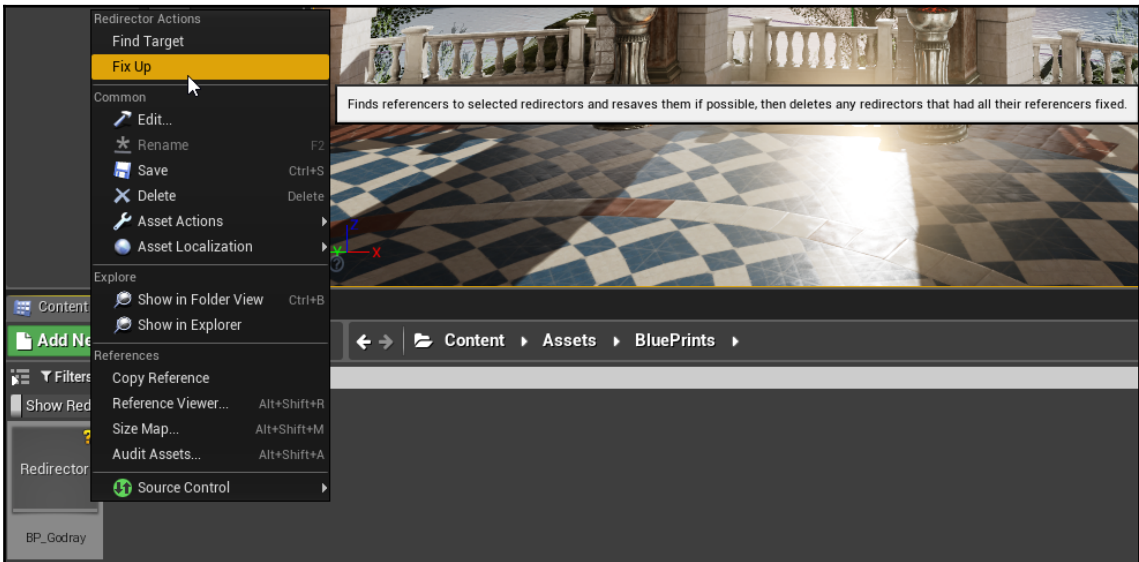
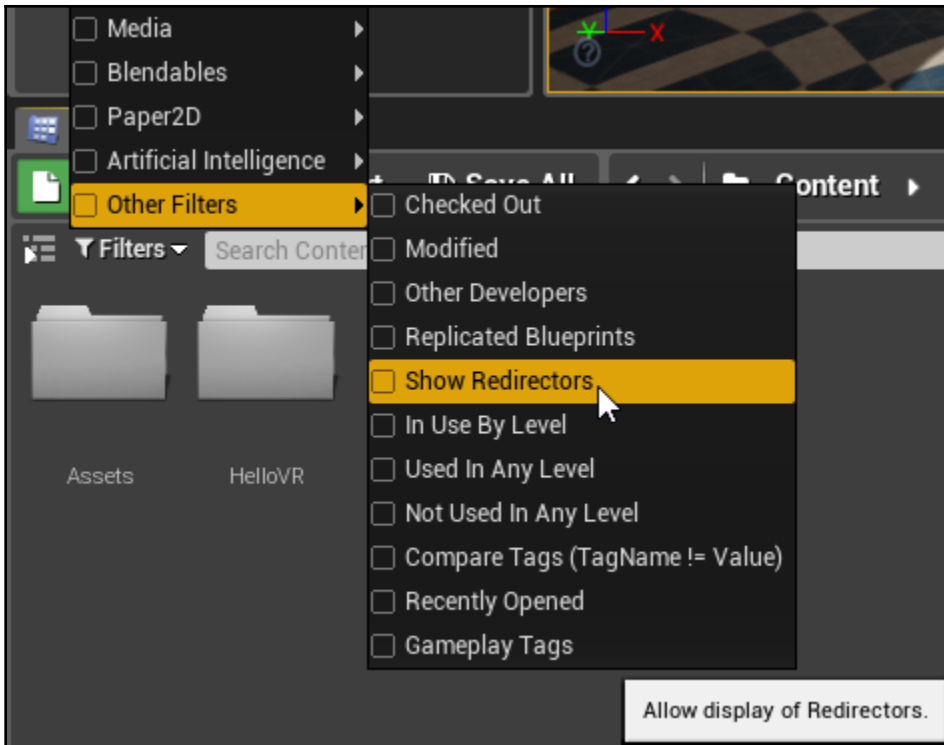
Supports Oculus Rift. Works best on high-end mobile devices.

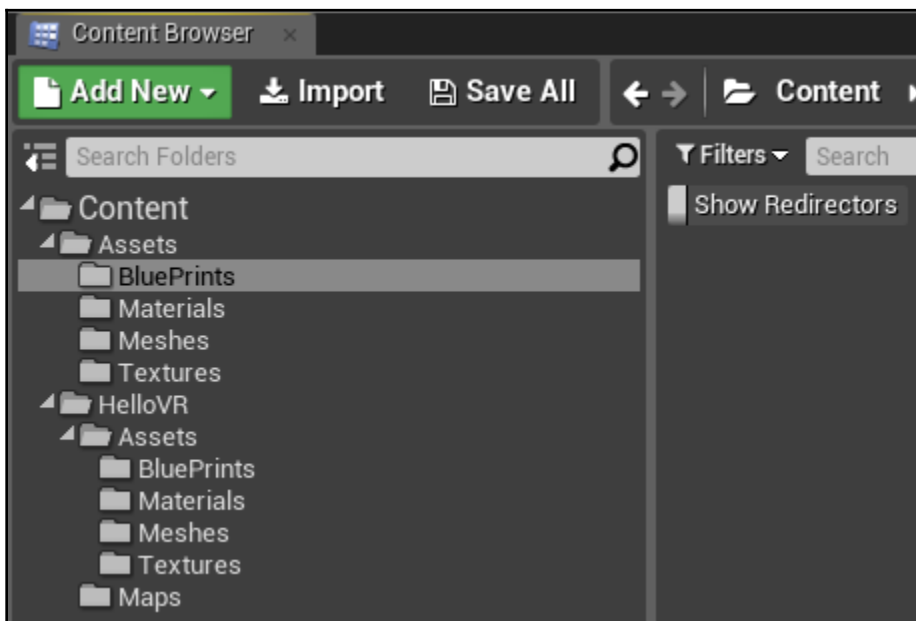
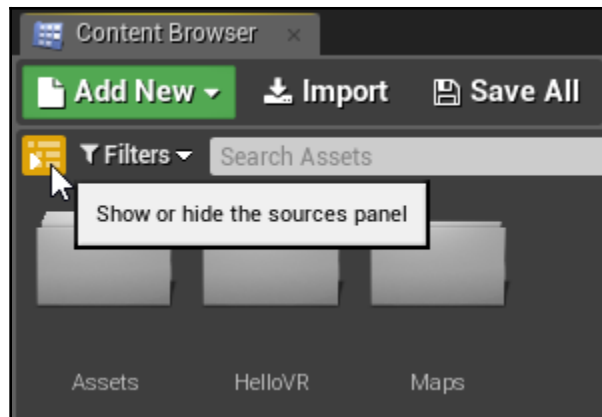
Licensed for Use Only with Unreal Engine-based Products

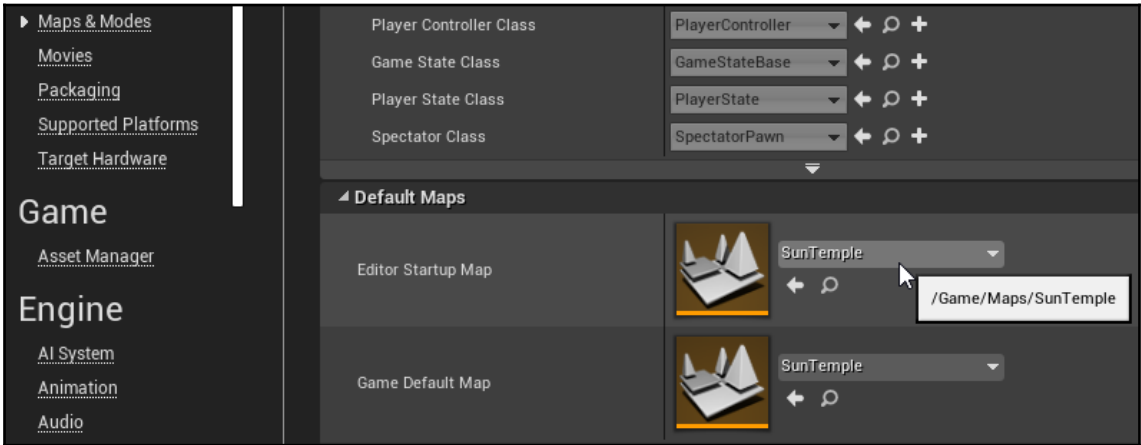
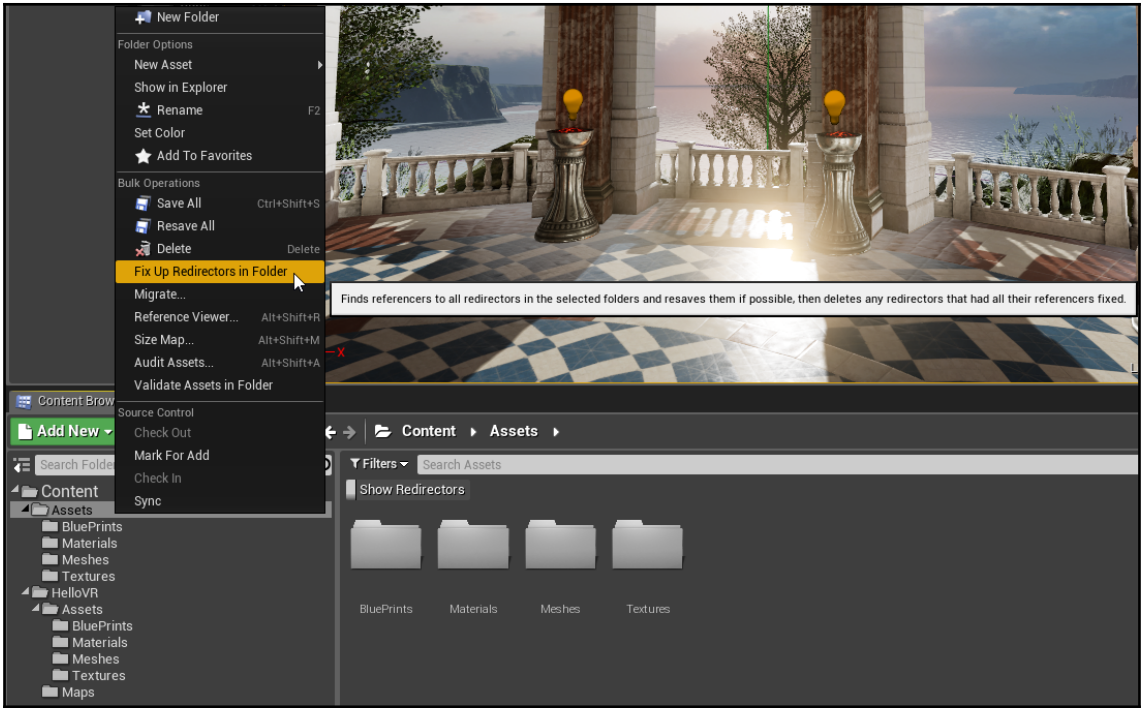


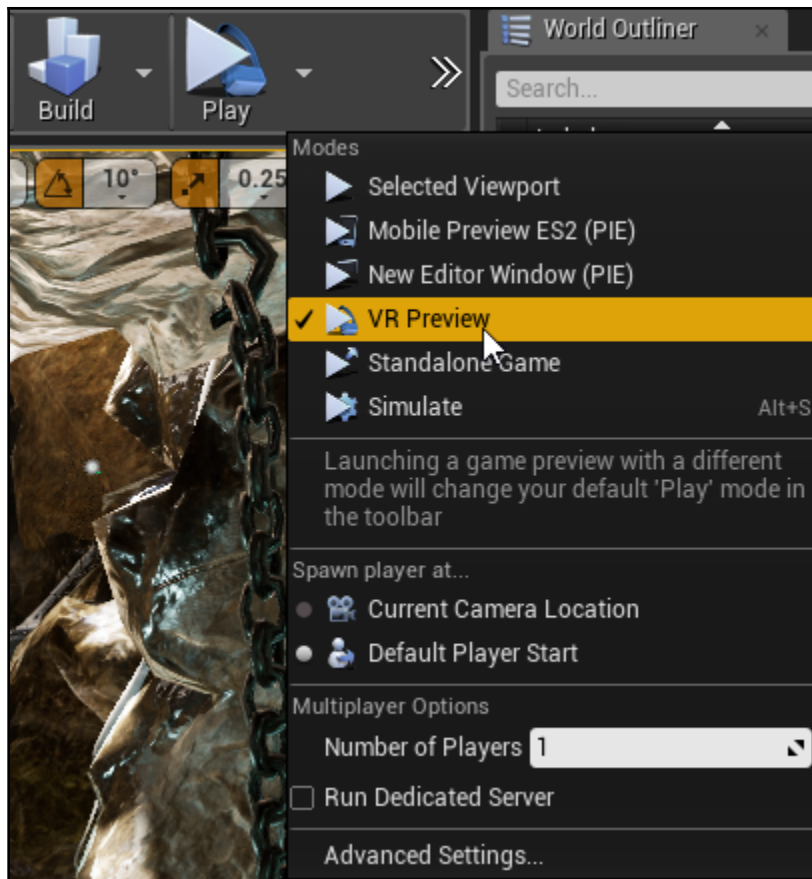








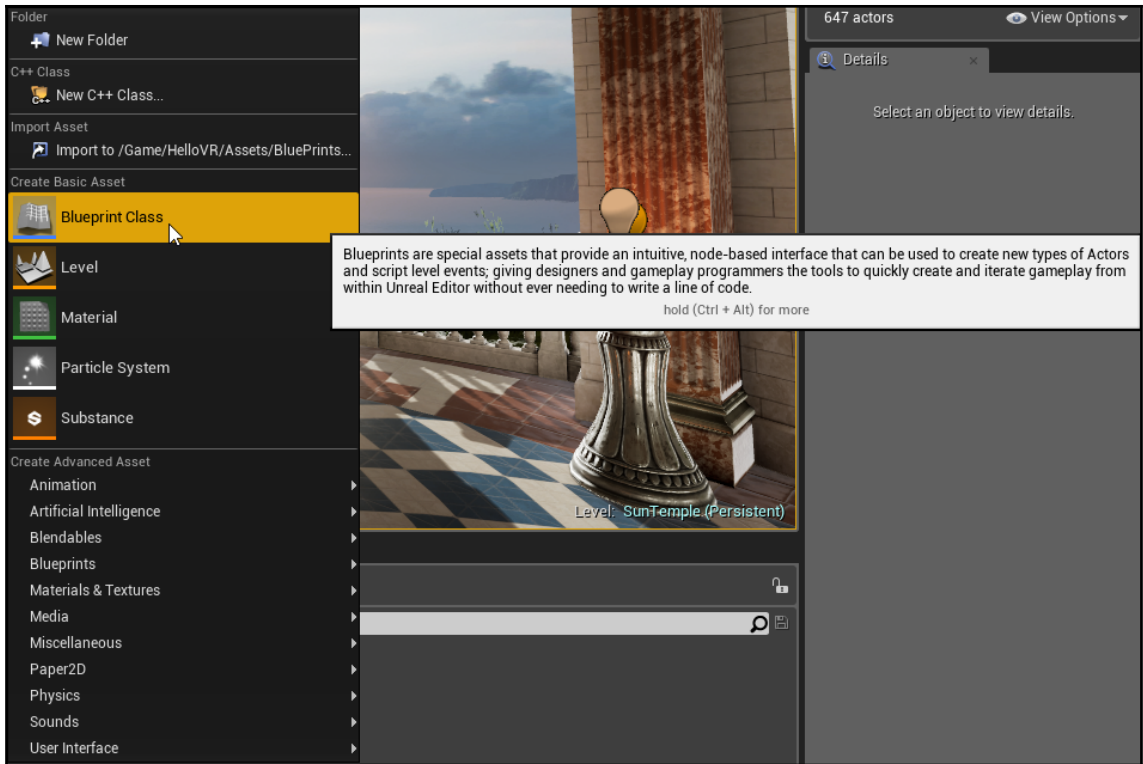


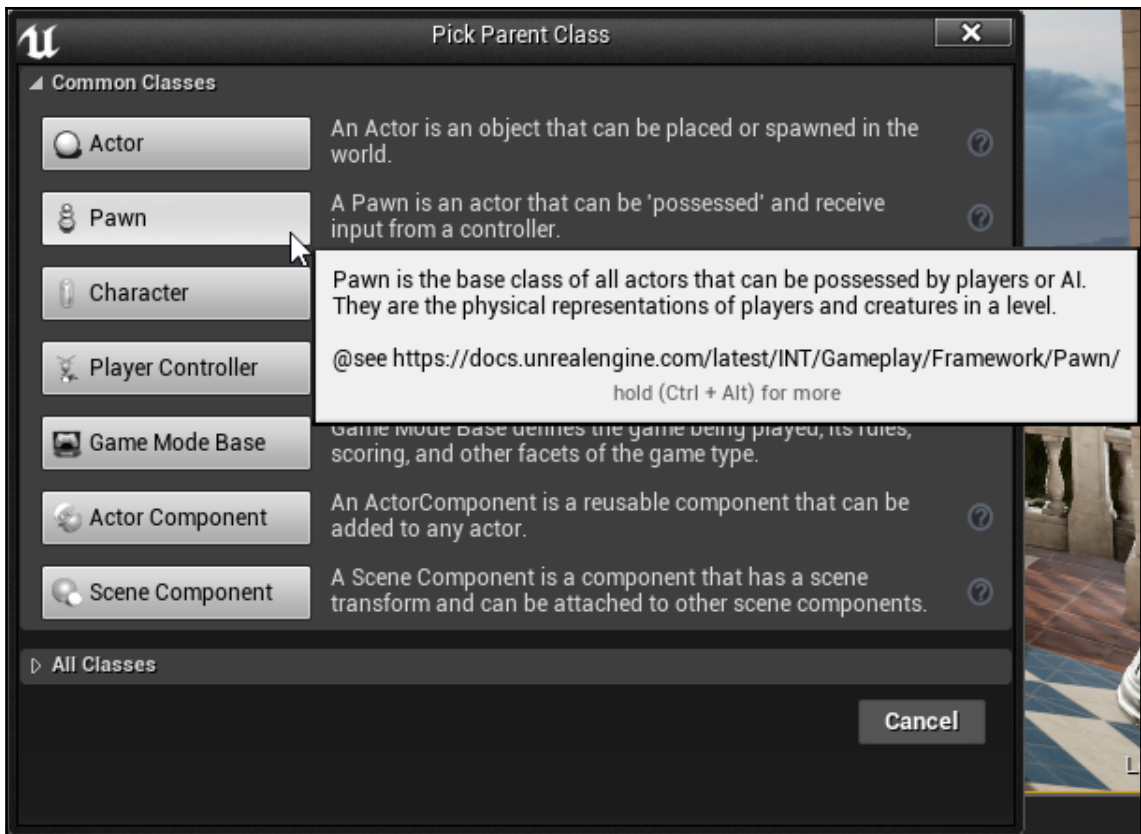


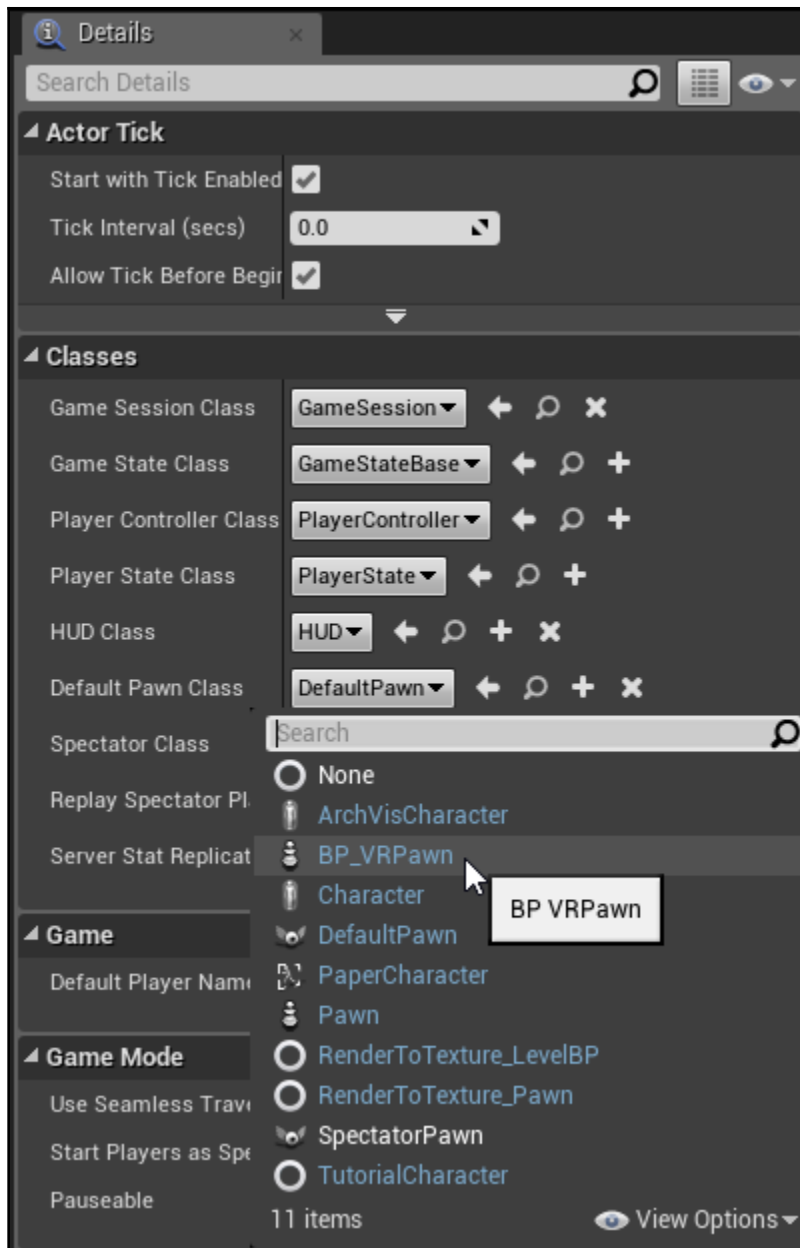
```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

PS C:\Users\kmack> cd C:\NVPACK\android-sdk-windows\platform-tools\
PS C:\NVPACK\android-sdk-windows\platform-tools> ./adb devices
List of devices attached
* daemon not running. starting it now at tcp:5037 *
* daemon started successfully *
██████████ device

PS C:\NVPACK\android-sdk-windows\platform-tools> █
```





Project - Maps & Modes

Default maps, game modes and other map related settings.

Set as Default

Export...

Import...

Reset to Defaults

These settings are saved in DefaultEngine.ini, which is currently checked out.

Default Modes

Default GameMode

GameModeBase

Selected GameMode

Default Pawn Class

HUD Class

Player Controller Class

Game State Class

Player State Class

Spectator Class

Search

- BP_VRGameMode
- FunctionalTestGame
- GameMode
- GameModeBase
- RenderToTexture_Game

5 items

View Options

SpectatorPawn

Default Maps

Editor Startup Map

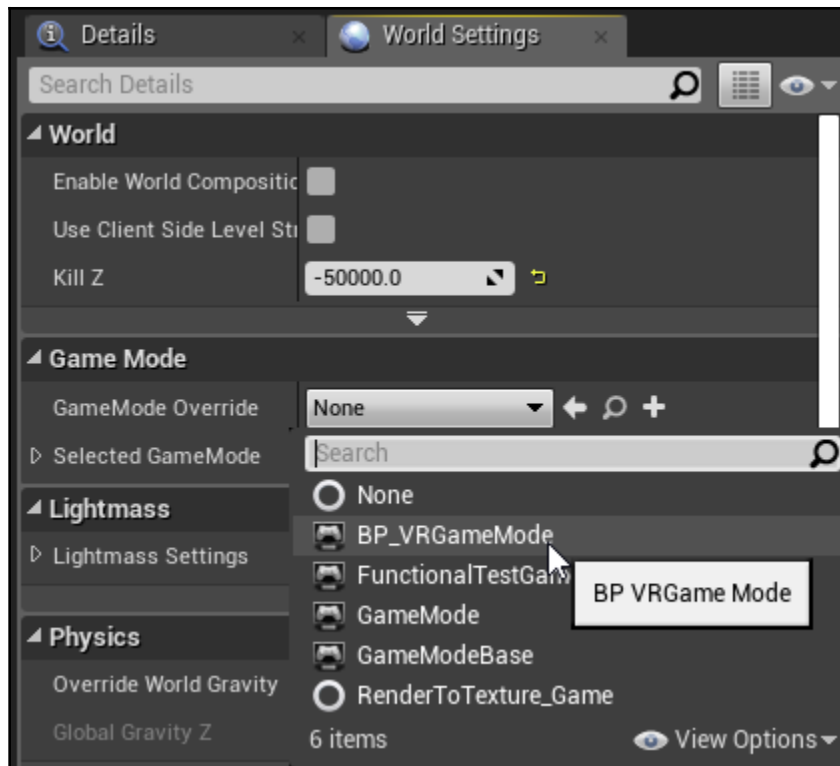


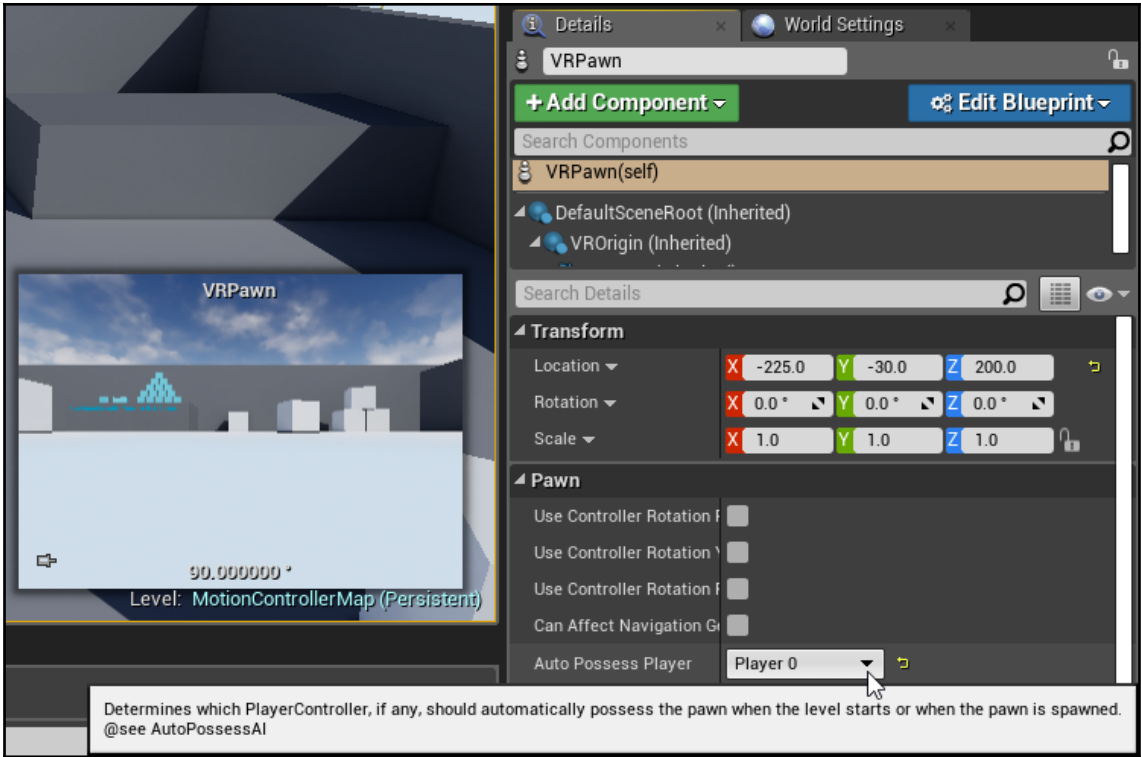
SunTemple

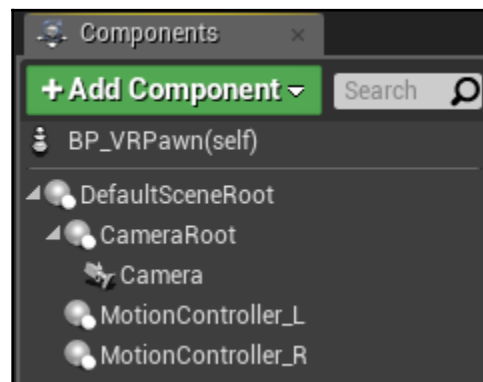
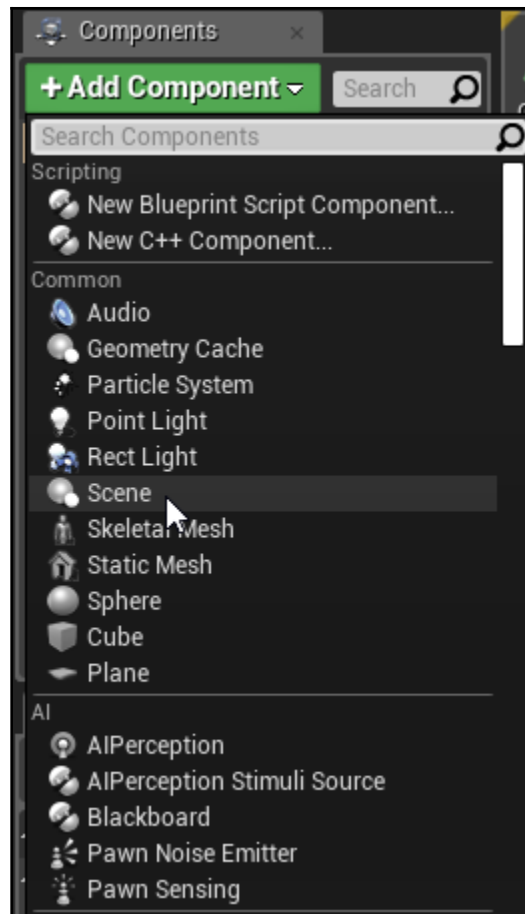
Game Default Map

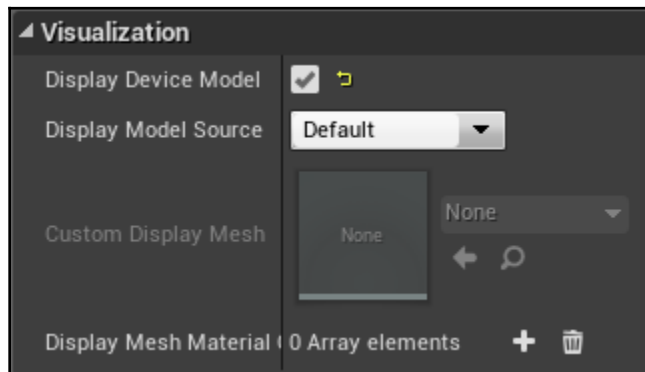
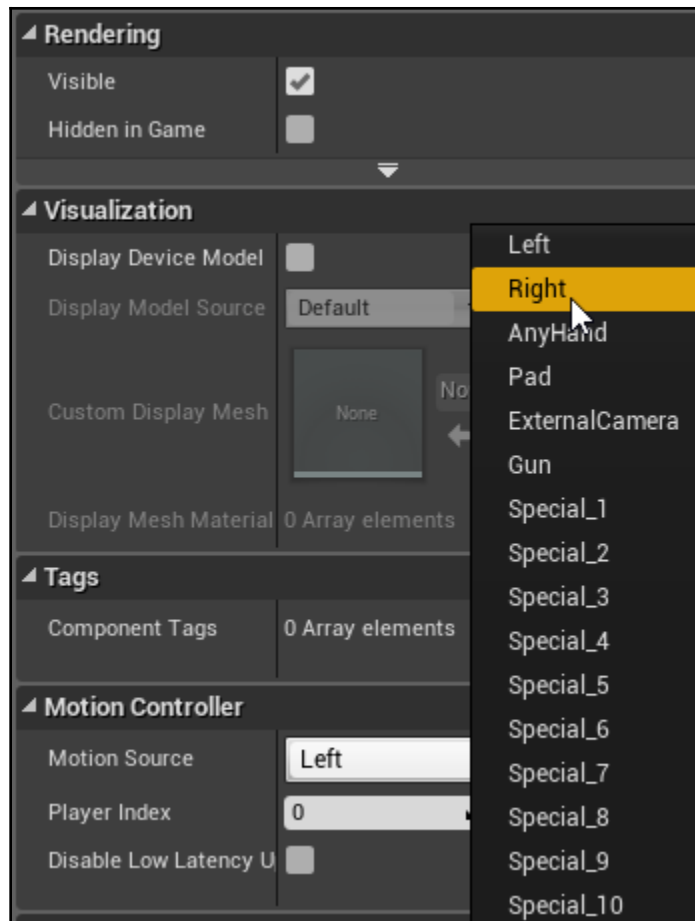


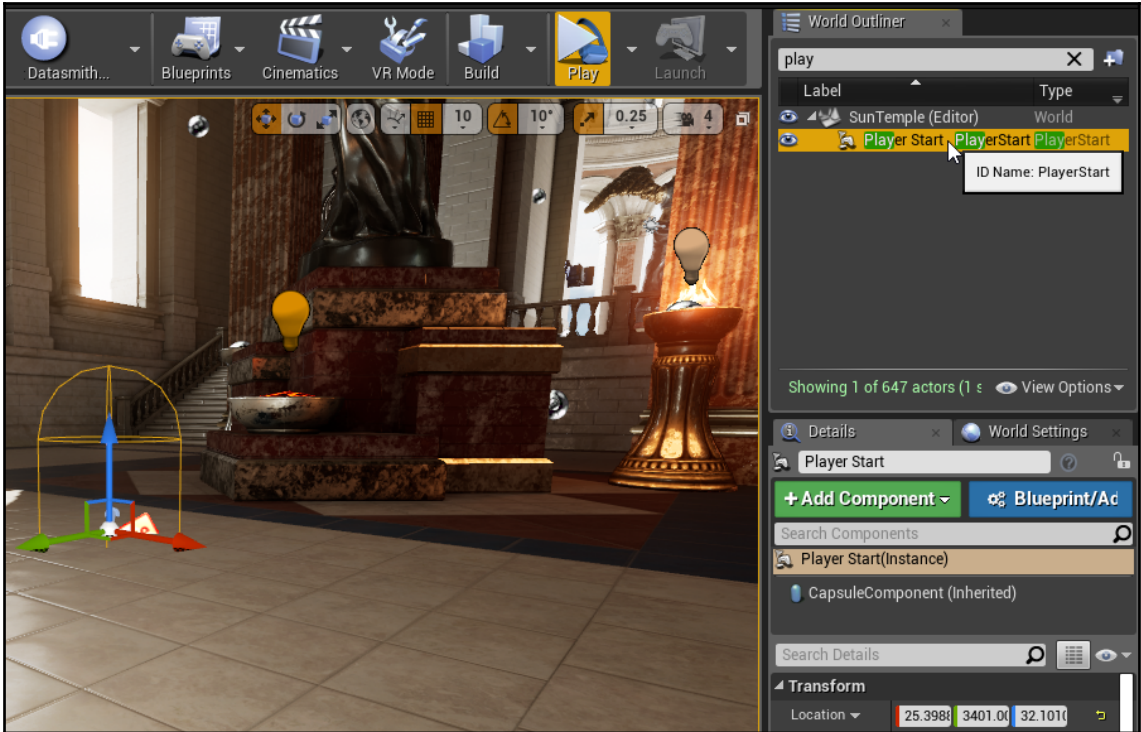
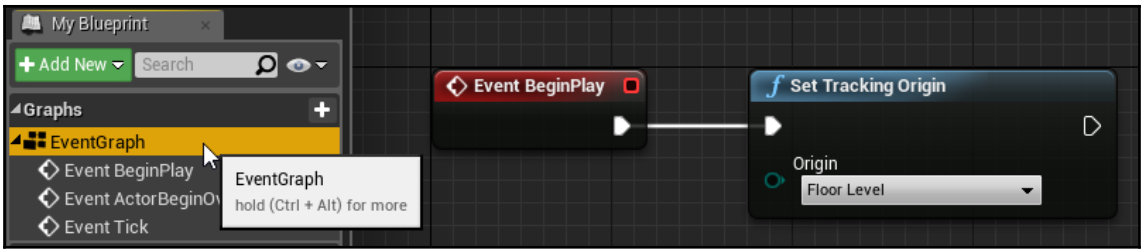
SunTemple

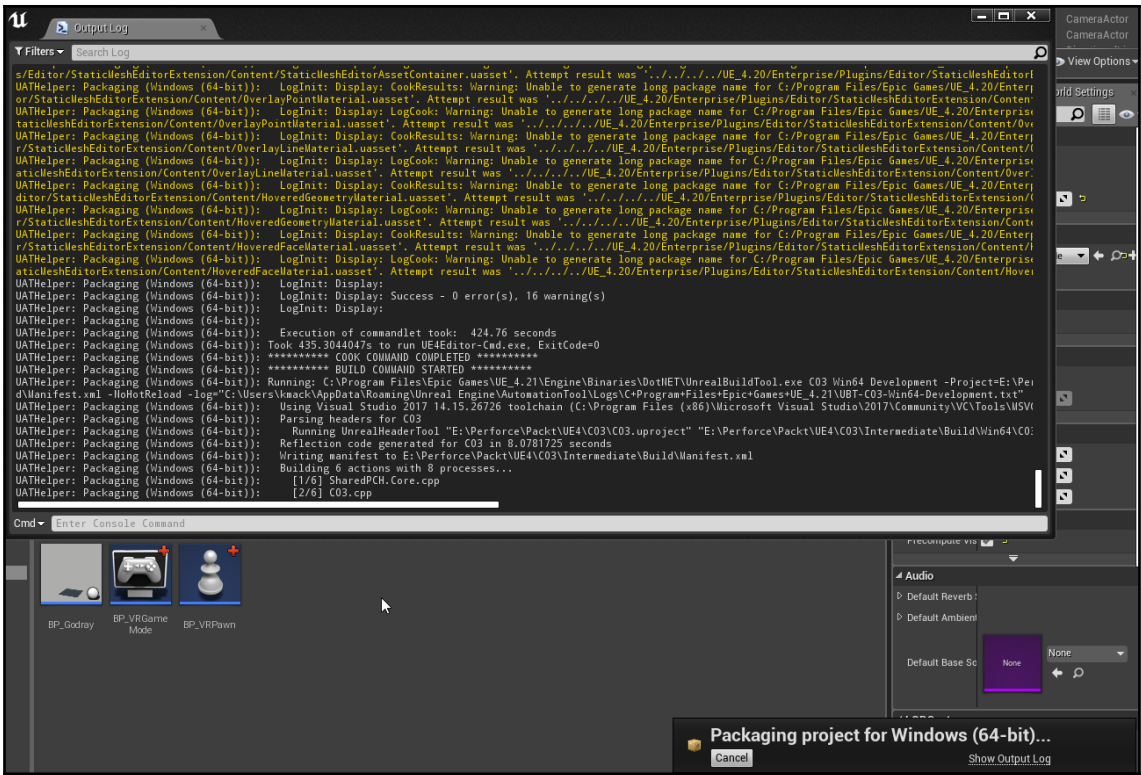




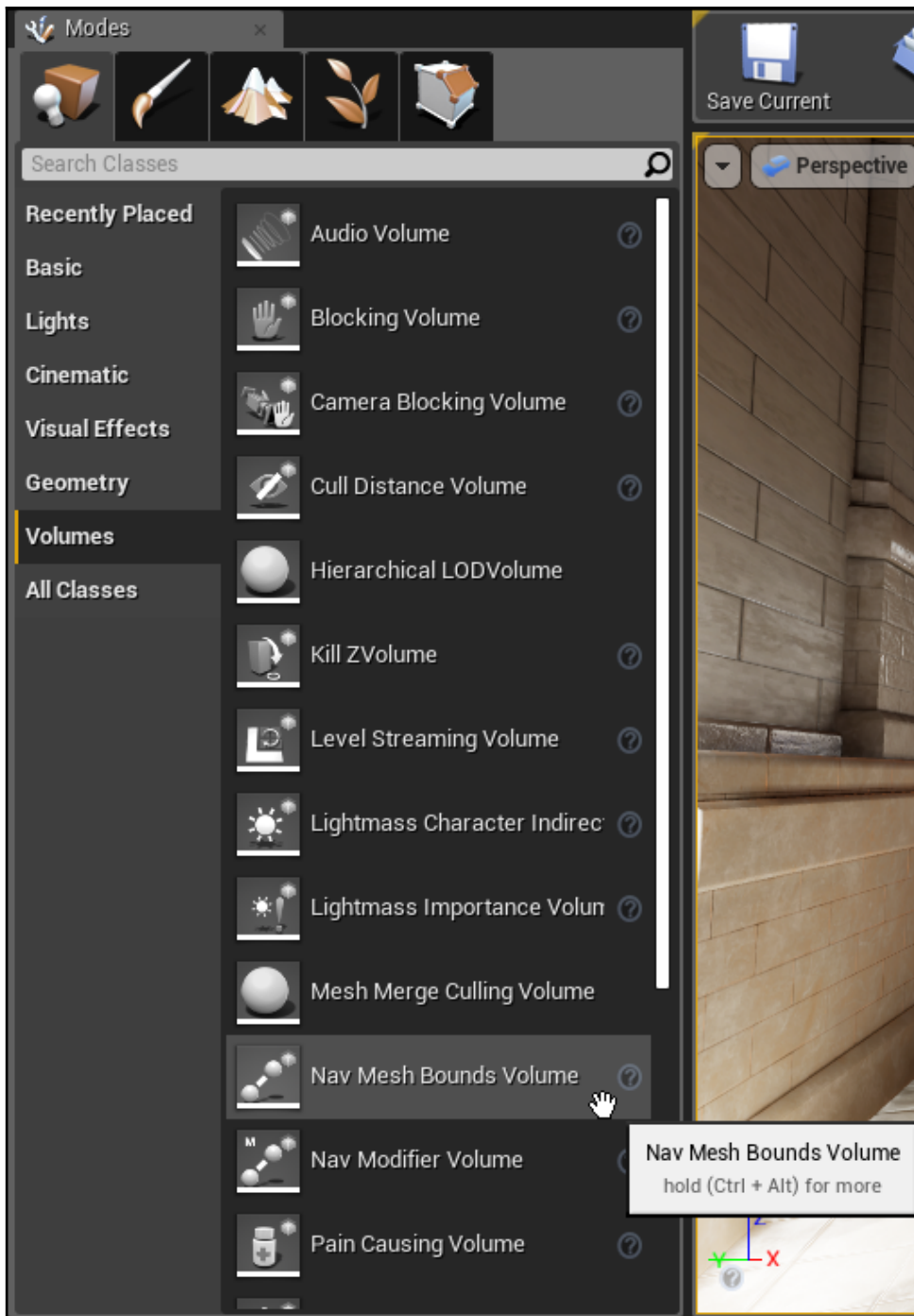


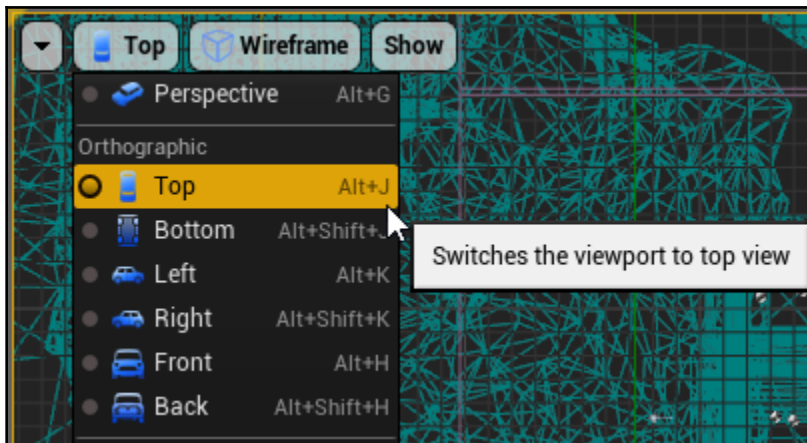
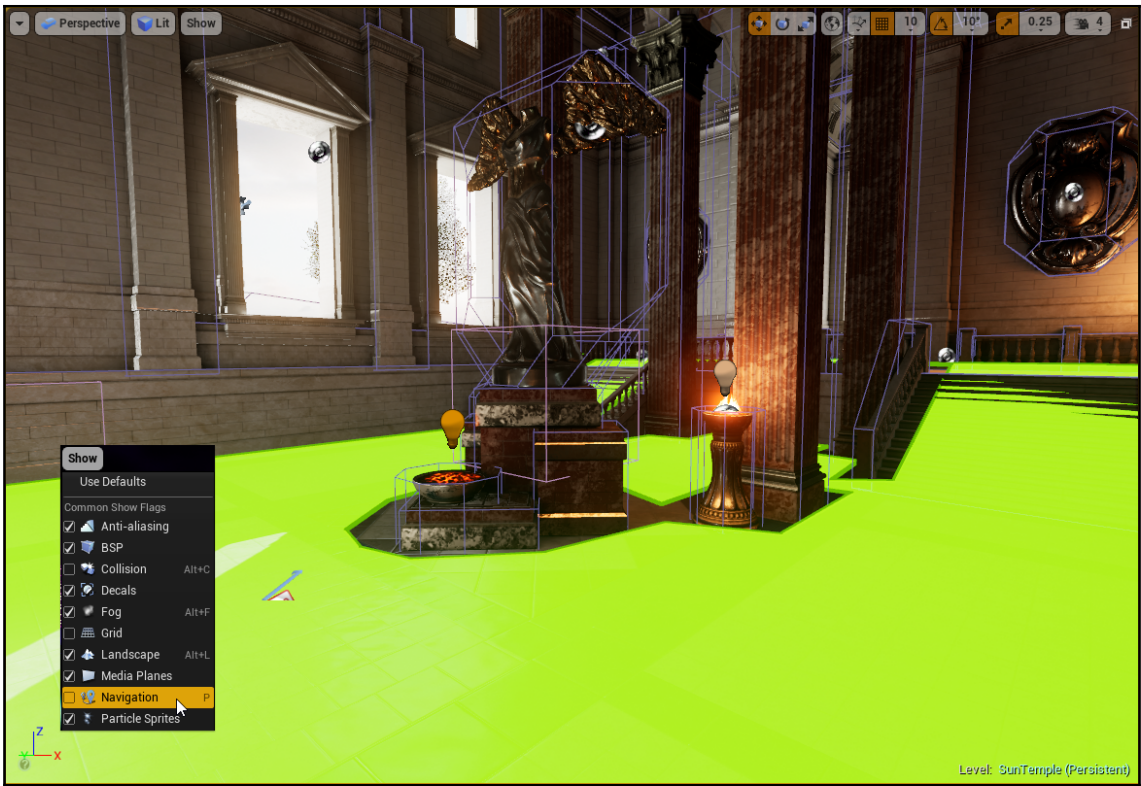


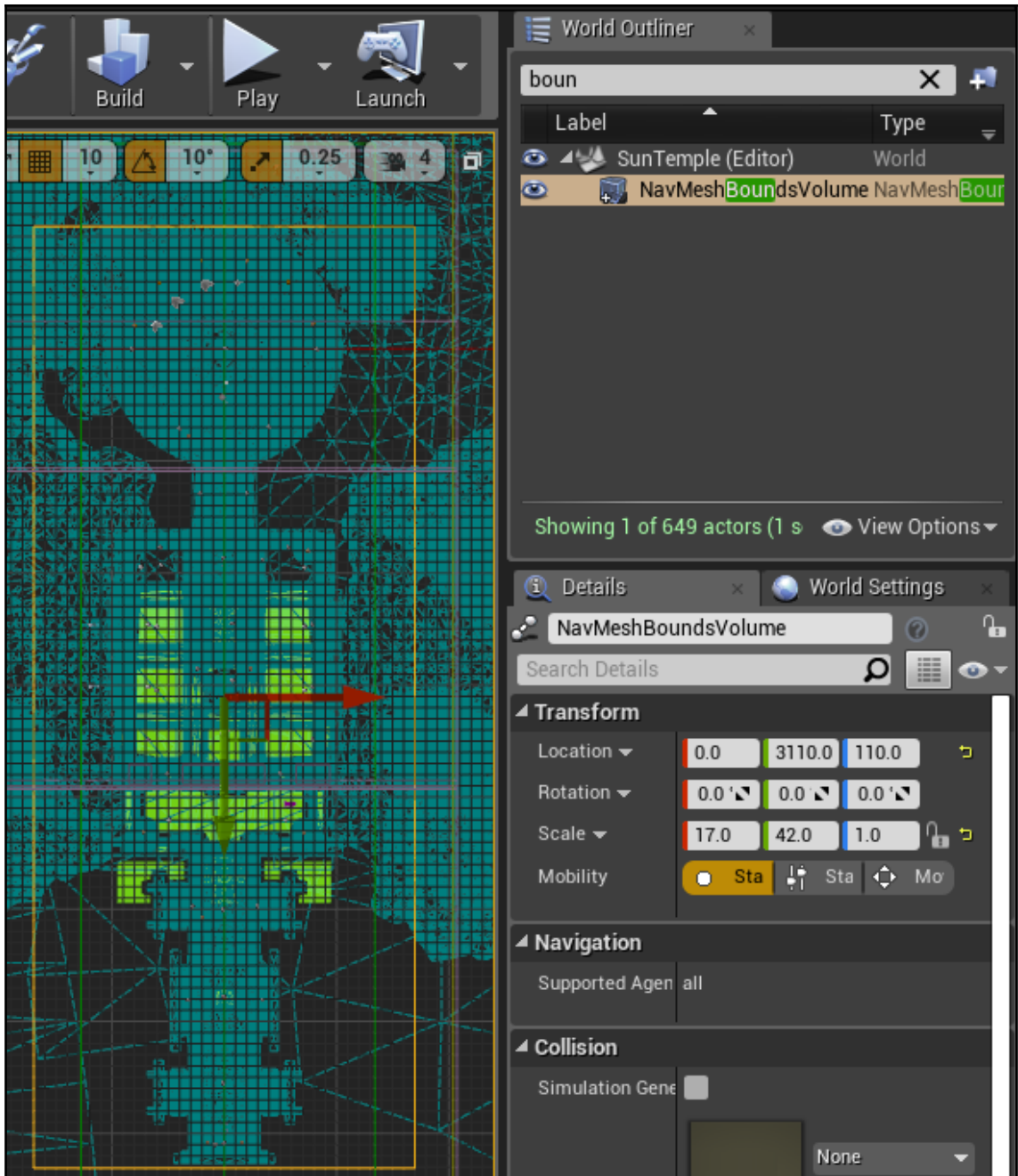


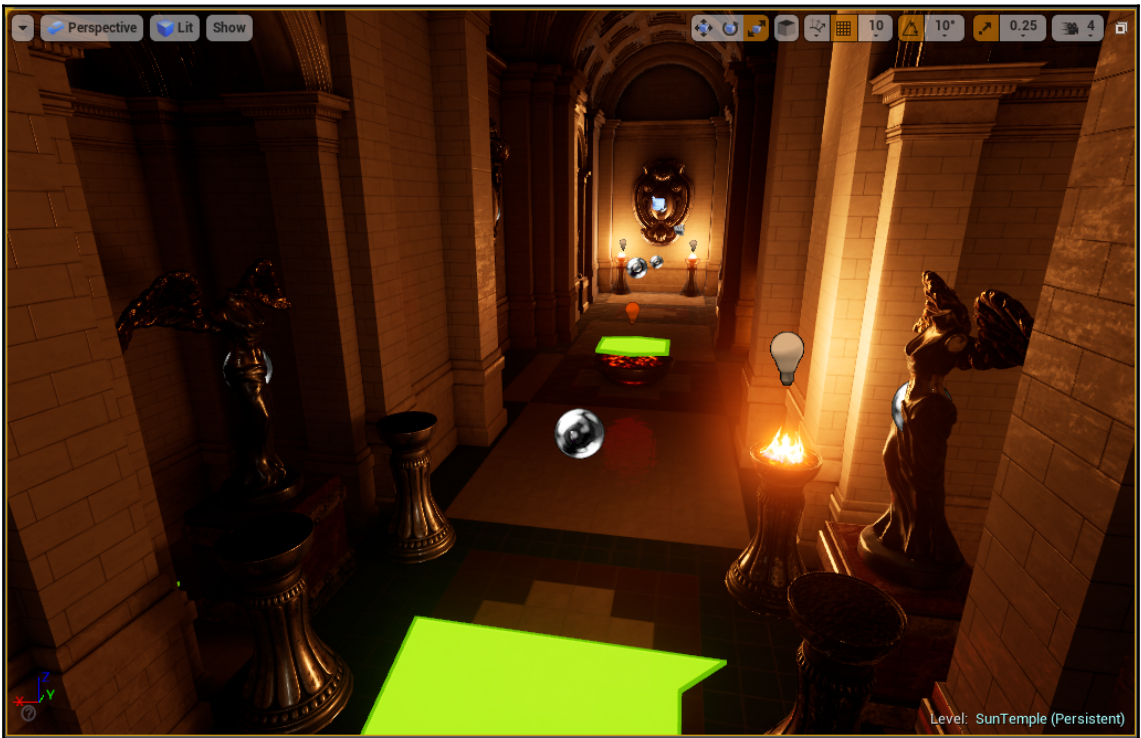
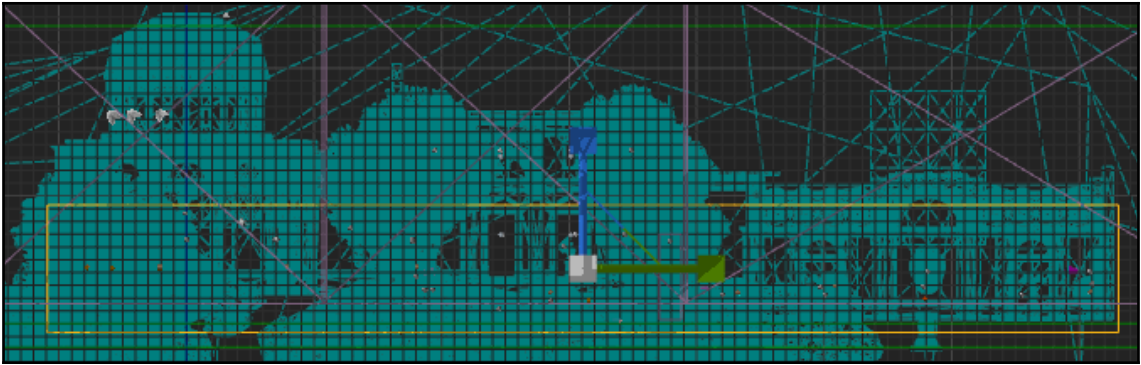


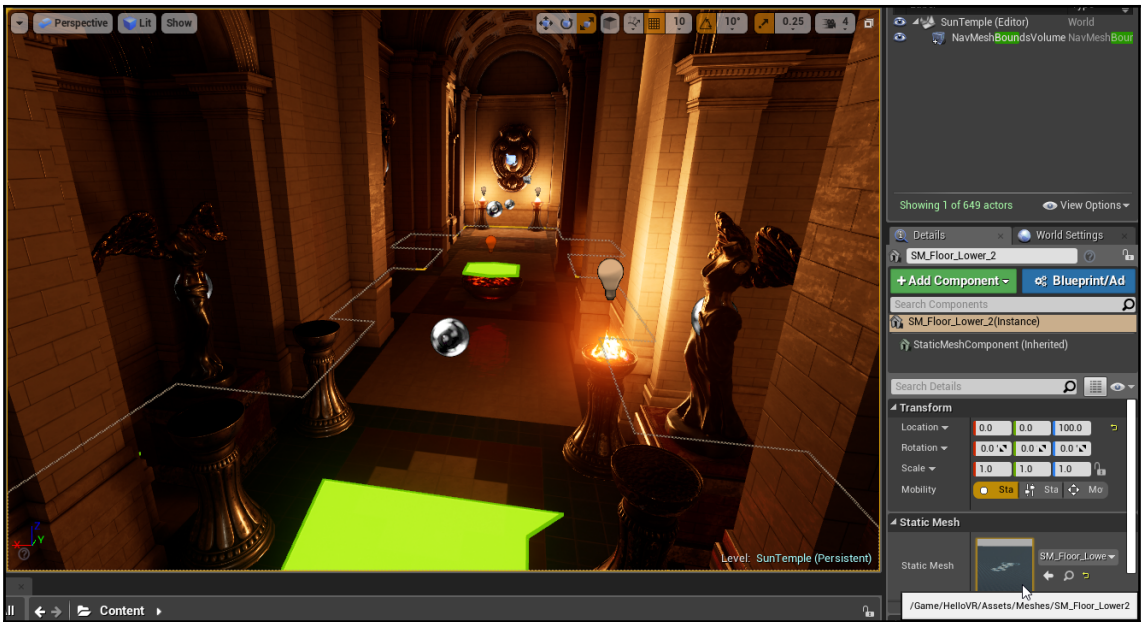
Chapter 4: Getting Around the Virtual World

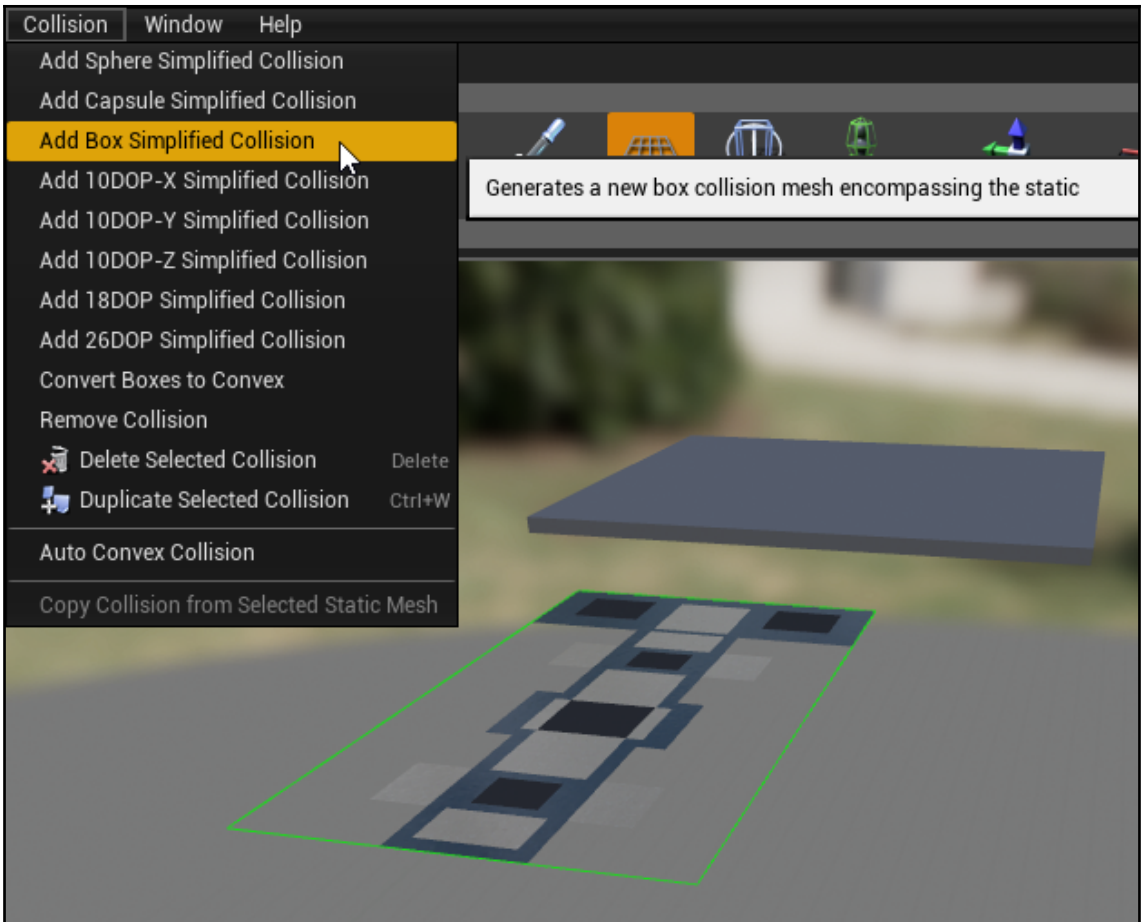


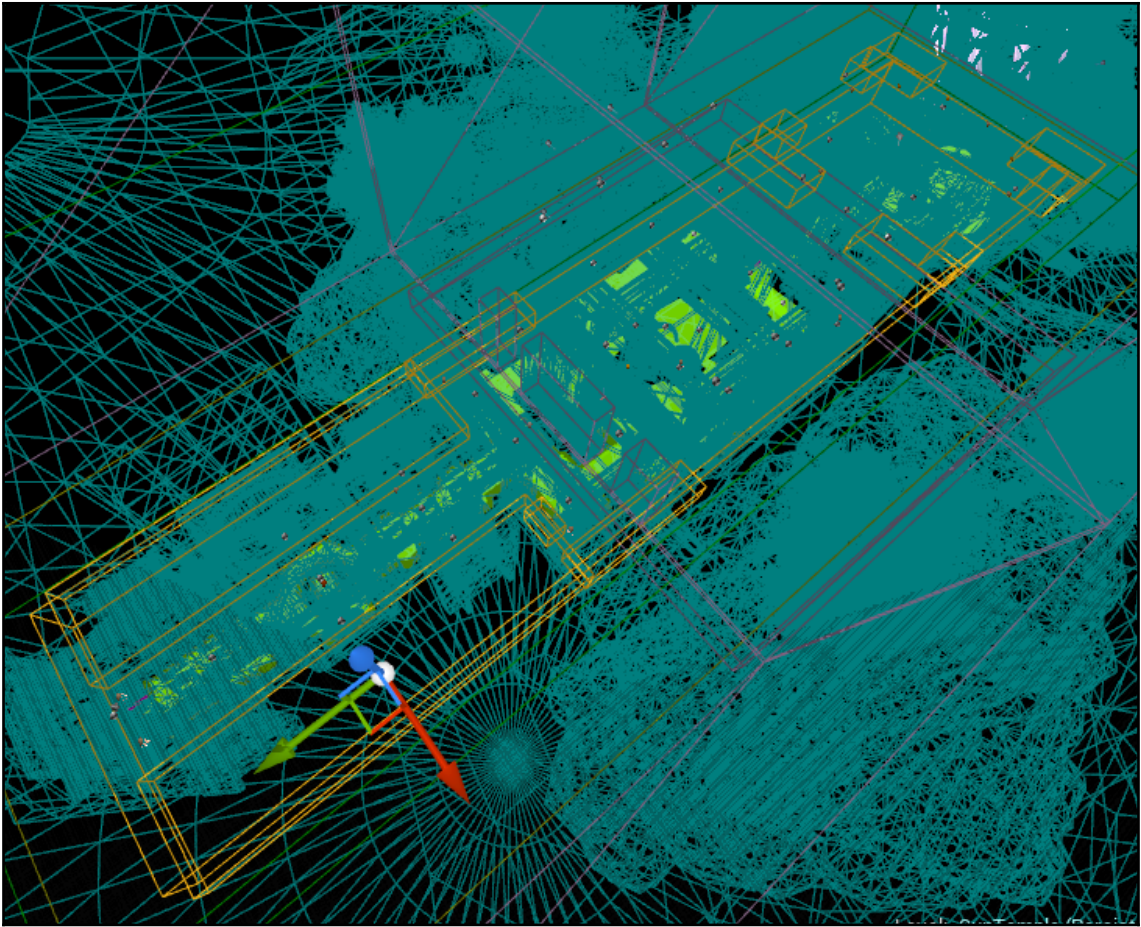


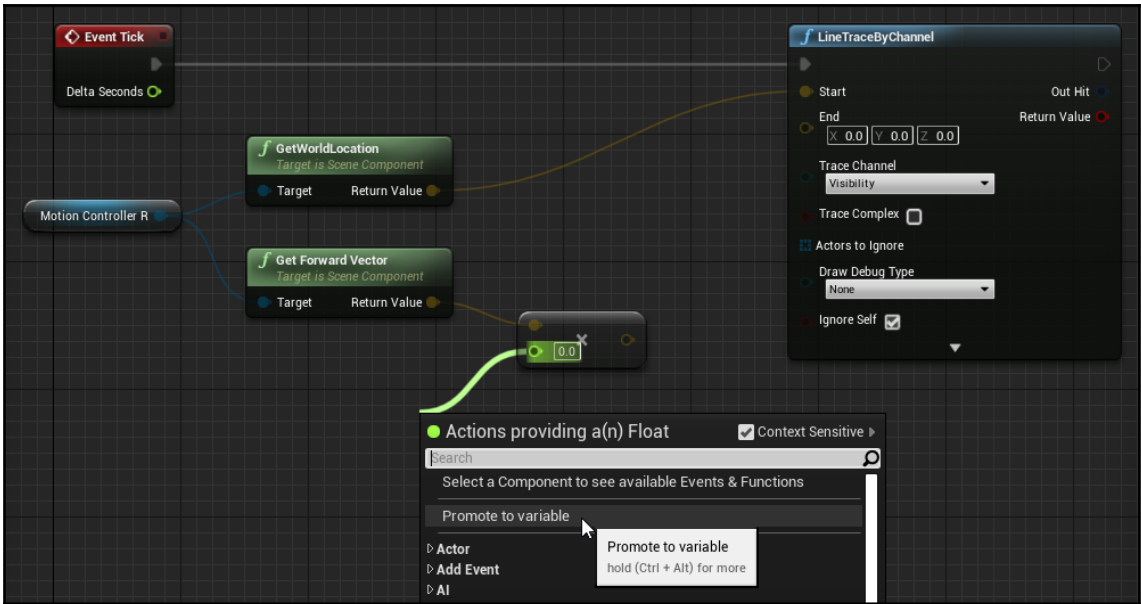
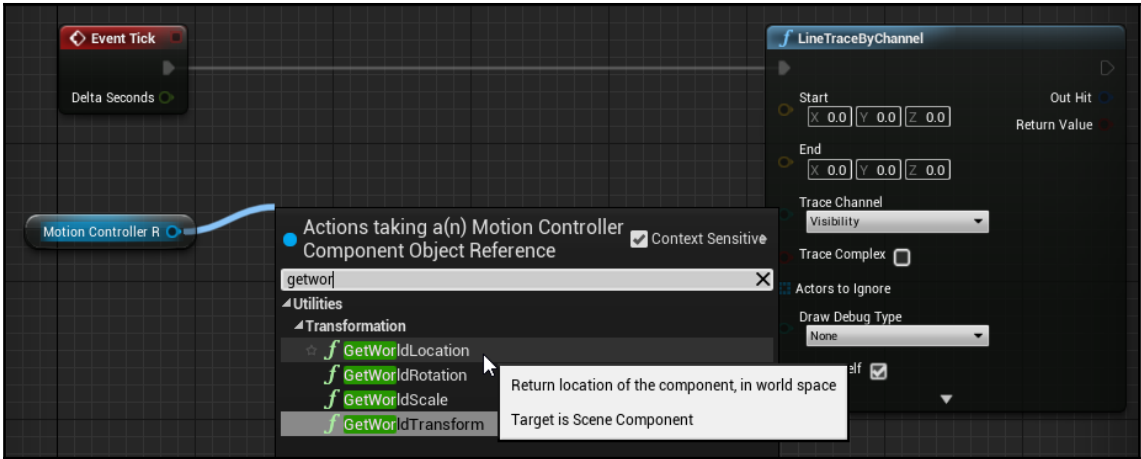


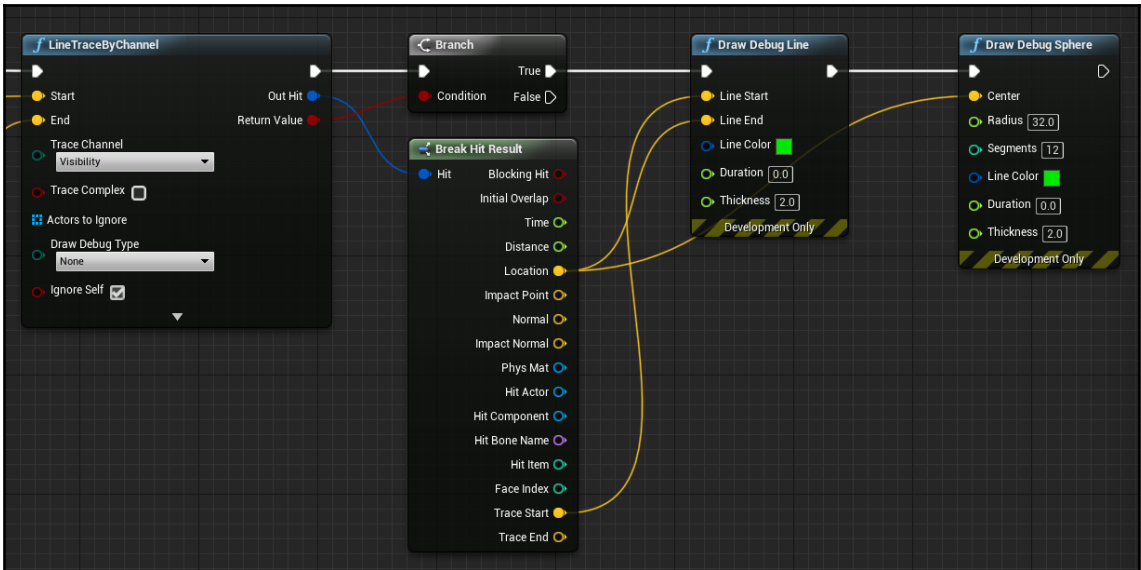
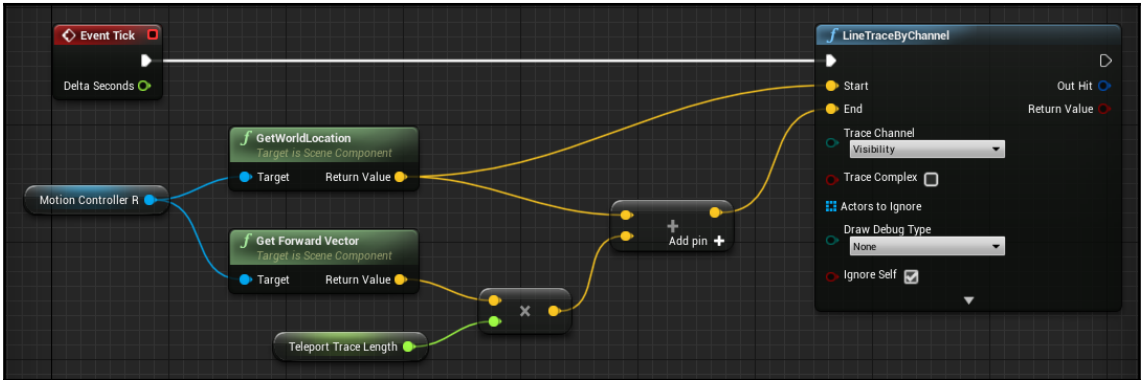


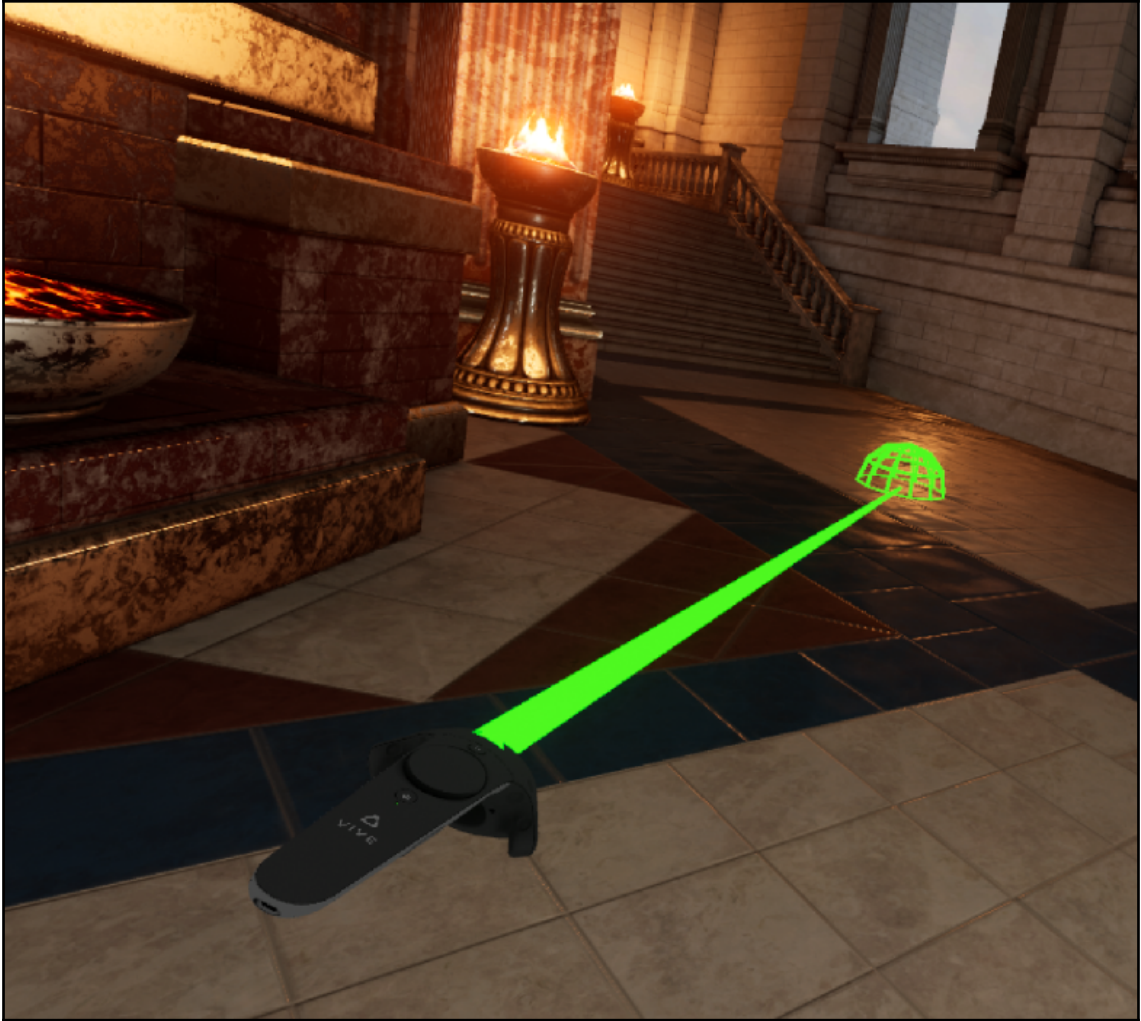


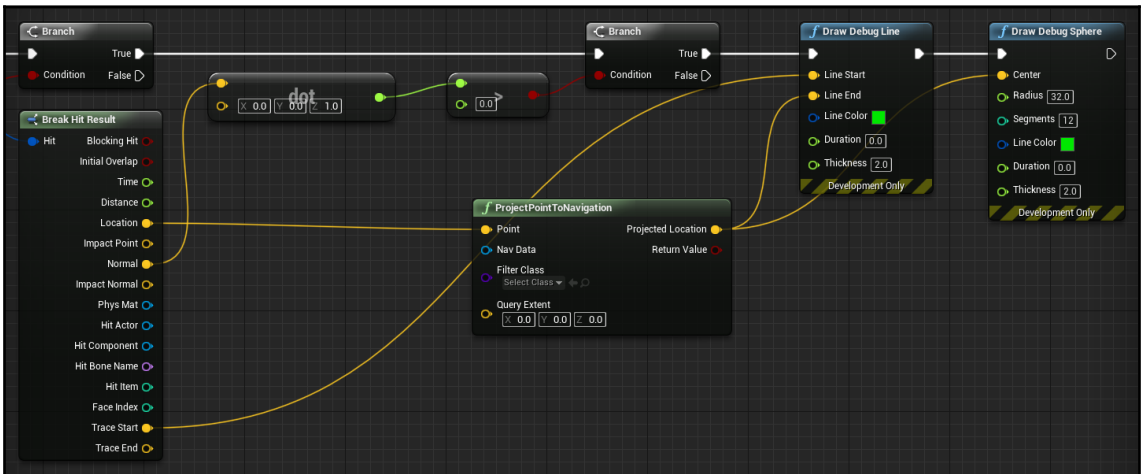
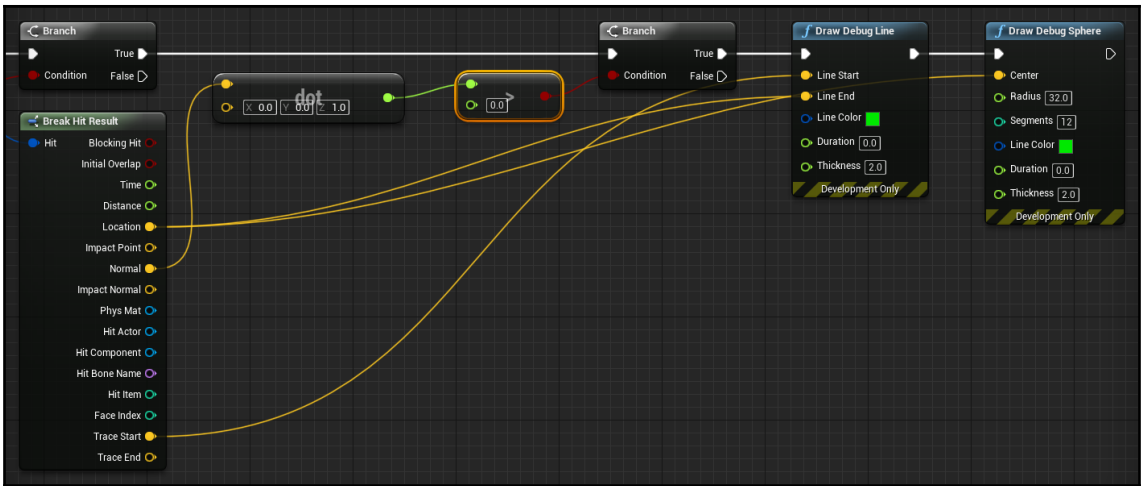


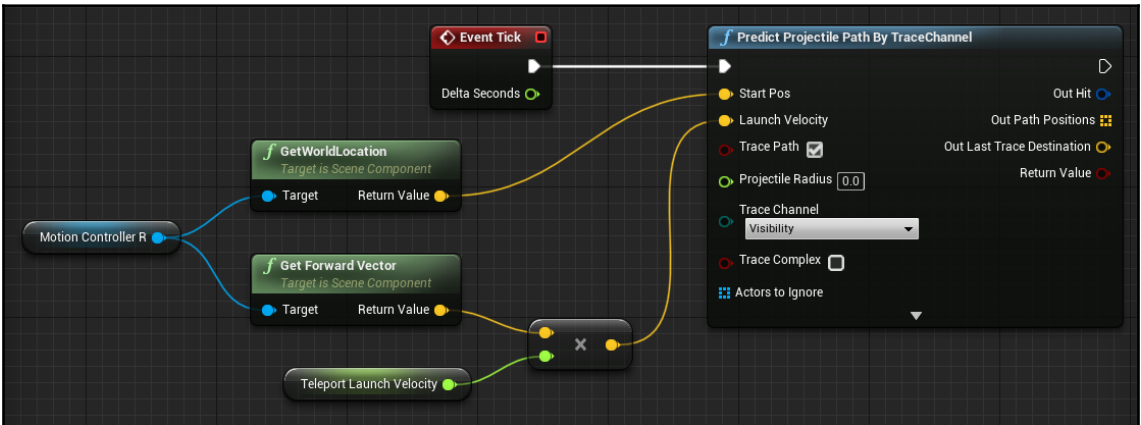
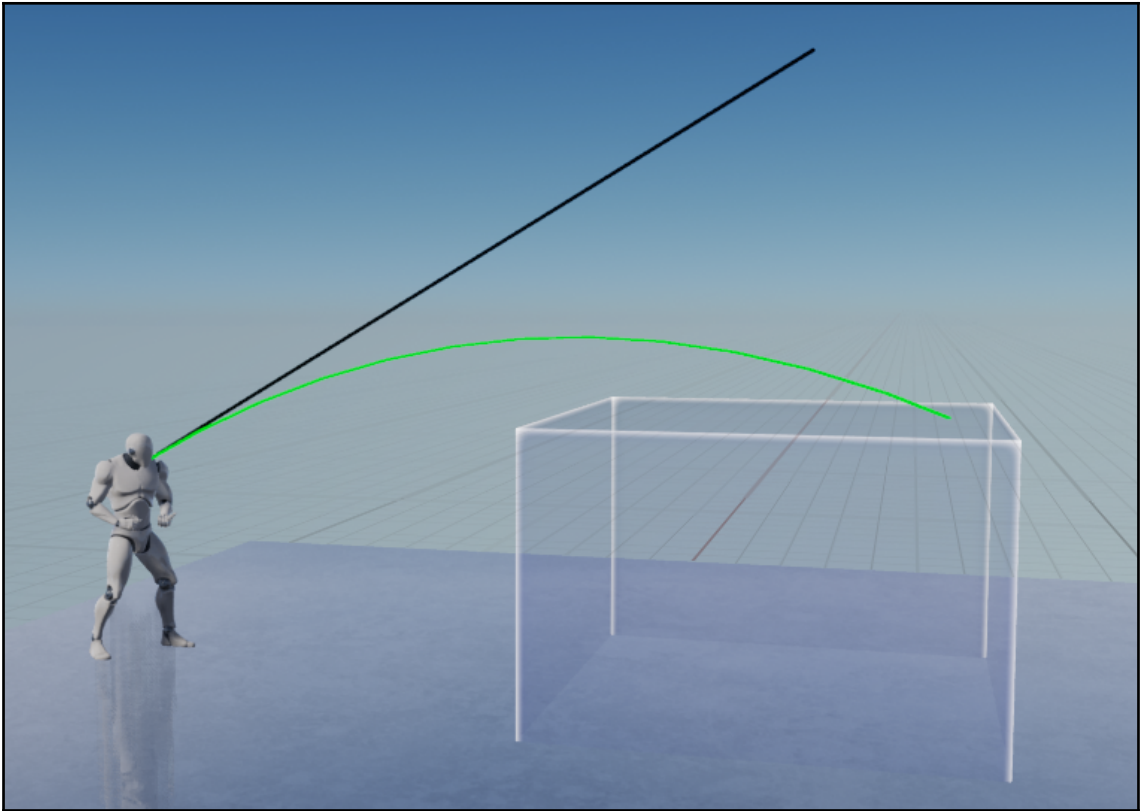


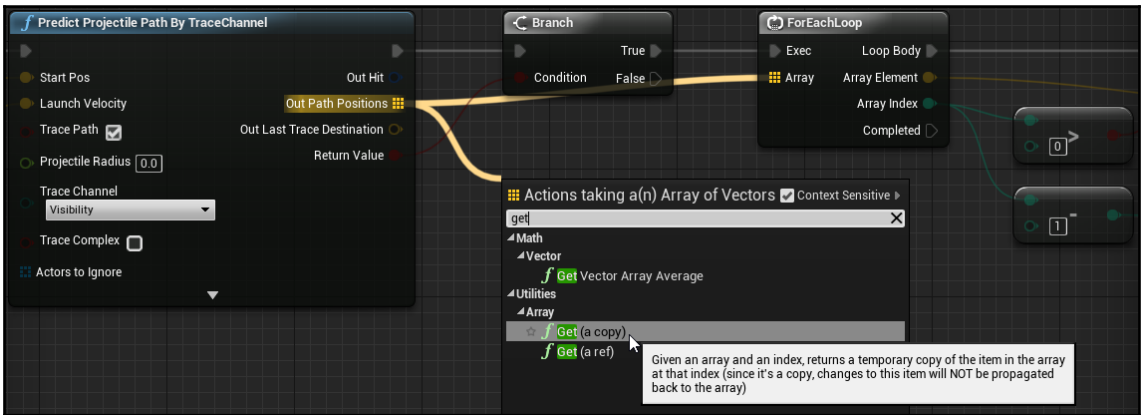
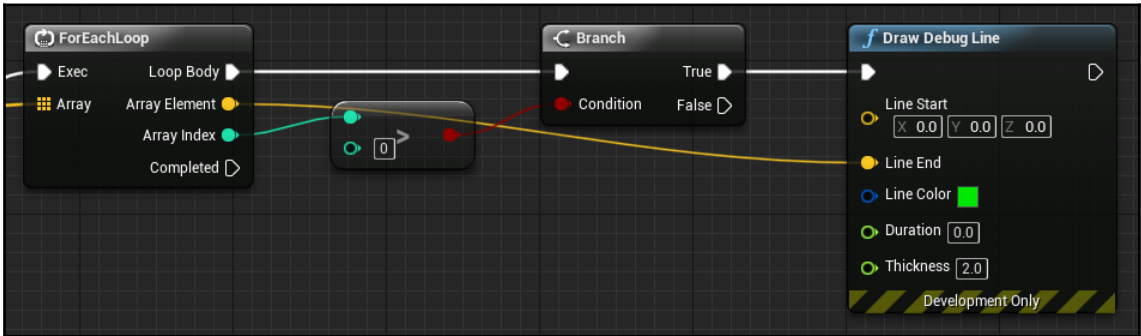
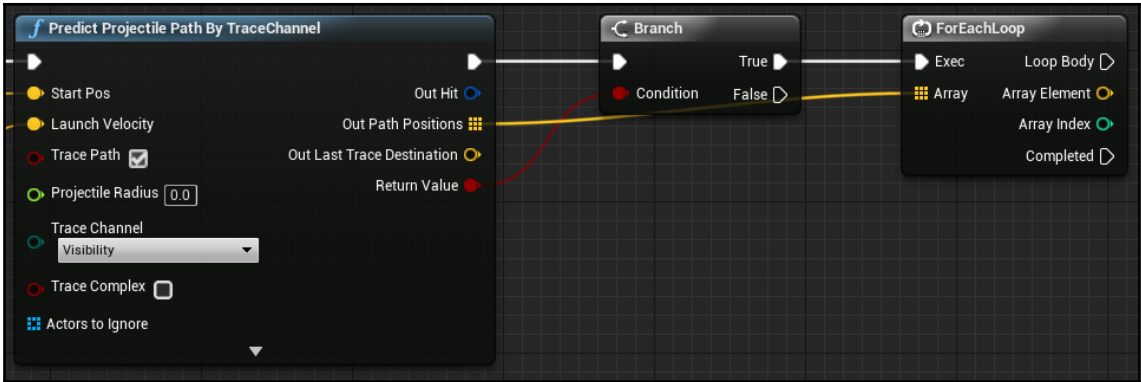


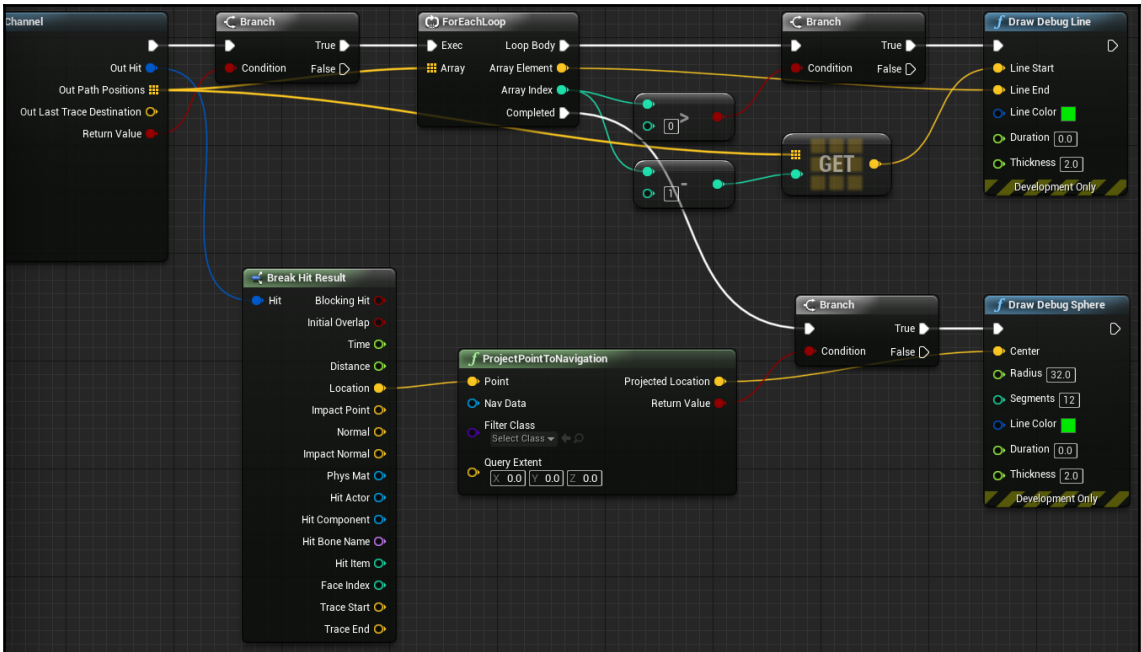
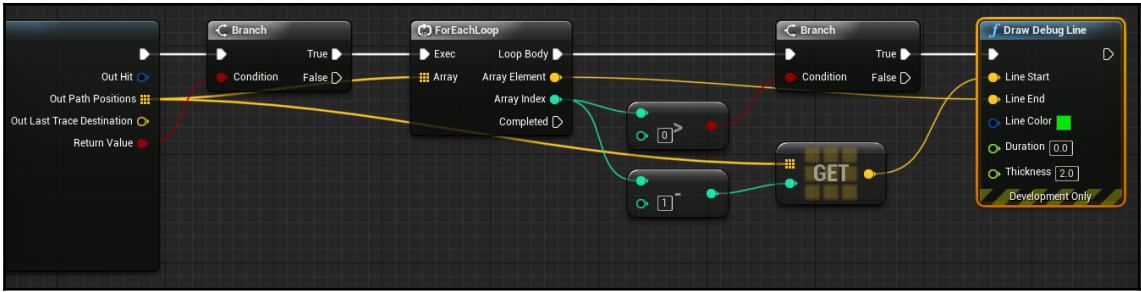


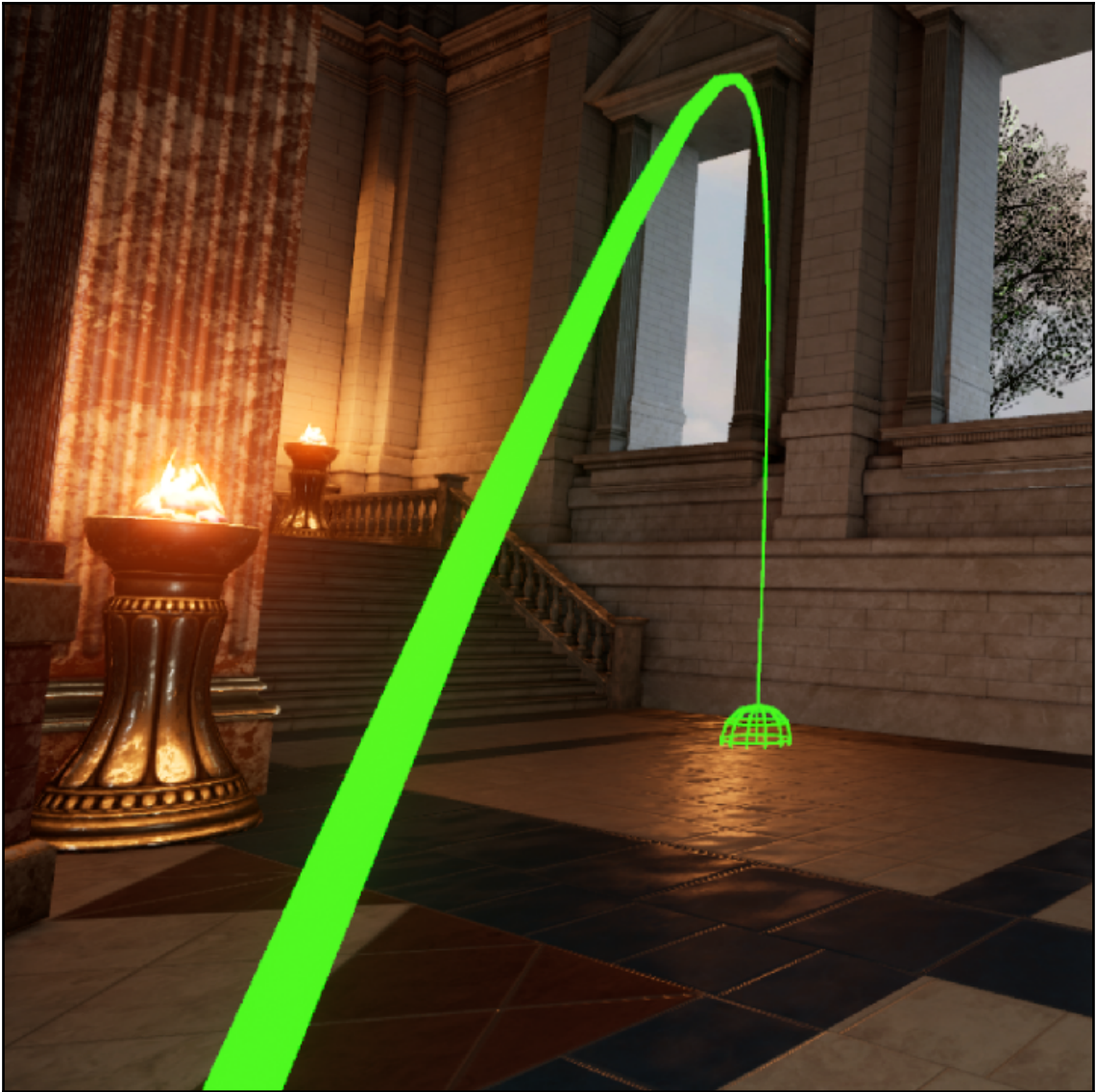


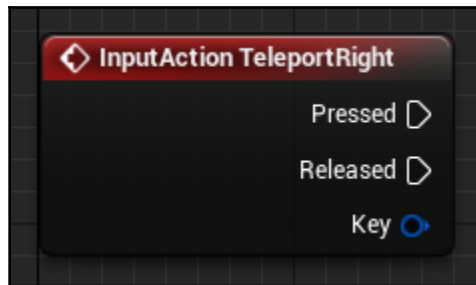
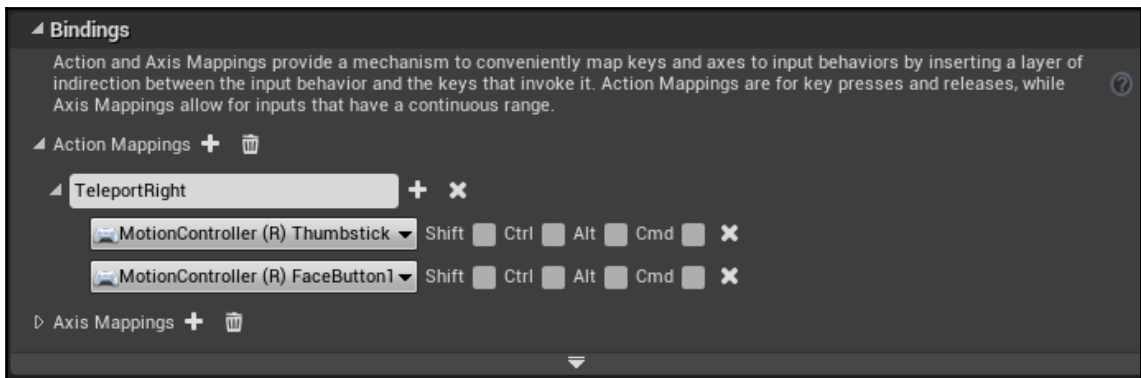
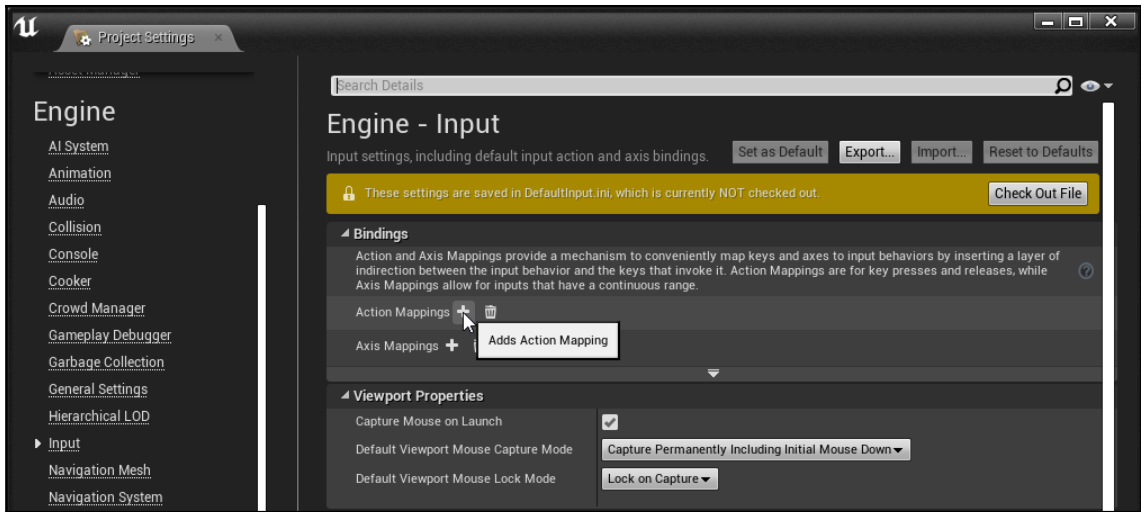


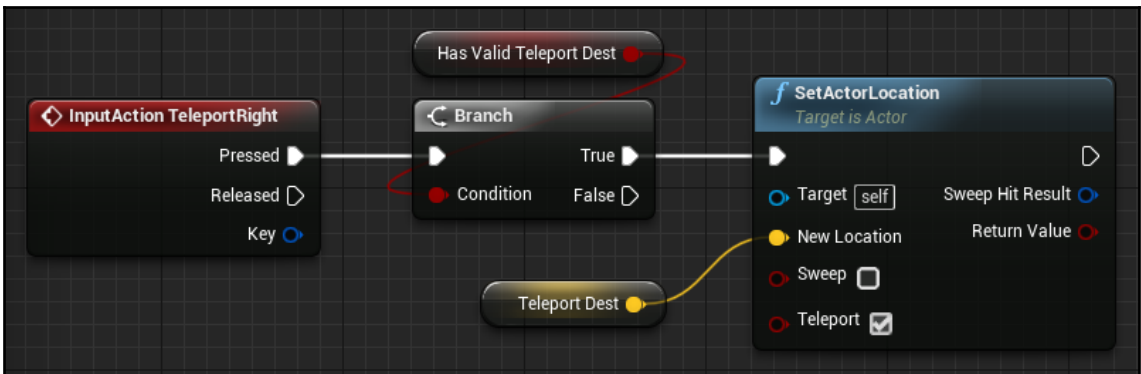
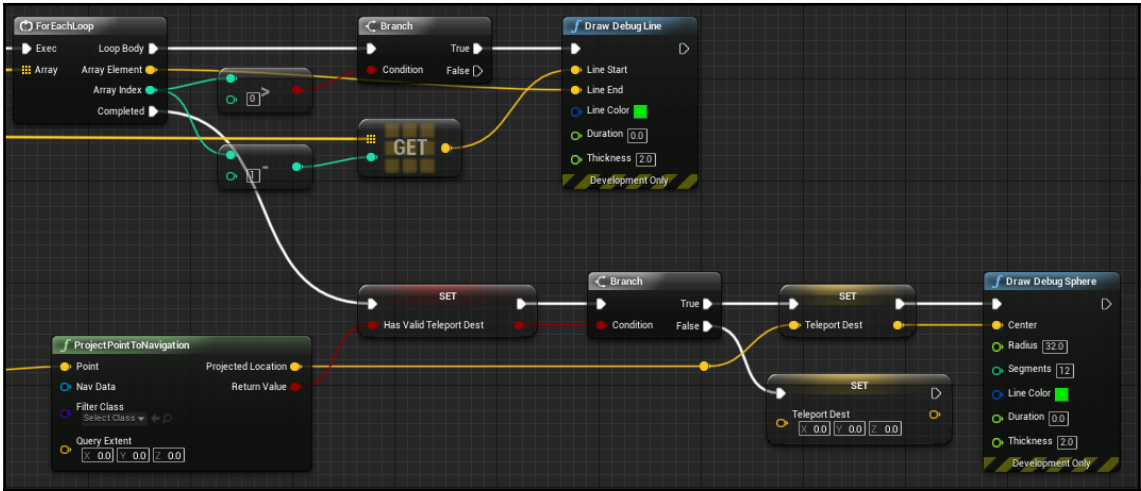












Engine - Input

Input settings, including default input action and axis bindings.

Set as Default

Export...

Import...

Reset to Defaults

🔒 These settings are saved in DefaultInput.ini, which is currently checked out.

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range. ?

Action Mappings + 🗑️

TeleportRight + ✕

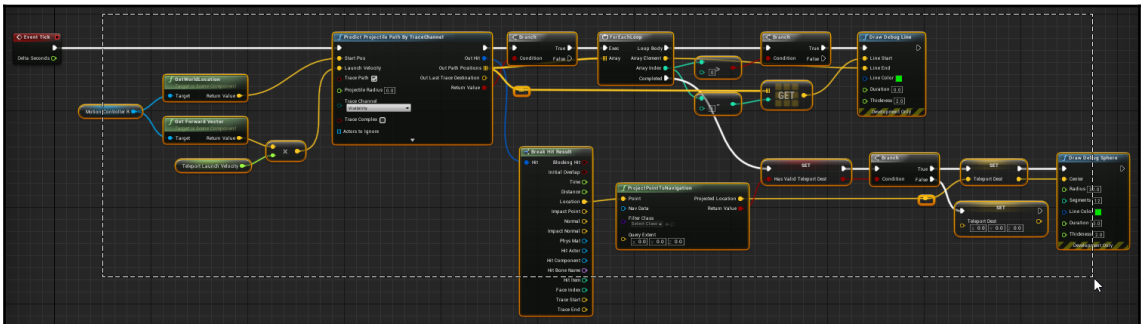
MotionController (R) Thumbstick Shift Ctrl Alt Cmd ✕

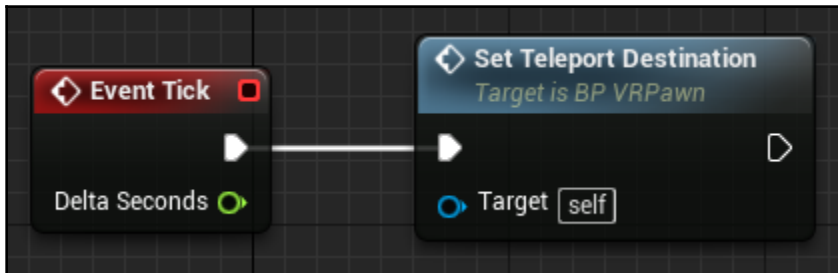
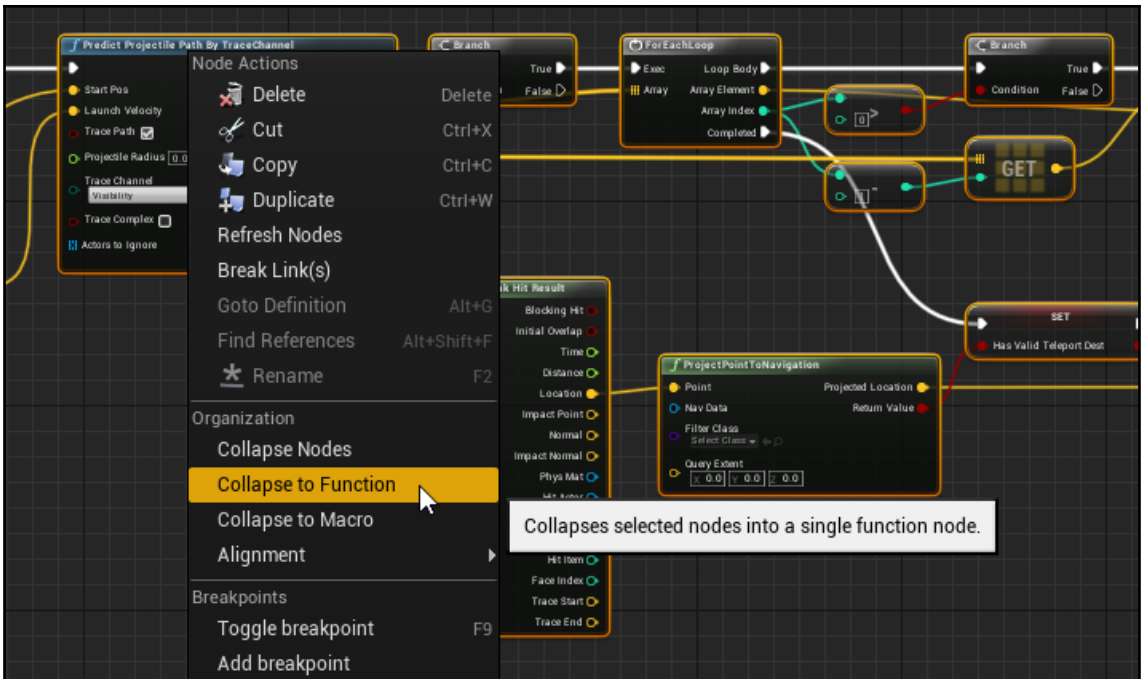
MotionController (R) FaceButton1 Shift Ctrl Alt Cmd ✕

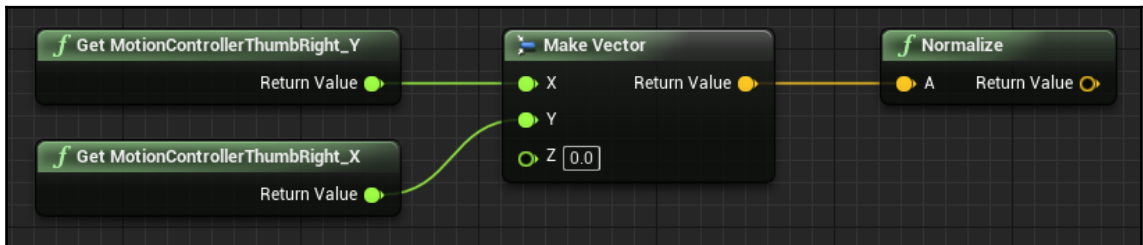
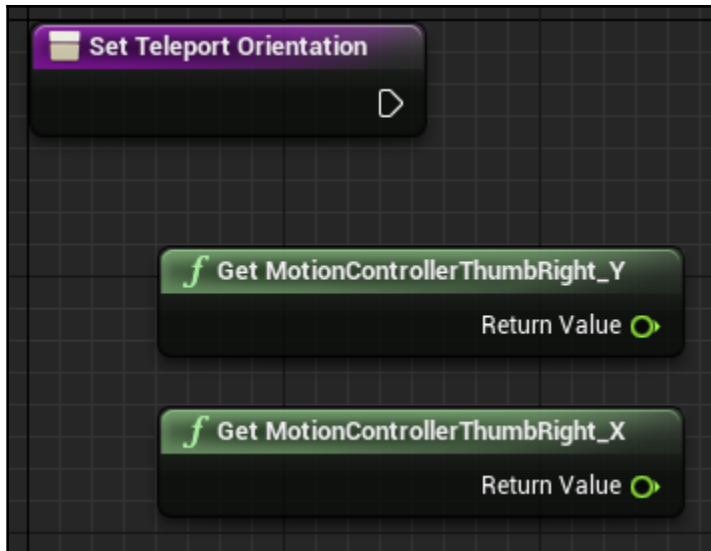
Axis Mappings + 🗑️

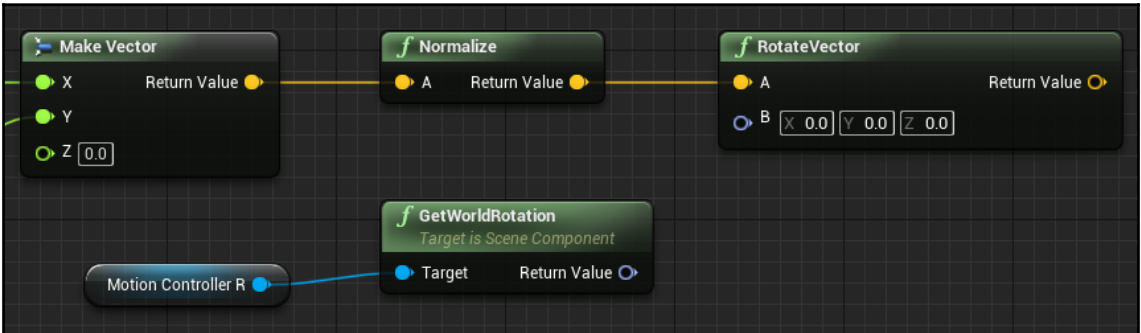
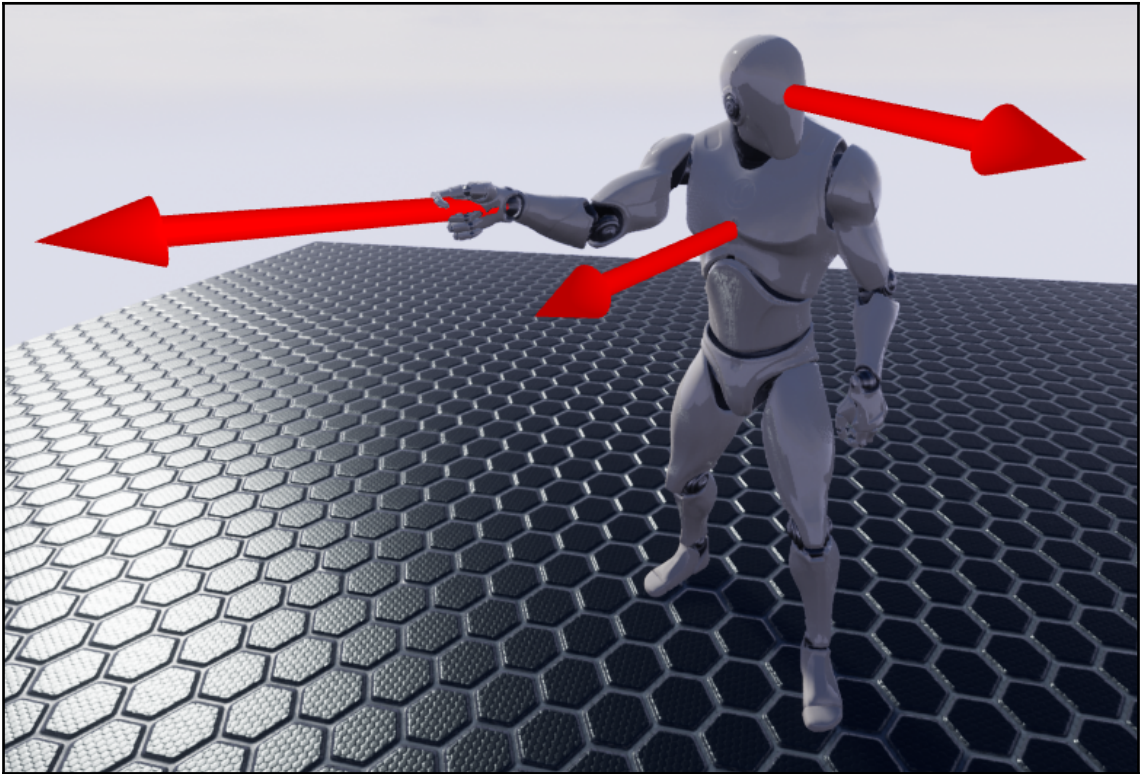
MotionControllerThumbRight_Y + ✕

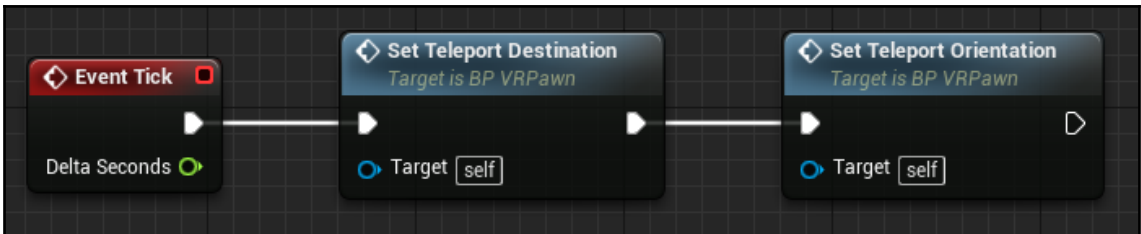
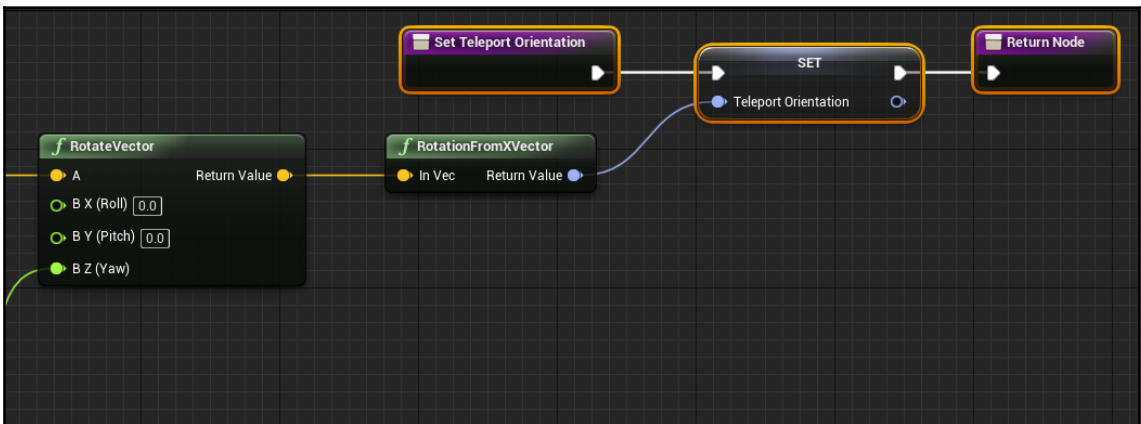
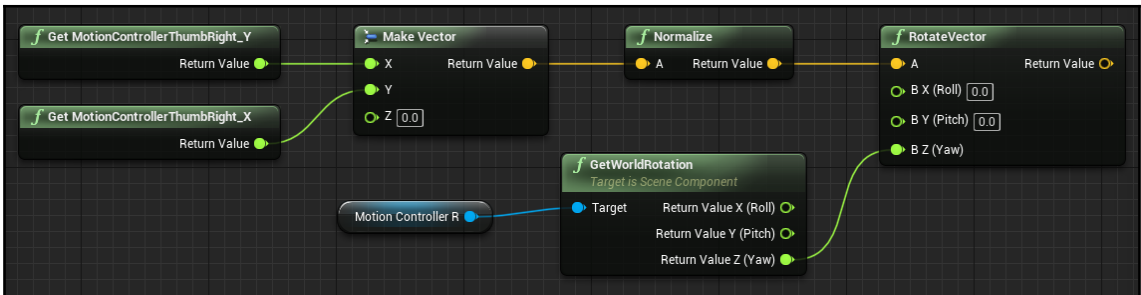
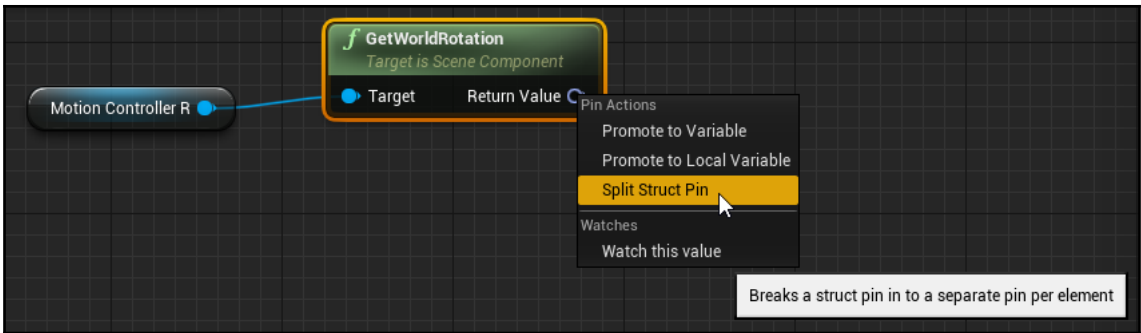
MotionControllerThumbRight_X + ✕

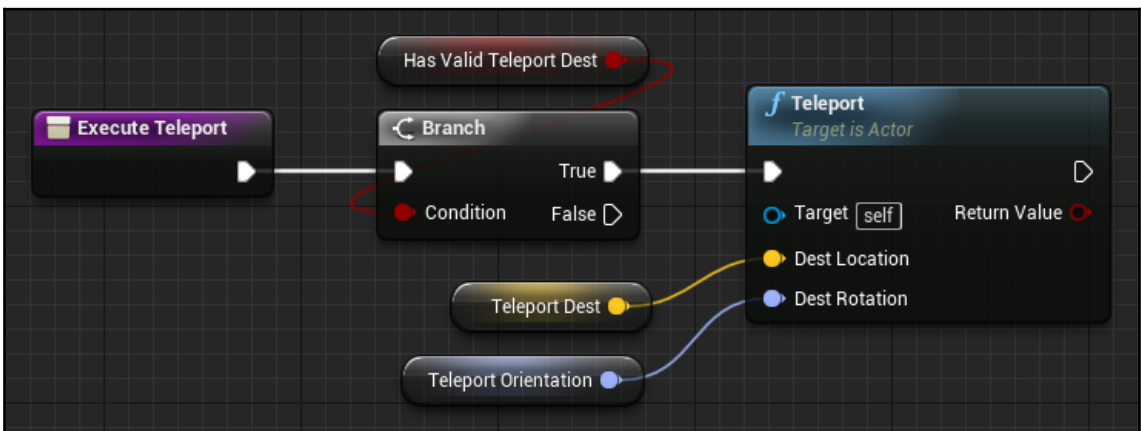
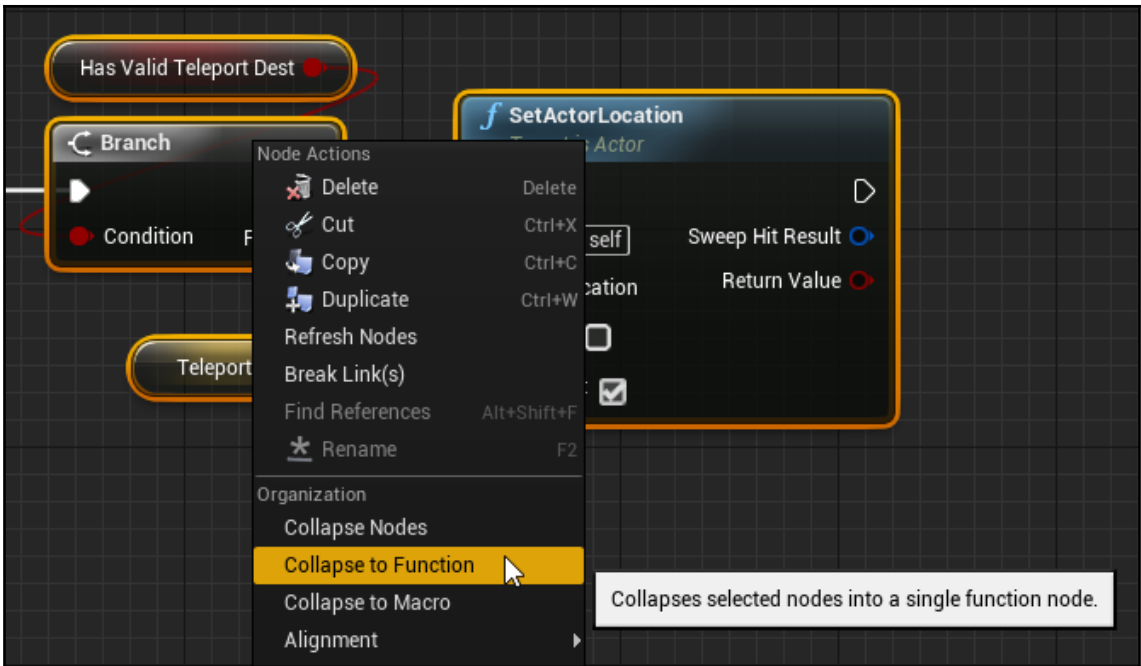


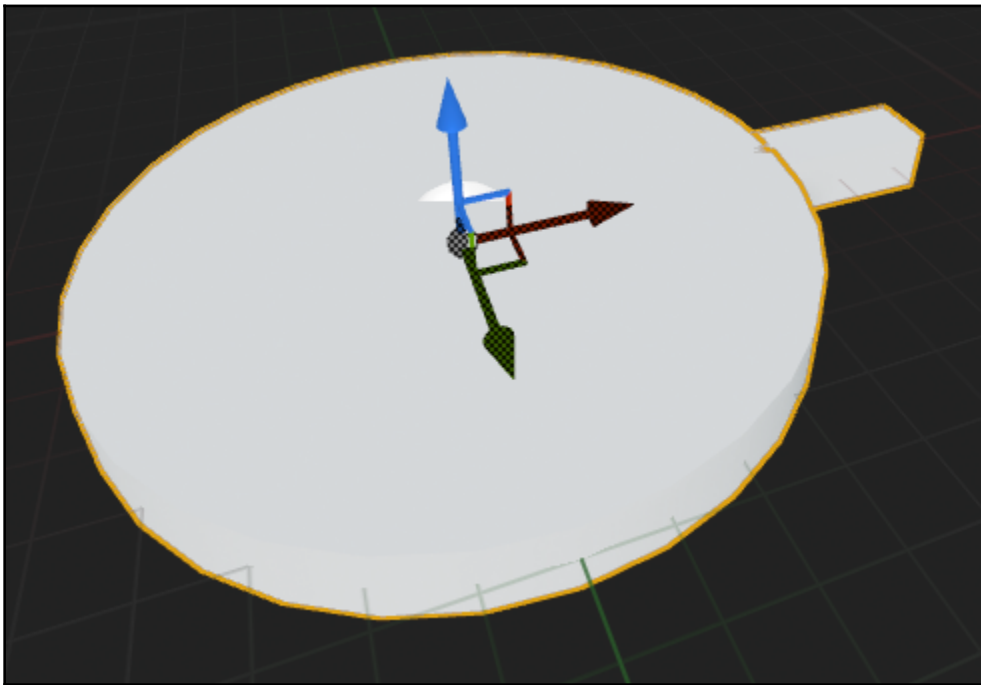
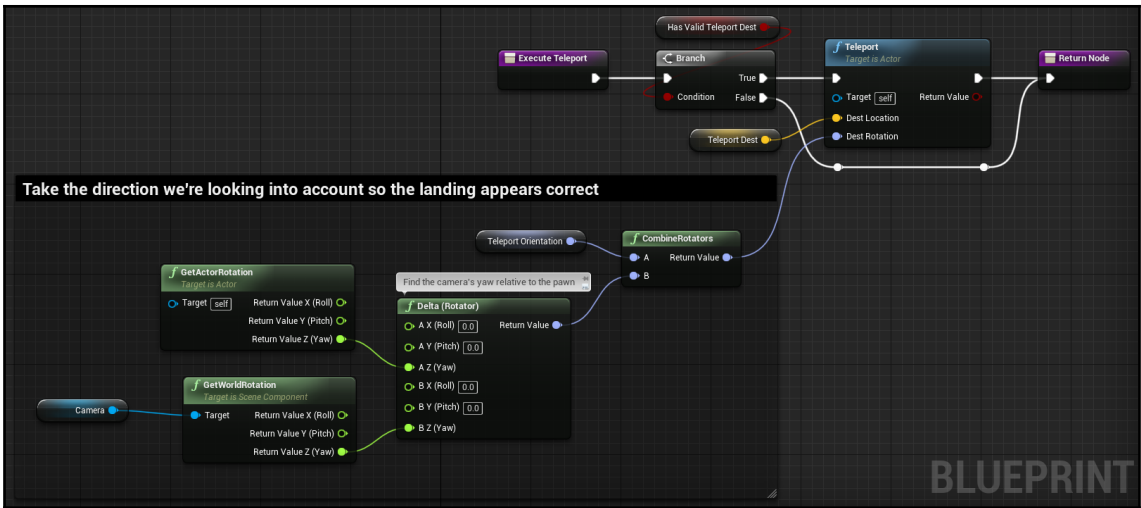


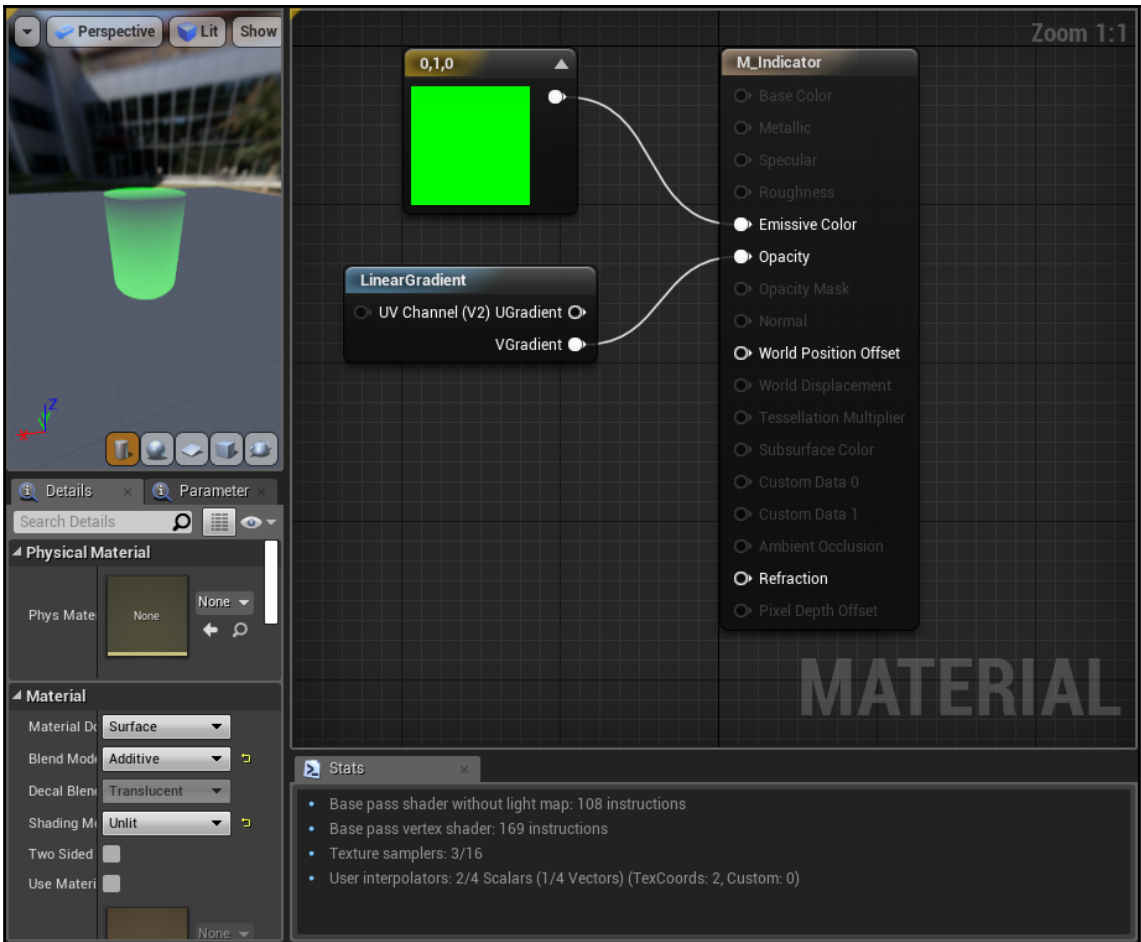


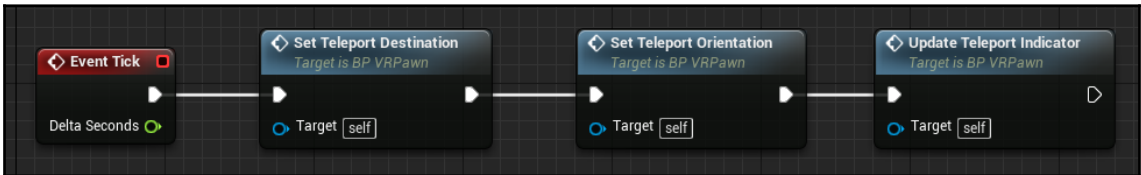
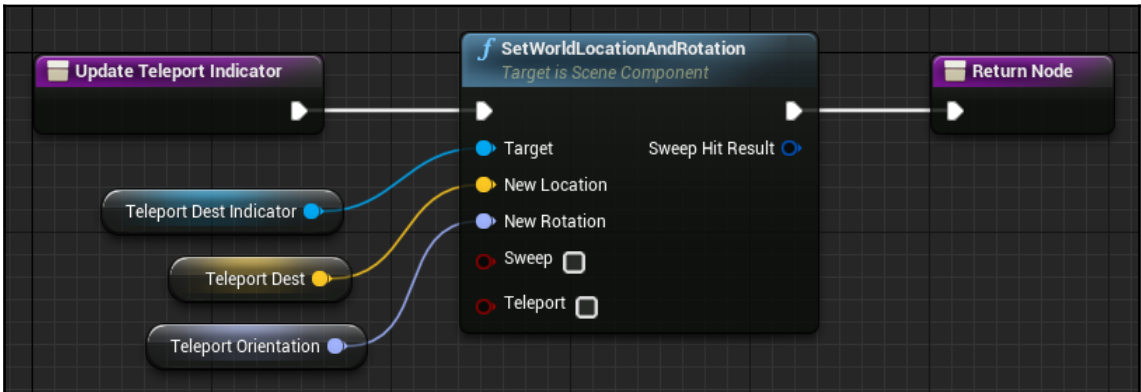
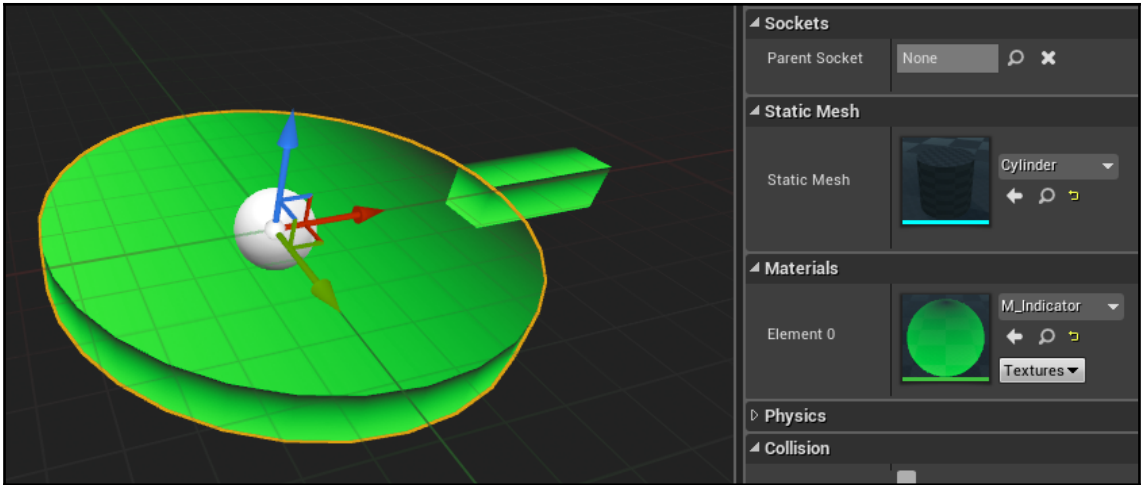


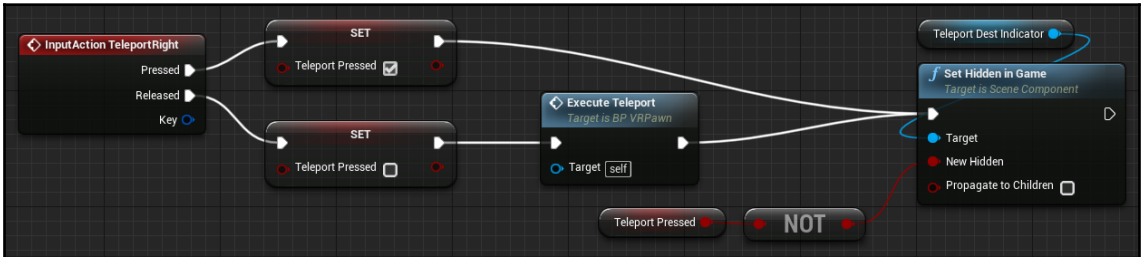
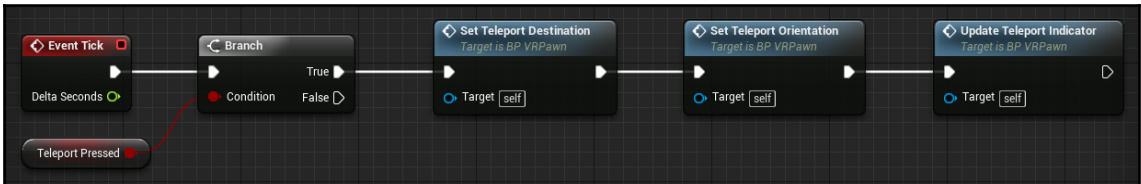
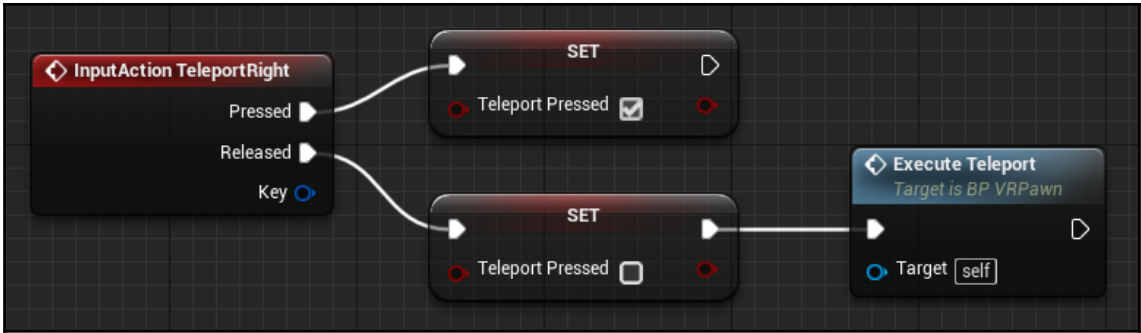


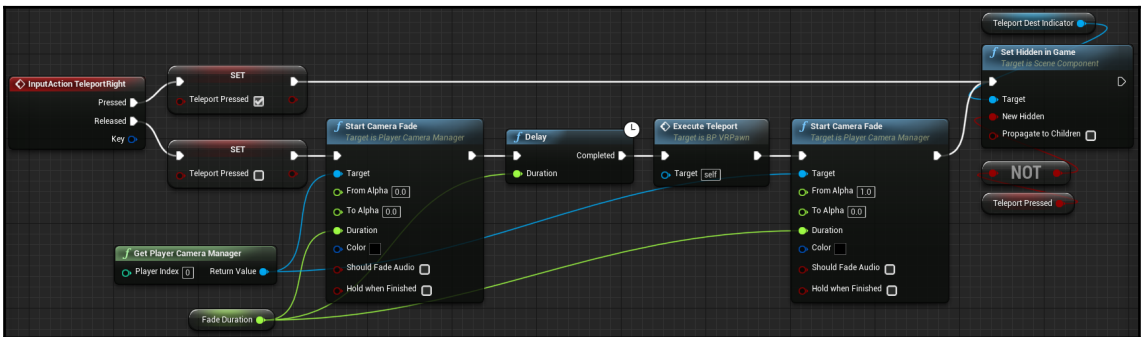
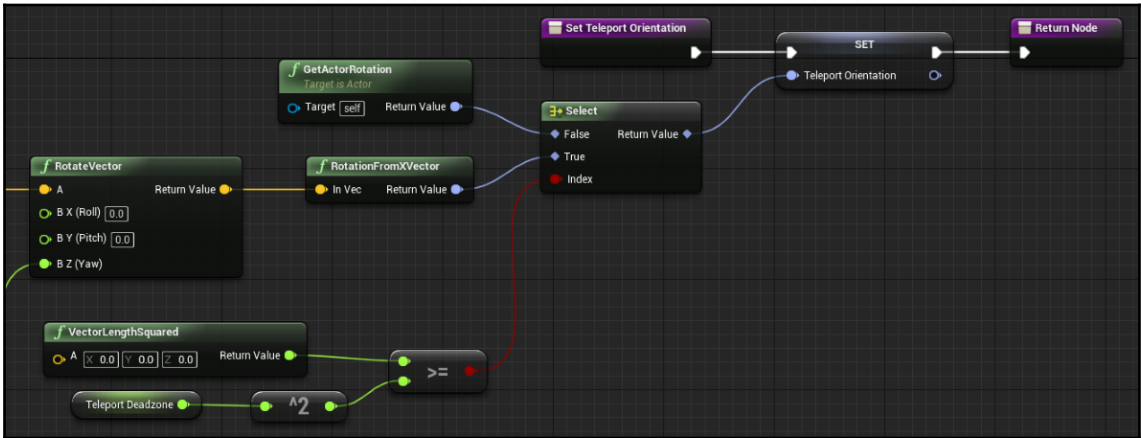
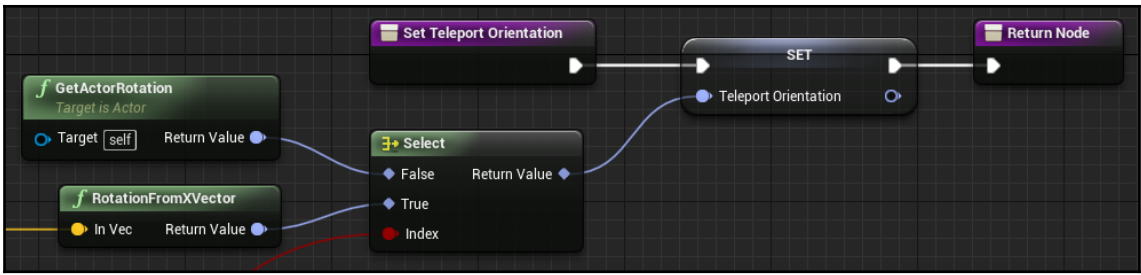


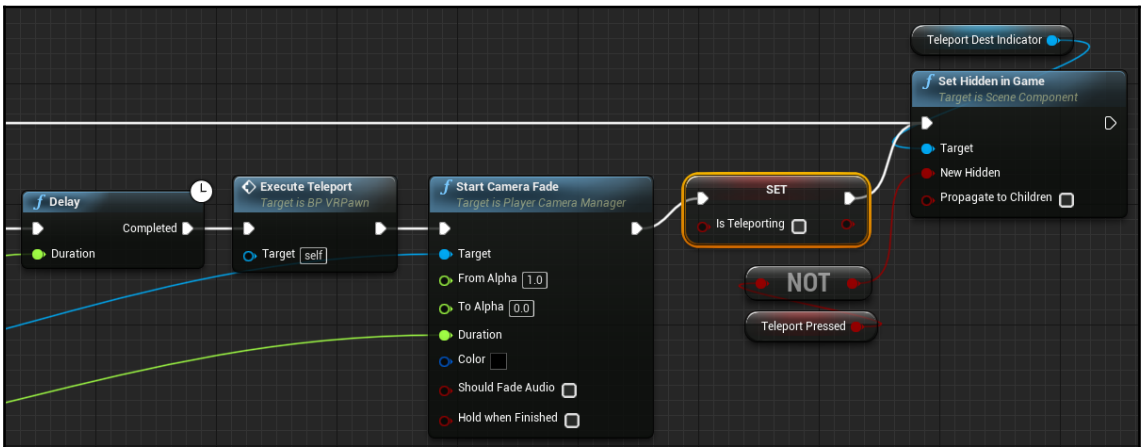
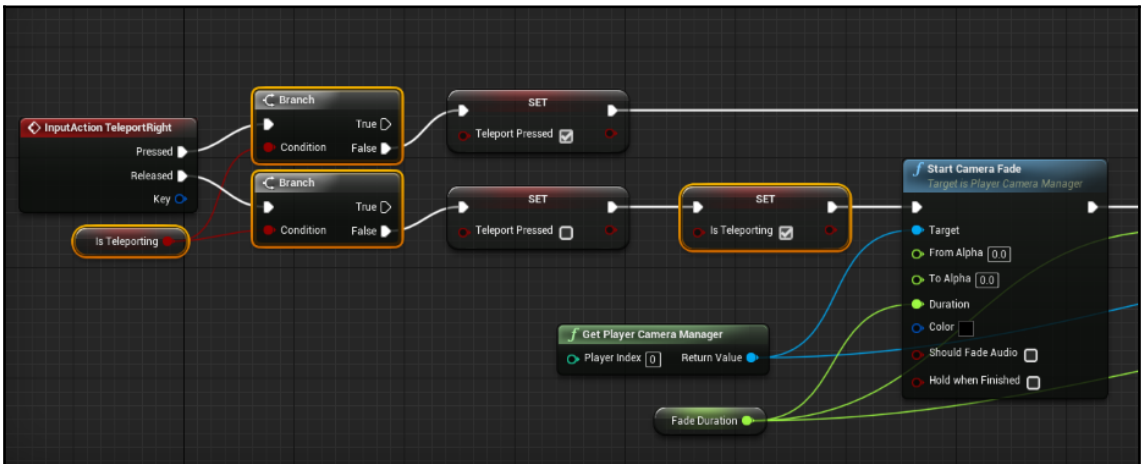
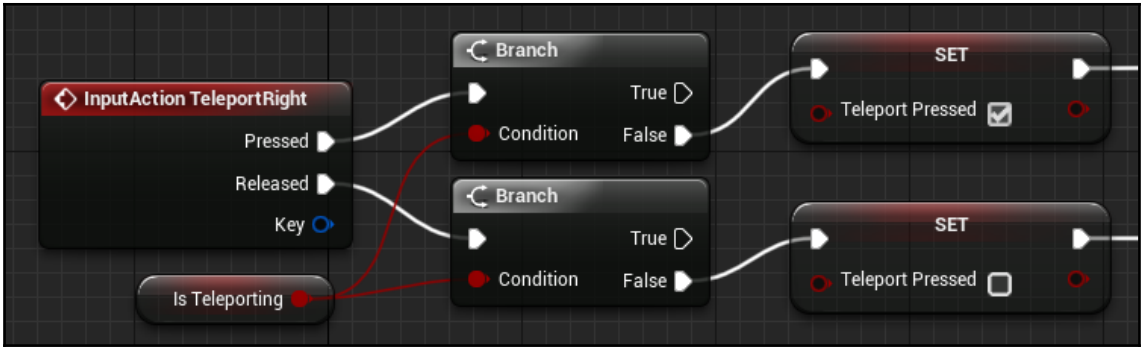


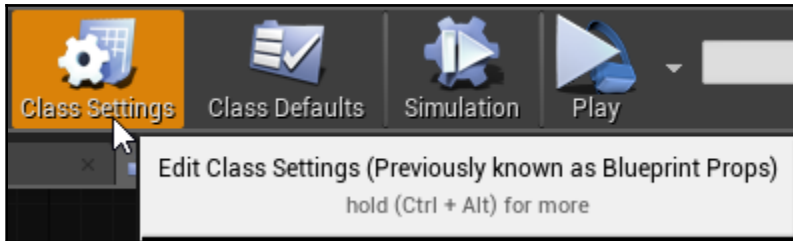
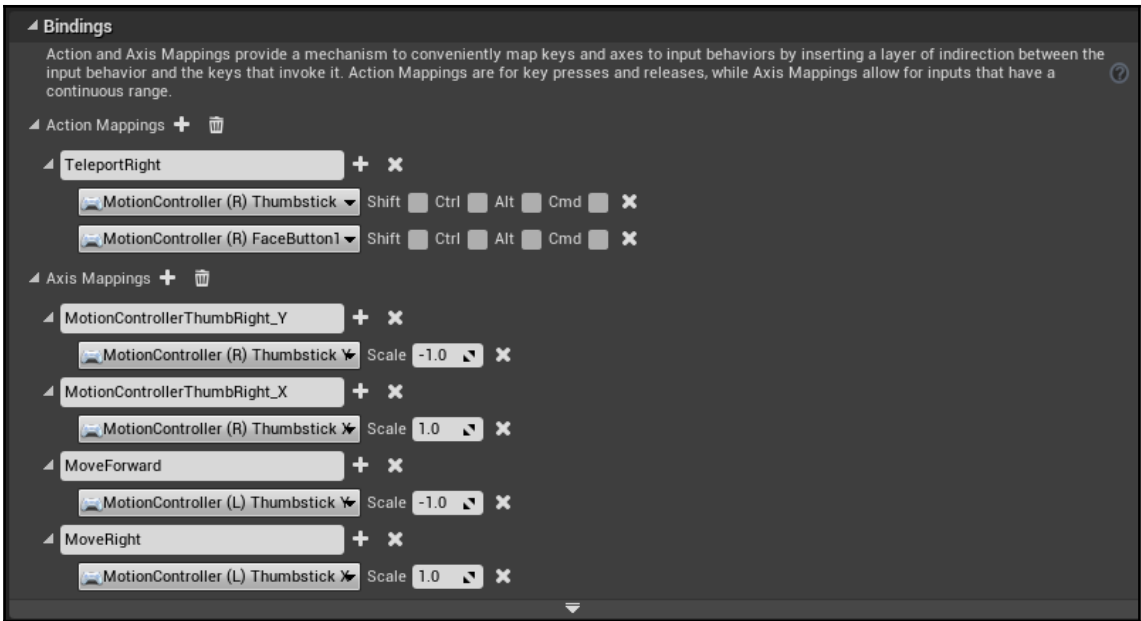


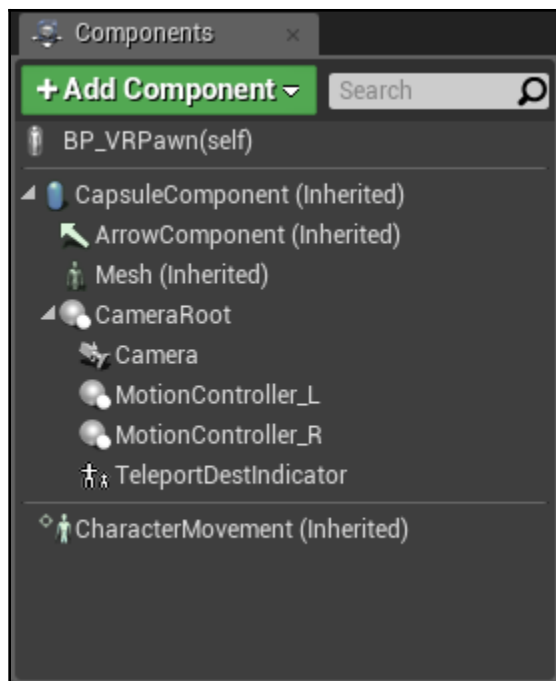


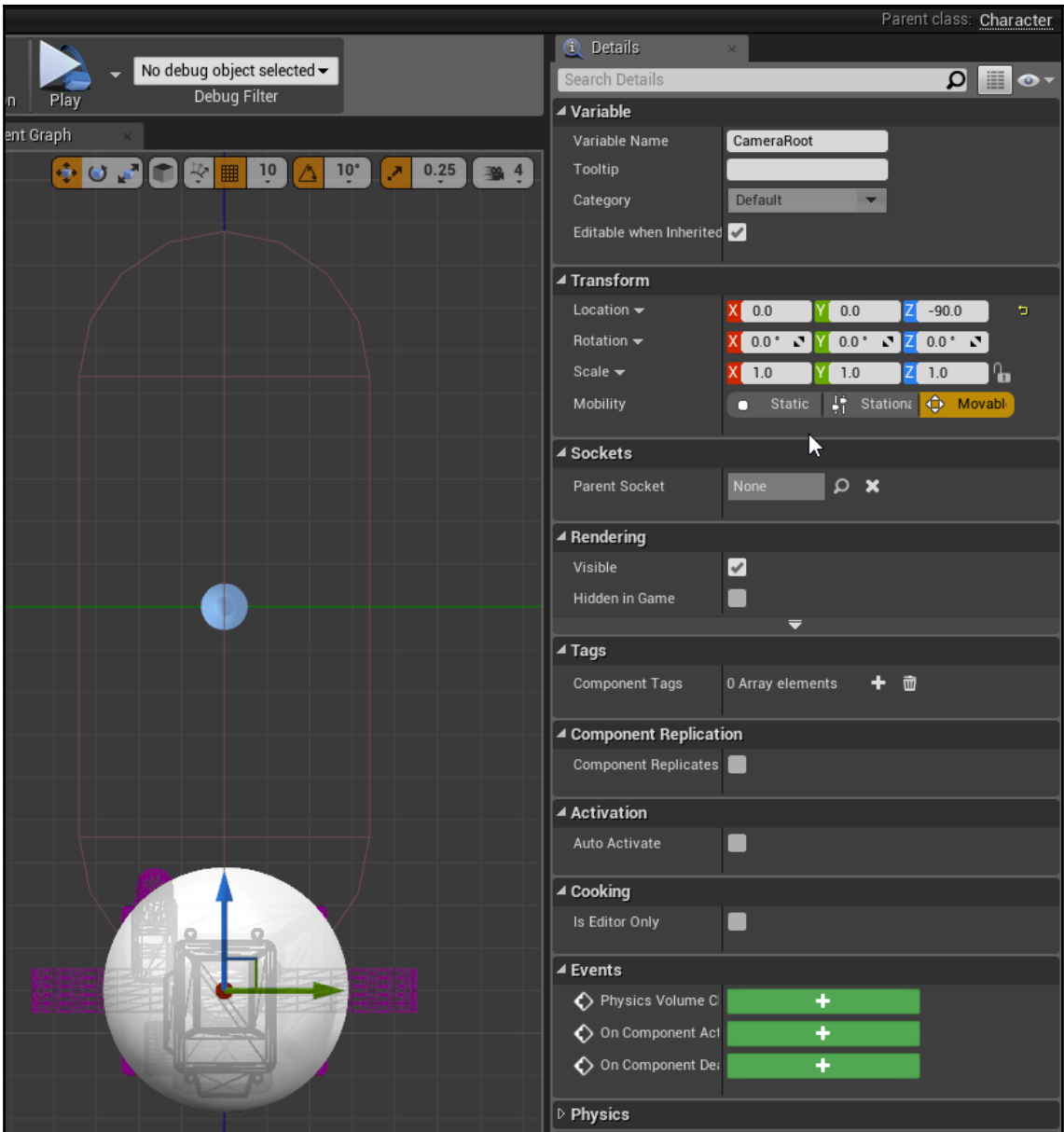










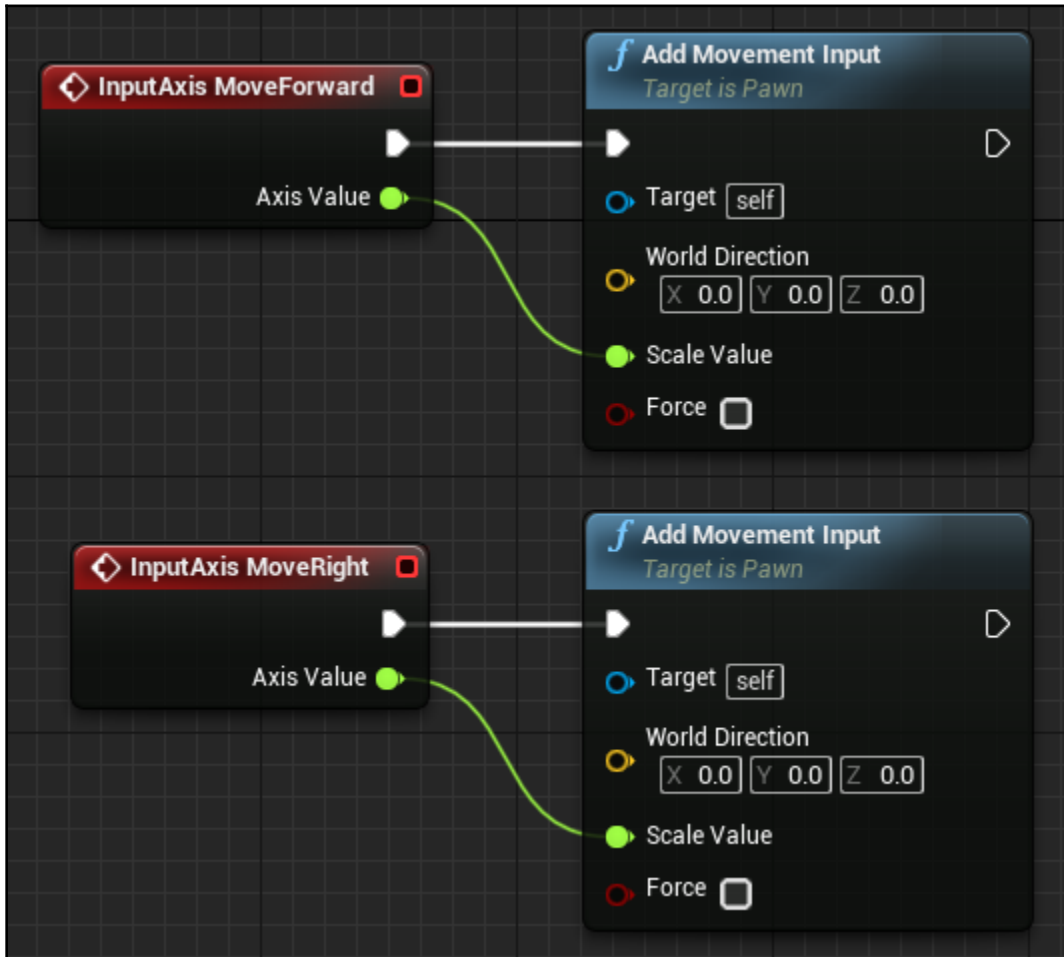


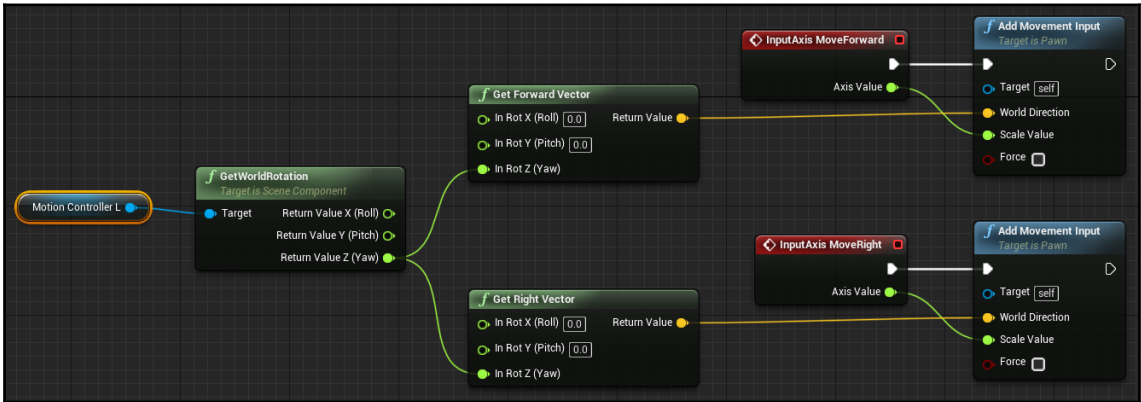
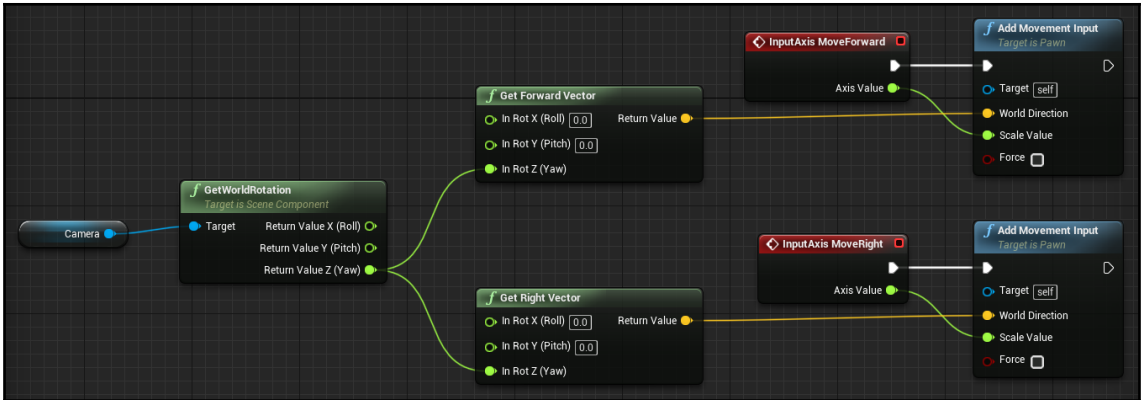
All Actions for this Blueprint Context Sensitive ▾

movef

- Input
 - Axis Events
 - MoveForward
 - Axis Values
 - MoveForward
- Pawn
 - Move Forward

Event that provides the current value of the MoveForward axis once per frame when input is enabled for the containing actor.





▲ Bindings
 Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

▲ Action Mappings + 🗑️

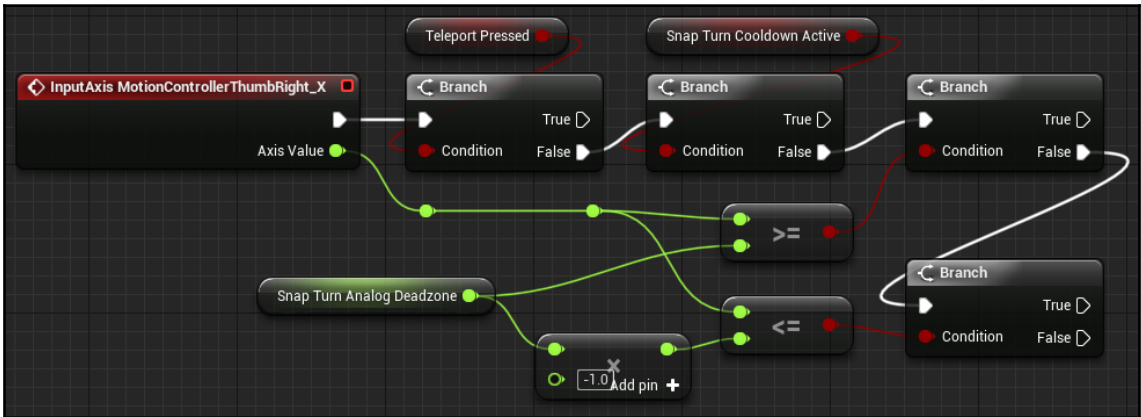
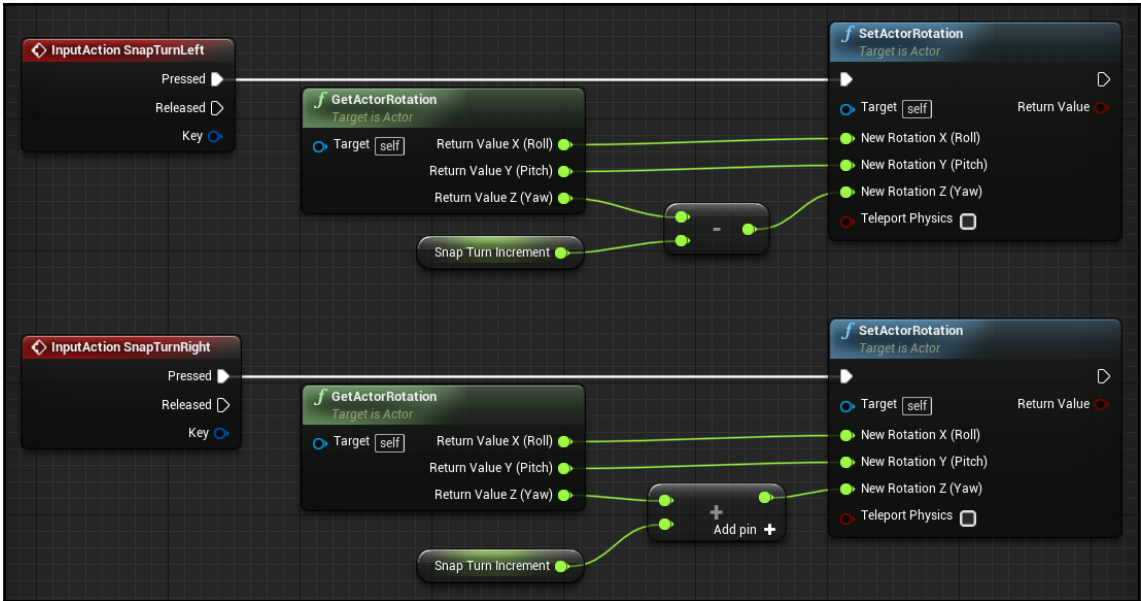
- ▲ TeleportRight + ✕
 - MotionController (R) Thumbstick Shift Ctrl Alt Cmd ✕
 - MotionController (R) FaceButton1 Shift Ctrl Alt Cmd ✕
- ▲ SnapTurnRight + ✕
 - MotionController (L) FaceButton2 Shift Ctrl Alt Cmd ✕
- ▲ SnapTurnLeft + ✕
 - MotionController (L) FaceButton4 Shift Ctrl Alt Cmd ✕
 - MotionController (L) FaceButton1 Shift Ctrl Alt Cmd ✕

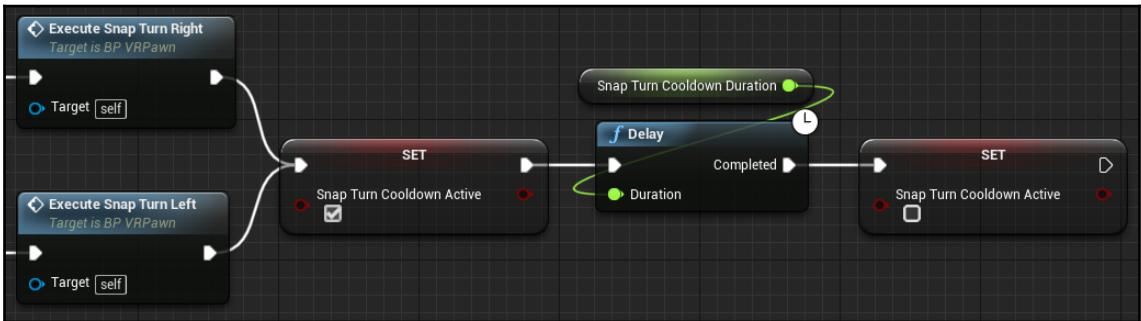
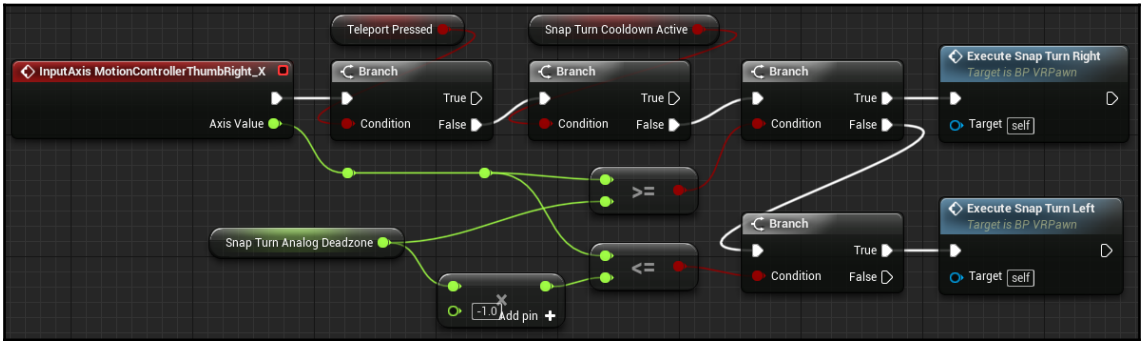
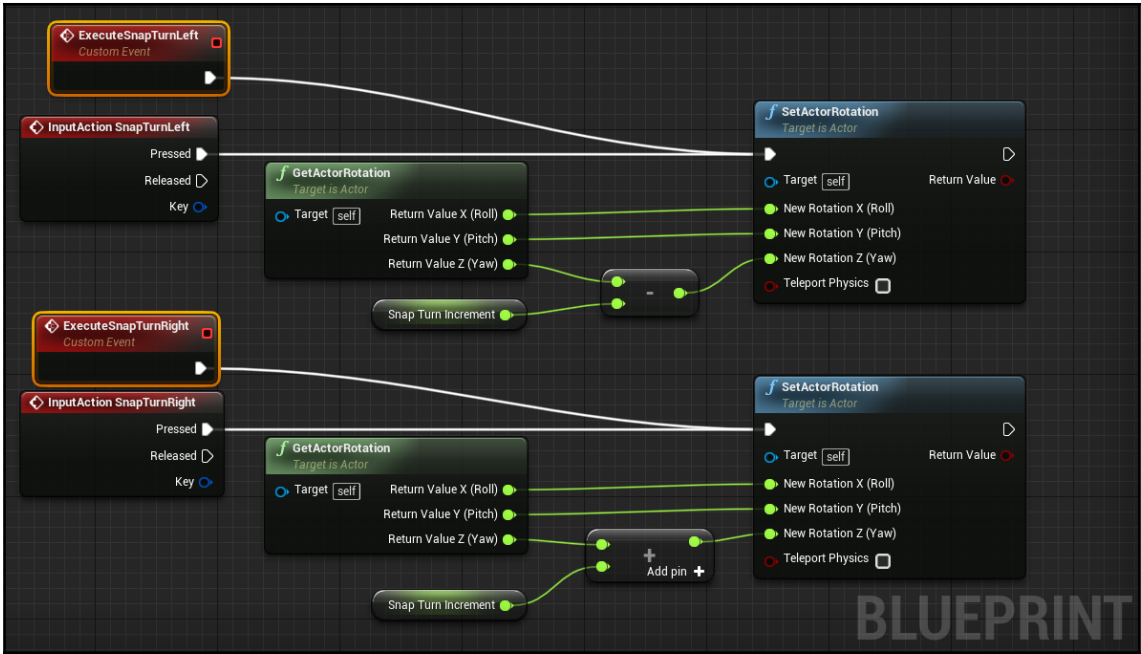
▲ Axis Mappings + 🗑️

- ▲ MotionControllerThumbRight_Y + ✕
 - MotionController (R) Thumbstick Scale -1.0 ✕
- ▲ MotionControllerThumbRight_X + ✕
 - MotionController (R) Thumbstick Scale 1.0 ✕
- ▶ MoveForward + ✕
- ▶ MoveRight + ✕

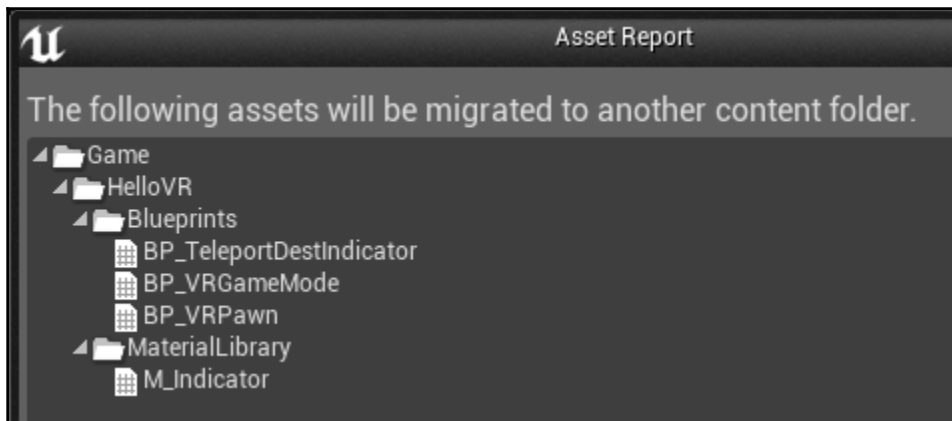
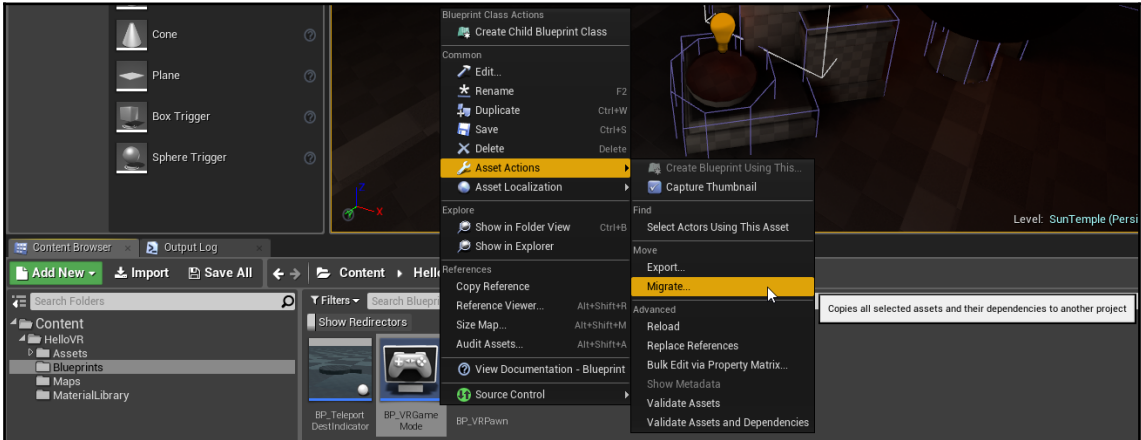
◊ InputAction SnapTurnLeft
 Pressed ▷
 Released ▷
 Key ○

◊ InputAction SnapTurnRight
 Pressed ▷
 Released ▷
 Key ○

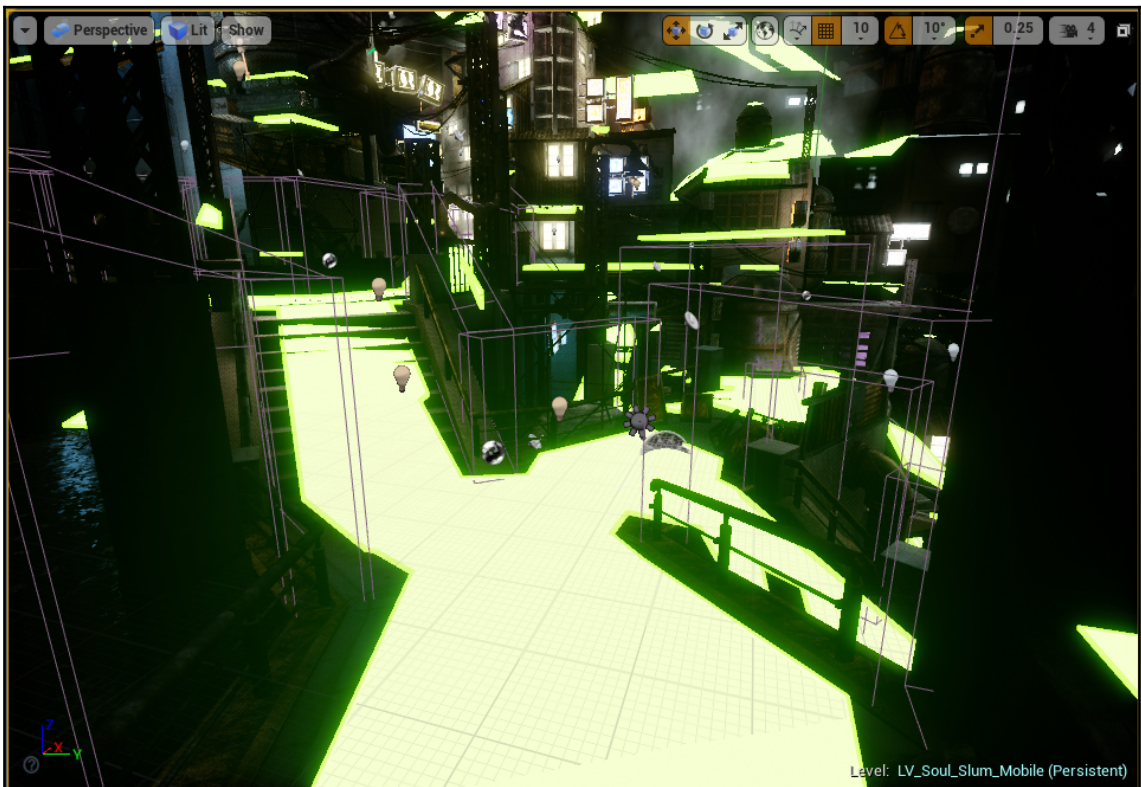
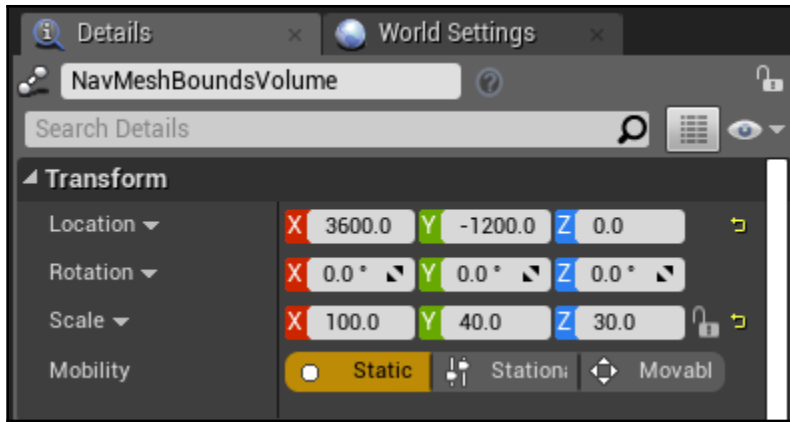


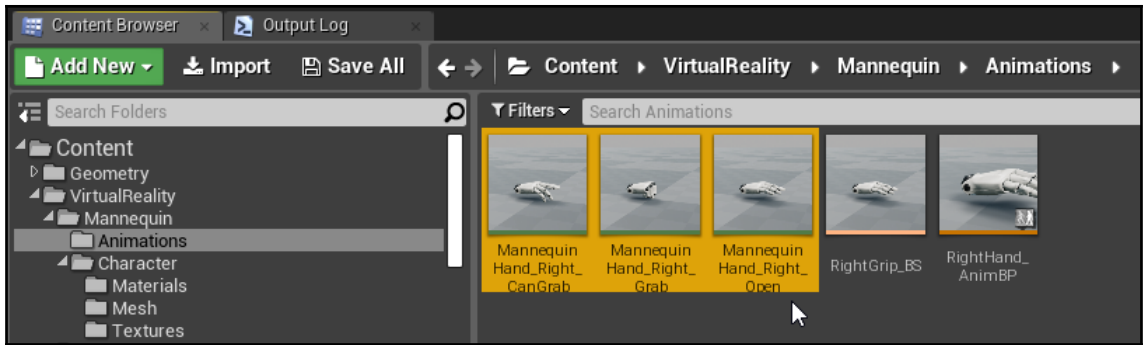


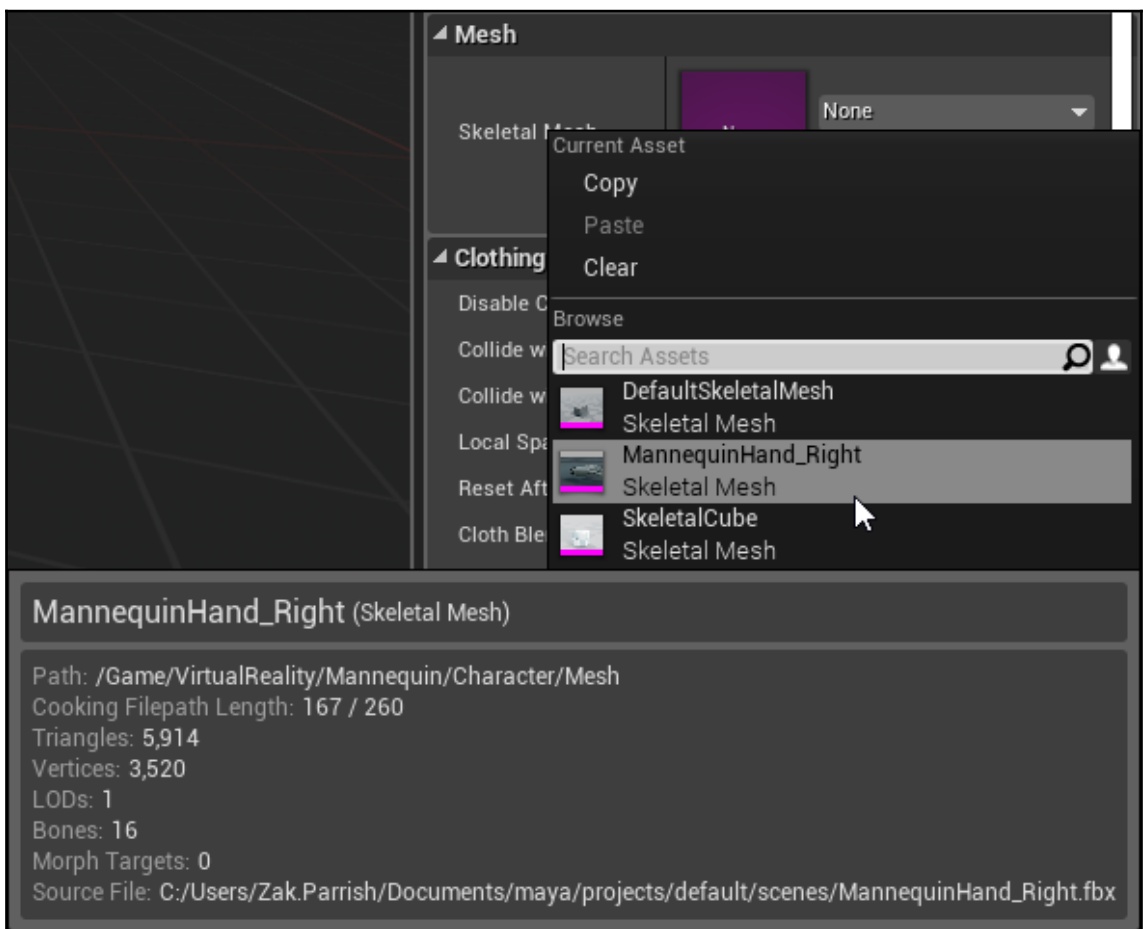
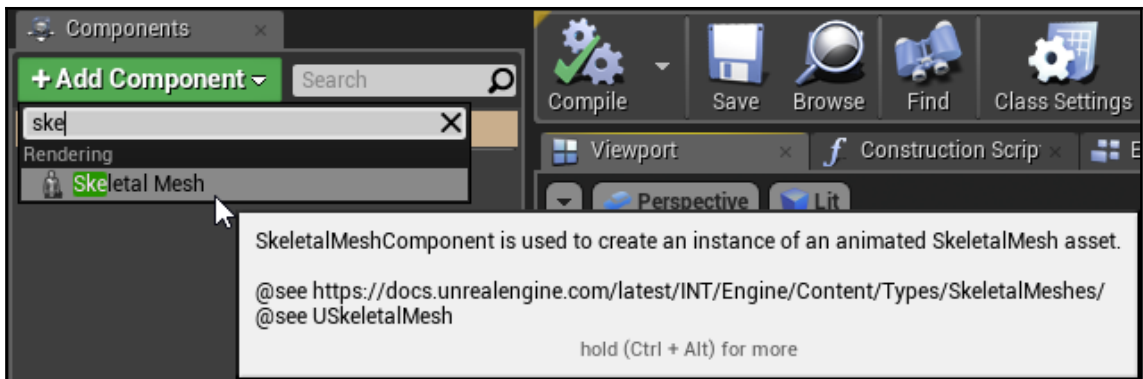
Chapter 5: Interacting with the Virtual World - Part I

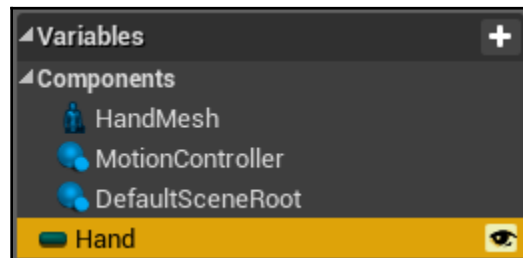
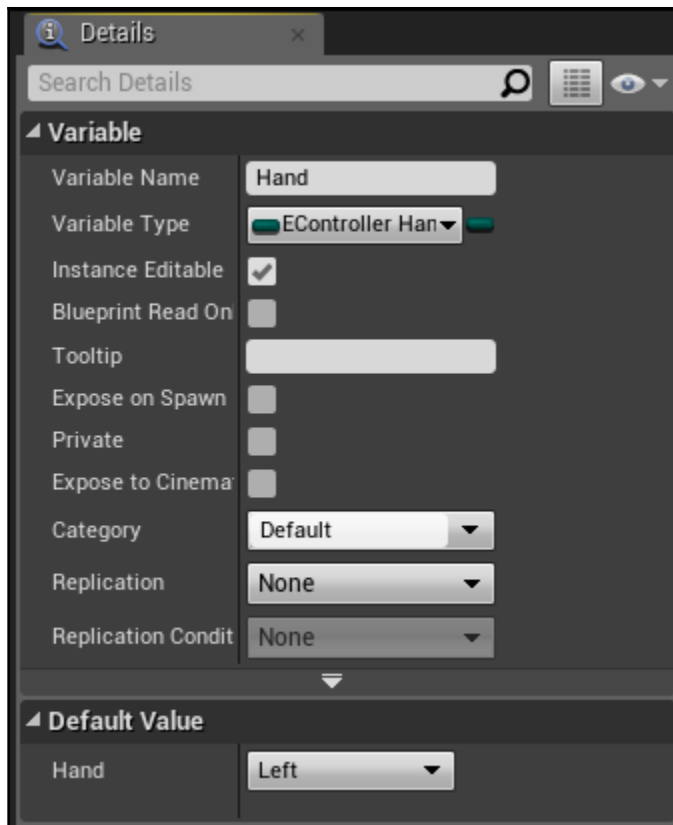


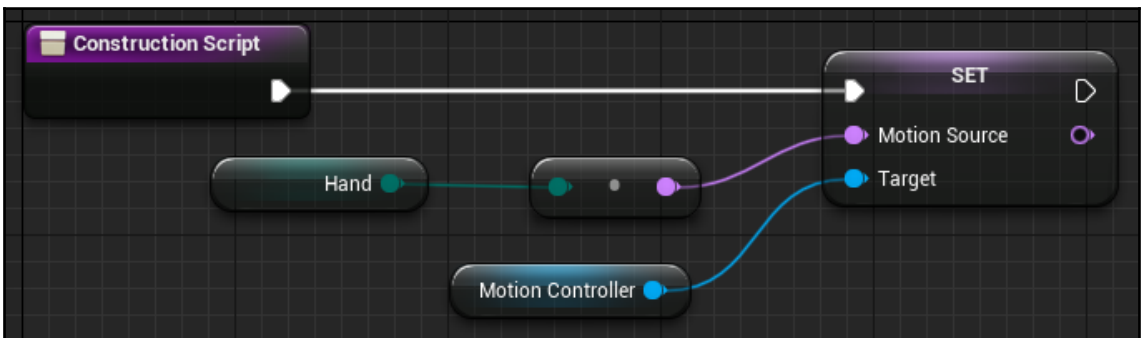
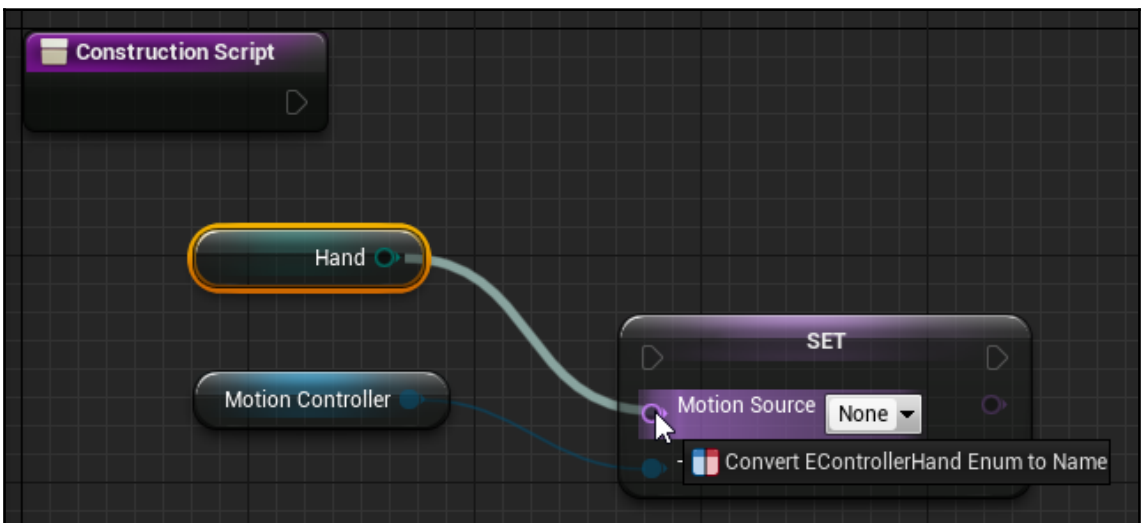
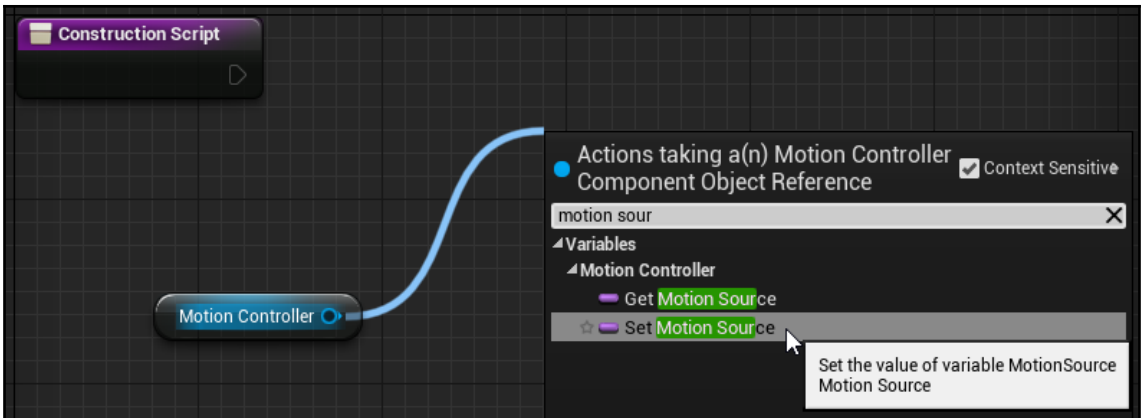
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+ActionMappings=(ActionName="TeleportRight",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=MotionController_Right_FaceButton1)
+ActionMappings=(ActionName="SnapTurnRight",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=MotionController_Left_FaceButton2)
+ActionMappings=(ActionName="SnapTurnLeft",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=MotionController_Left_FaceButton4)
+ActionMappings=(ActionName="SnapTurnLeft",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=MotionController_Left_FaceButton1)
+AxisMappings=(AxisName="MotionControllerThumbRight_Y",Scale=-1.000000,Key=MotionController_Right_Thumbstick_Y)
+AxisMappings=(AxisName="MotionControllerThumbRight_X",Scale=1.000000,Key=MotionController_Right_Thumbstick_X)
+AxisMappings=(AxisName="SnapTurnLeft",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=MotionController_Left_Thumbstick_Y)
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```

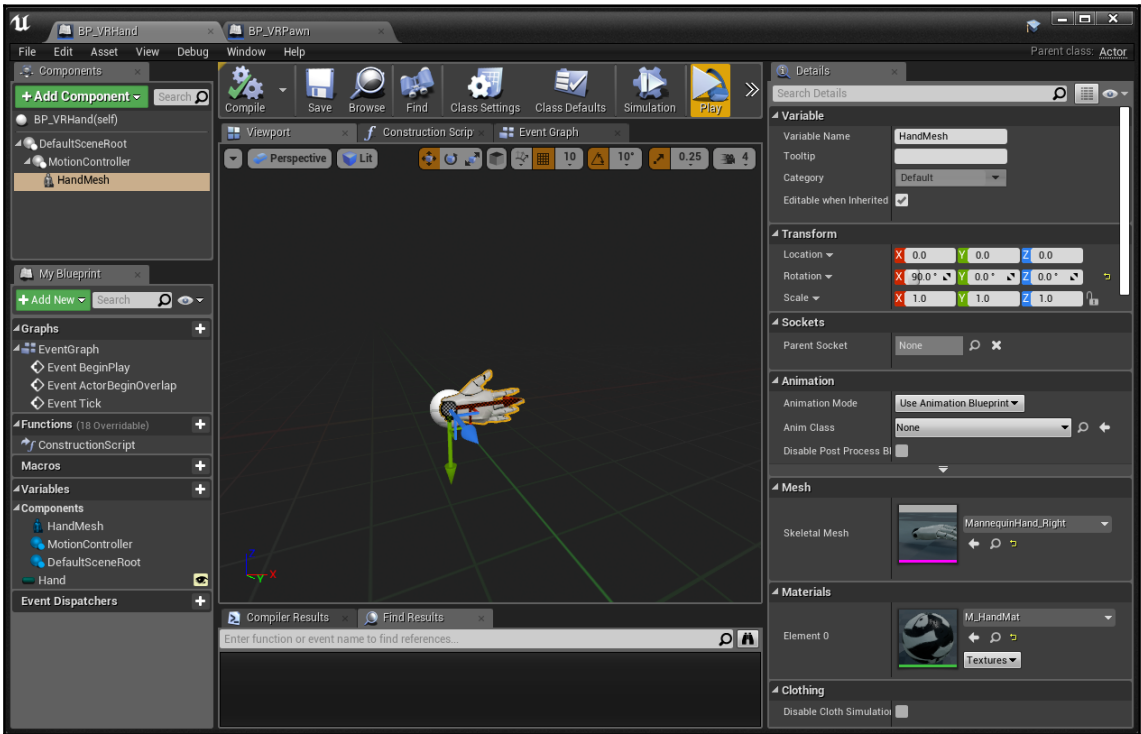


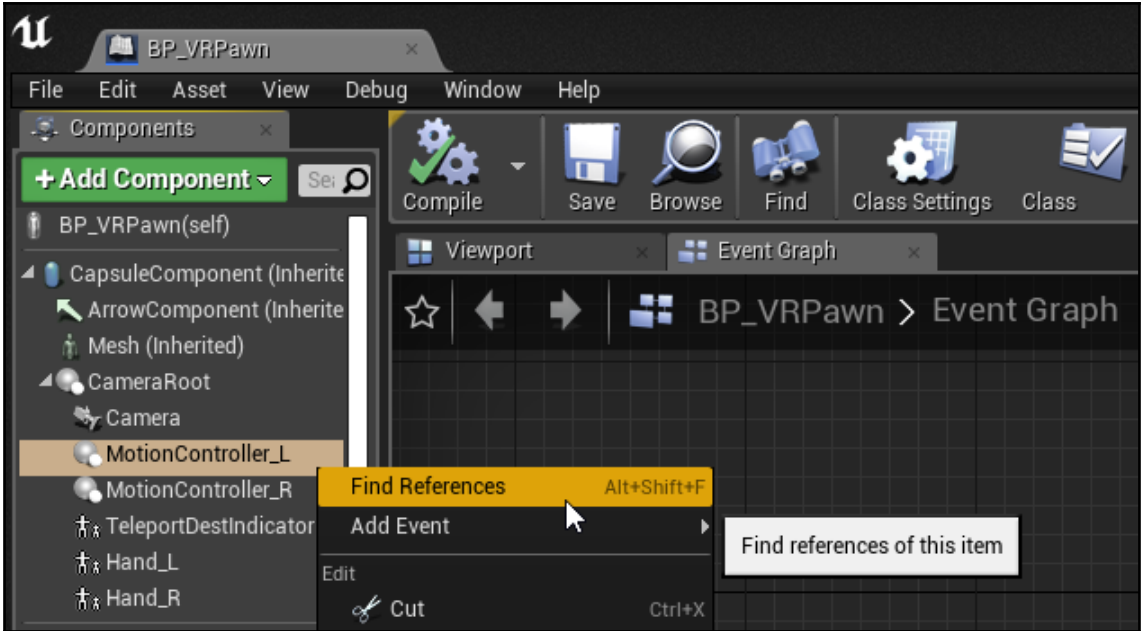
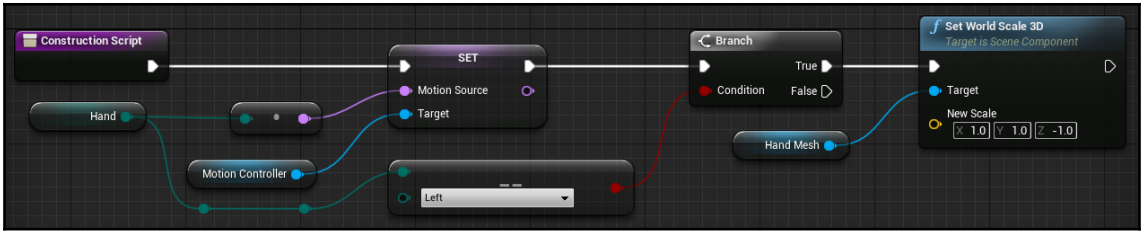


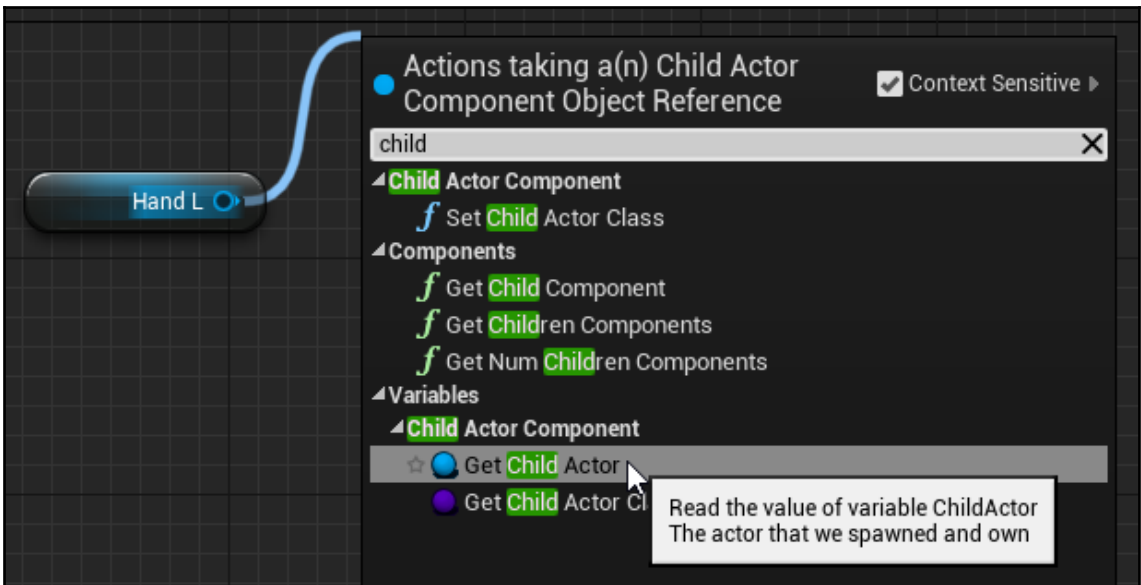
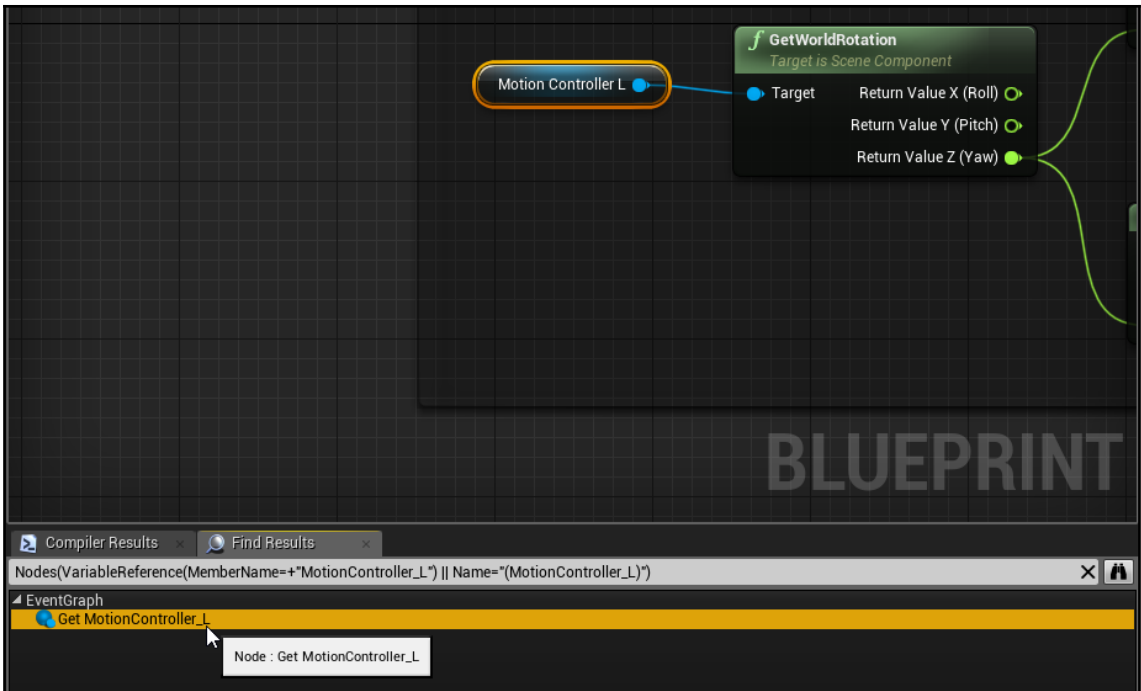


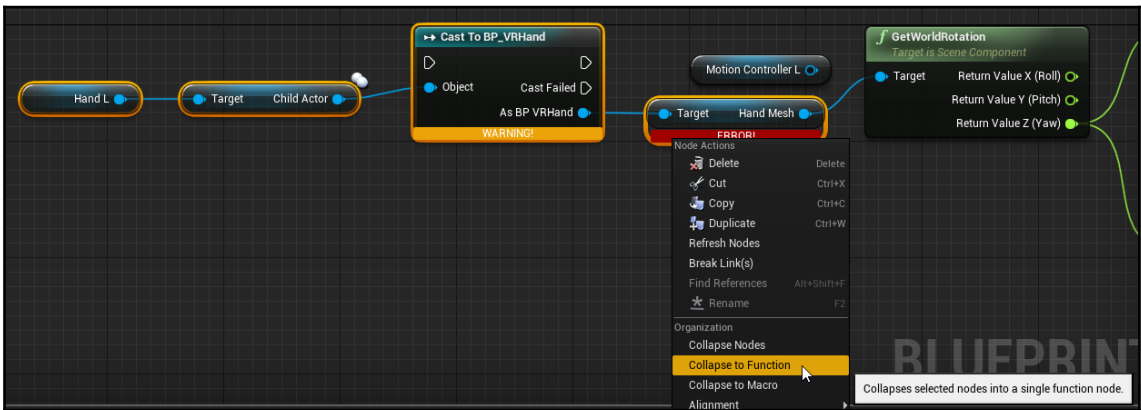
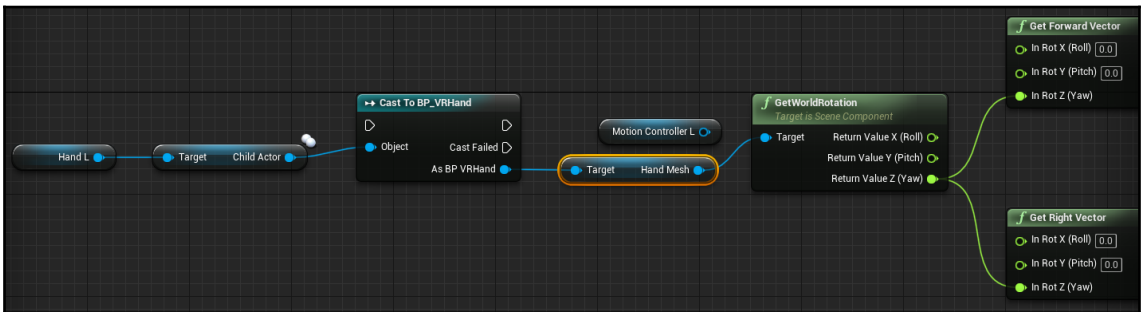
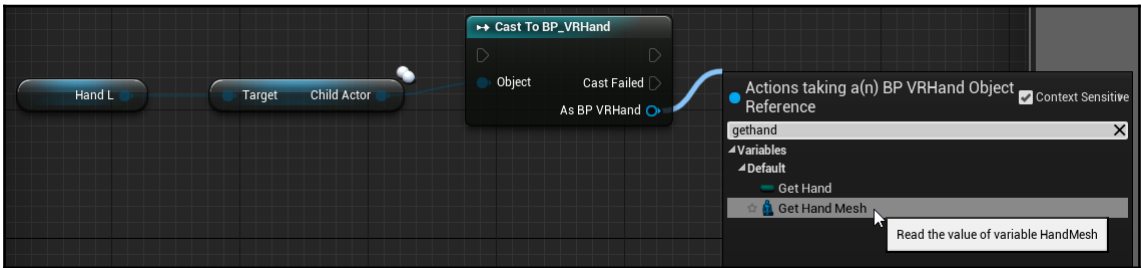
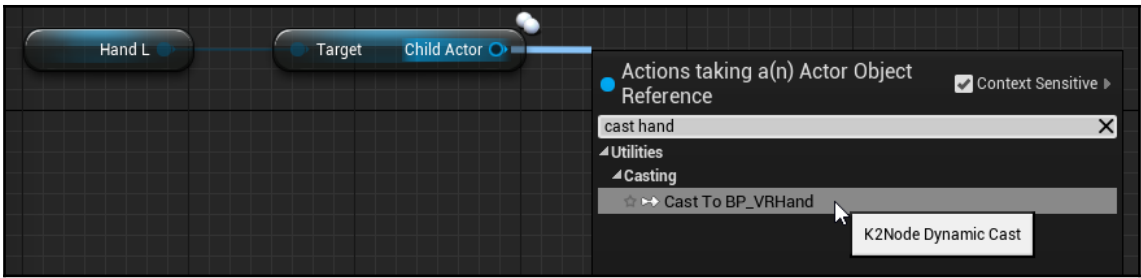


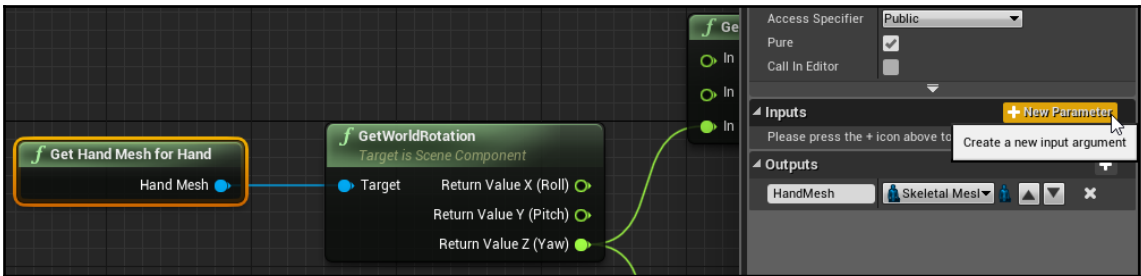
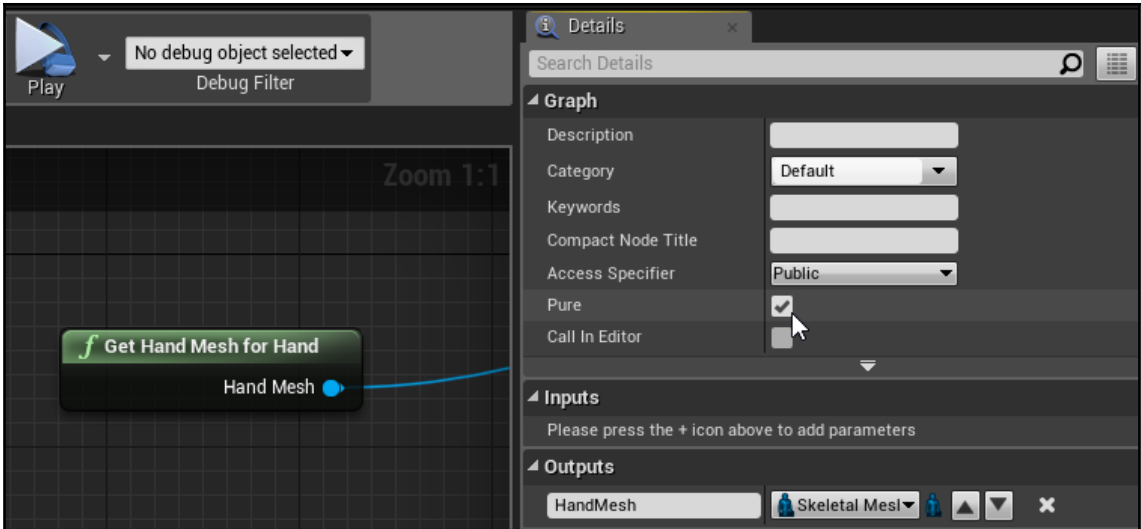


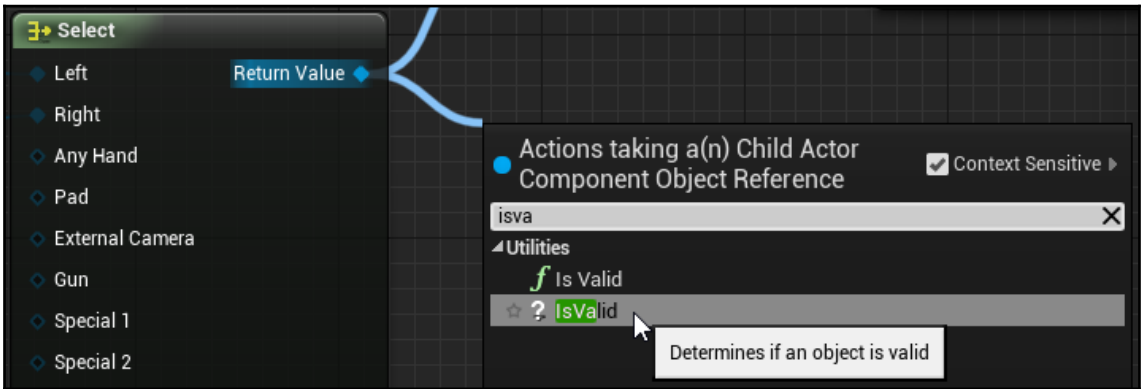
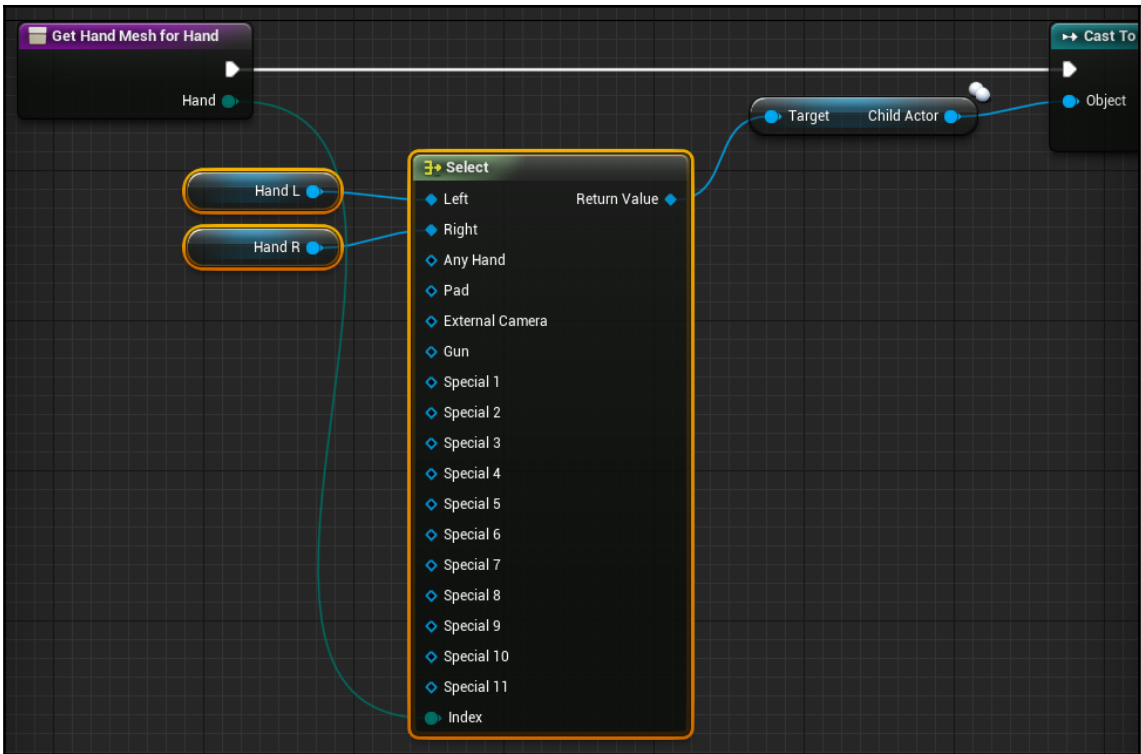


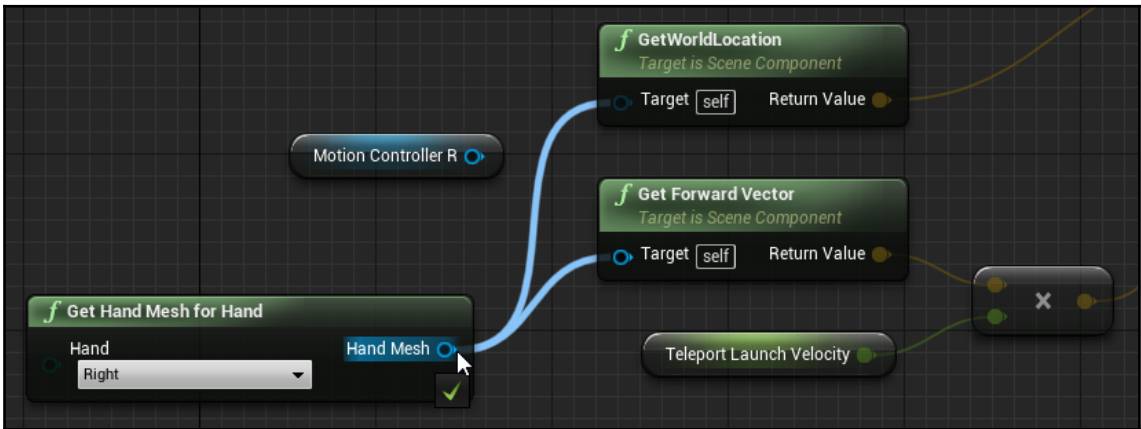
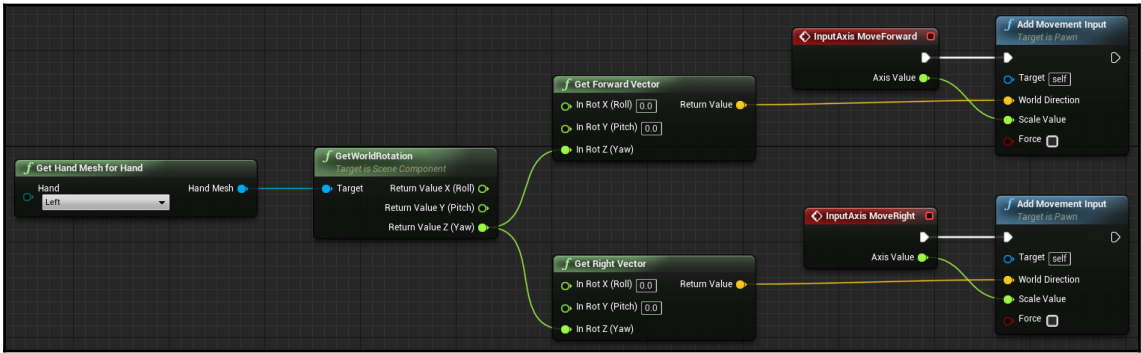
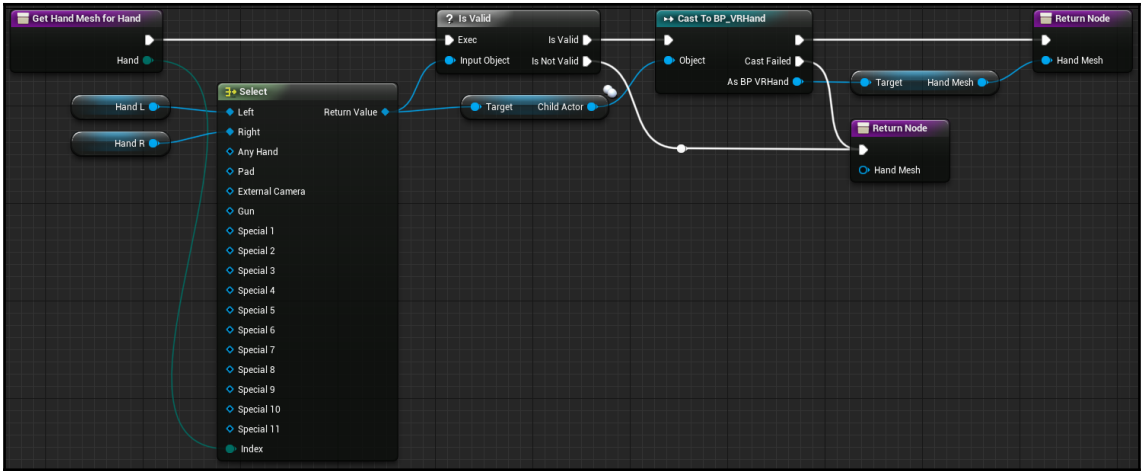


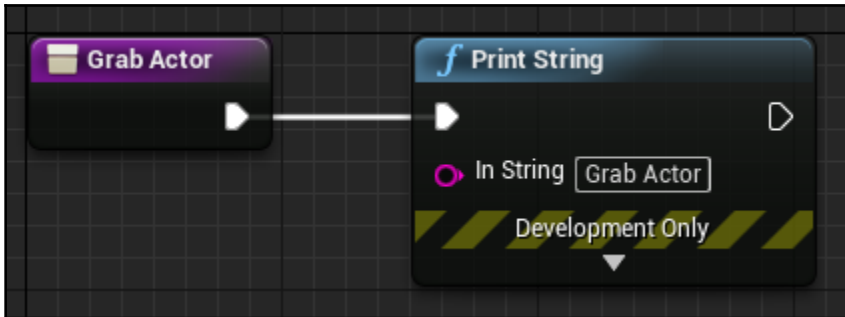
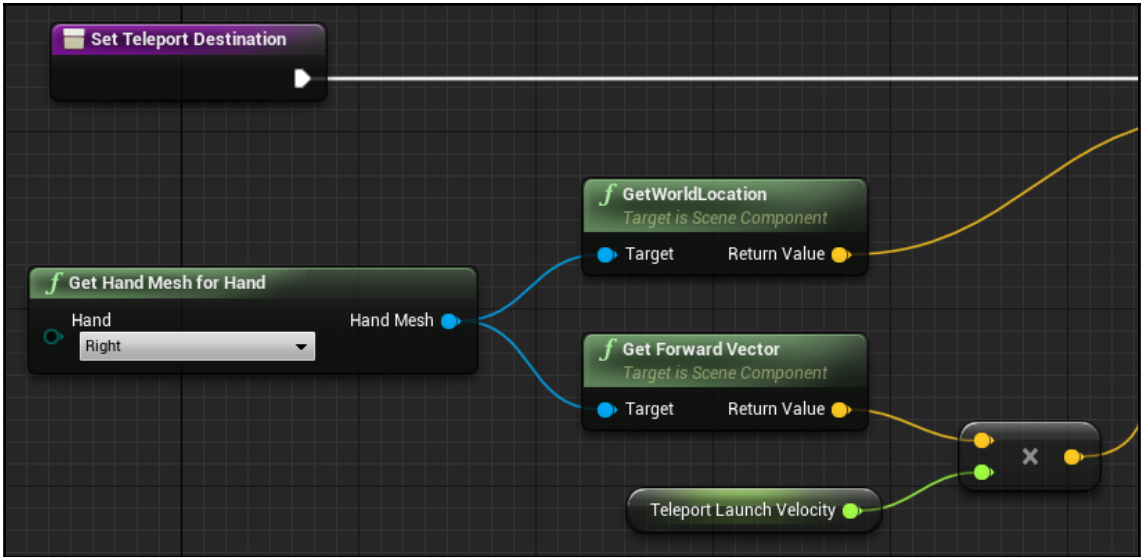












Engine - Input

Input settings, including default input action and axis bindings.

Set as Default

Export...

Import...

Reset to Defaults

These settings are saved in DefaultInput.ini, which is currently checked out.

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

Action Mappings

TeleportRight + x

SnapTurnRight + x

SnapTurnLeft + x

GrabLeft + x

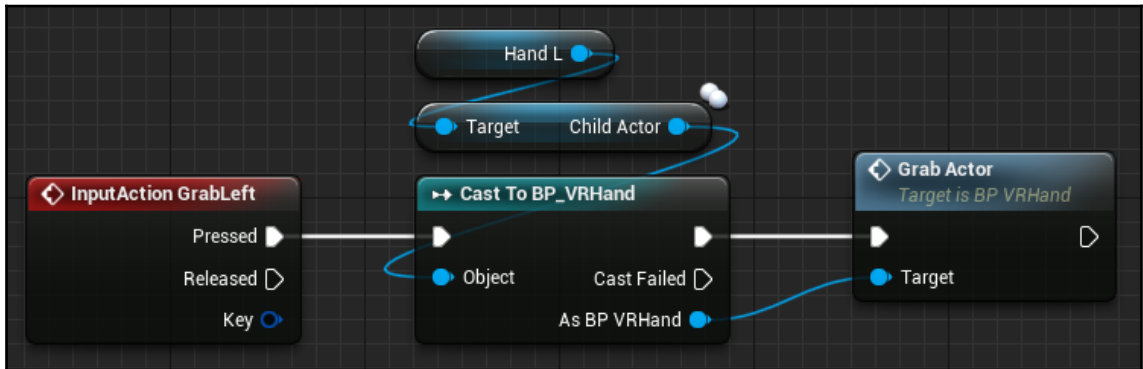
MotionController (L) Trigger Shift Ctrl Alt Cmd x

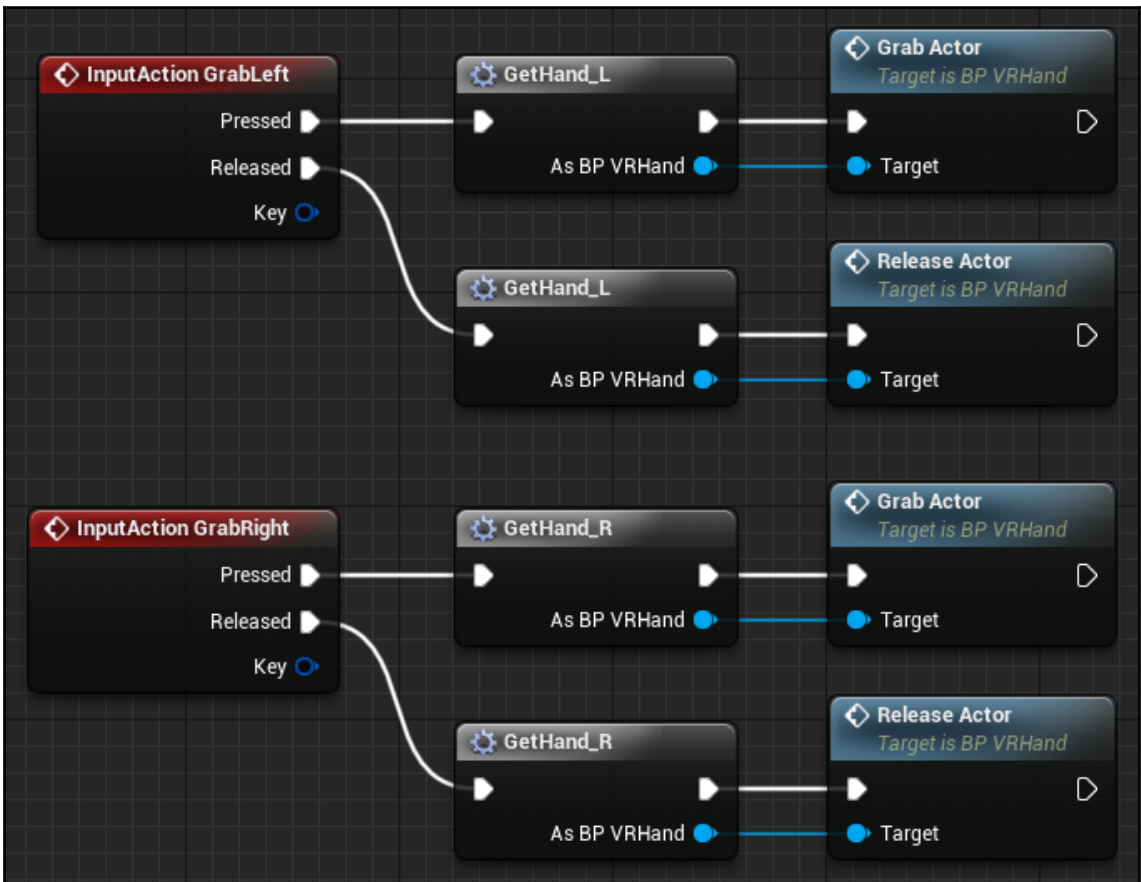
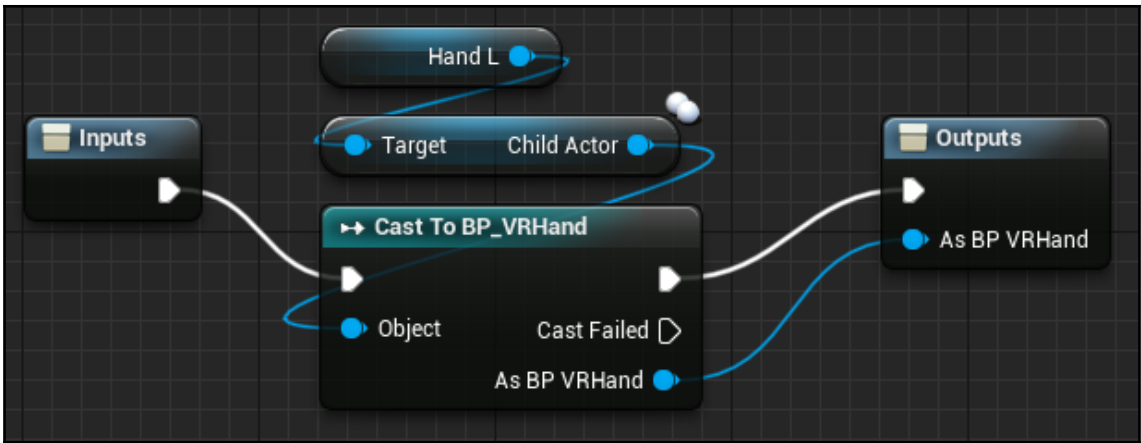
GrabRight + x

MotionController (R) Trigger Shift Ctrl Alt Cmd x

Axis Mappings

Select the key value.







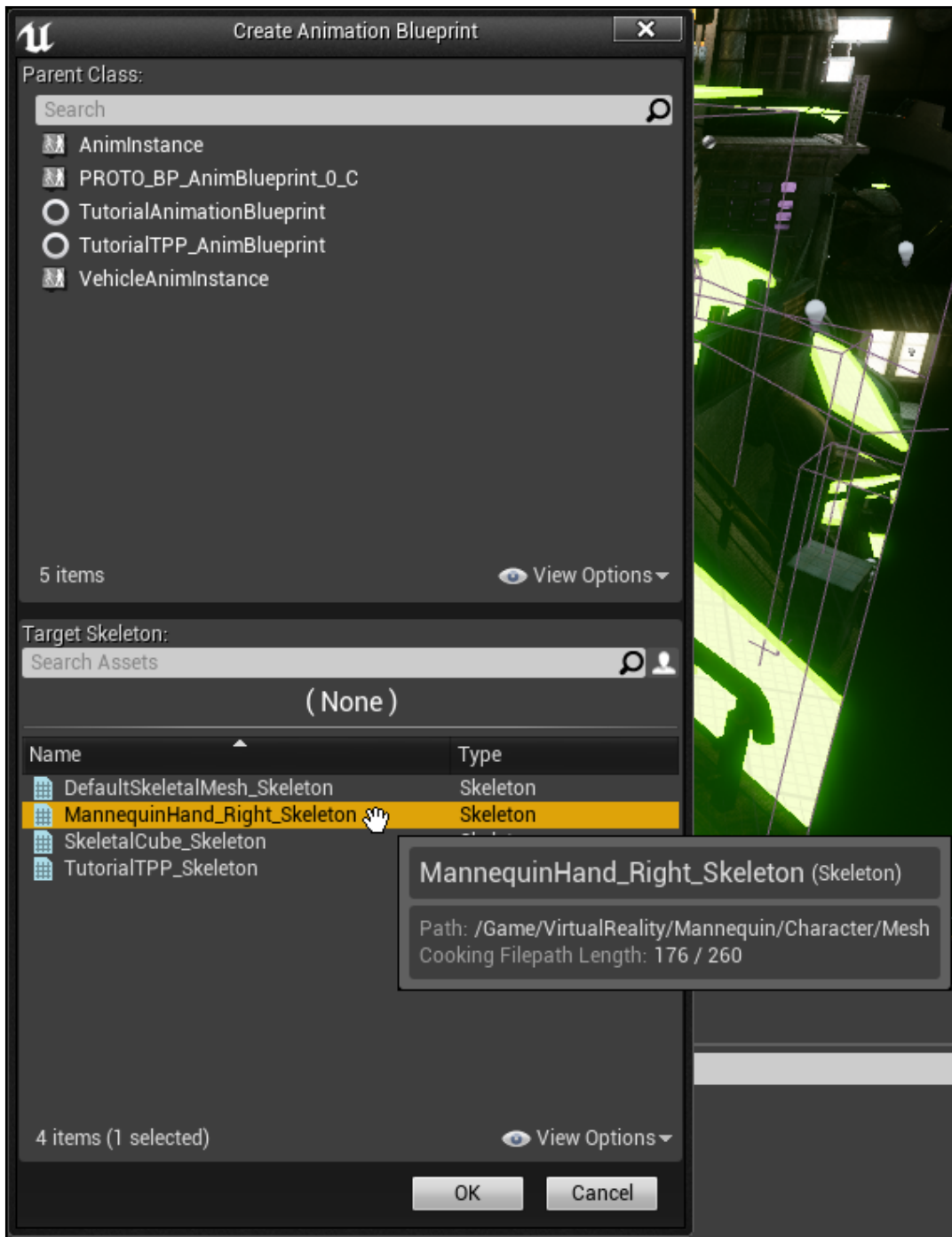
Create Advanced Asset

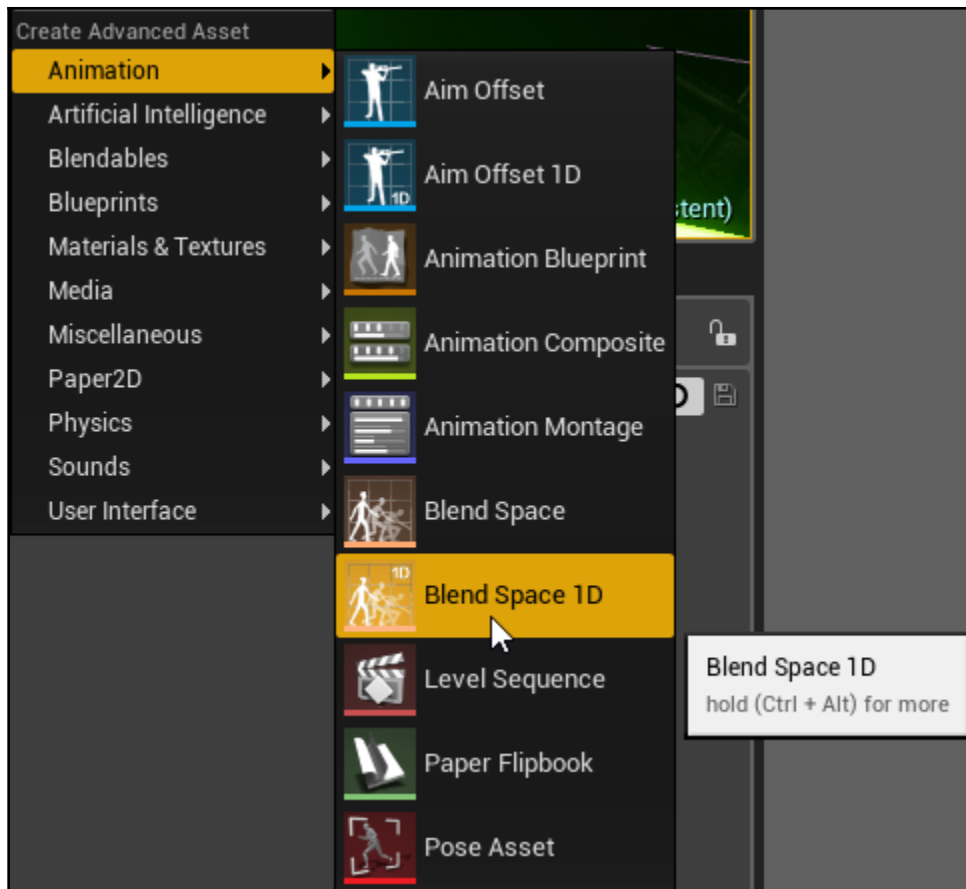
- Animation**
 - Aim Offset
 - Aim Offset 1D
 - Animation Blueprint**
- Artificial Intelligence
- Blendables
- Blueprints
- Materials & Textures
- Media
- Miscellaneous
- Paper2D
- Physics
- Sounds
- User Interface
 - Blend Space
 - Blend Space 1D
 - Level Sequence
 - Paper Flipbook
 - Pose Asset

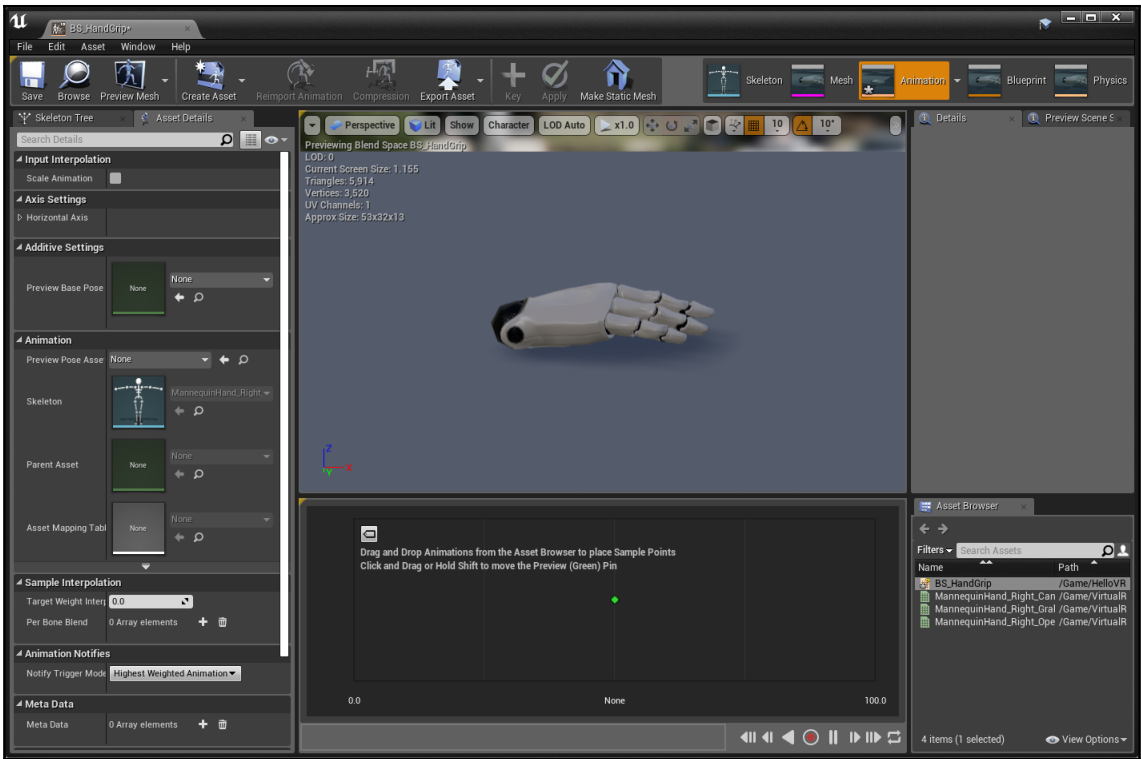
lum_Mobile (Persistent)

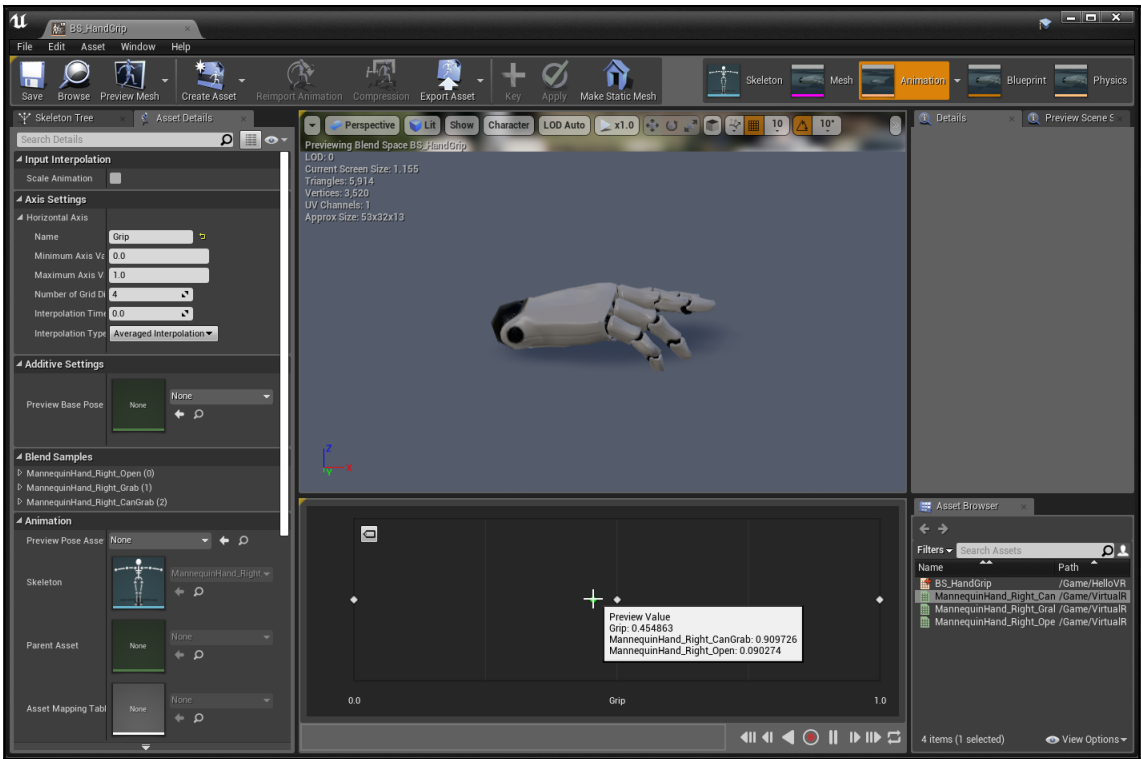
An Anim Blueprint is essentially a specialized Blueprint whose graphs control the animation of a Skeletal Mesh. It can perform blending of animations, directly control the bones of the skeleton, and output a final pose for a Skeletal Mesh each frame.

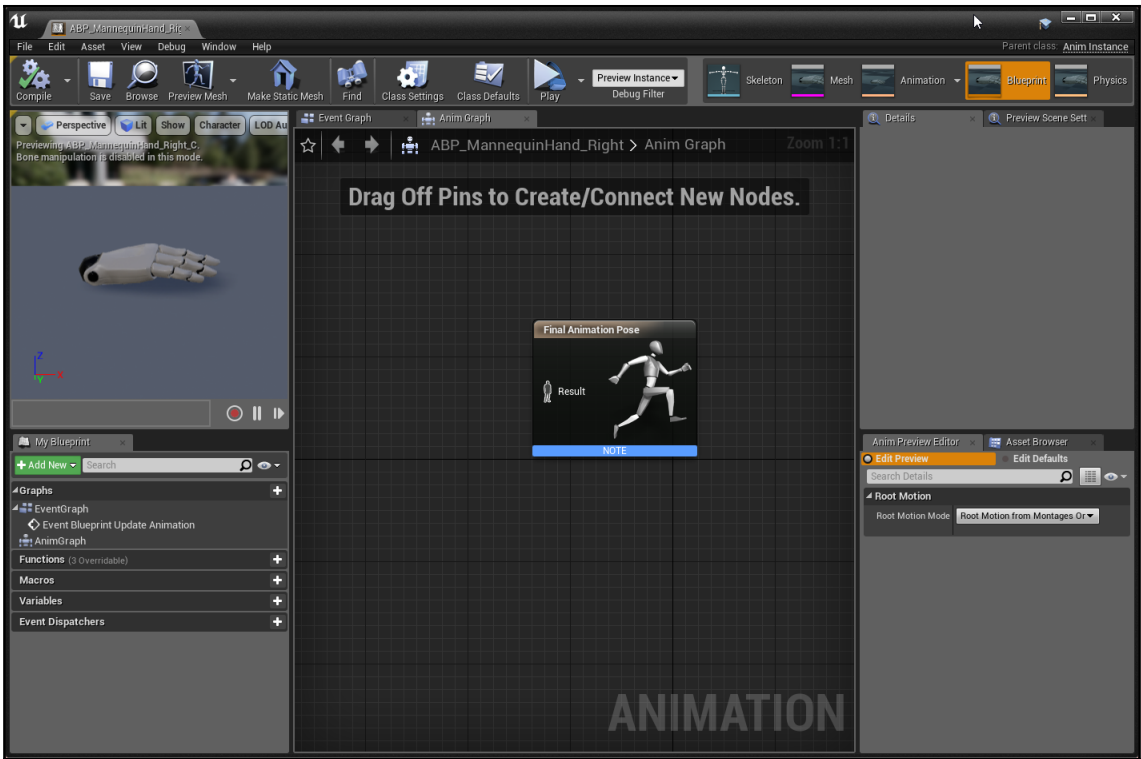
hold (Ctrl + Alt) for more

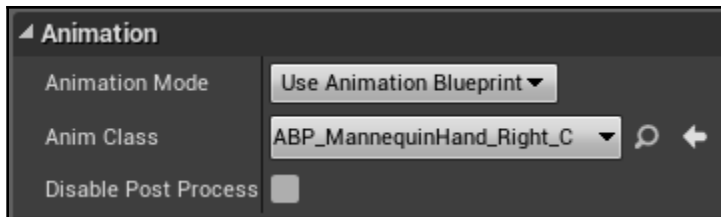
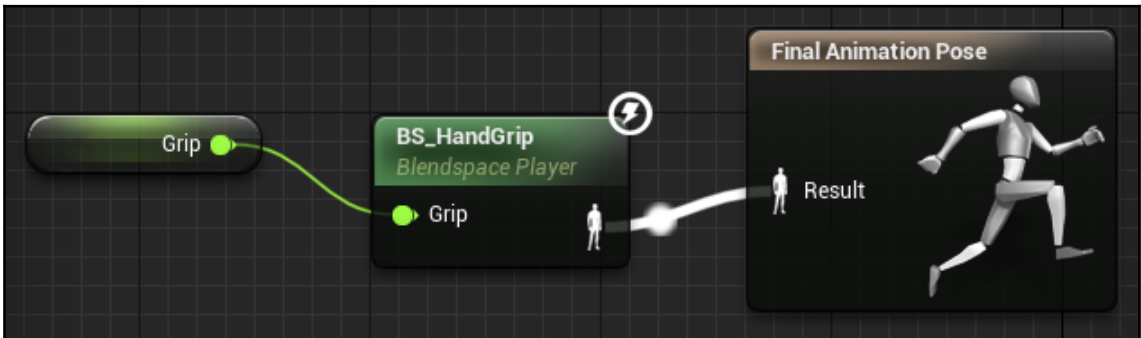
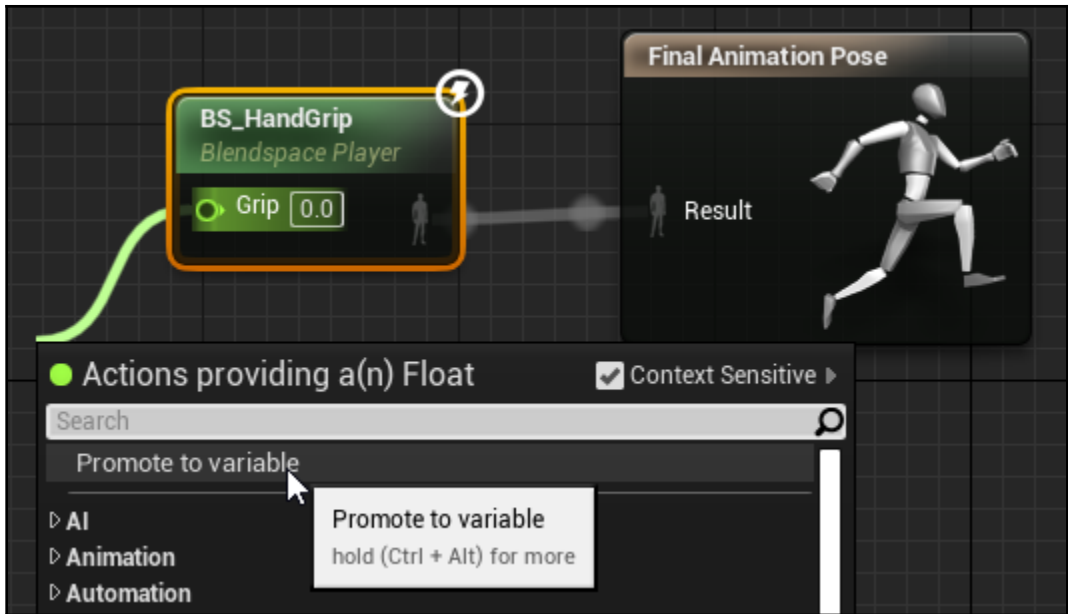


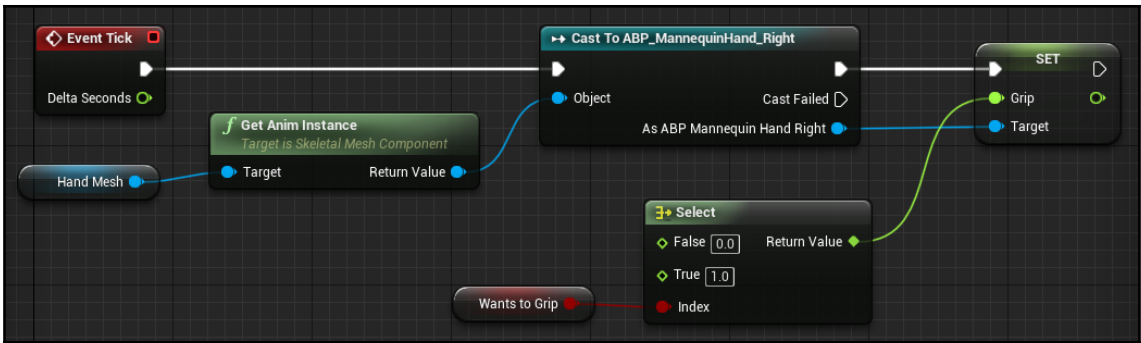












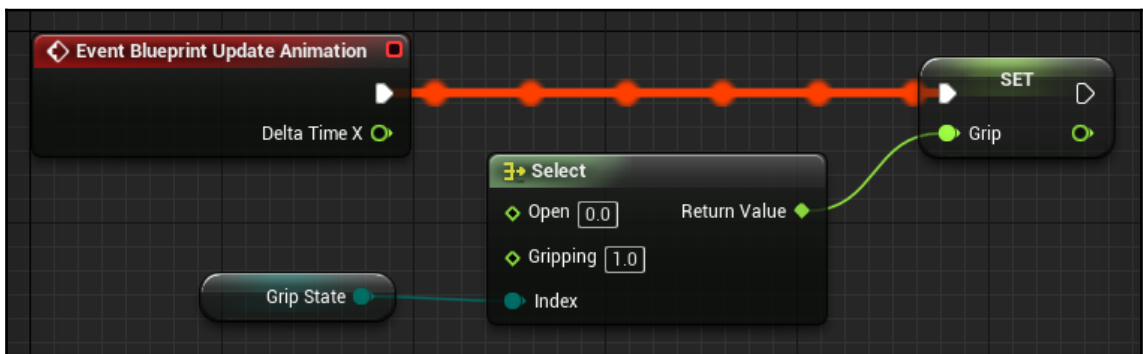
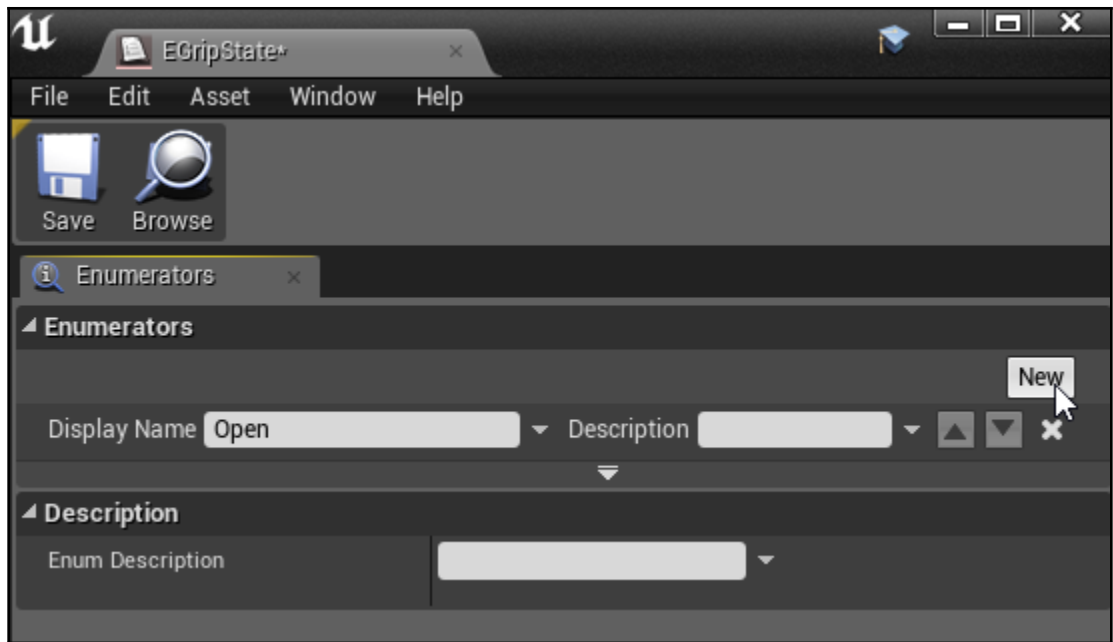
The screenshot shows the 'Create Advanced Asset' menu with the following categories:

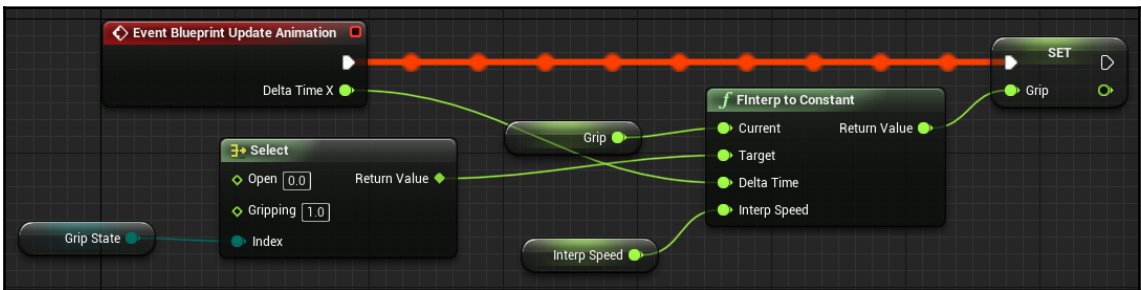
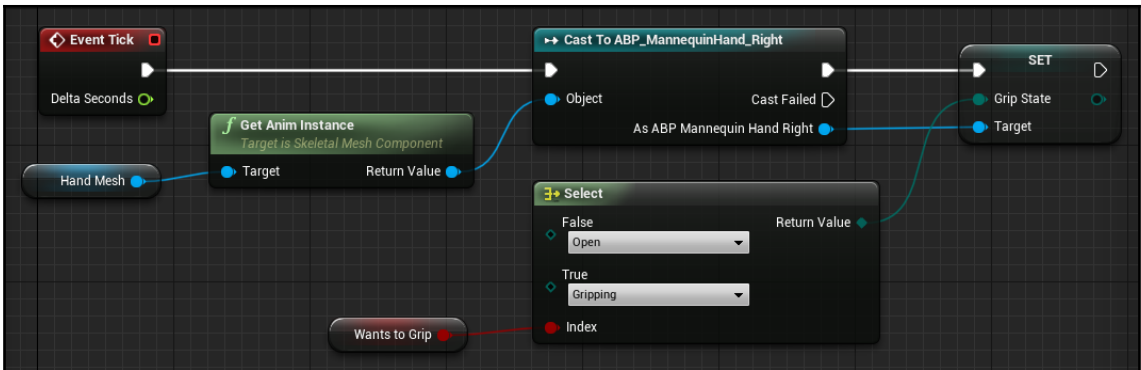
- Animation
- Artificial Intelligence
- Blendables
- Blueprints** (selected)
- Materials & Textures
- Media
- Miscellaneous
- Paper2D
- Physics
- Sounds
- User Interface

Under the 'Blueprints' category, the following options are listed:

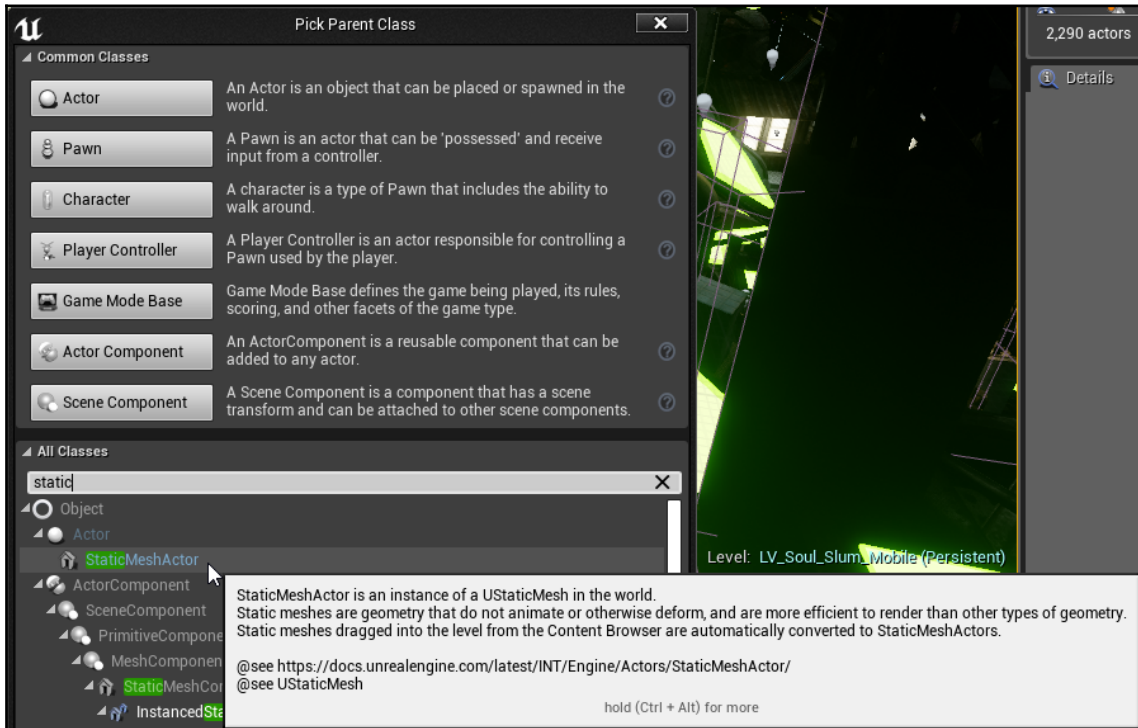
- Blueprint Class
- Blueprint Function Library
- Blueprint Interface
- Blueprint Macro Library
- Enumeration** (selected)
- Structure

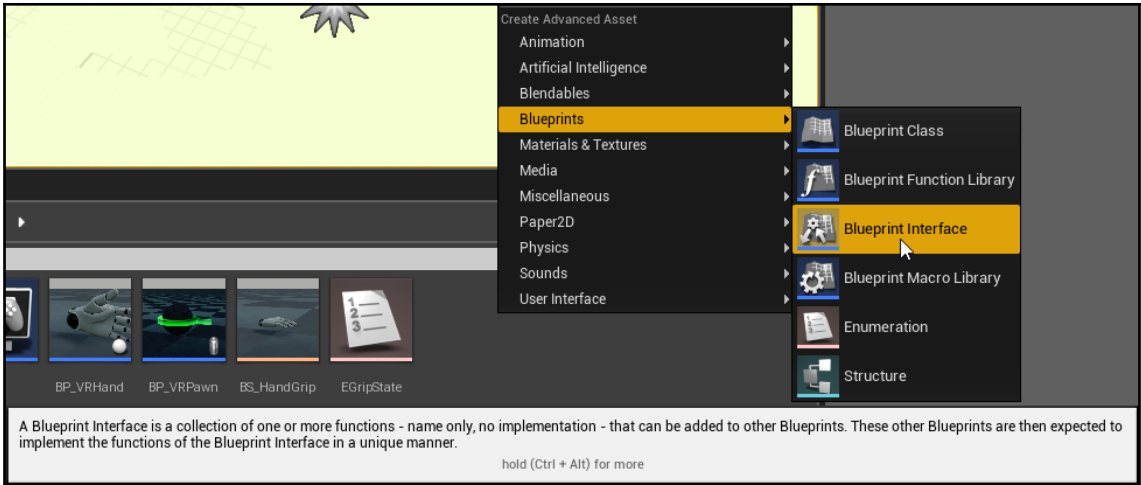
An Enumeration is a list of named values.
hold (Ctrl + Alt) for more





Chapter 6: Interacting with the Virtual World - Part II





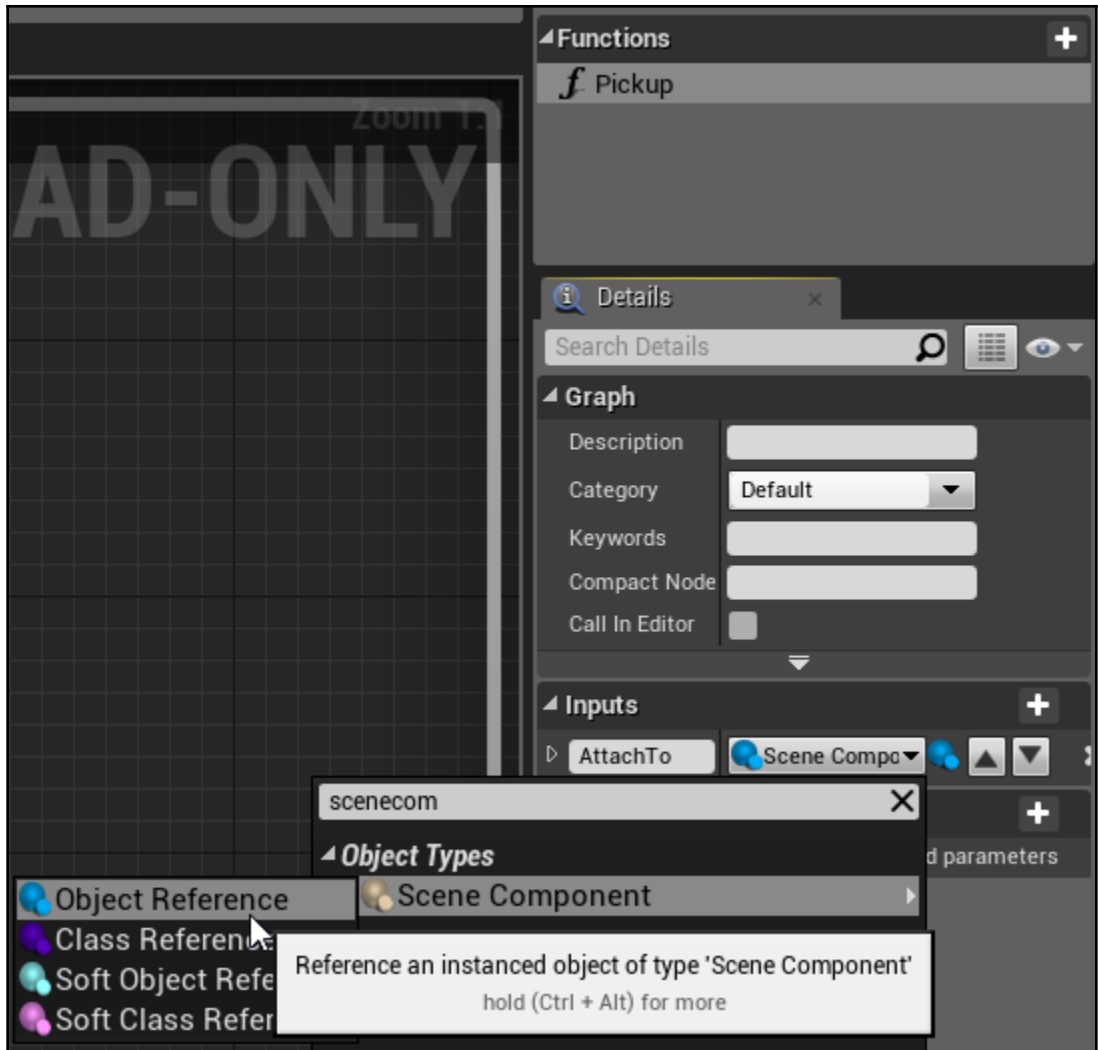
The screenshot shows the Unreal Engine 4 interface. The top-left pane displays a 3D scene with a yellow sky and a grid floor. The bottom-left pane shows a 'Content Browser' with several asset thumbnails labeled BP_VRHand, BP_VRPawn, BS_HandGrip, and EGripState. The 'Create Advanced Asset' menu is open, listing various asset types. The 'Blueprints' category is expanded, and 'Blueprint Interface' is highlighted with a mouse cursor. Below the menu, a text box explains the concept of a Blueprint Interface.

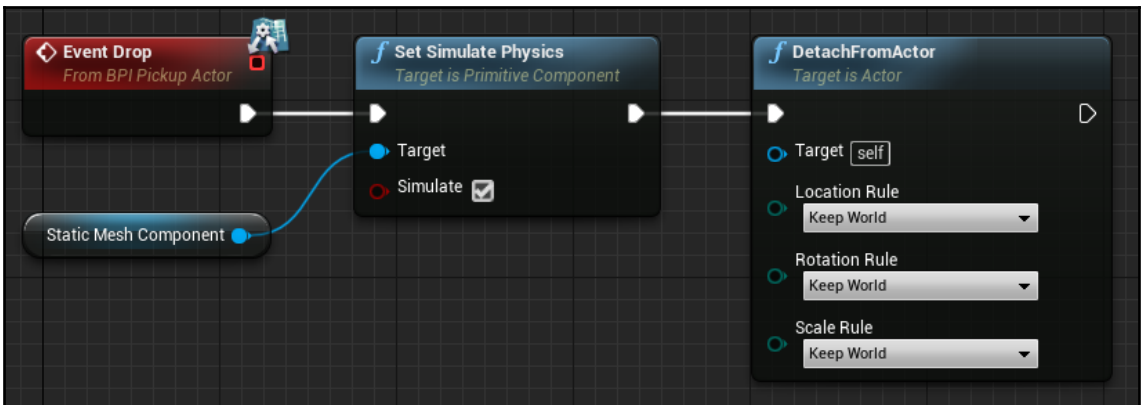
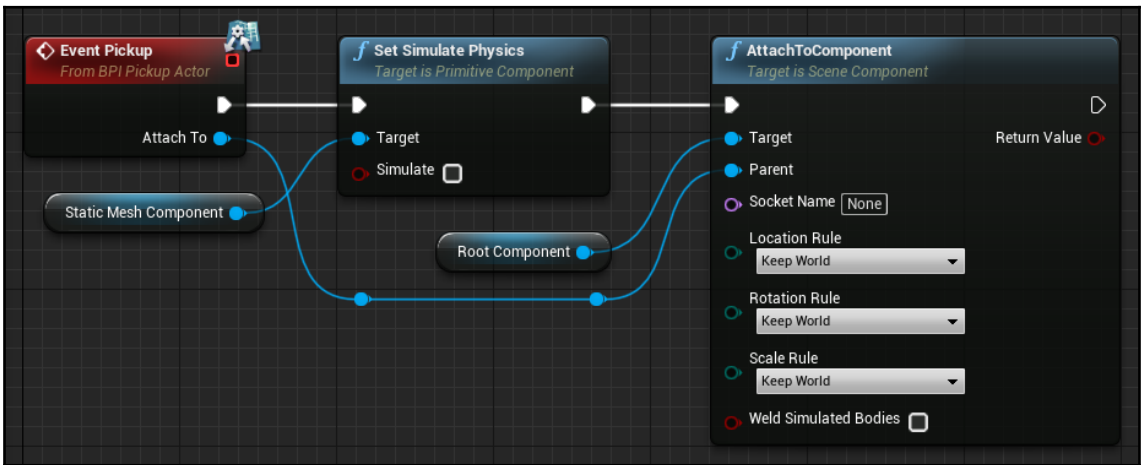
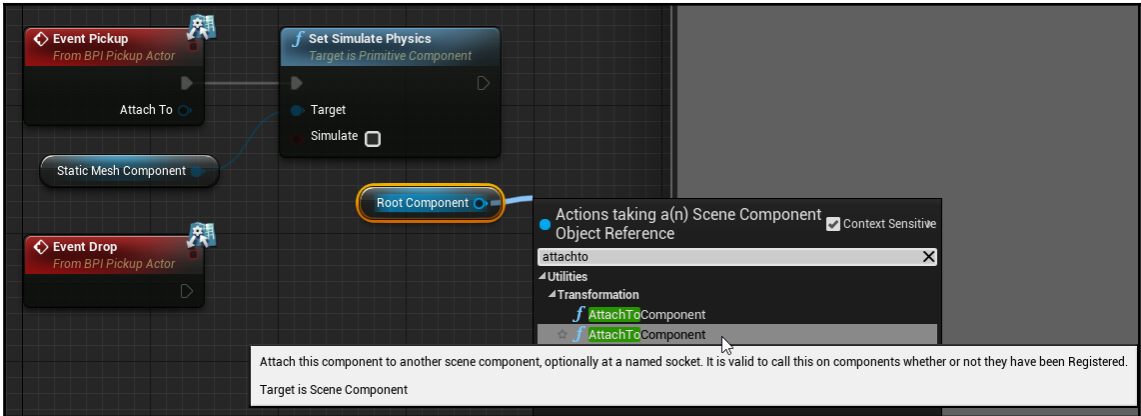
Create Advanced Asset

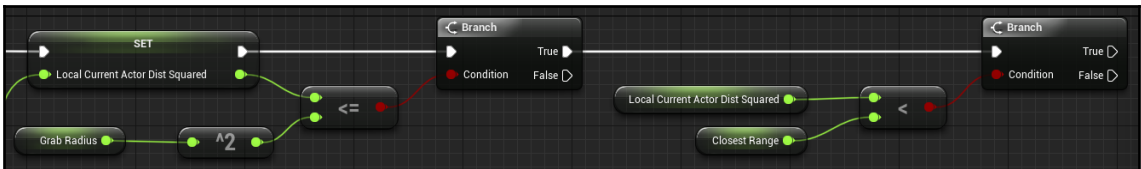
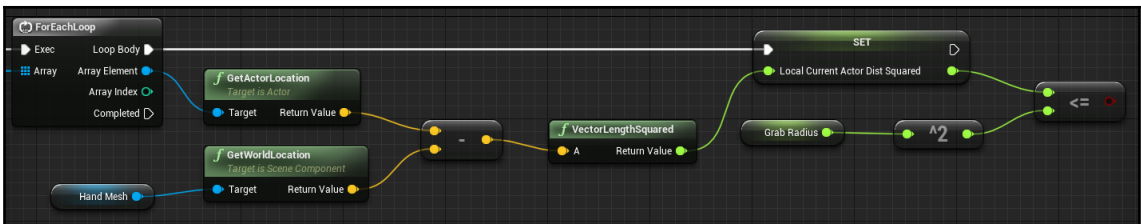
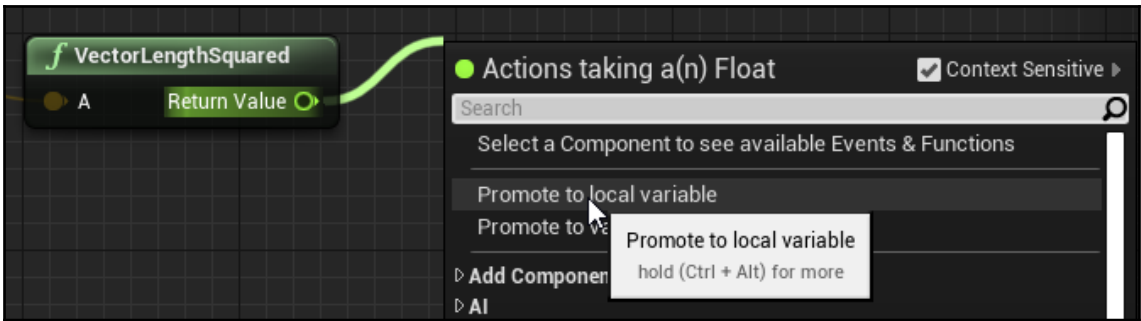
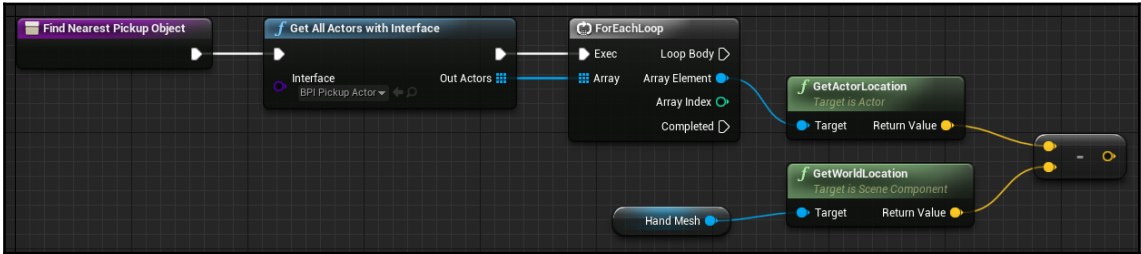
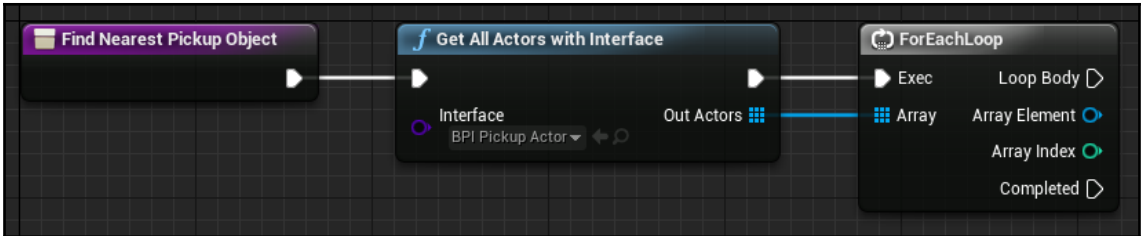
- Animation
- Artificial Intelligence
- Blendables
- Blueprints**
 - Blueprint Class
 - Blueprint Function Library
 - Blueprint Interface**
 - Blueprint Macro Library
 - Enumeration
 - Structure
- Materials & Textures
- Media
- Miscellaneous
- Paper2D
- Physics
- Sounds
- User Interface

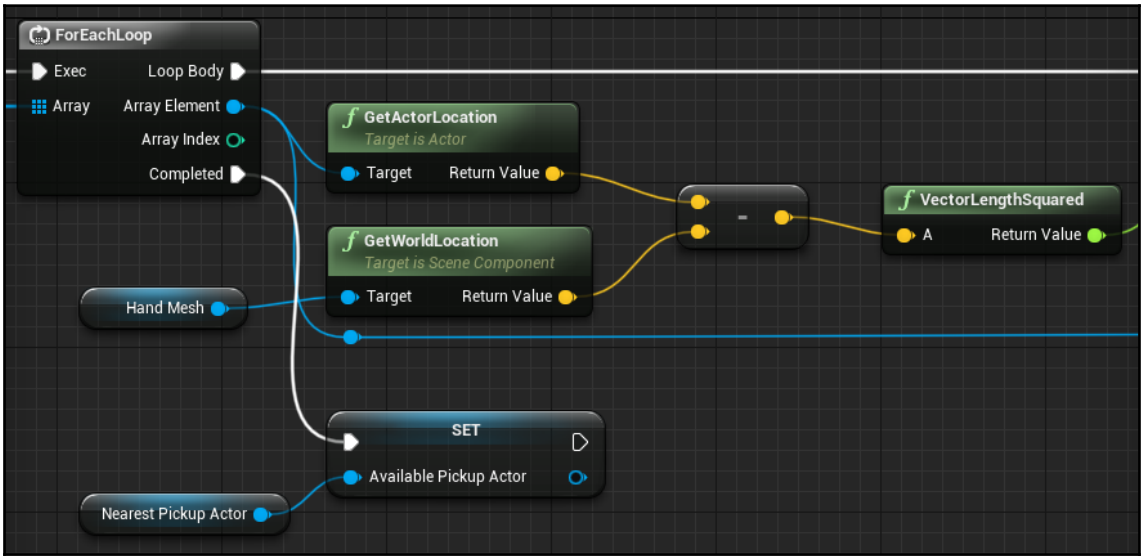
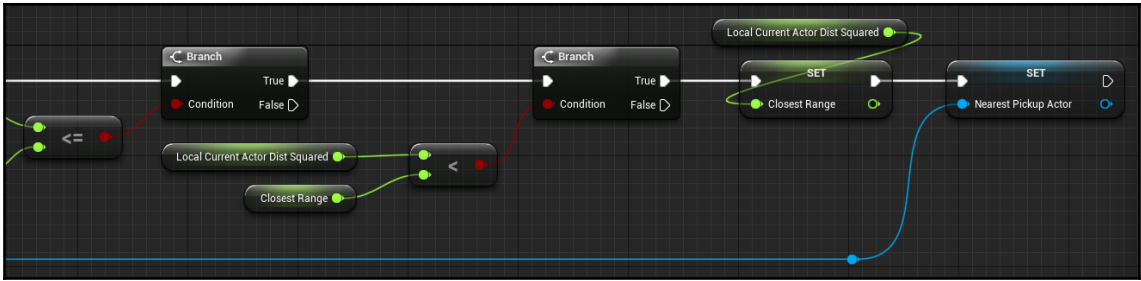
A Blueprint Interface is a collection of one or more functions - name only, no implementation - that can be added to other Blueprints. These other Blueprints are then expected to implement the functions of the Blueprint Interface in a unique manner.

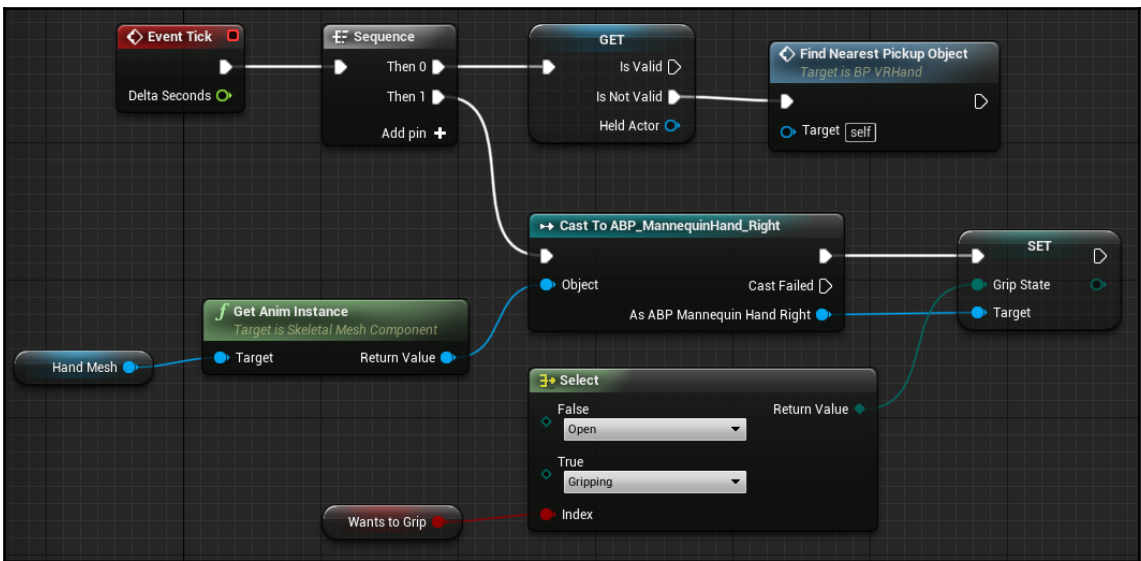
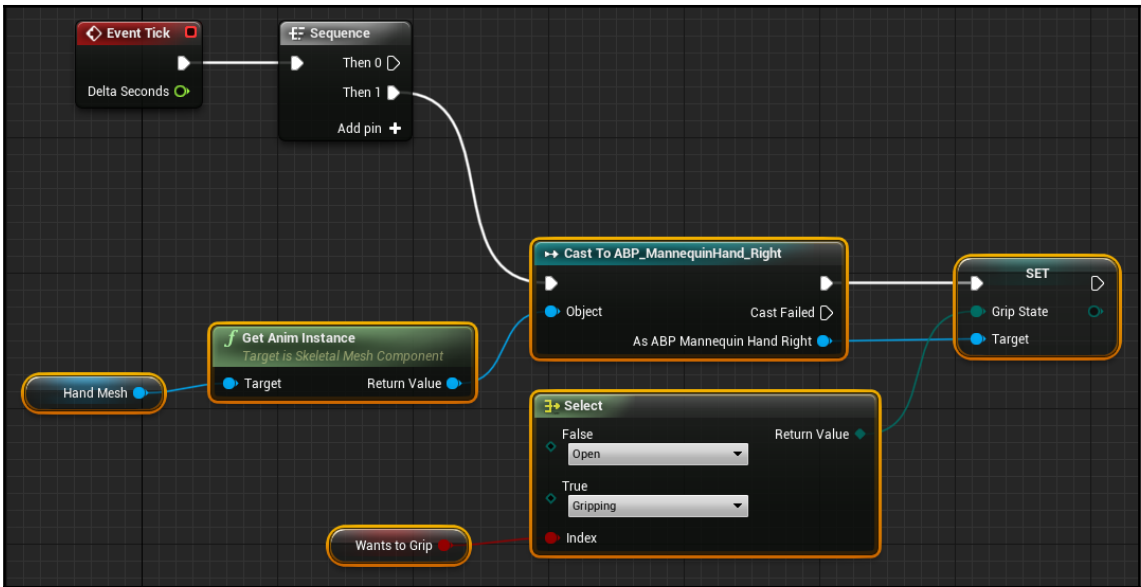
hold (Ctrl + Alt) for more

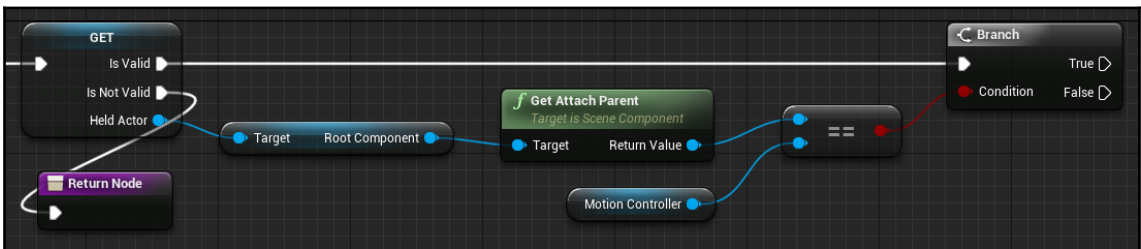
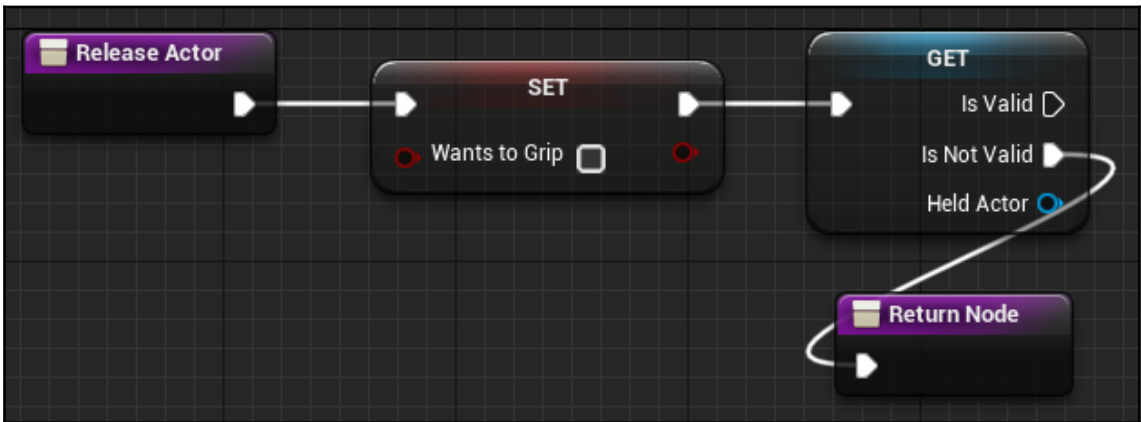
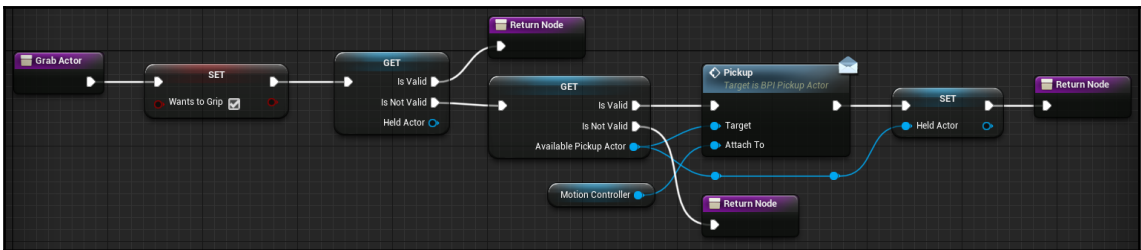


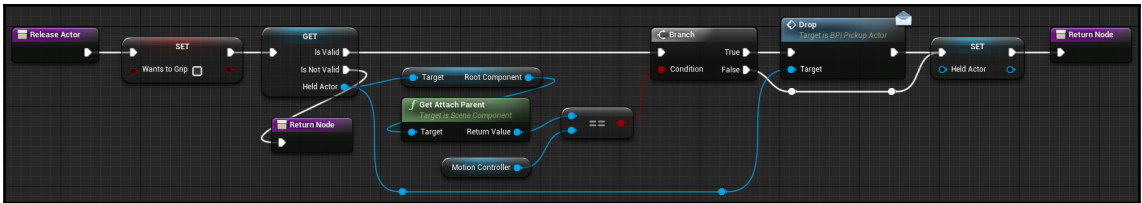
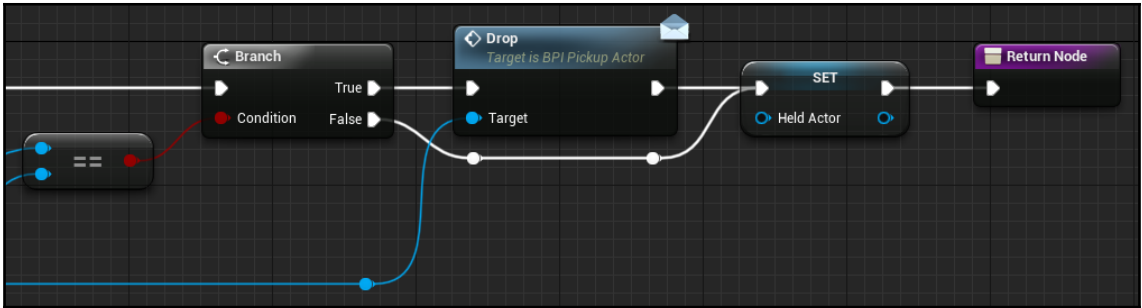


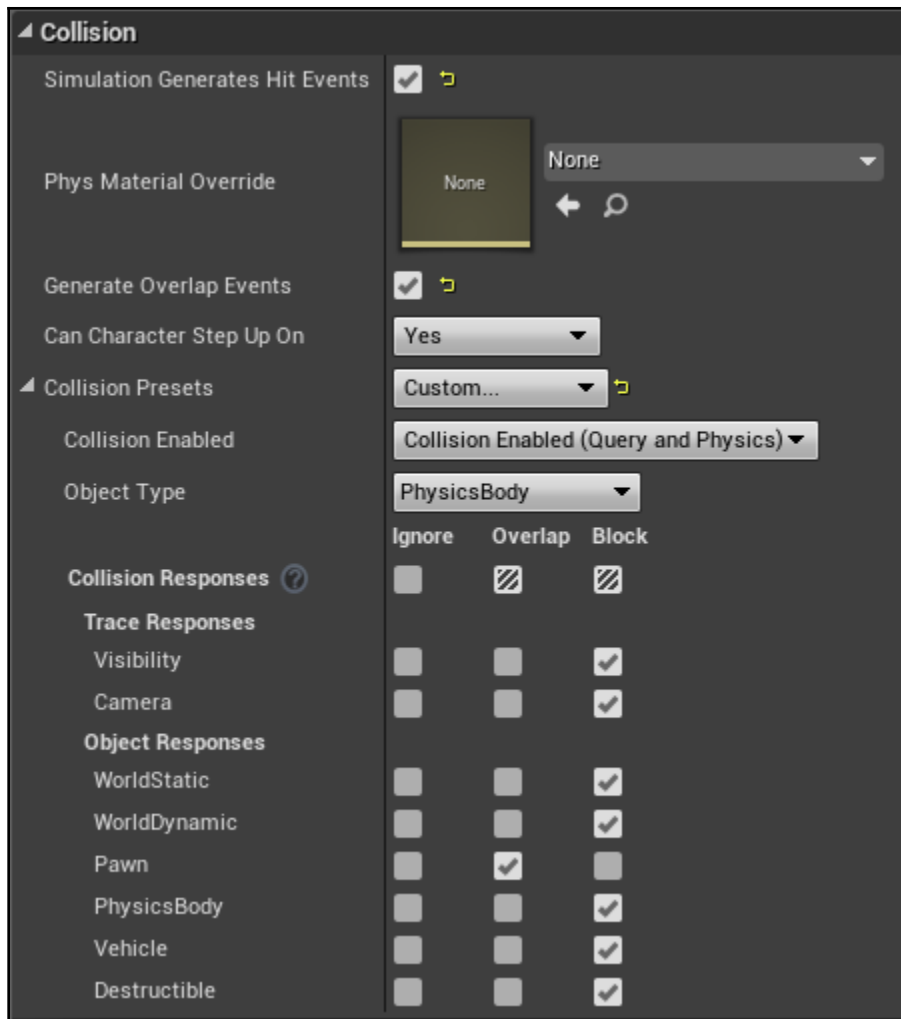


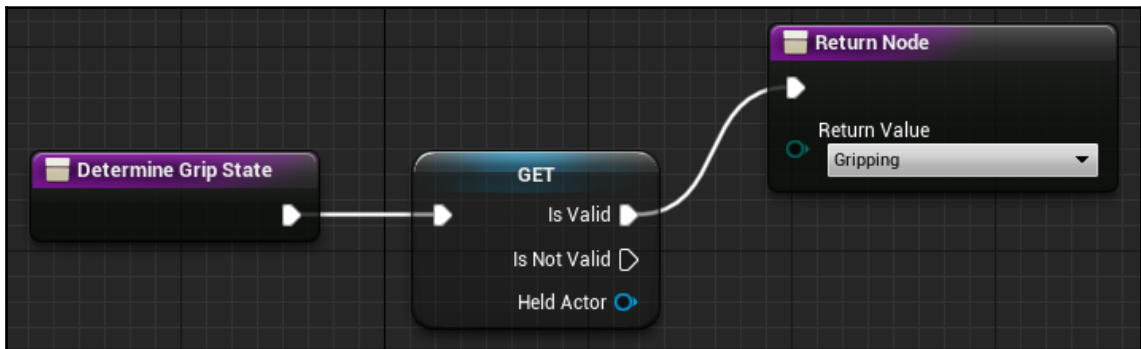
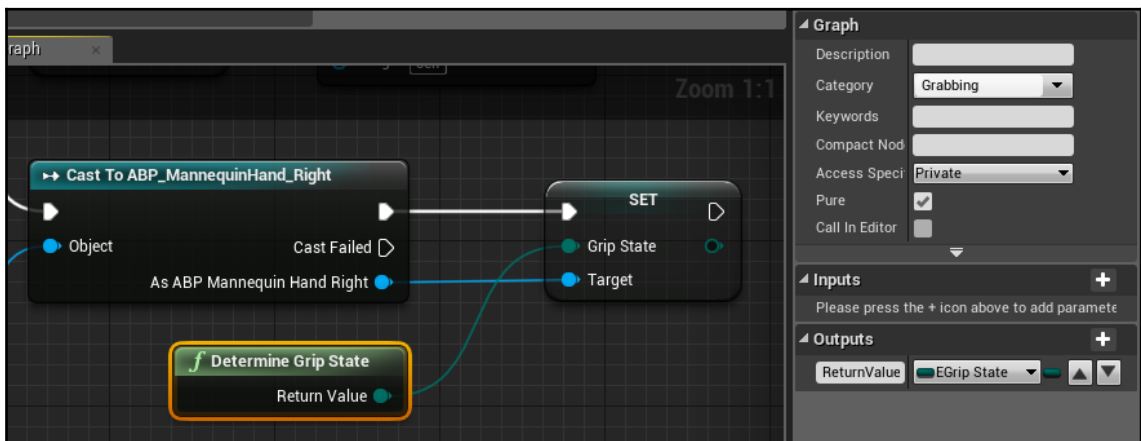
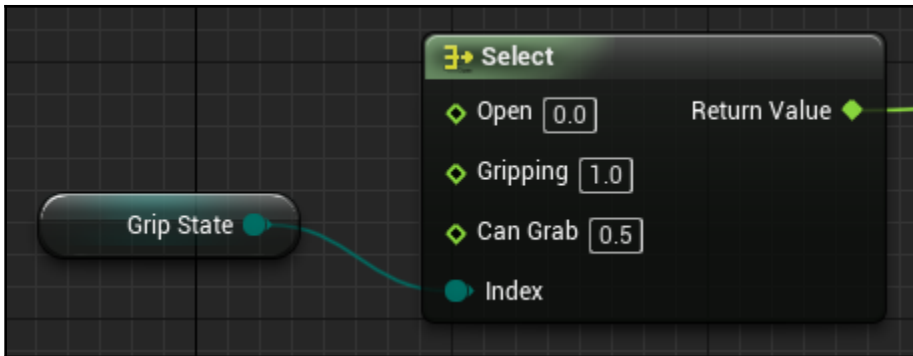


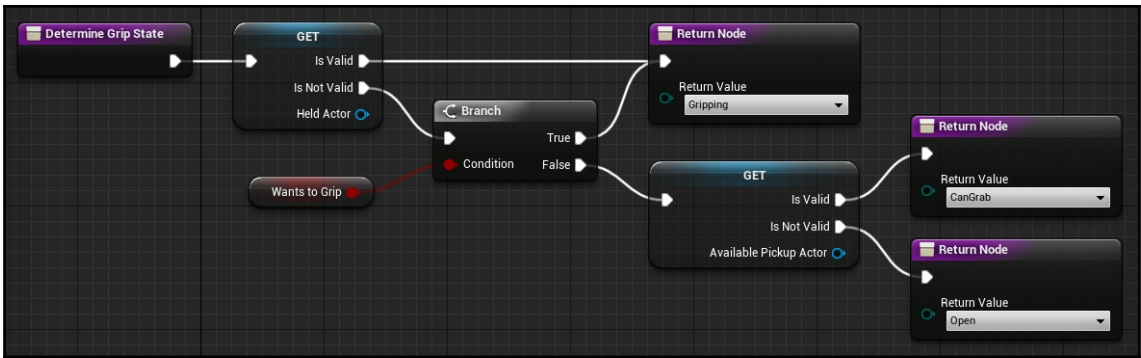


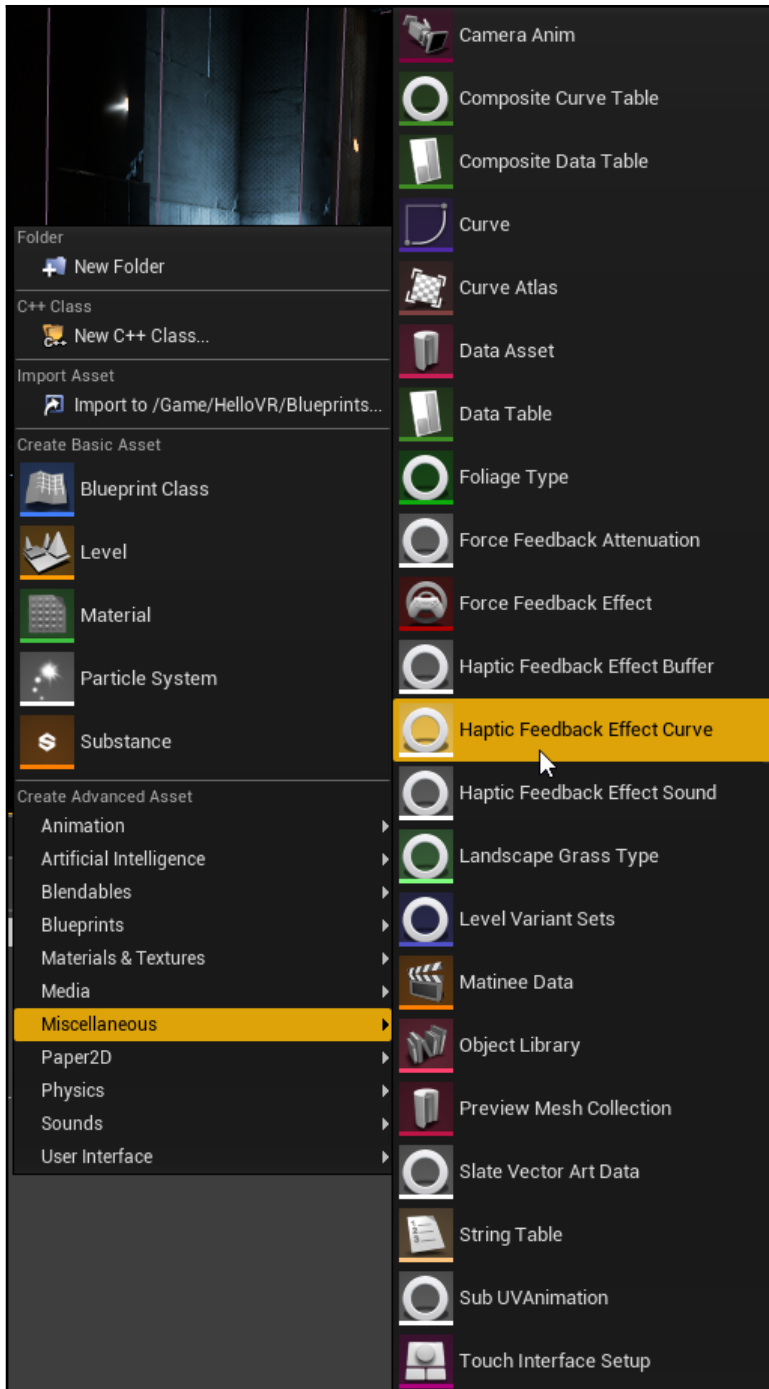


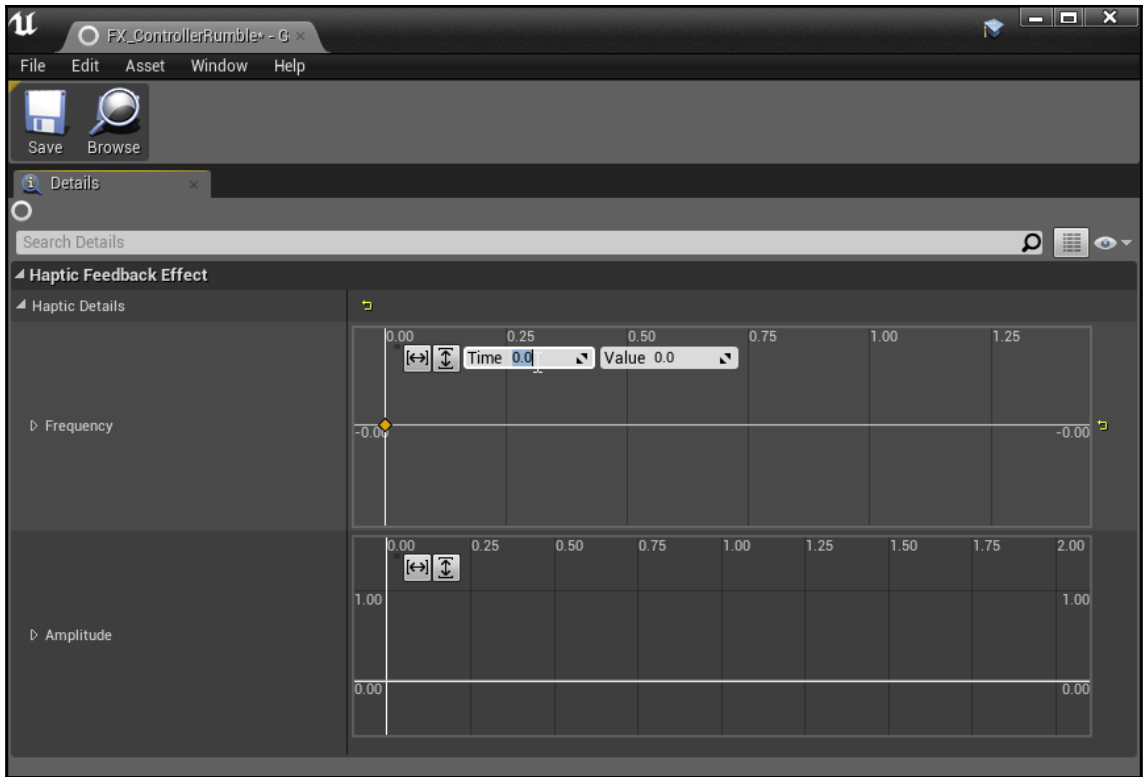


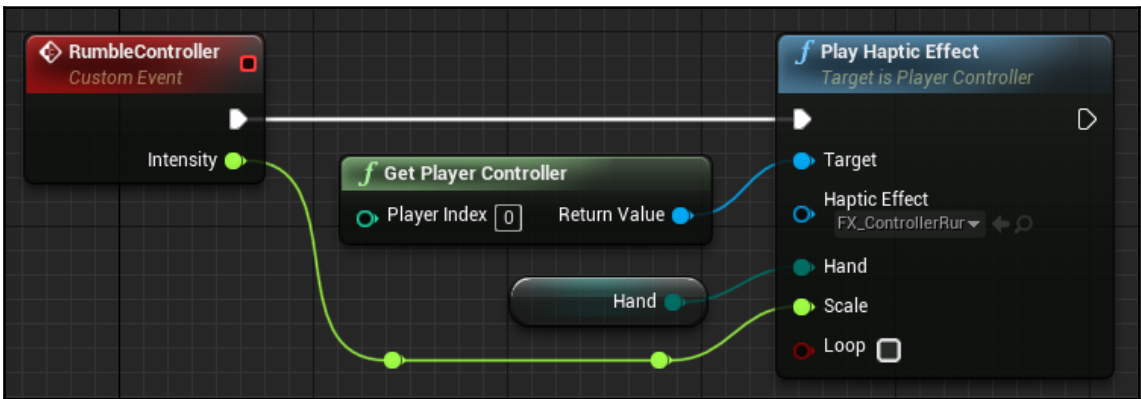
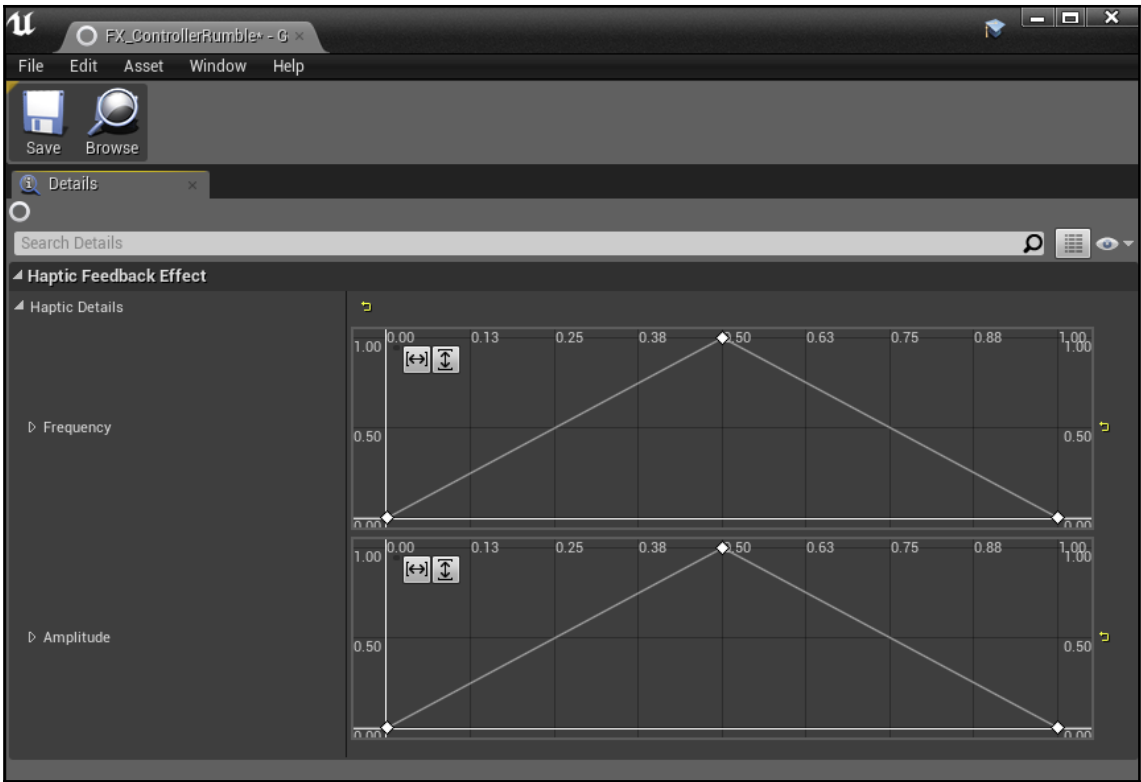


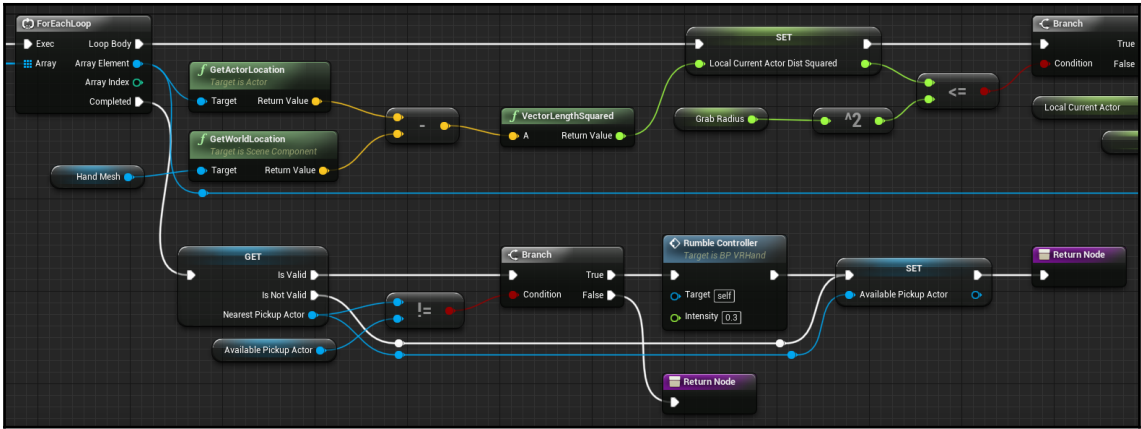




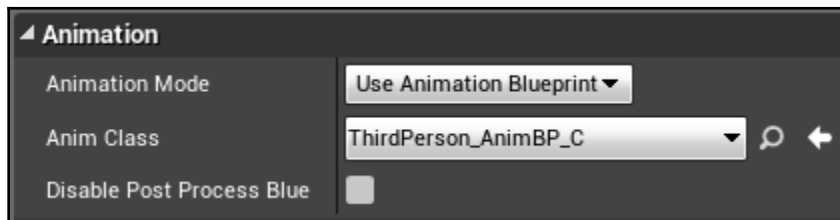
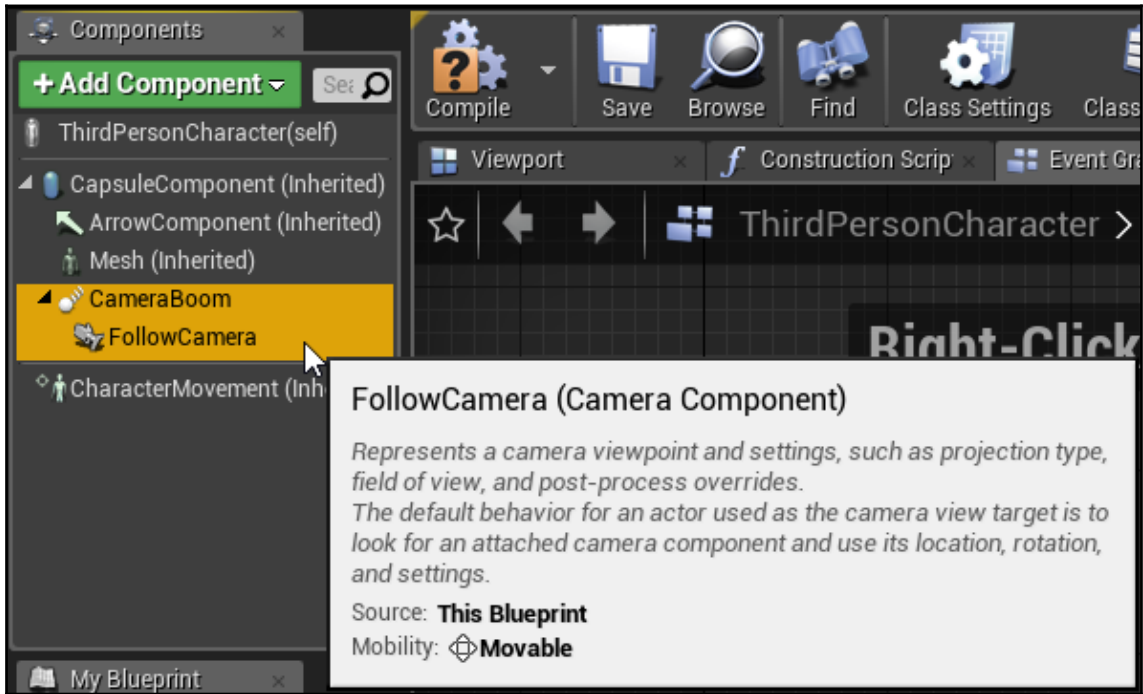


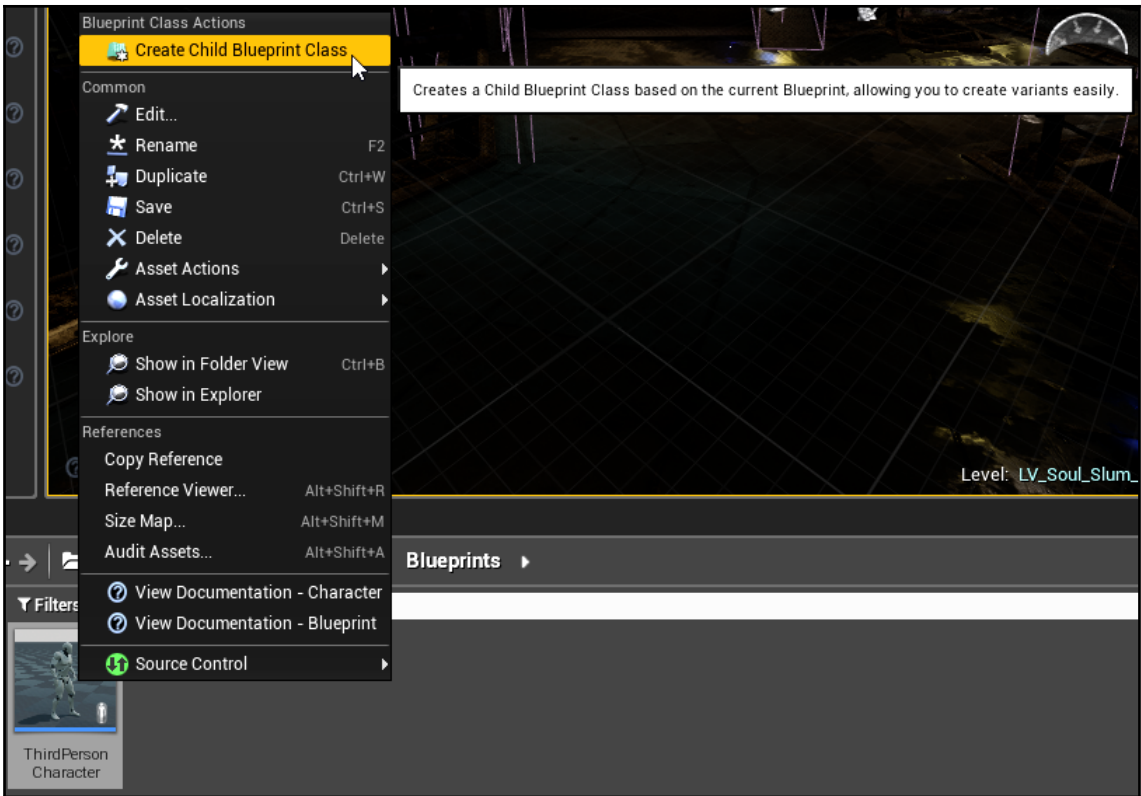




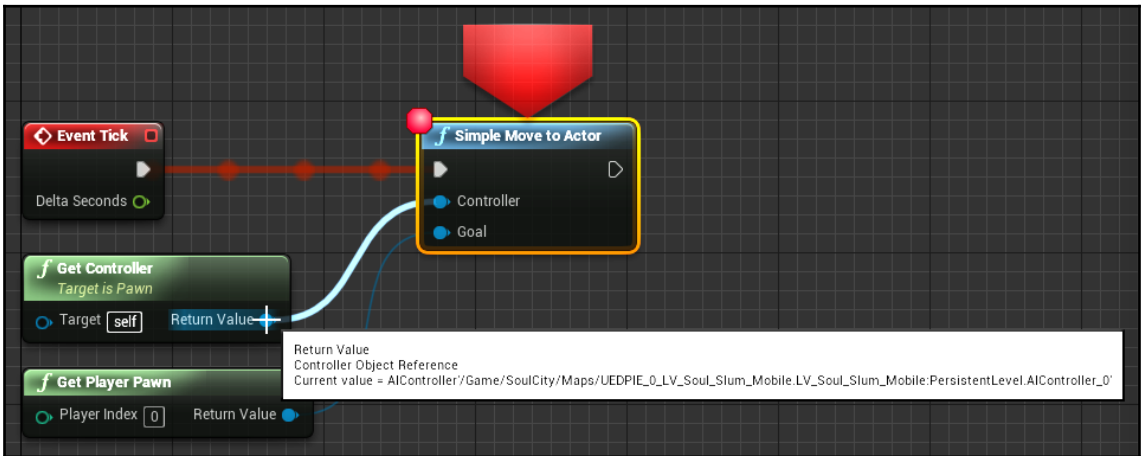
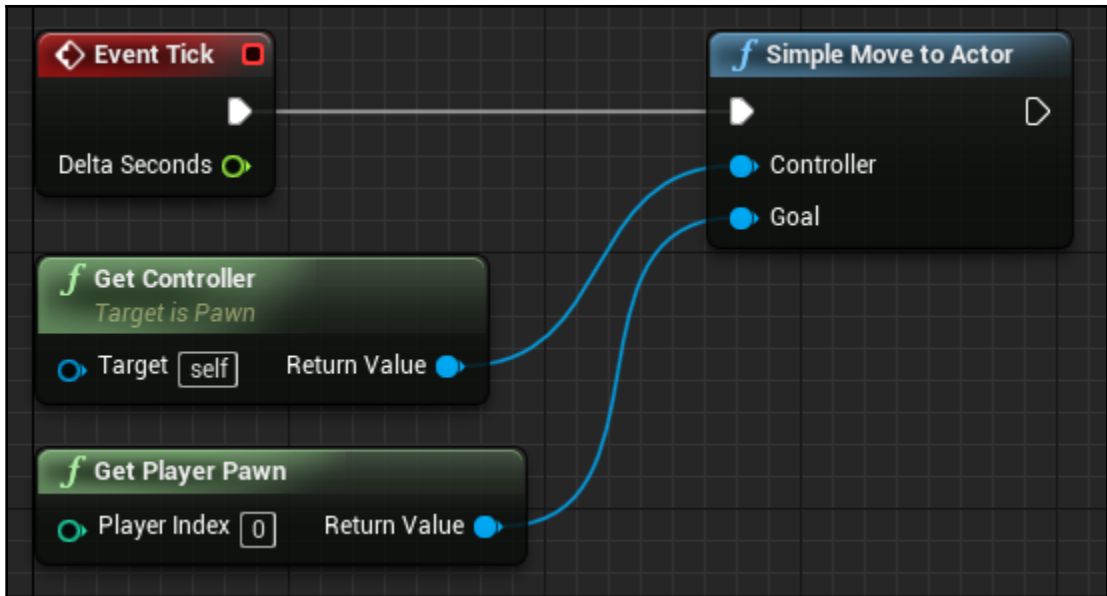


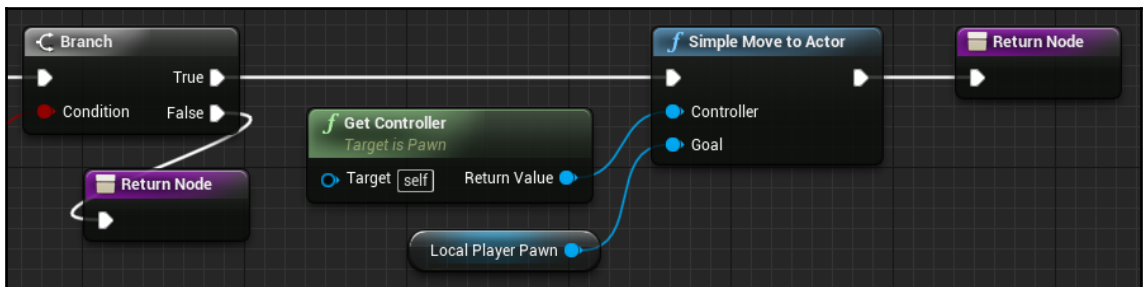
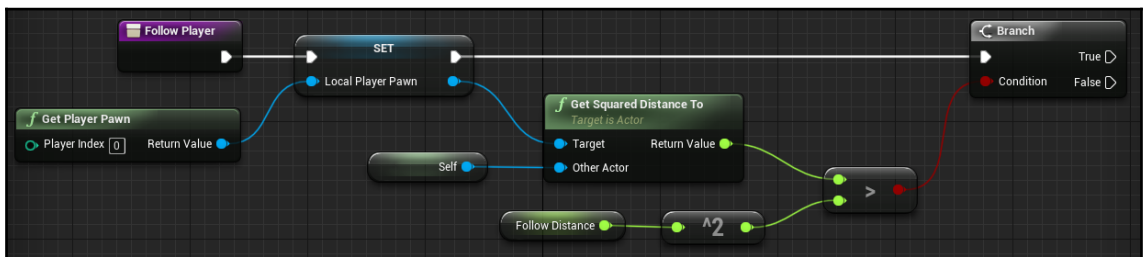
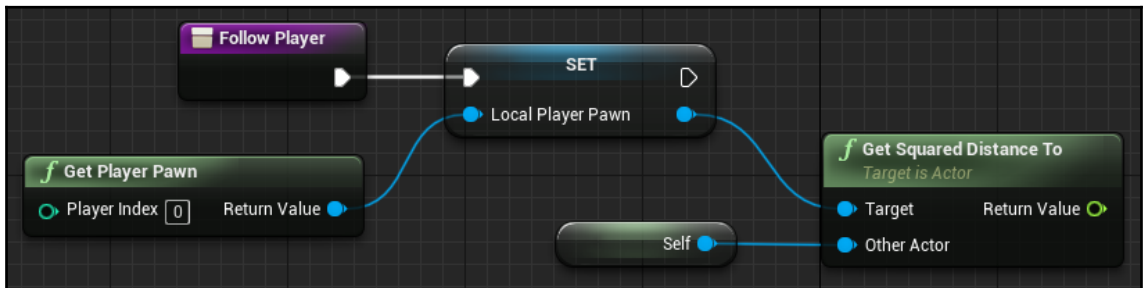
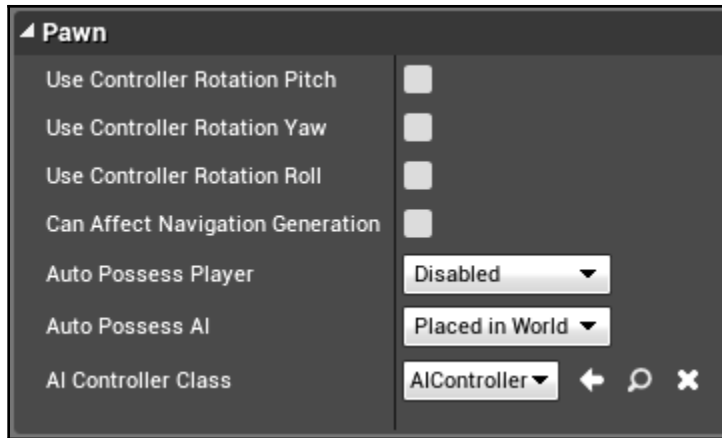
Chapter 7: Creating User Interfaces in VR

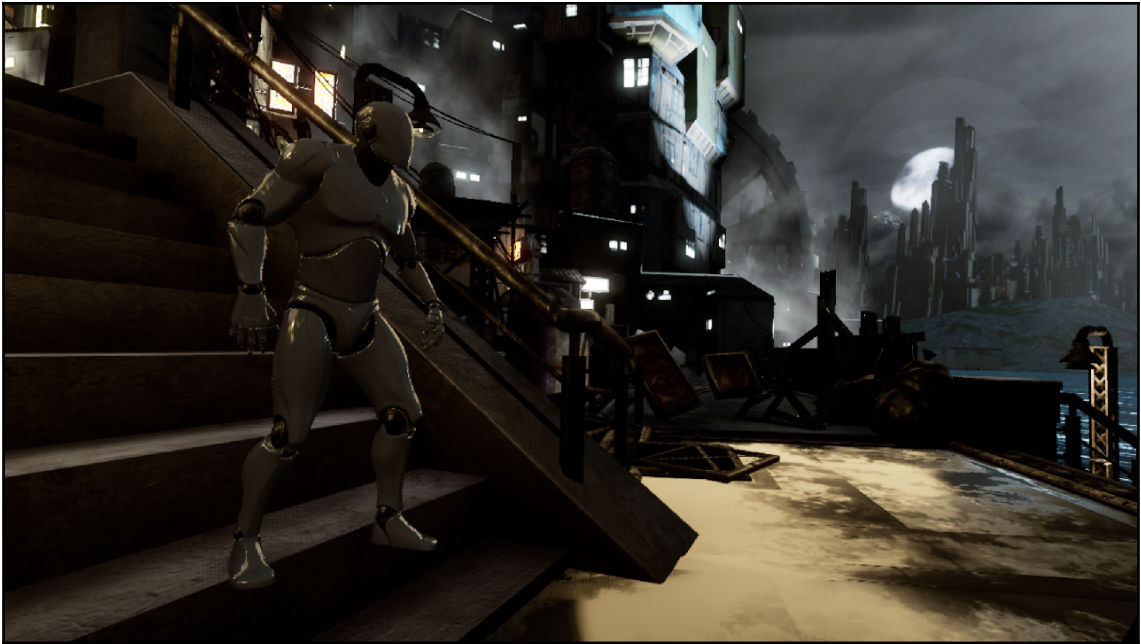










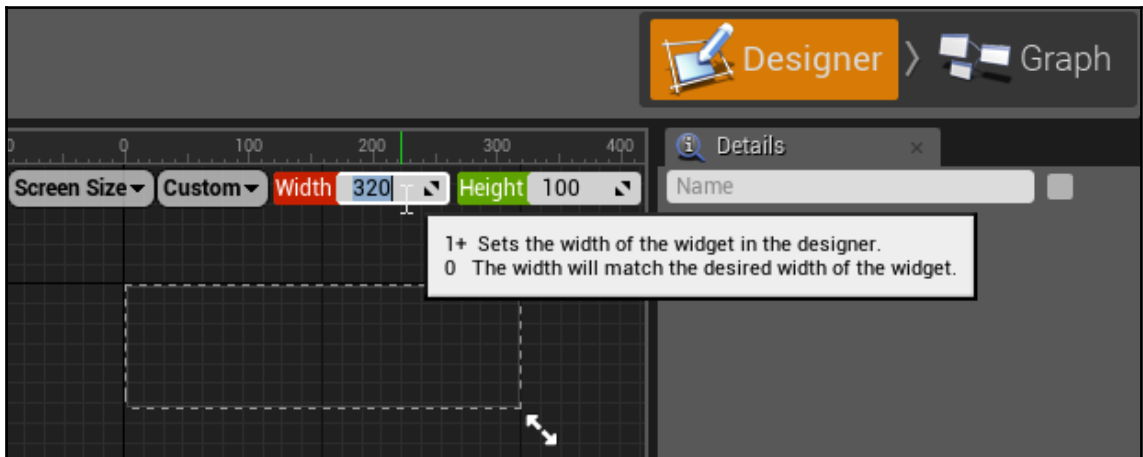
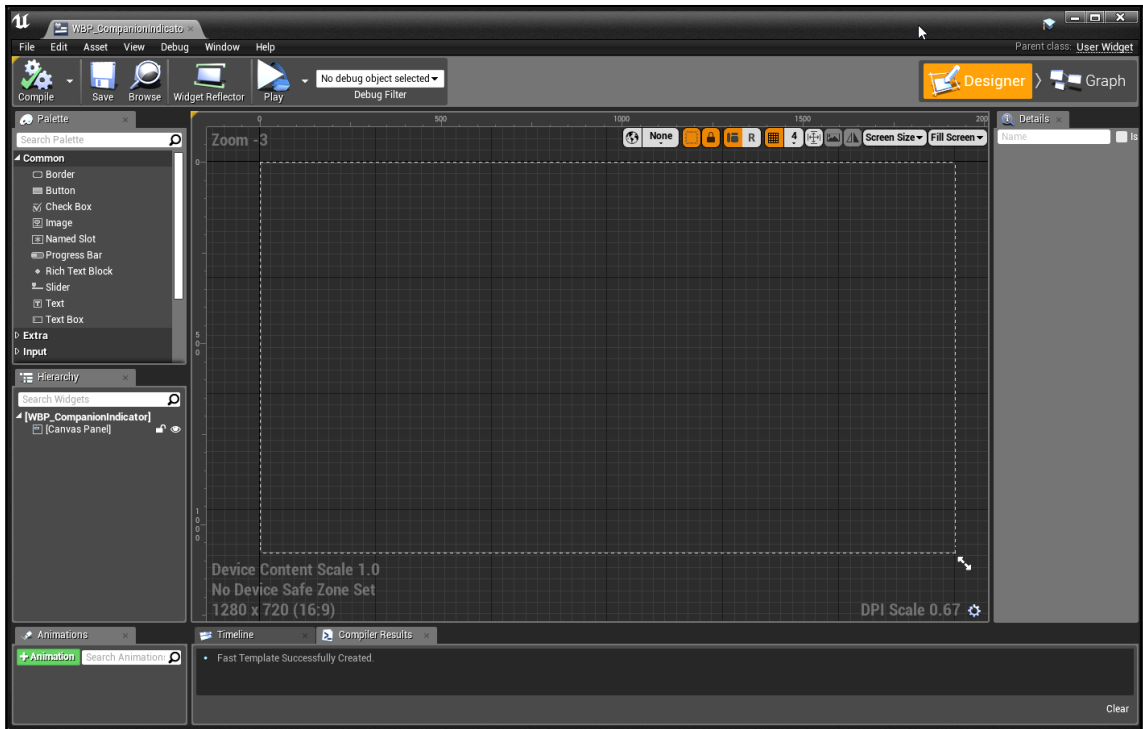


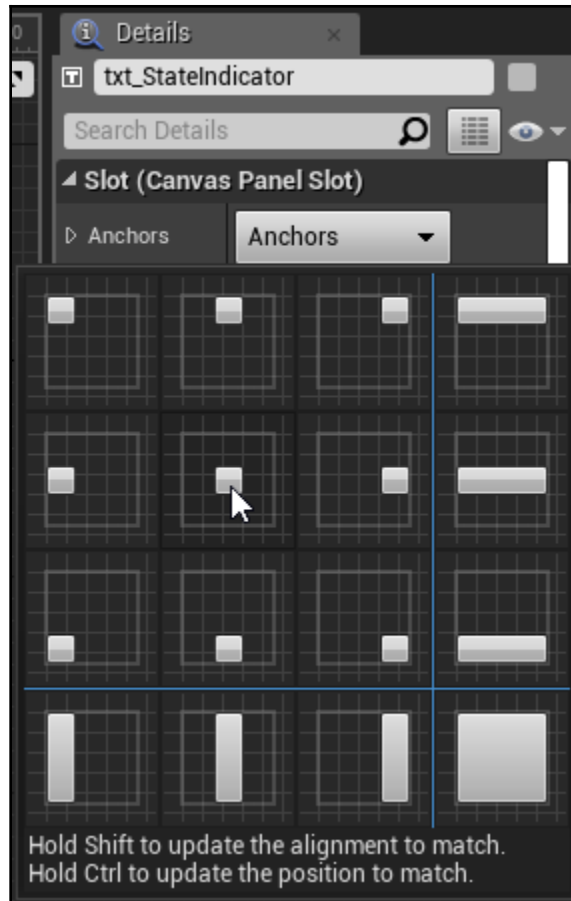
Sounds

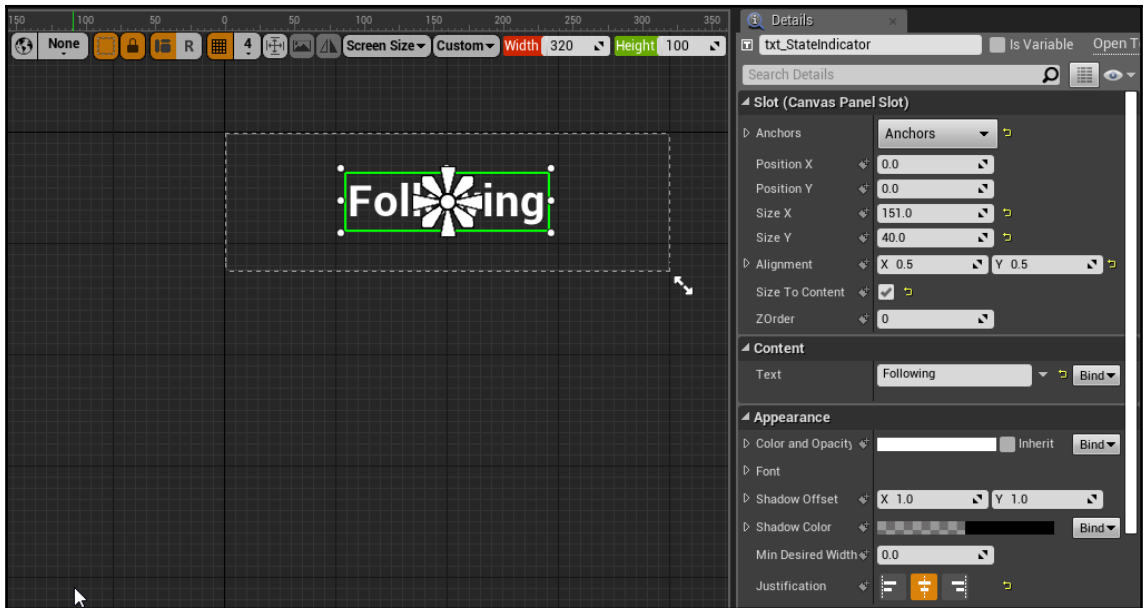
User Interface

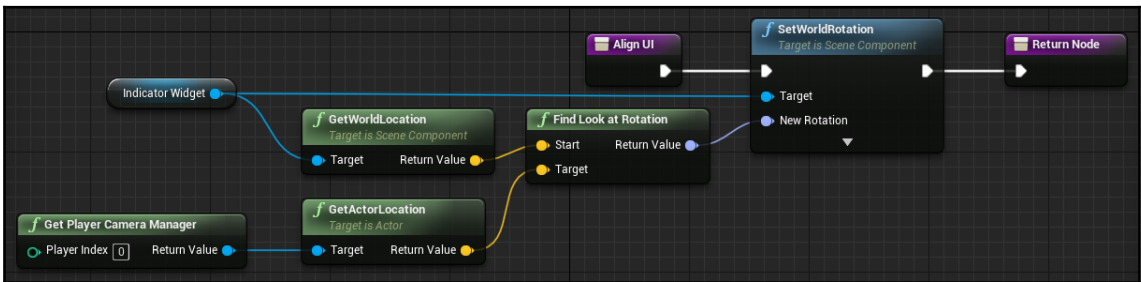
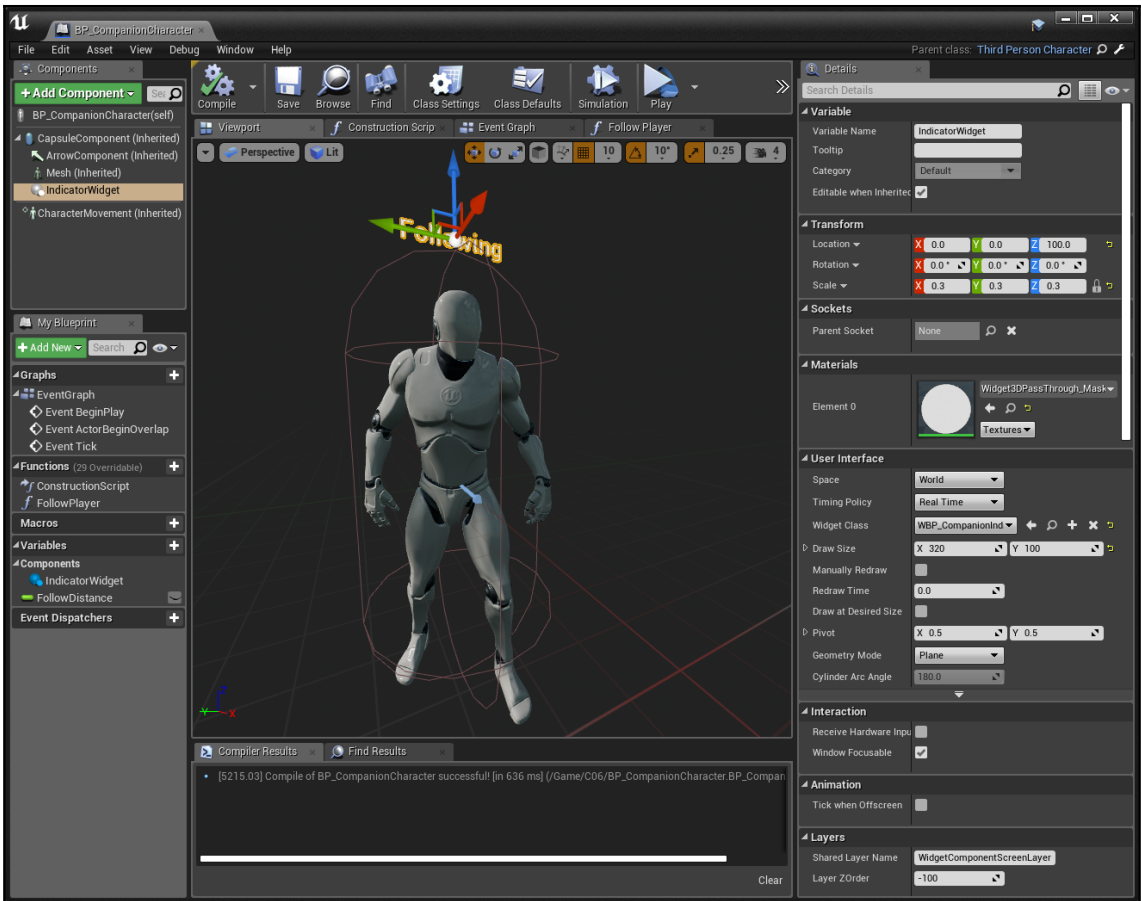
- Font
- Slate Brush
- Slate Widget Style
- Widget Blueprint**

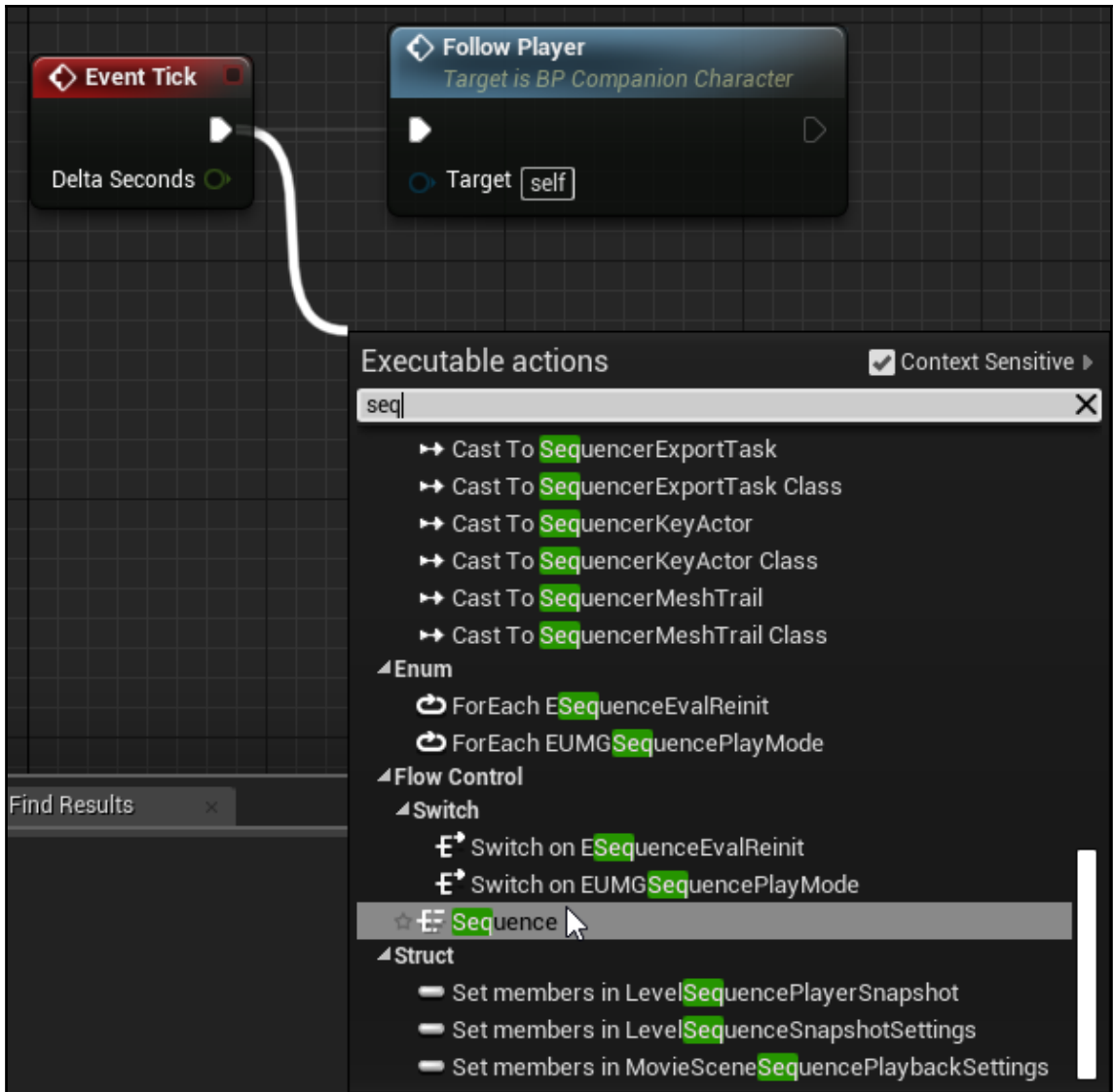
The widget blueprint enables extending UUserWidget the user extensible UWidget.
hold (Ctrl + Alt) for more

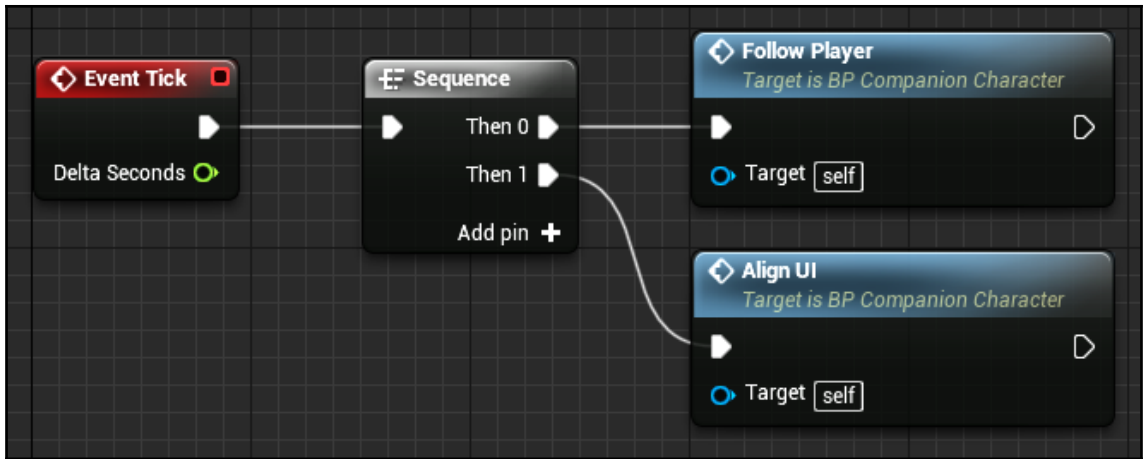






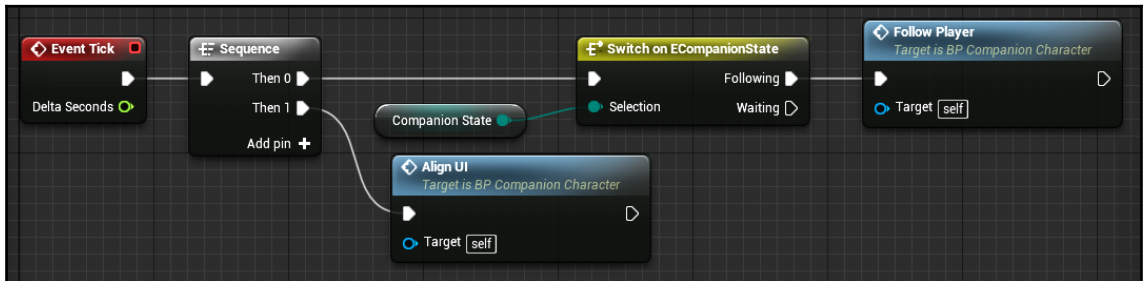


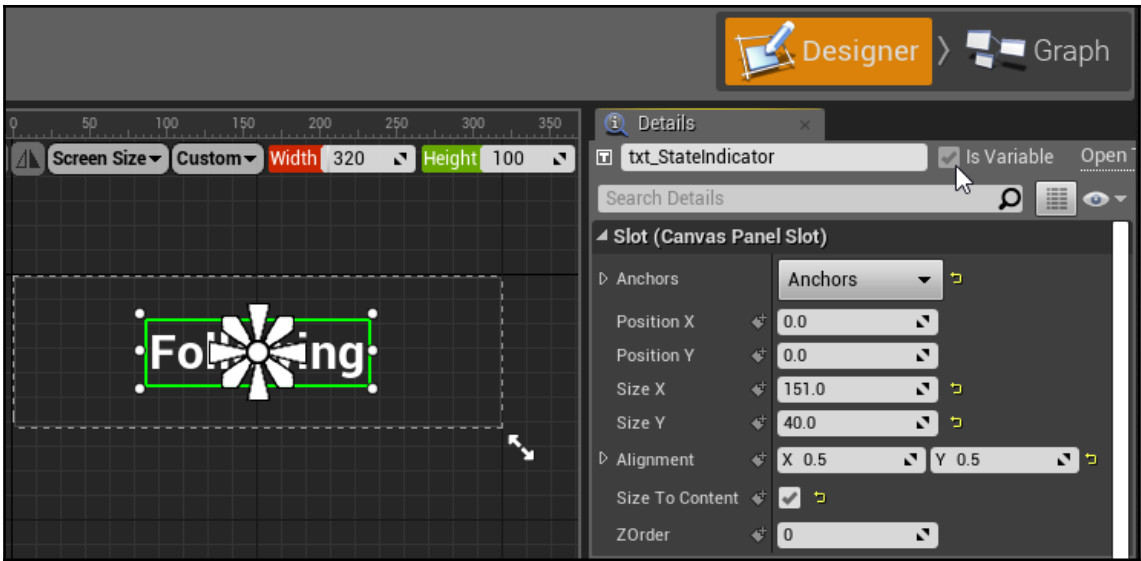


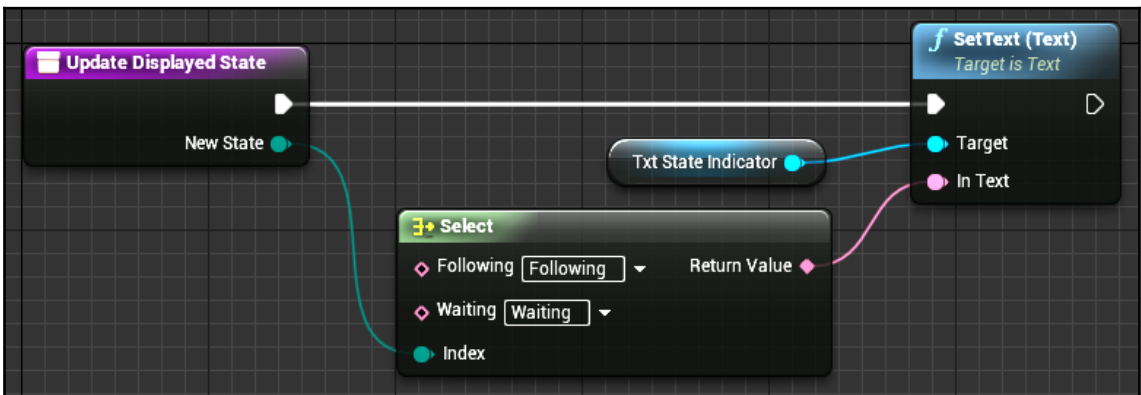
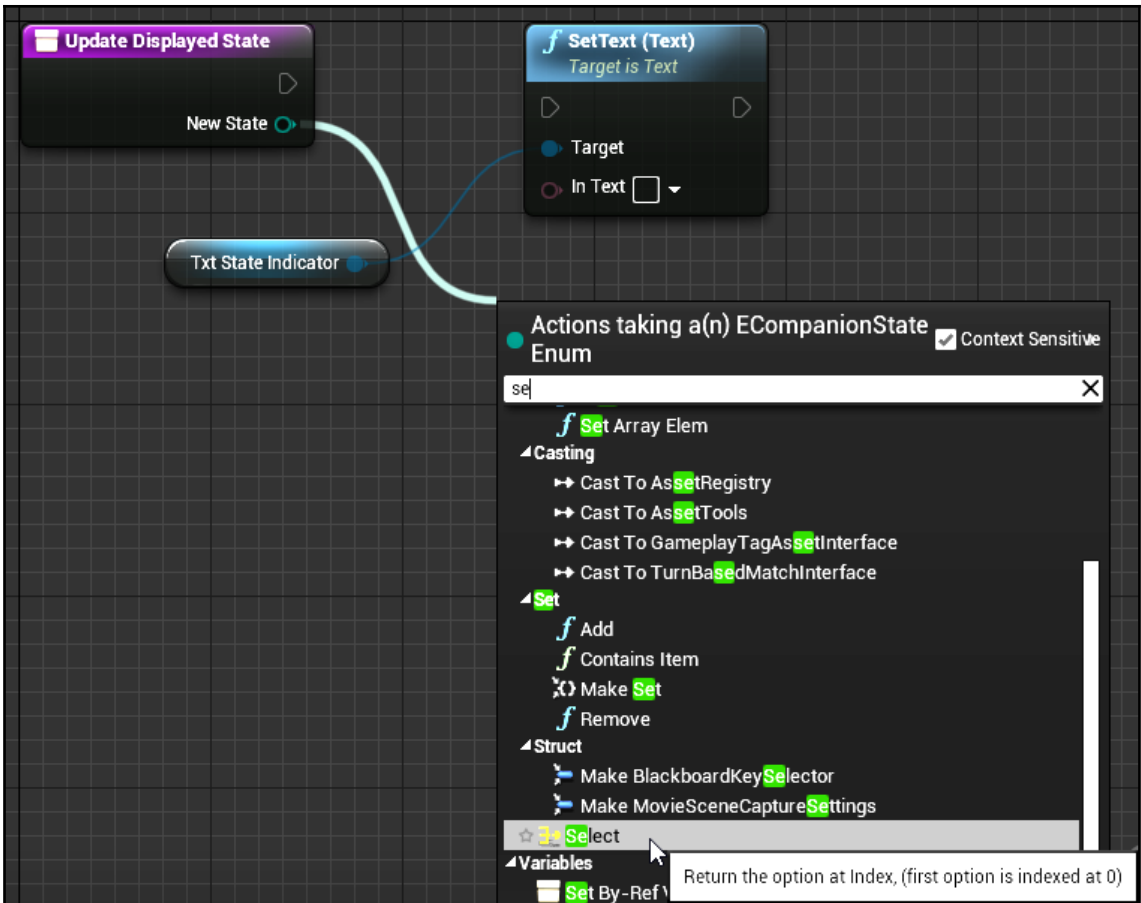


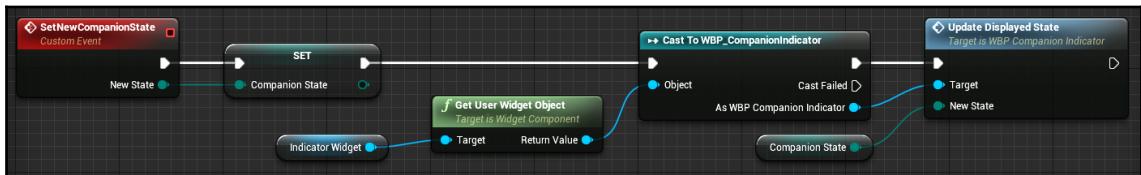
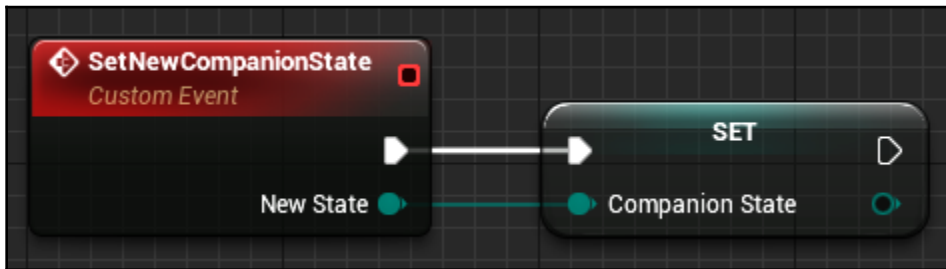
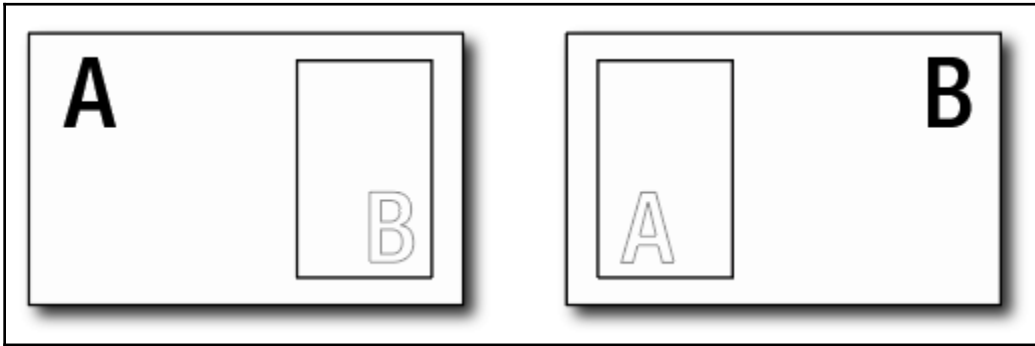
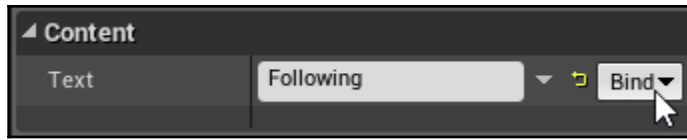
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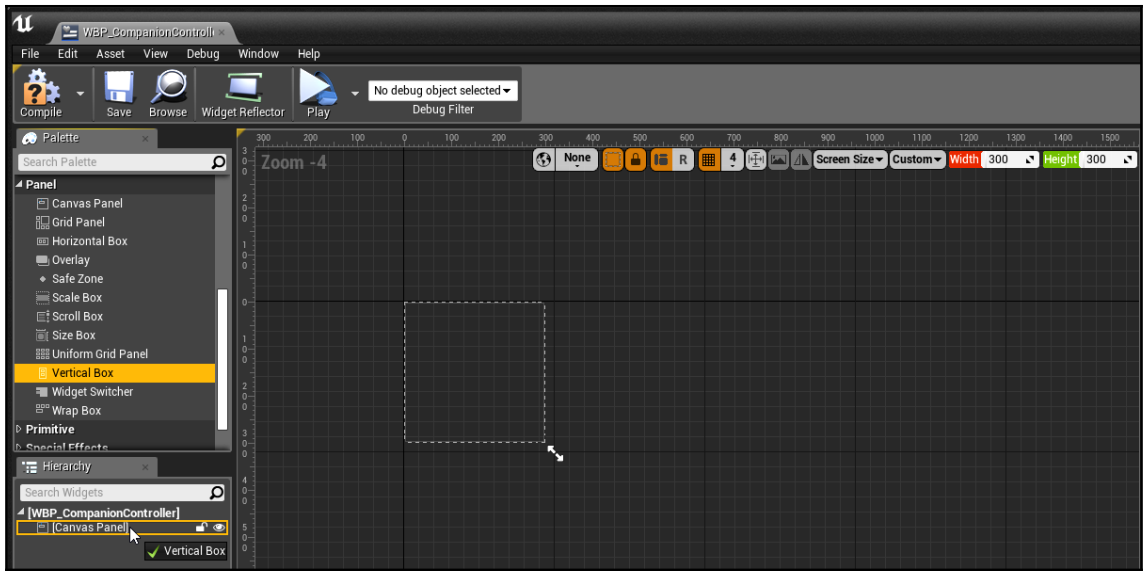


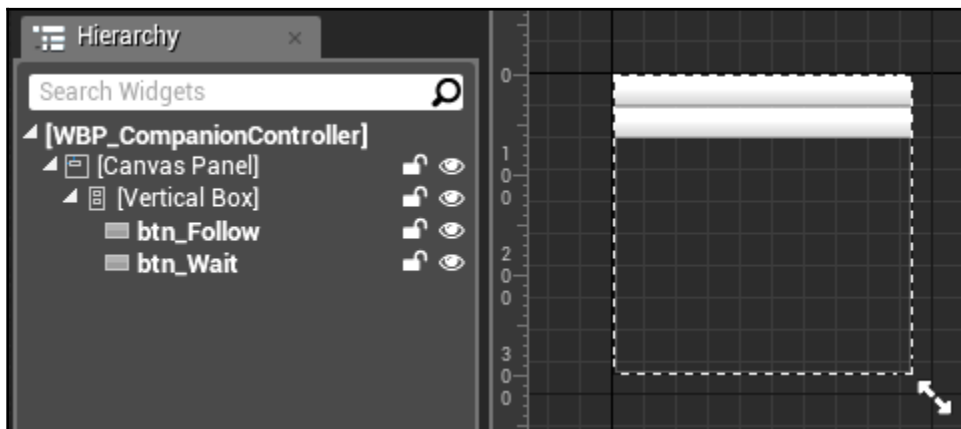
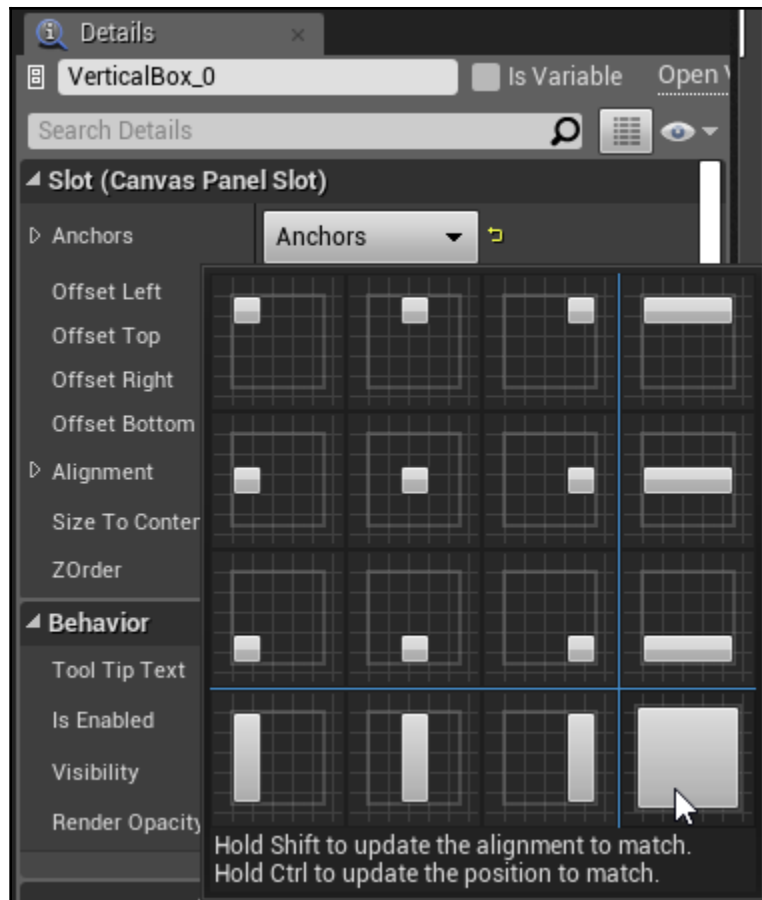


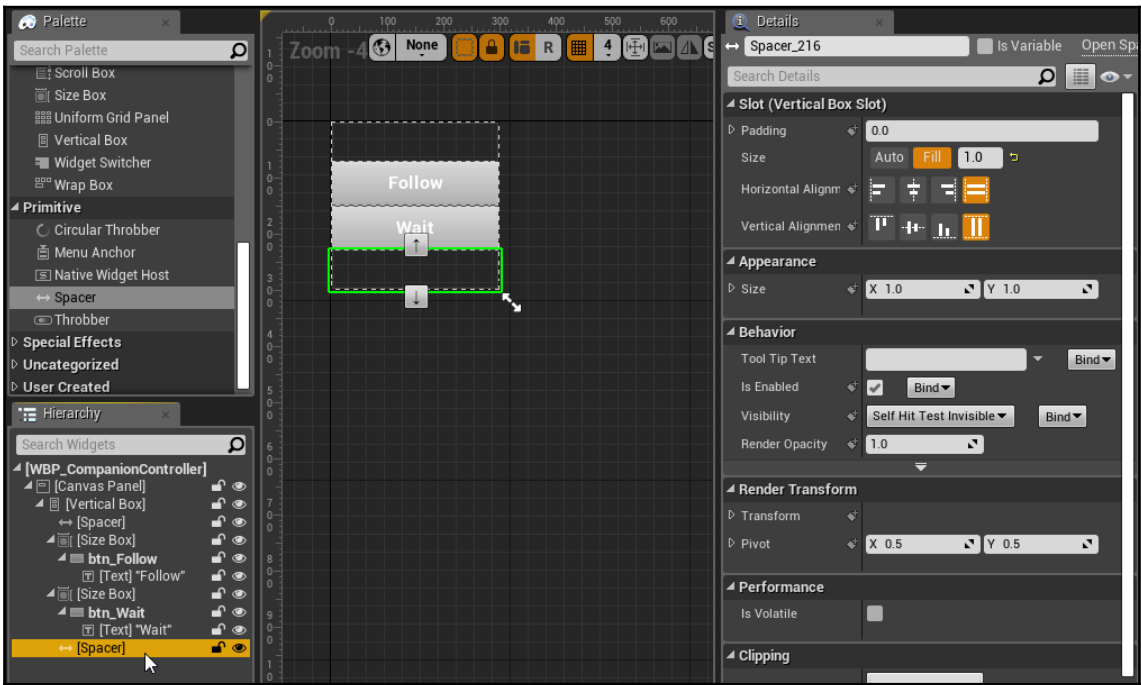
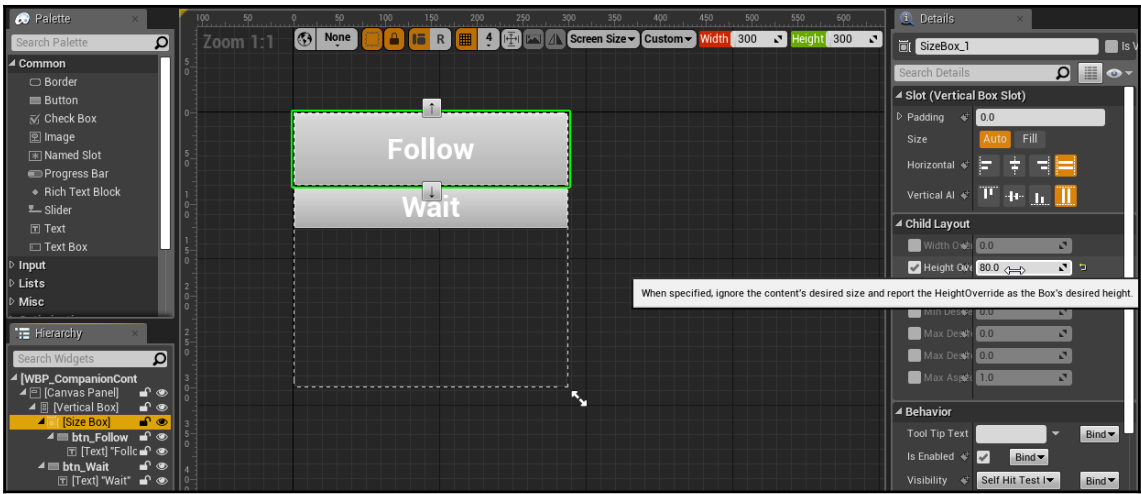


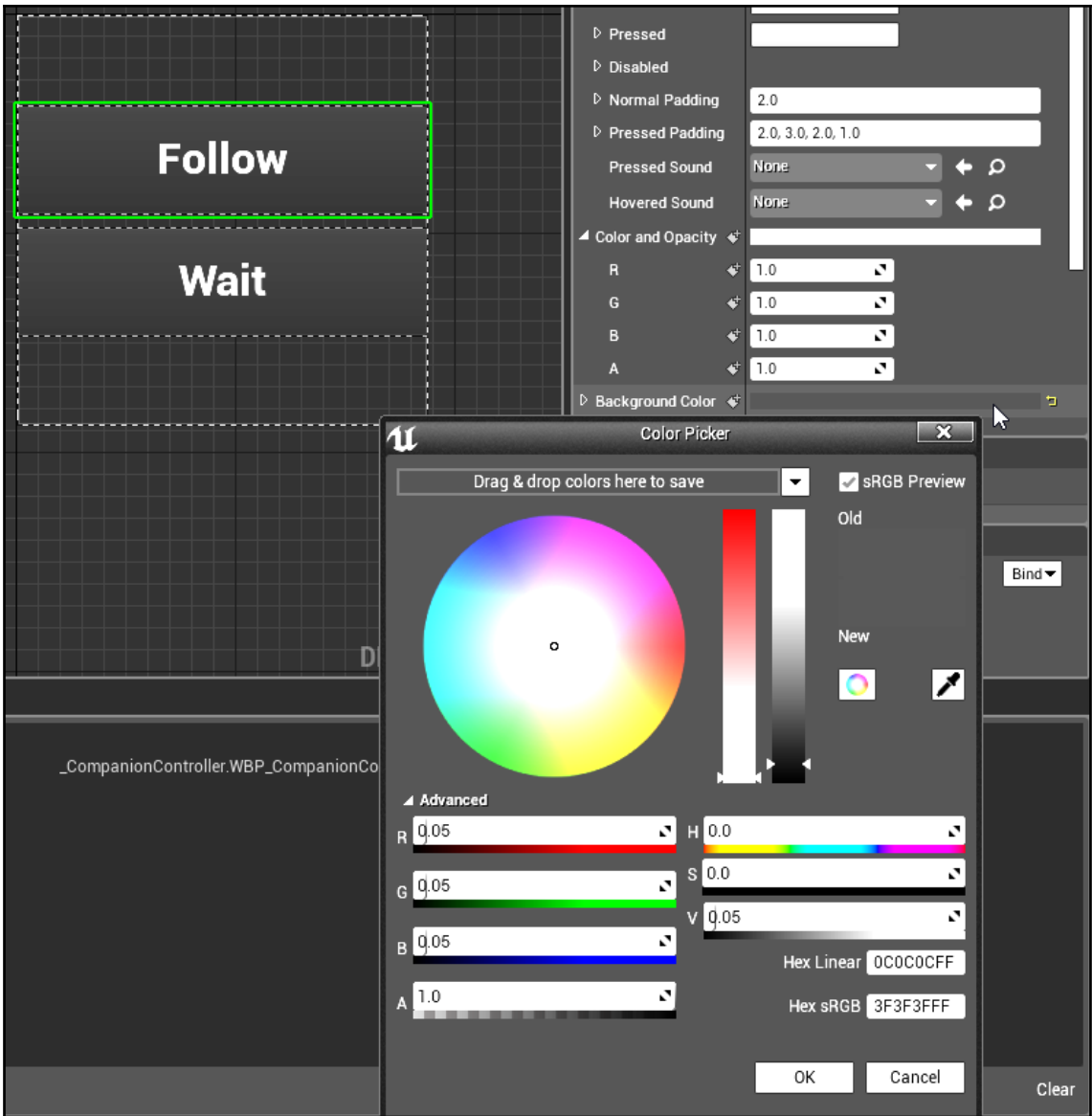


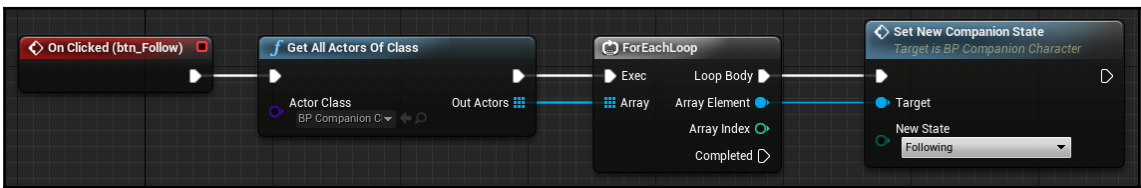
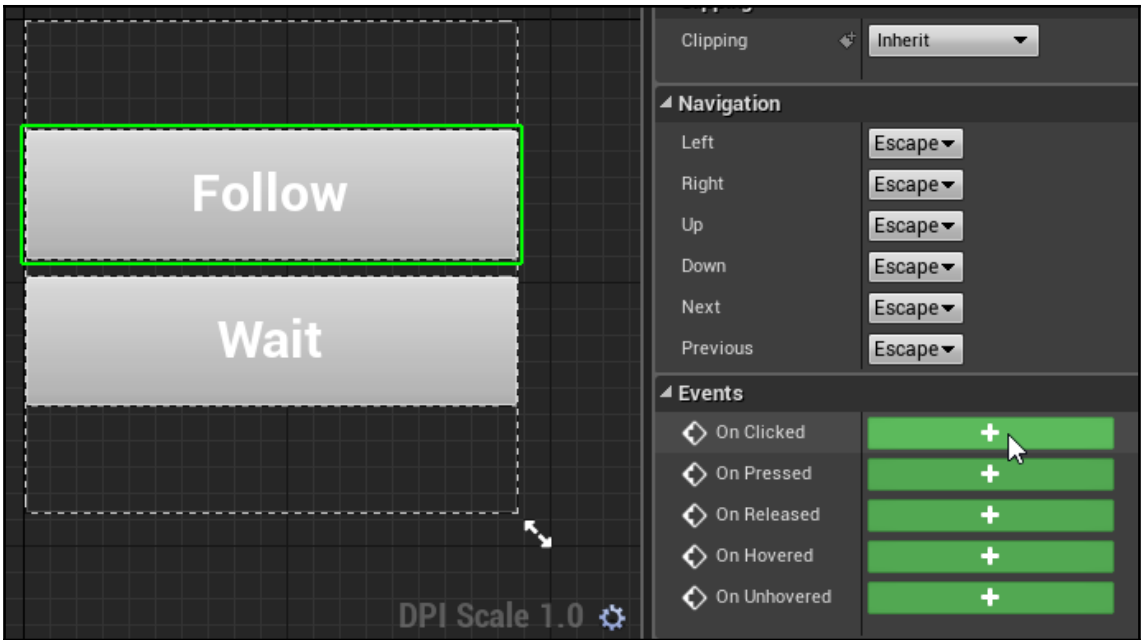


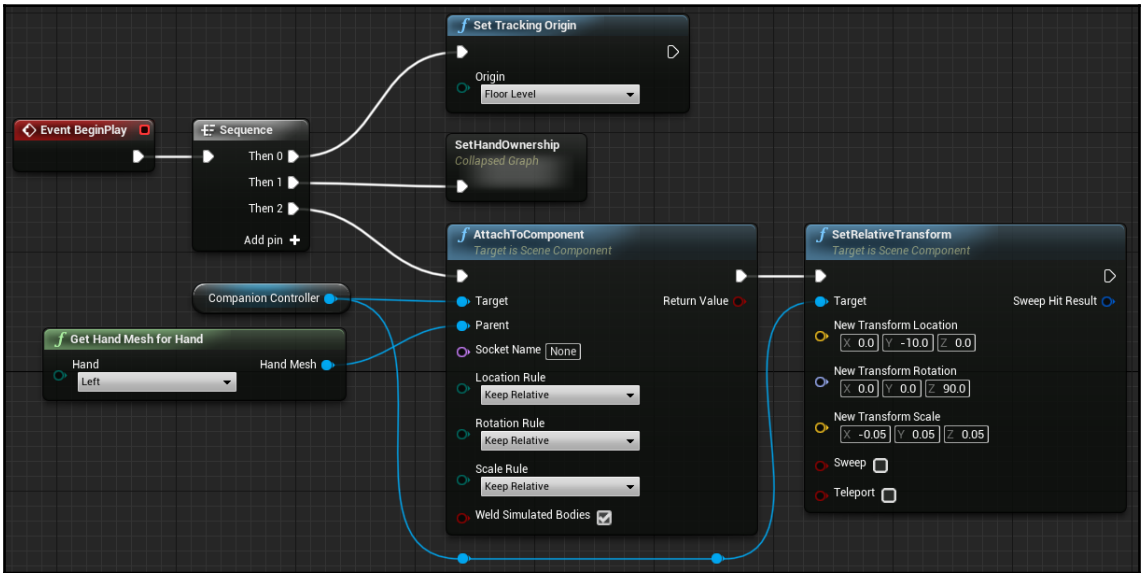
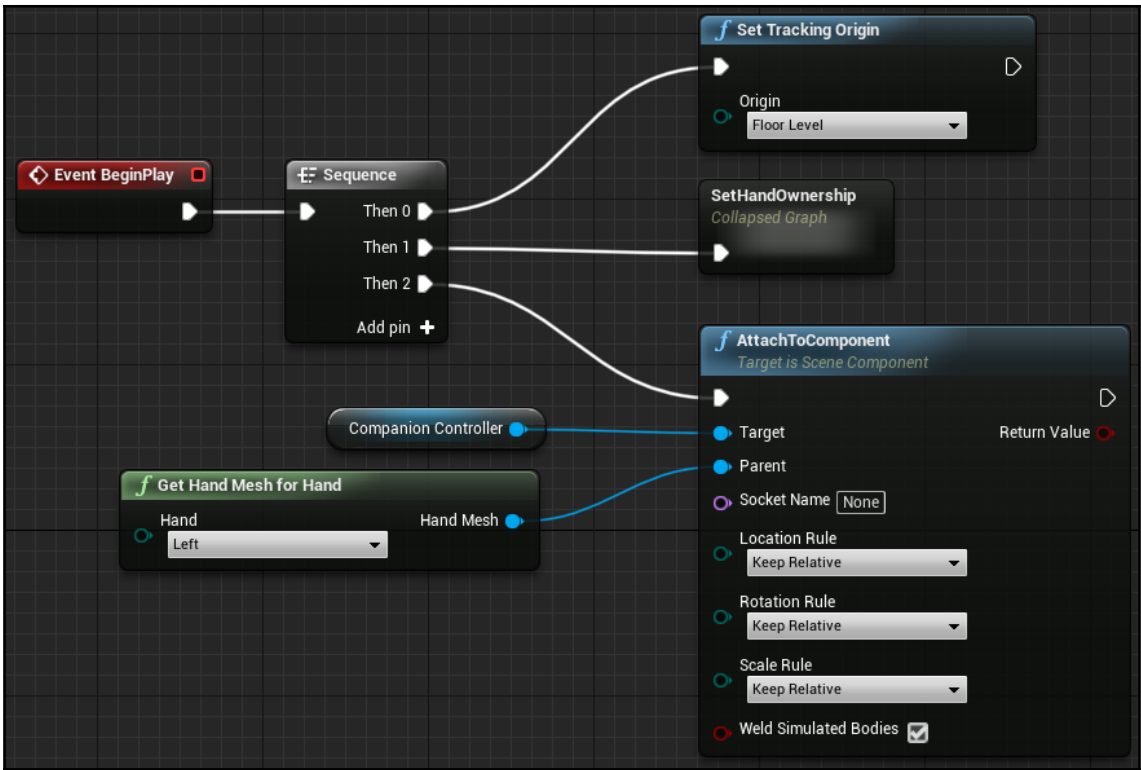


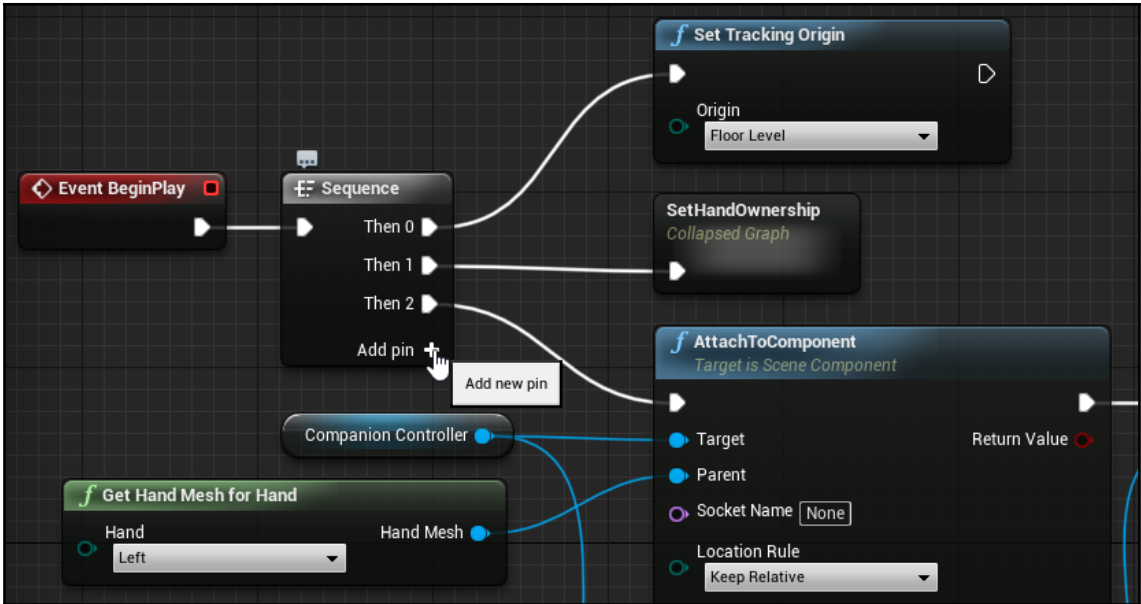


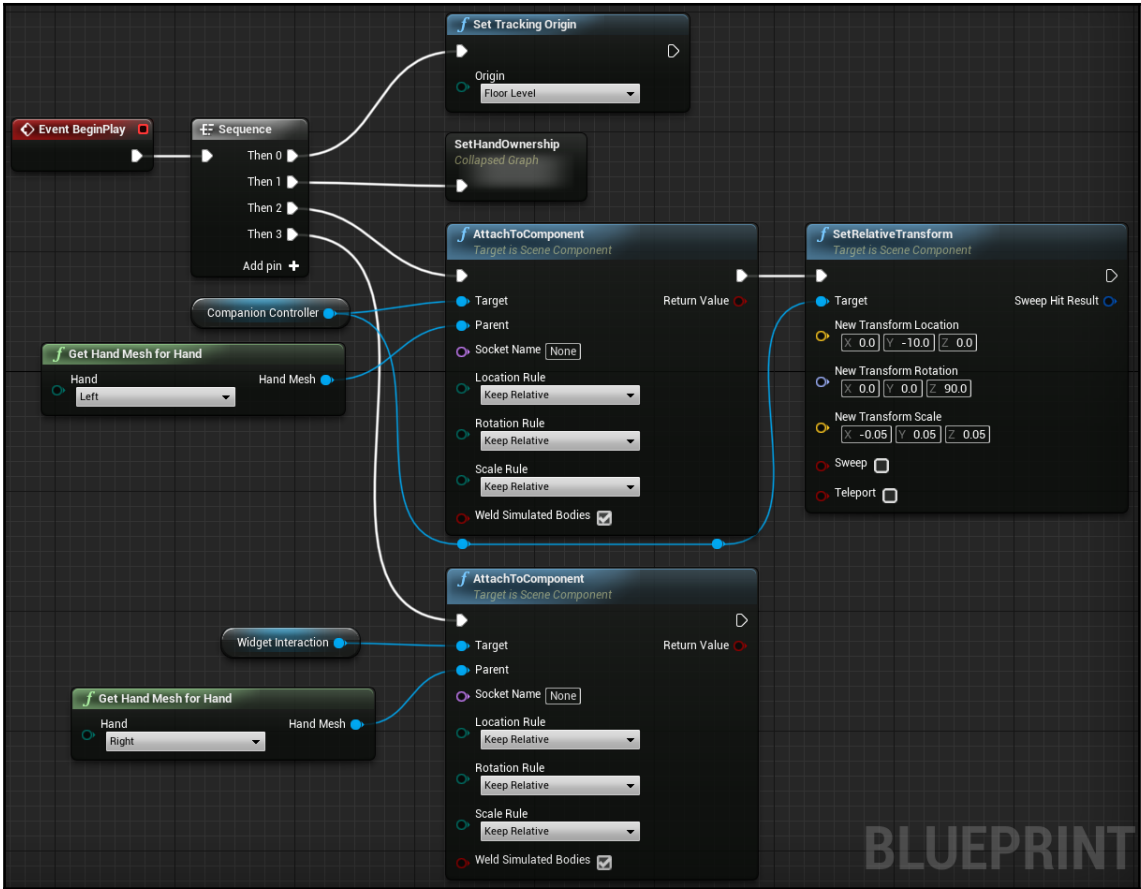


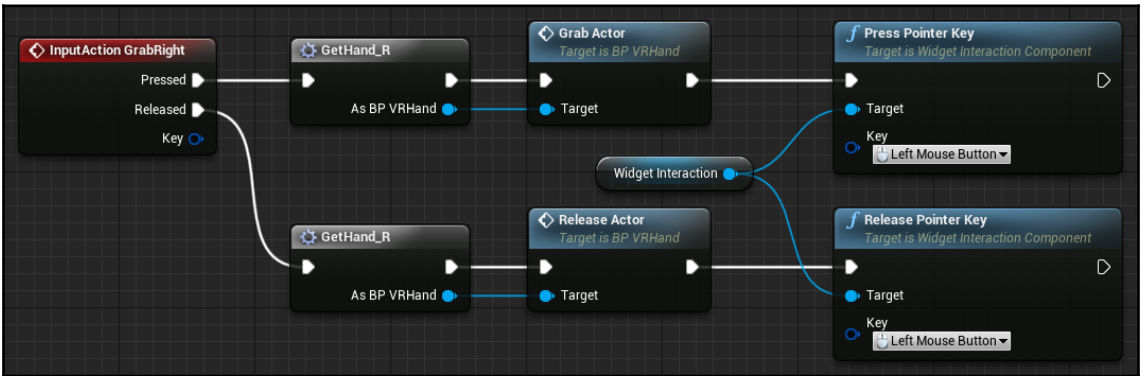


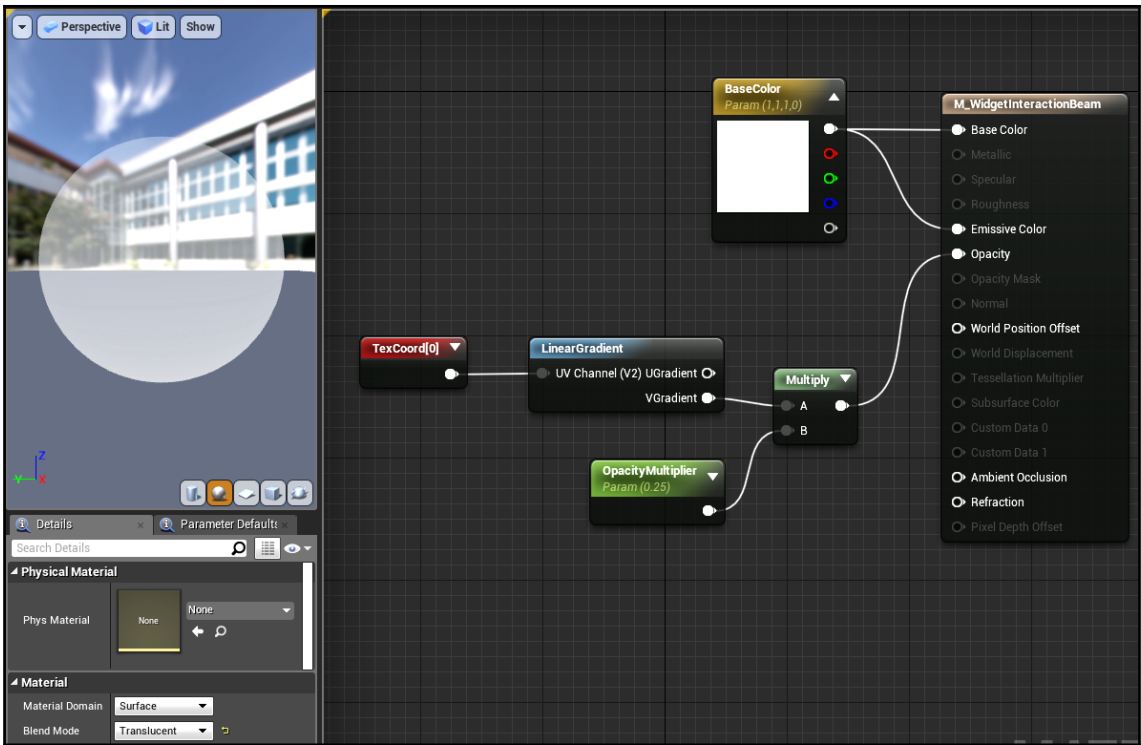


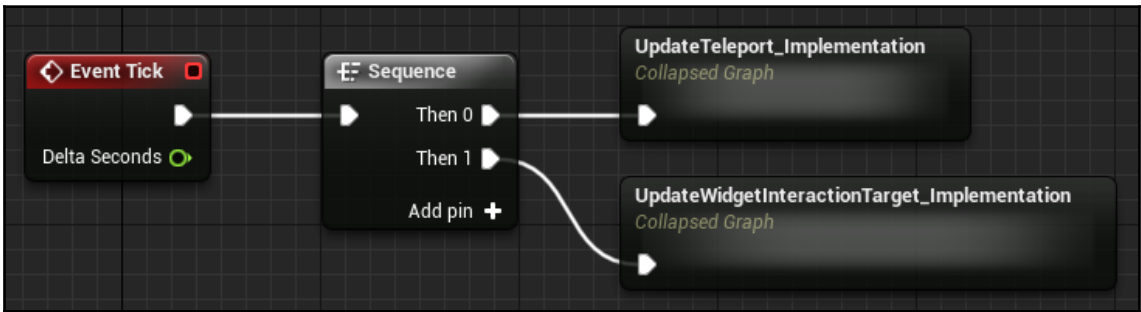
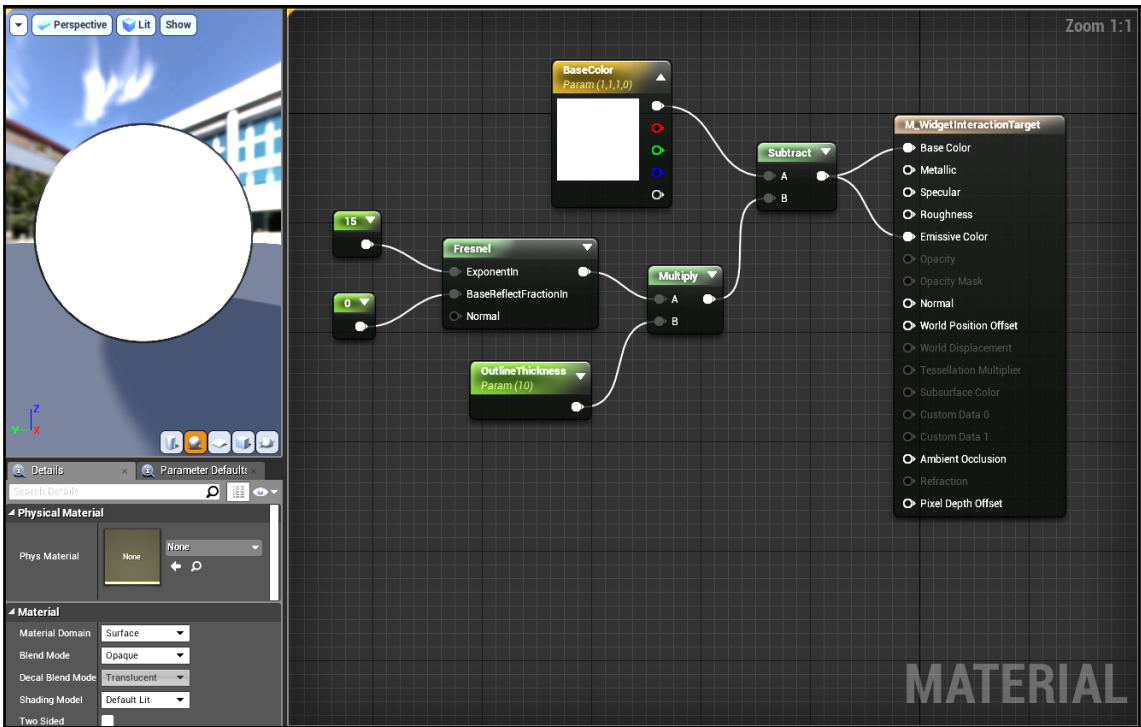


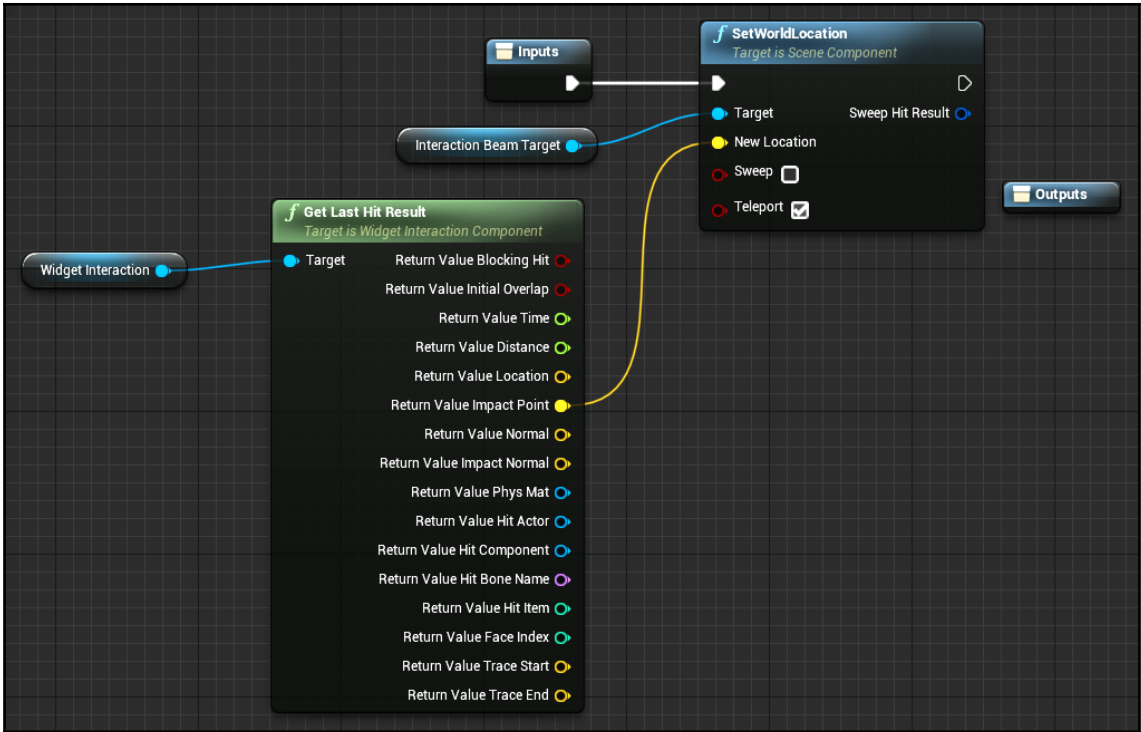






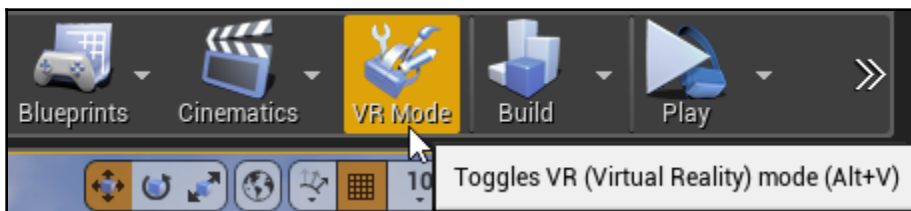
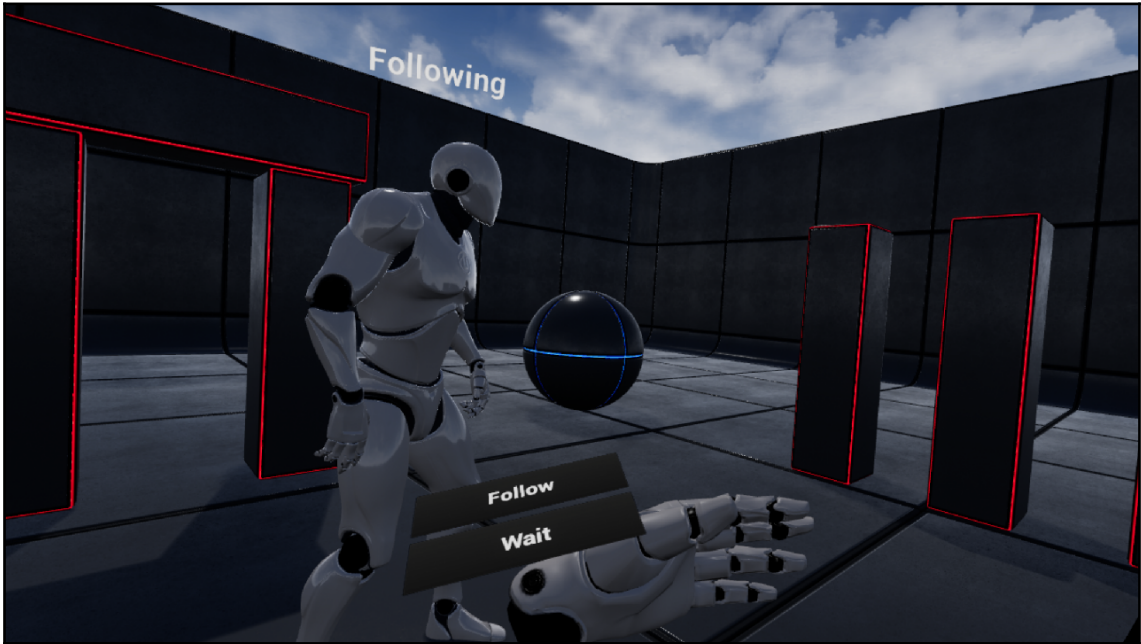


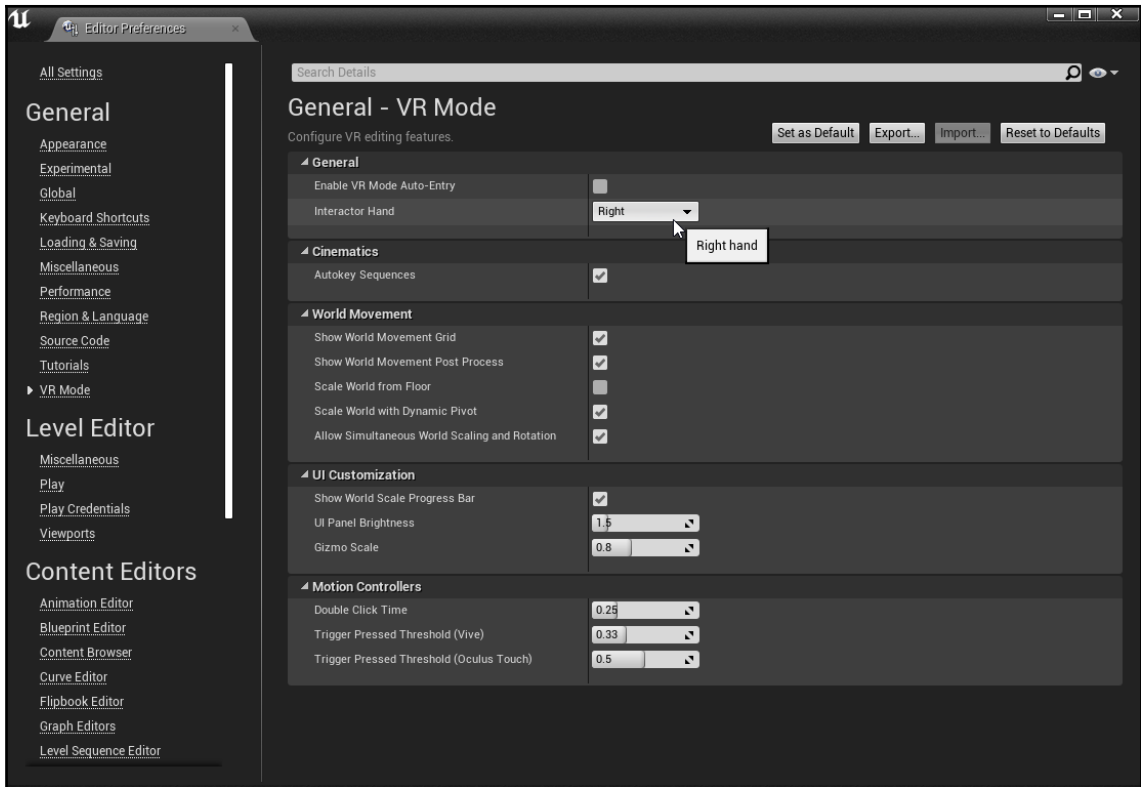


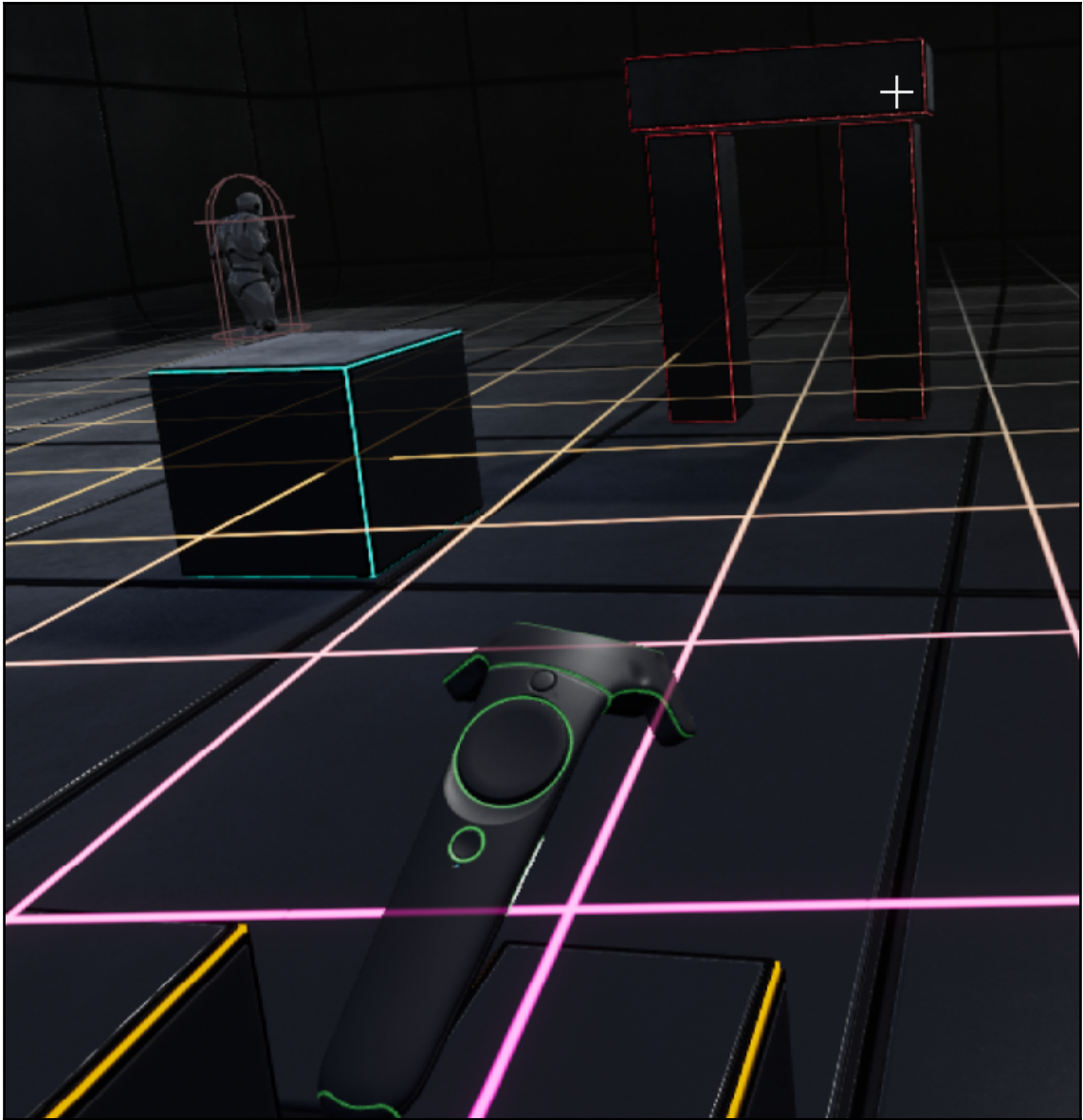


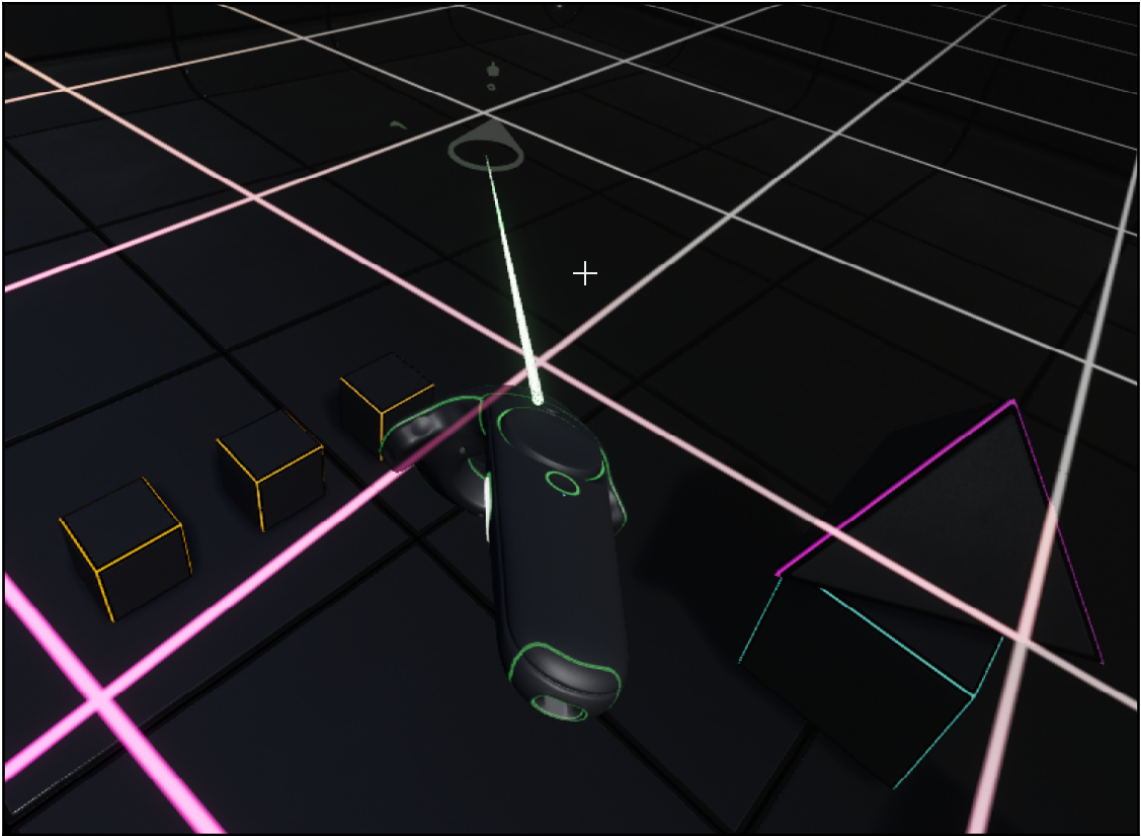


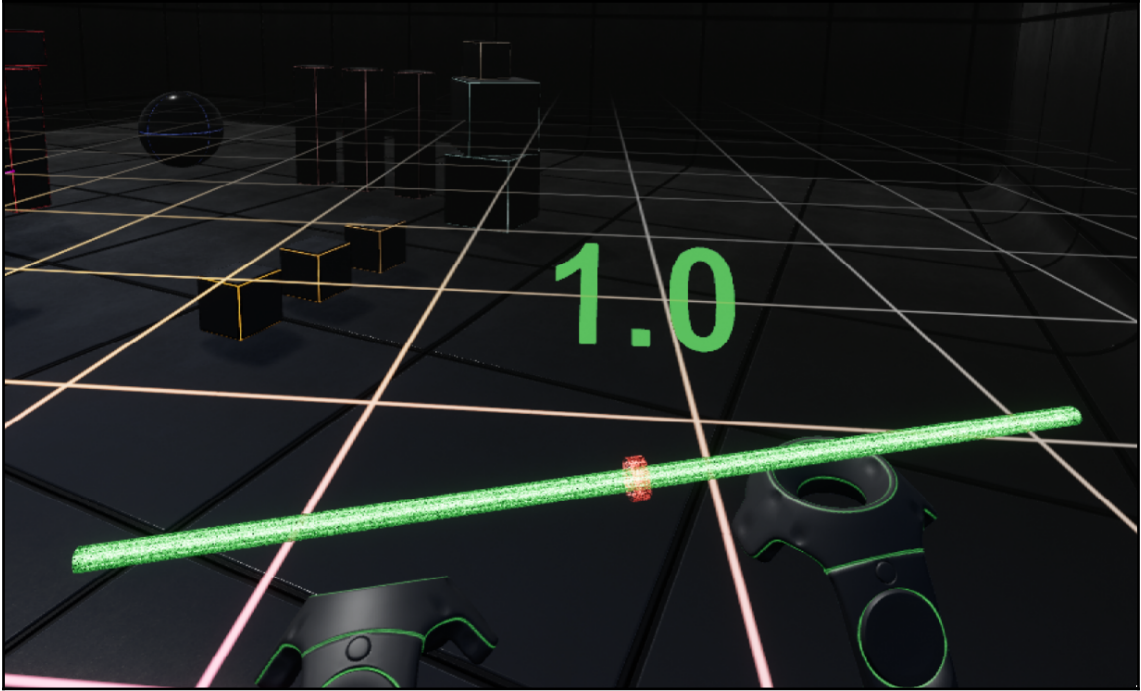
Chapter 8: Building the World and Optimizing for VR

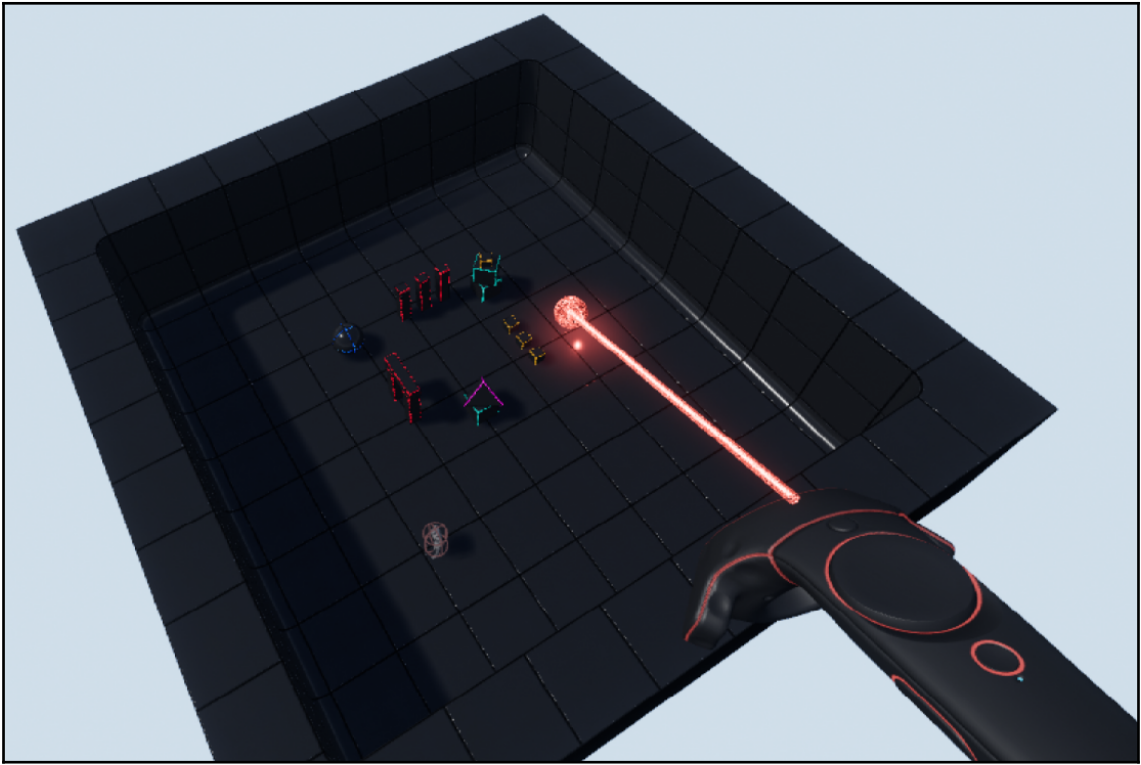


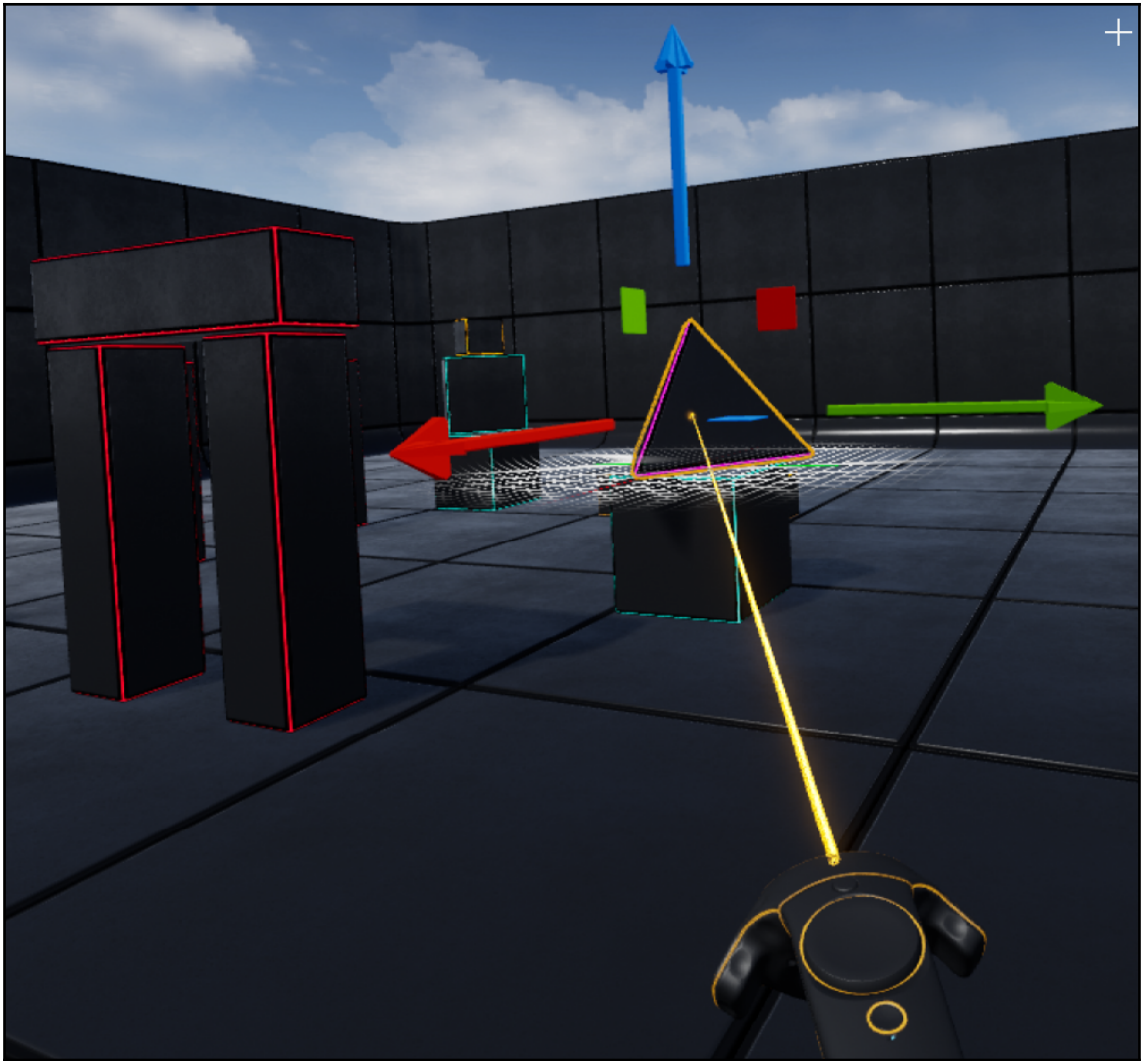


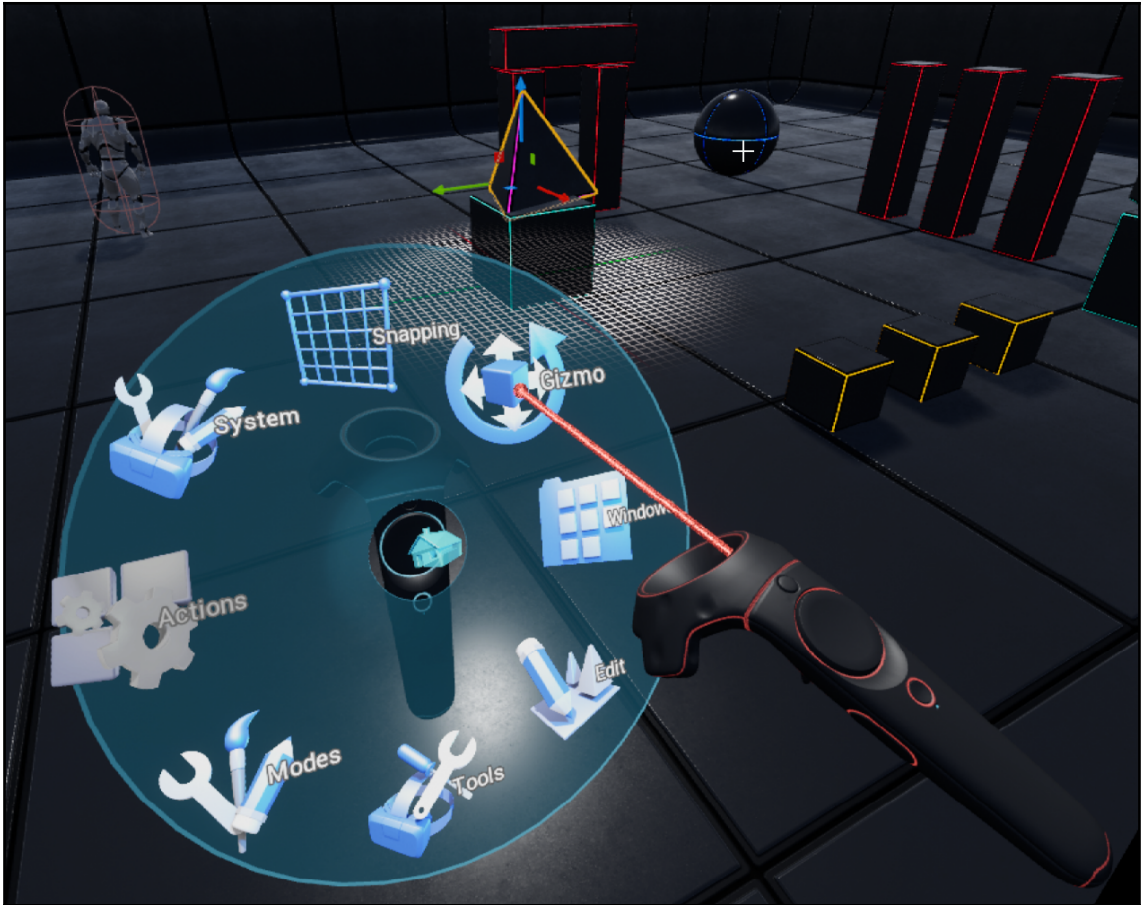


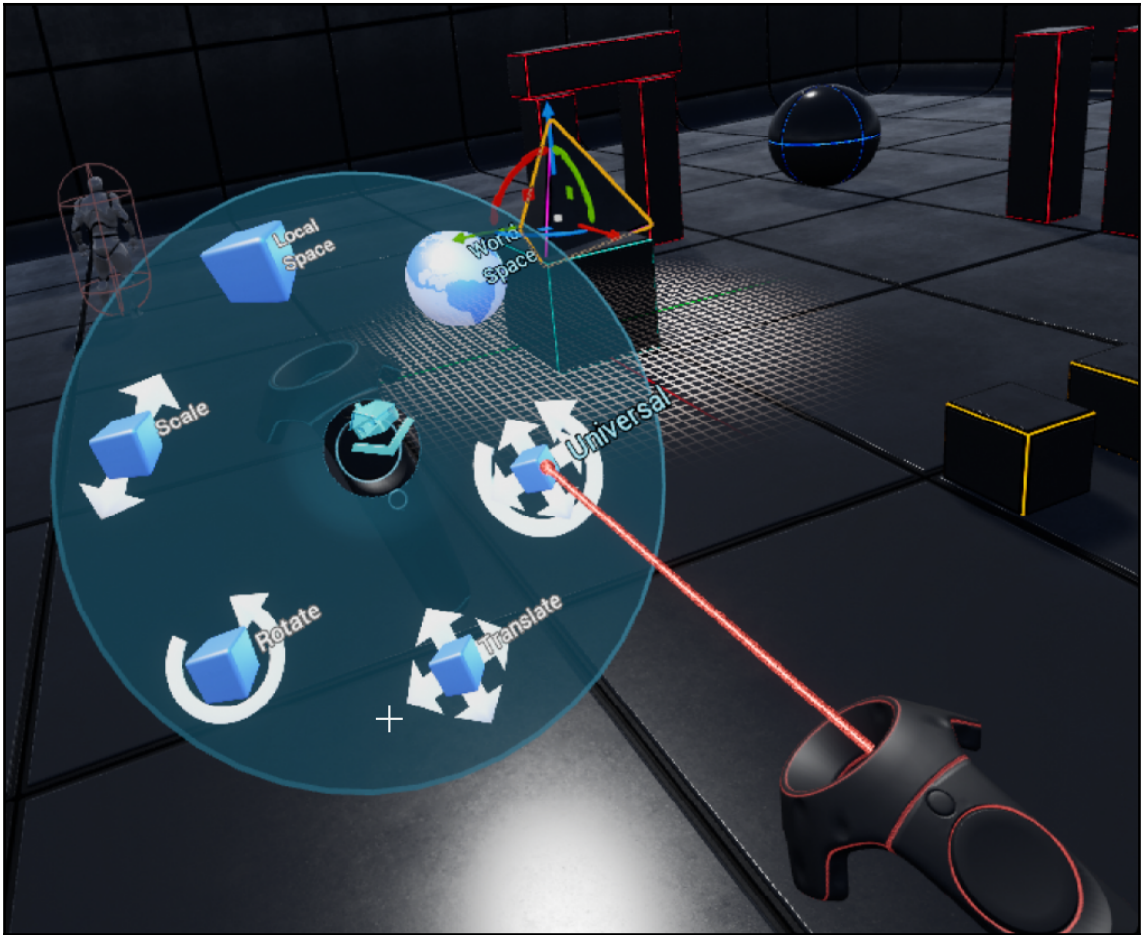


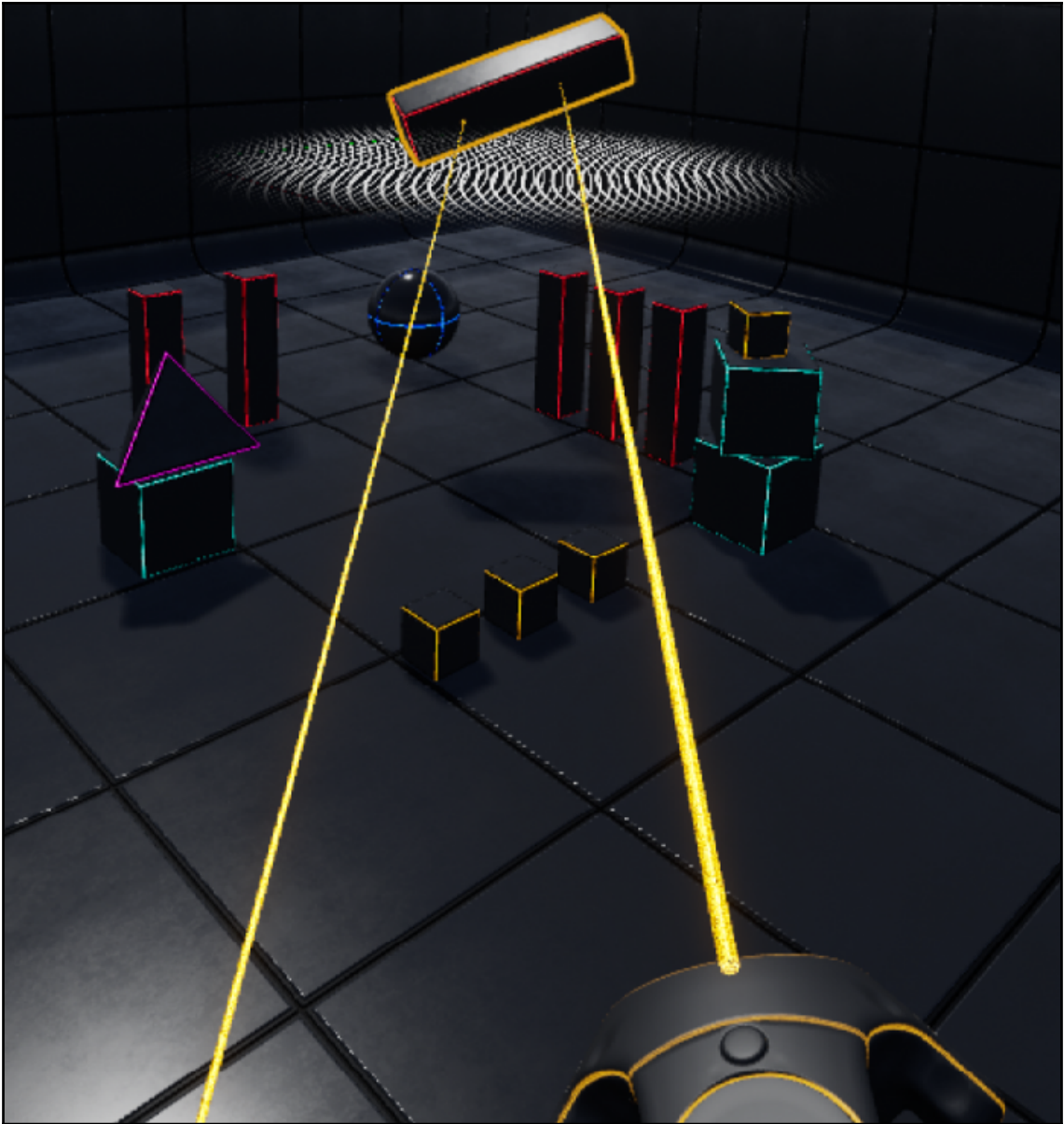













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Infinity Blade: Grass Lands

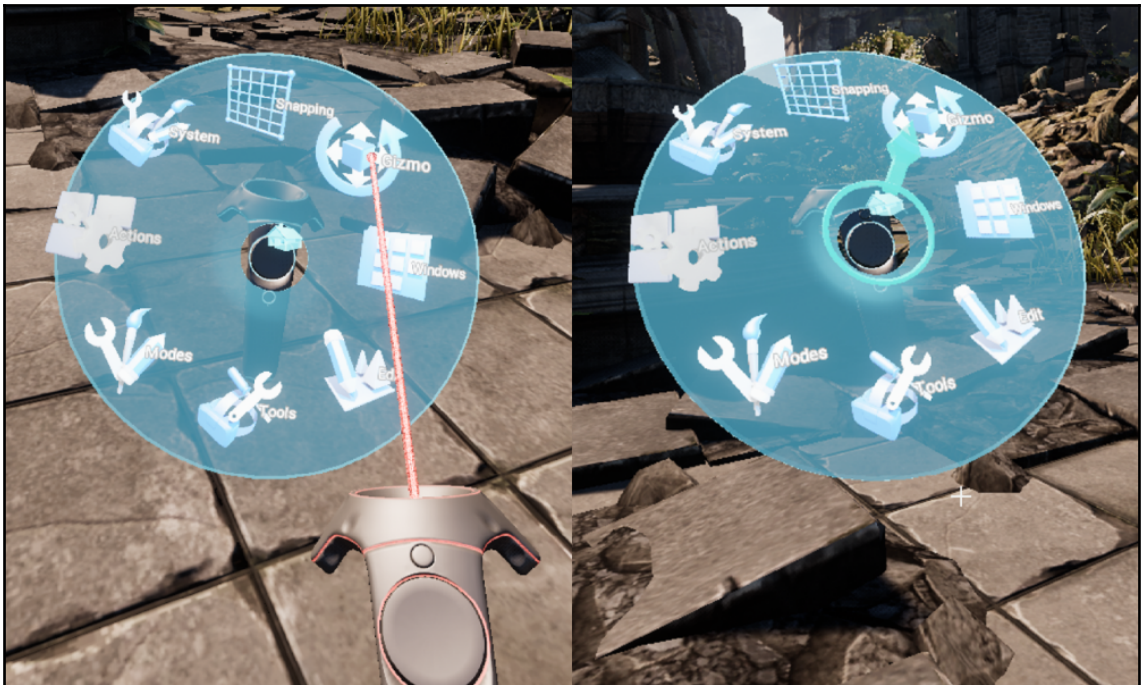
Epic Games - 2015-09-08

Average Rating: (364) ★★★★★
Your Rating: Rate it Now!

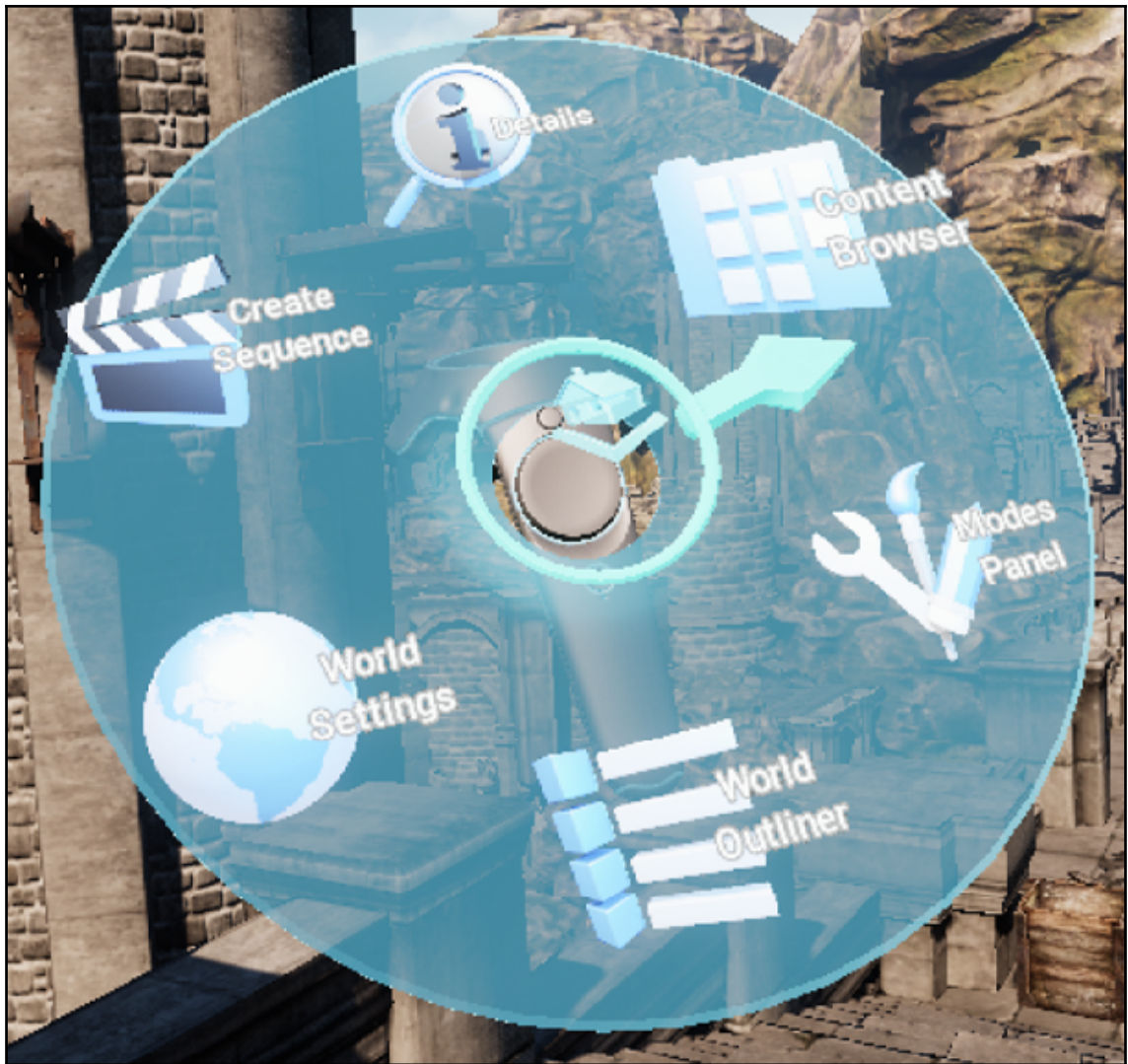
Infinity Blade: Grass Lands is the earthy citadel adorned with stone set pieces and beautiful props. It's one of three environments that ship with the Infinity Blade Collection, a massive suite of content designed for high-quality mobile experiences.

|| x

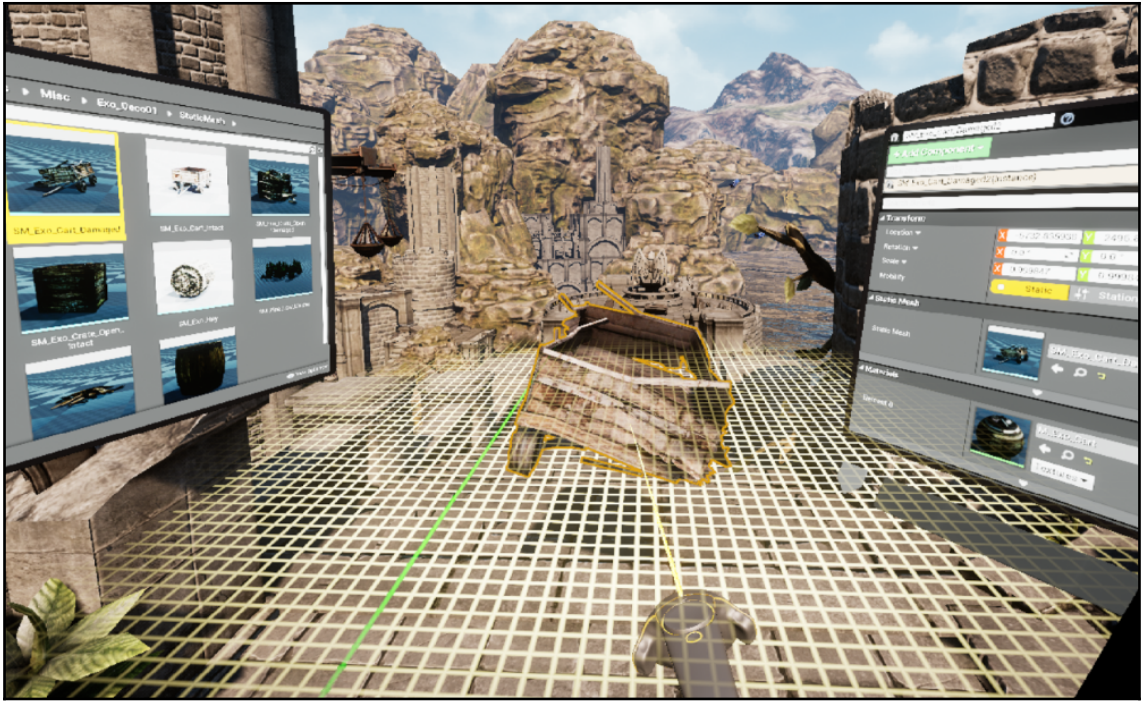
Installing 0% 2.9MB/s - 13.5MB/0.6GB









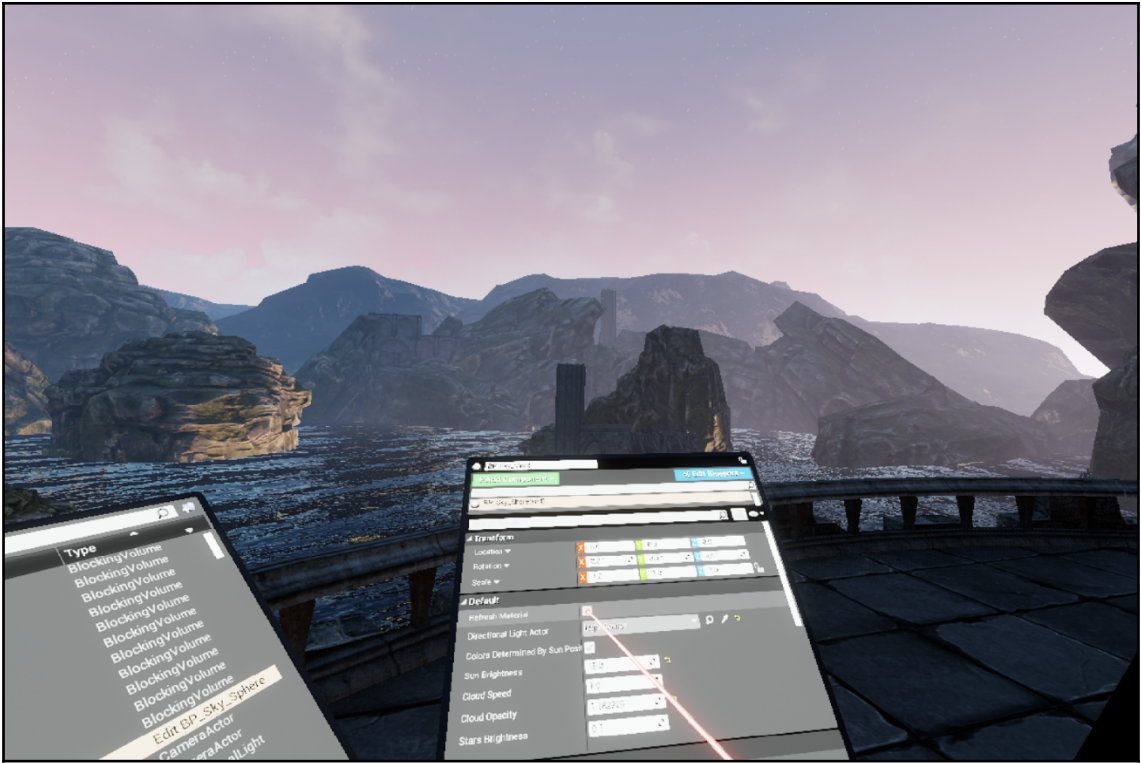


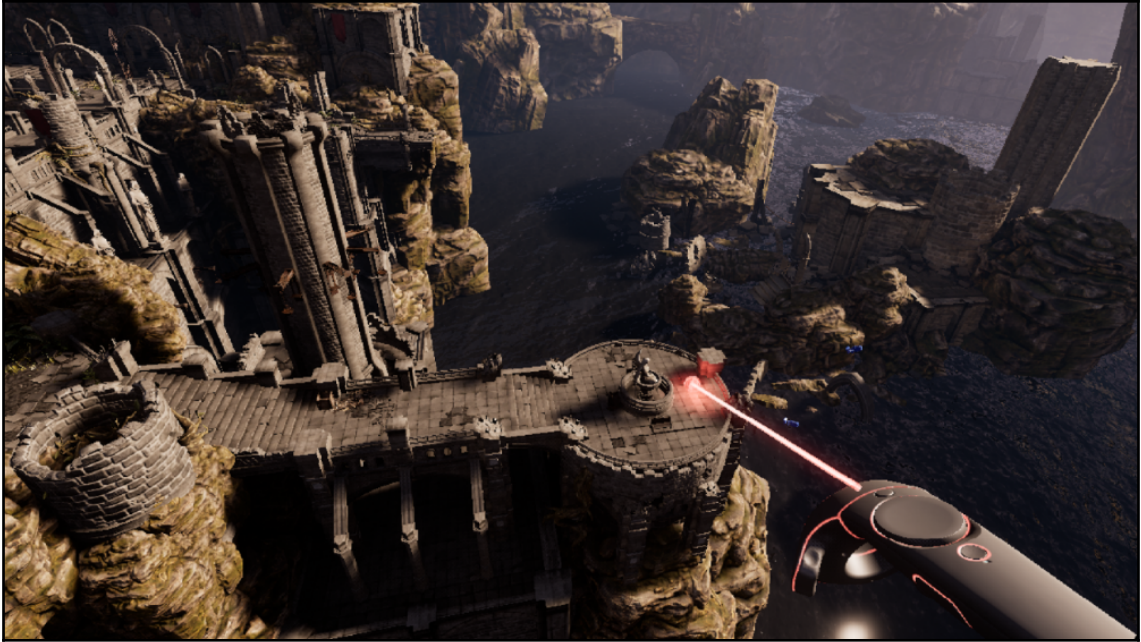








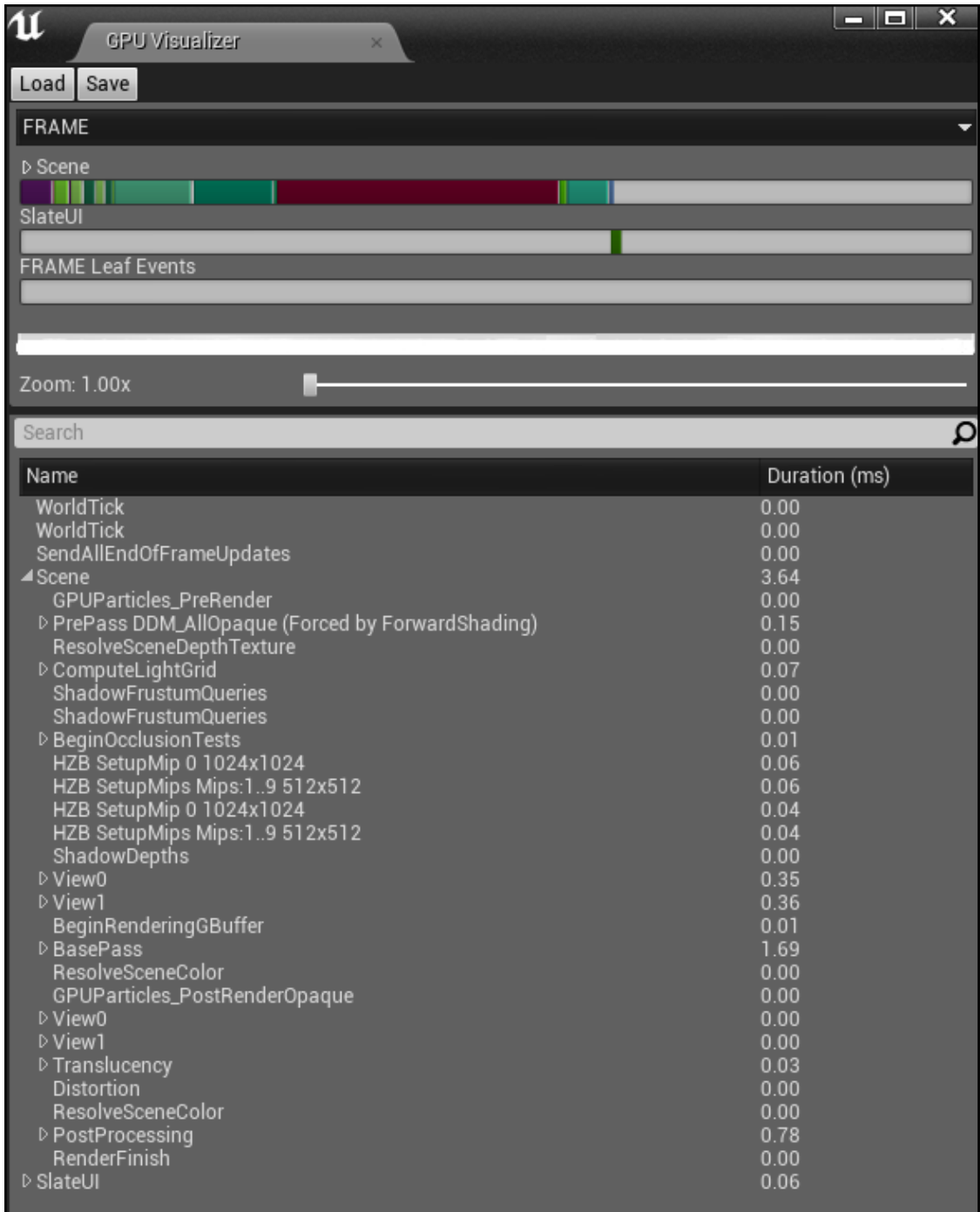


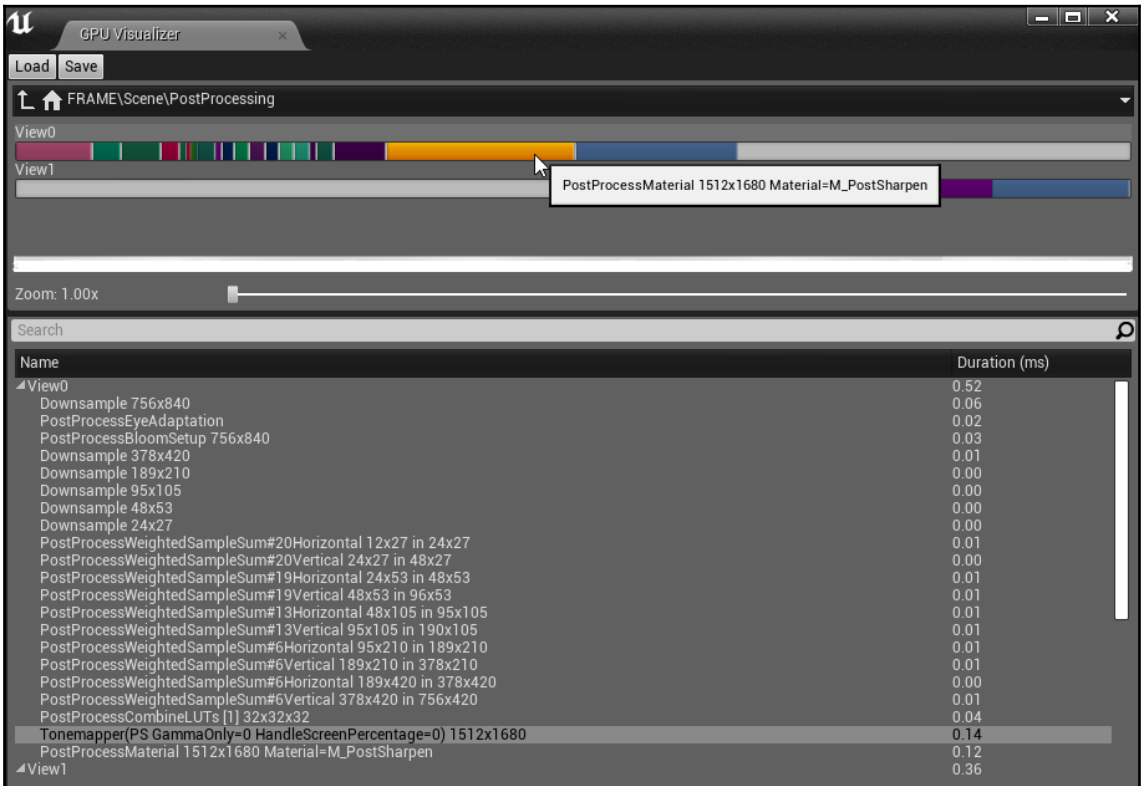
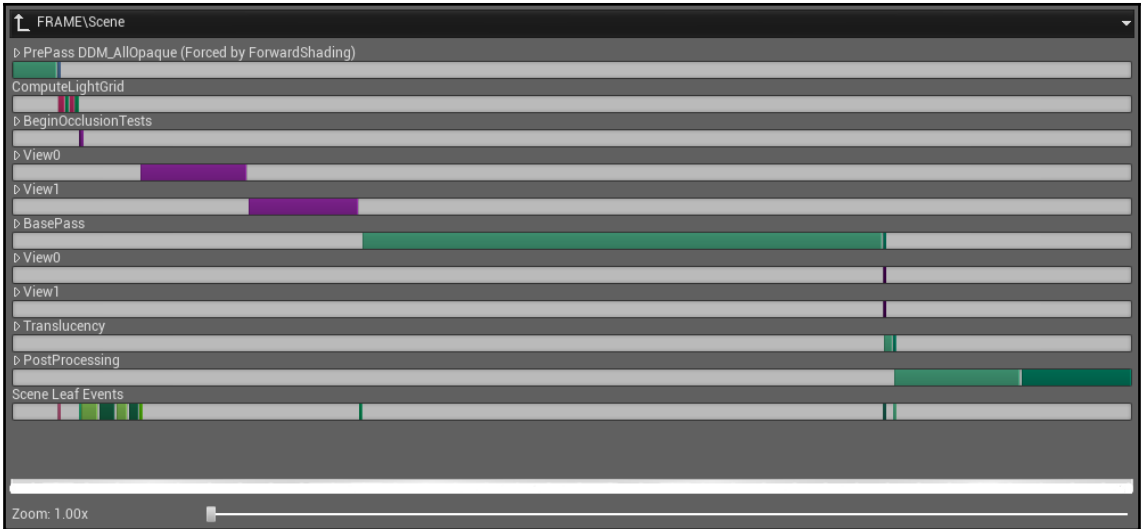


115.13 FPS
8.69 ms

Frame: 10.75 ms
Game: 10.74 ms
Draw: 7.62 ms
GPU: 10.99 ms
RHIT: 10.76 ms
DynFies: Unsupported







Perspective Lit Show

PROFILING WITH AI LOGGING ON!
PROFILING WITH GC VERIFY ON!
 DisableAllScreenMessages to suppress

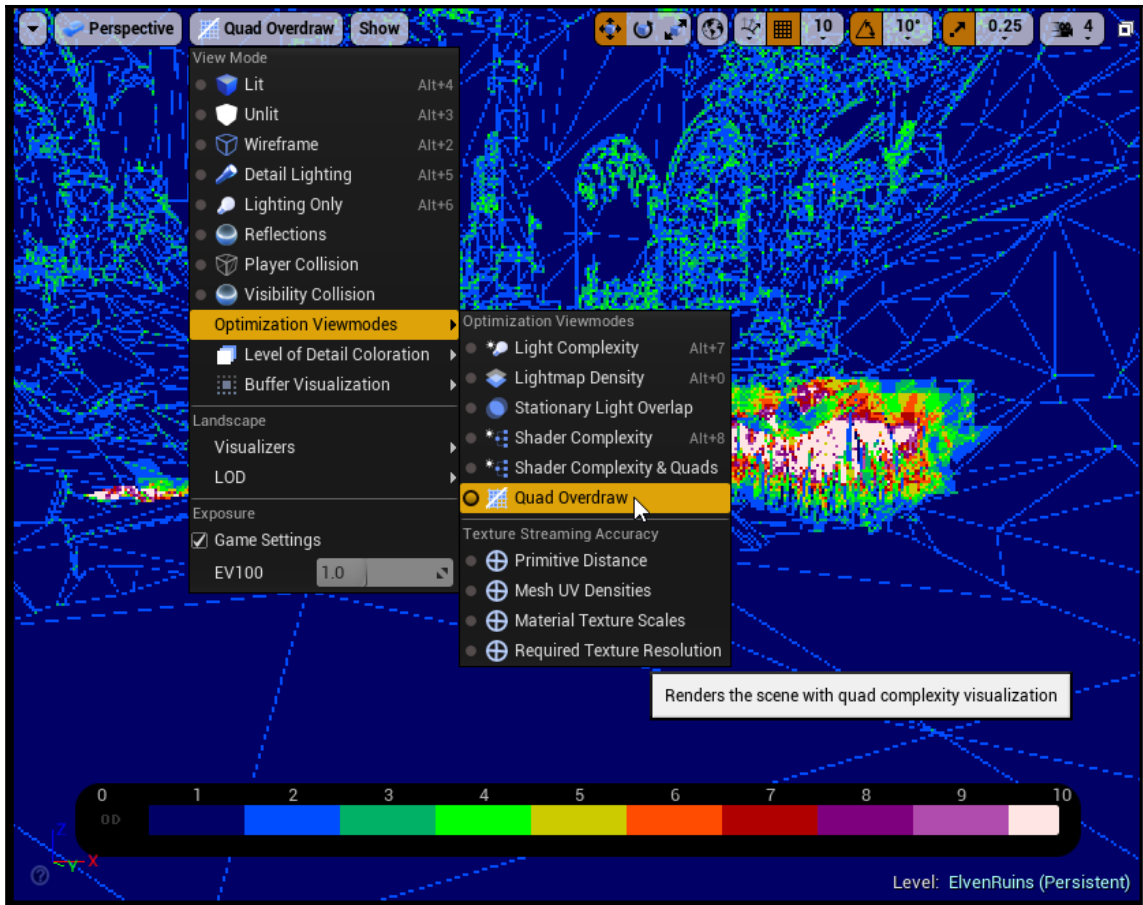
Scene Rendering (STATGROUP_scenerendering)
 Cycle counters (flat)

	CallCount	InclusiveAvg	InclusiveMax	ExclusiveAvg	ExclusiveMax
RenderView/IRV	1	0.54 ms	8.73 ms	0.07 ms	0.13 ms
FinalRenderView/Target	1	2.59 ms	3.00 ms	0.00 ms	0.00 ms
IRV/View	1	1.87 ms	3.43 ms	0.01 ms	0.02 ms
Render/DrawResult	1	0.17 ms	0.44 ms	0.02 ms	0.03 ms
IRV/View/Post/AfterPrepass	1	0.14 ms	0.34 ms	0.00 ms	0.17 ms
DynamicShadowSetup	1	0.17 ms	0.46 ms	0.01 ms	0.01 ms
DeferredShading/Scene/Renderer/Render/Finish	1	0.03 ms	0.21 ms	0.04 ms	0.00 ms
Depth drawing	1	0.07 ms	0.32 ms	0.01 ms	0.05 ms
Base Pass drawing	1	0.05 ms	0.27 ms	0.02 ms	0.24 ms
DeferredShading/Scene/Renderer/DBuffer	1	0.05 ms	0.18 ms	0.04 ms	0.17 ms
DeferredShading/Scene/Renderer/Render/Init	1	0.04 ms	0.07 ms	0.04 ms	0.19 ms
Scene Uniform Caches/Setup	53	0.04 ms	0.12 ms	0.03 ms	0.03 ms
Transparency drawing	1	0.04 ms	0.13 ms	0.02 ms	0.03 ms
Exam Occlusion/Setup	1	0.02 ms	0.06 ms	0.02 ms	0.06 ms
Dynamic BR/Texture drawing	1	0.02 ms	0.12 ms	0.02 ms	0.12 ms
Scene/Renderer/PVS/PostRender/Queue	1	0.01 ms	0.02 ms	0.01 ms	0.01 ms
DeferredShading/Scene/Renderer/AfterBasePass	1	0.01 ms	0.03 ms	0.01 ms	0.03 ms
DeferredShading/Scene/Renderer/PVS/Item/PreRender	1	0.01 ms	0.05 ms	0.00 ms	0.03 ms
IR/Scene/Renderer/Render/ServiceLocalQueue	16	0.01 ms	0.04 ms	0.01 ms	0.04 ms
IR/Scene/Renderer/Setup/Draw/Queue/Buffer	1	0.01 ms	0.05 ms	0.01 ms	0.05 ms
Render/Full/CallDynamic/Write/Buffer/Commit	1	0.01 ms	0.00 ms	0.00 ms	0.00 ms
DeferredShading/Scene/Renderer/Clear/PVS	1	0.00 ms	0.00 ms	0.00 ms	0.00 ms
Scene/Renderer/View/Extension/PostRender/View	1	0.00 ms	0.00 ms	0.00 ms	0.00 ms
Scene/Renderer/View/Extension/PreRender/View	1	0.00 ms	0.00 ms	0.00 ms	0.00 ms

0 more stats. Use the stats MaxPerGroup CVar to increase the limit!

Counters	World	Obj
Drawn items	929	0.00
Mesh draw calls	732.53	1.00
Static mesh draw calls	641.48	0.65
Drawn meshes	733	1.00
Transparency GPU Time (MS)	0.01	0.01

Level: ElvenRuins (Persistent)





Perspective Lit Show

PROFILING WITH AI LOGGING ON!
PROFILING WITH GC VERIFY ON!

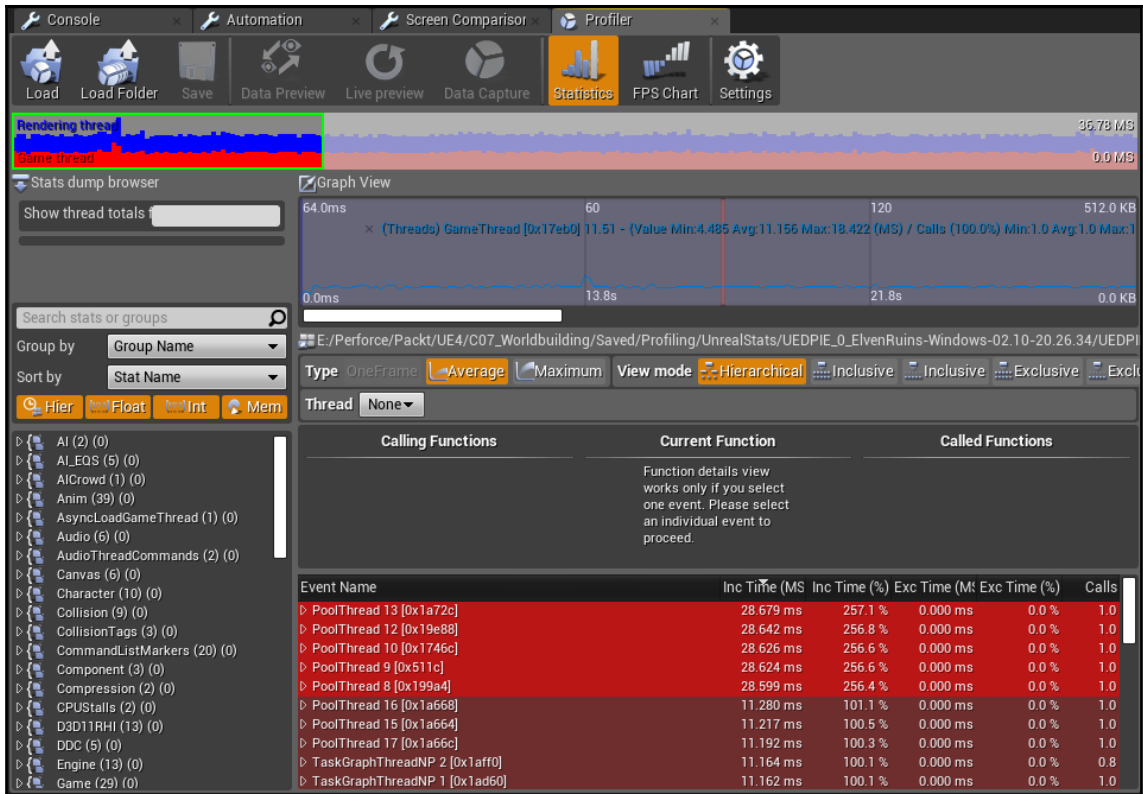
DisableAllScreenMessages to suppress

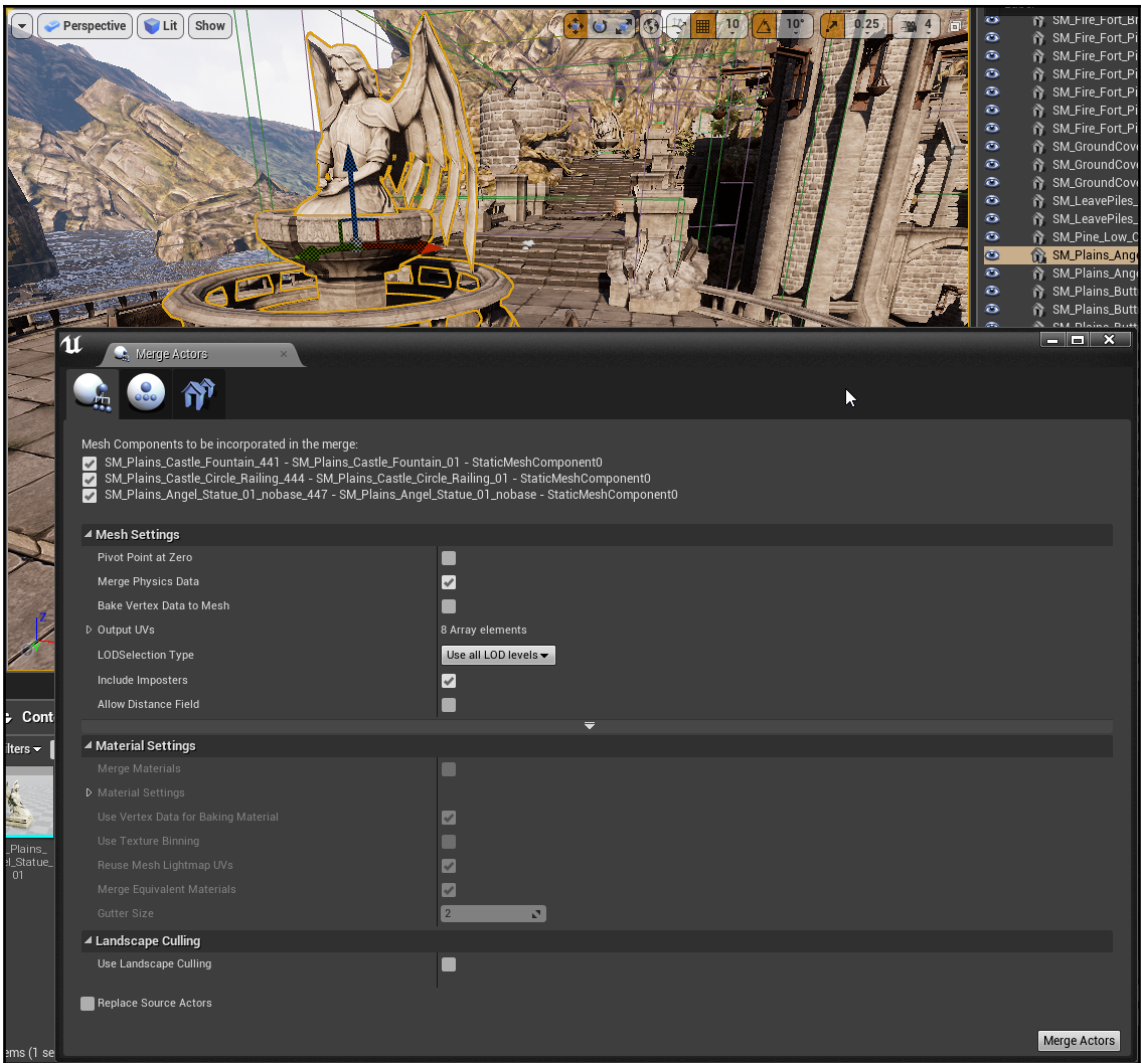
Memory [STATGROUP_rmemory]	Used	Max	Mem%	MemPool	Pool Capacity
Memory Counters					
Streaming Texture Pool [Streaming]	1000.00 MB		100%	Streaming	1000.00 MB
Texture Memory Pool [Texture]	1000.00 MB		100%	Texture	1000.00 MB
Texture Memory Used	191.37 MB				
Used Streaming Pool [Wanted]	8384 MB		100%	Wanted	8384 MB
StaticMesh Total Memory	10.74 MB			Physical	
PixelShader Memory	0.40 MB			Physical	
LOD Data File Memory Used	3.39 MB			Physical	
Navigation Memory	2.39 MB			Physical	
SkeletalMesh Index Memory	1.35 MB			Physical	
PixelShader Free	1.00 MB			Physical	
SkeletalMesh Vertex Memory	0.84 MB			Physical	
VertexShader Memory	0.83 MB			Physical	
Persistent Uber Graph Frame memory	0.00 MB			Physical	
GPU Memory Pool [GPU]	0.00 MB			GPU	
Physical Memory Pool [Physical]	0.00 MB			Physical	
AI Memory Pool [CPU + GPU] [Physical LLM]	0.00 MB			Physical LLM	
Async File Handle Memory	0.00 MB			Physical	
ArchivesAsync Buffers	0.00 MB			Physical	
Revelation Used	0.00 MB			Physical	

Counters	Average	Max
Num Async File Handles		646.00
Num Async File Requests		6.00

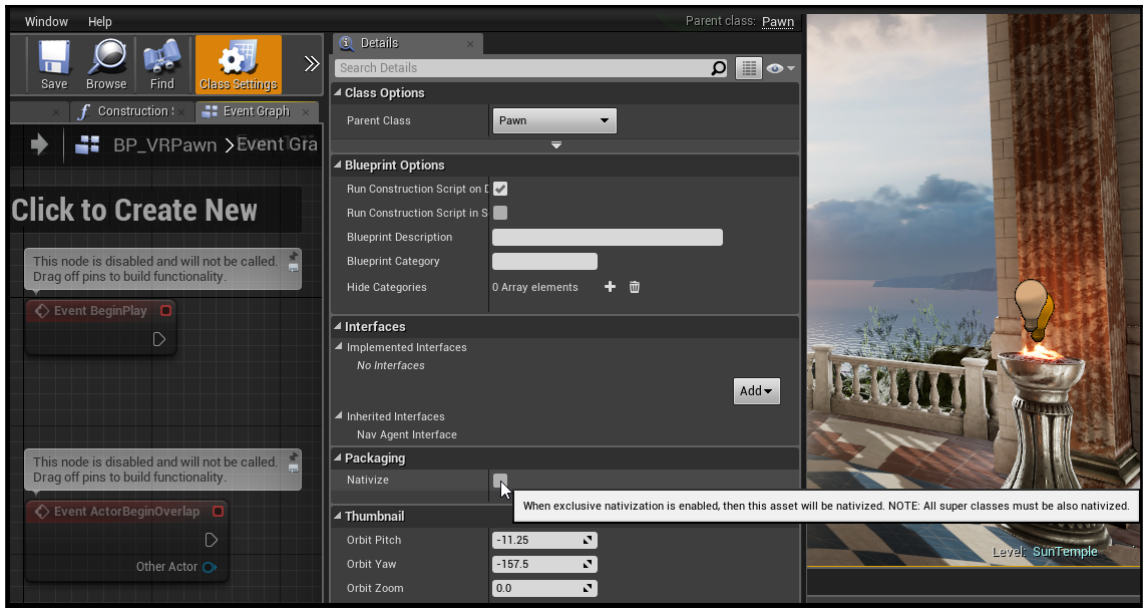
Level: ElvenRuins (Persistent)



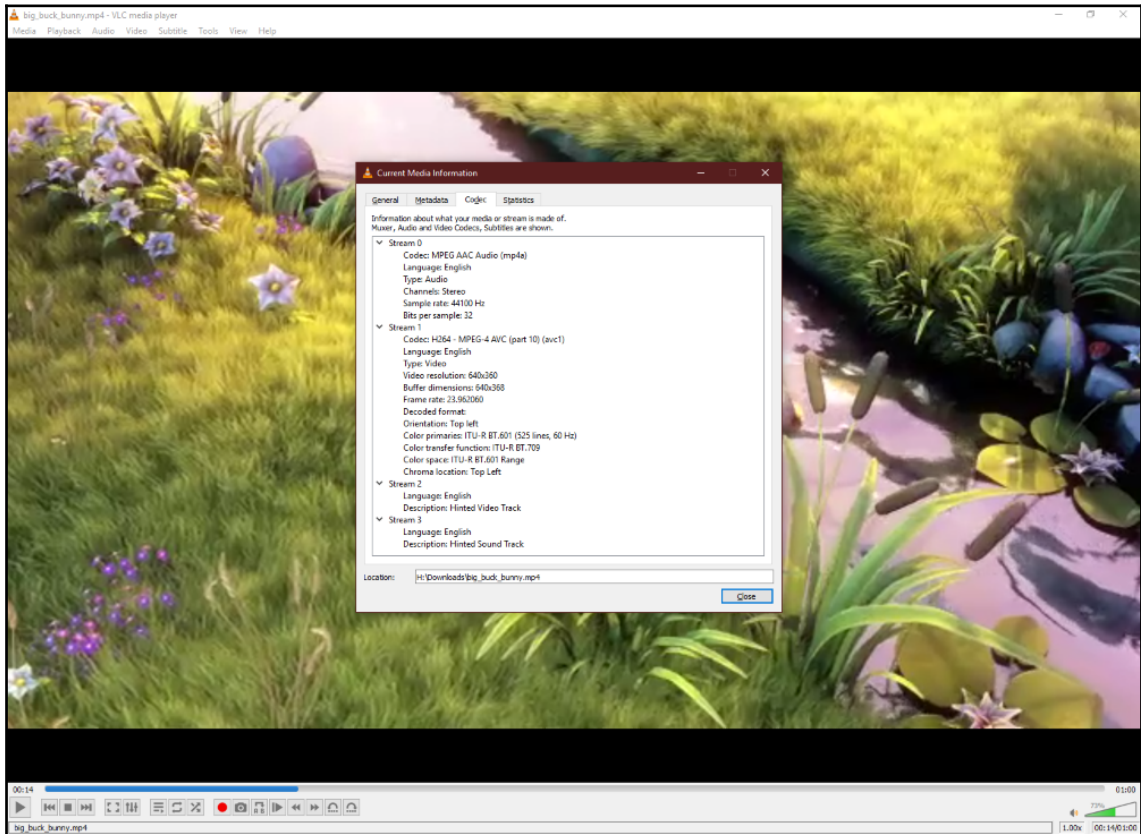


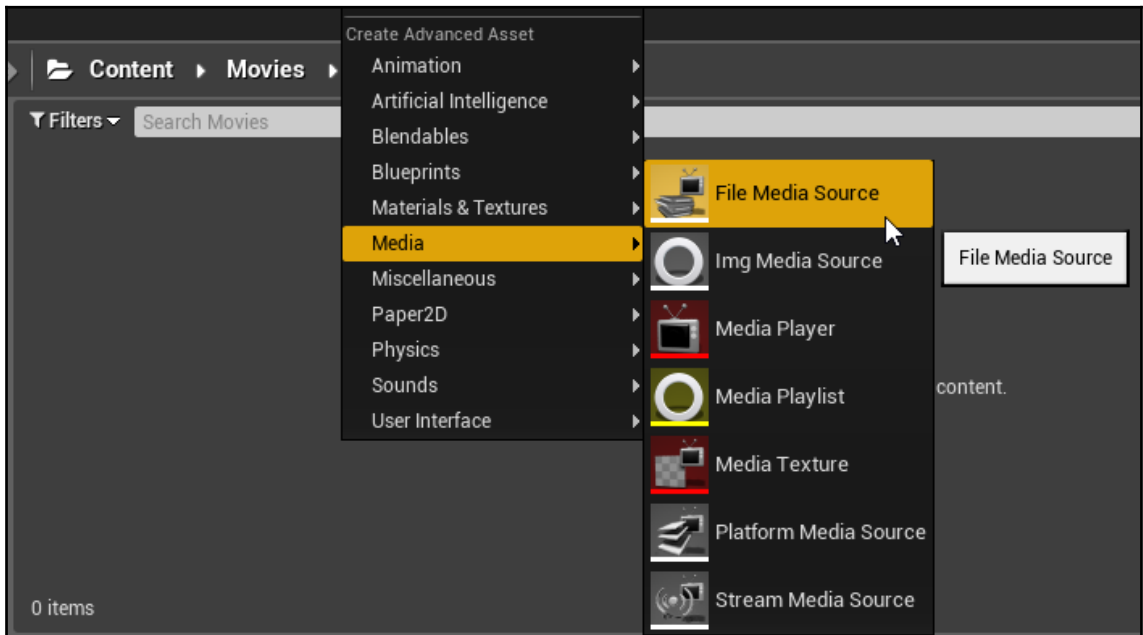
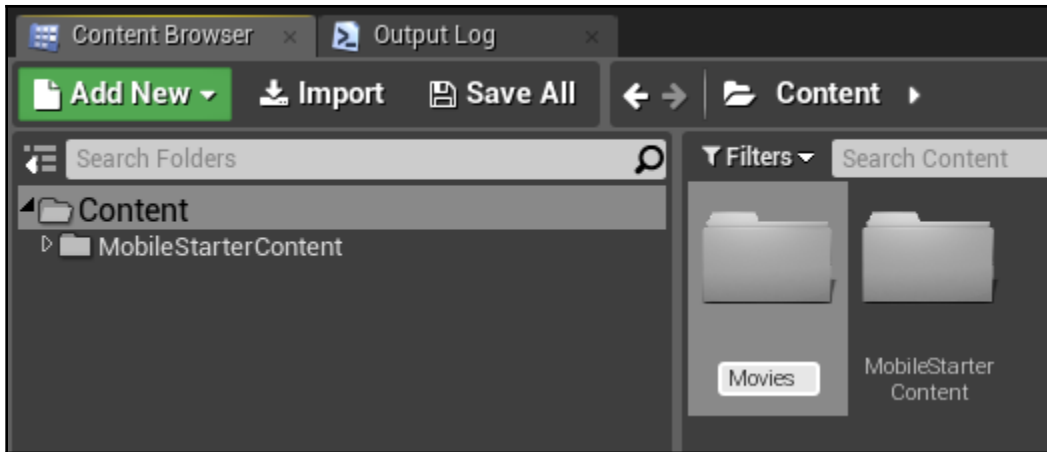




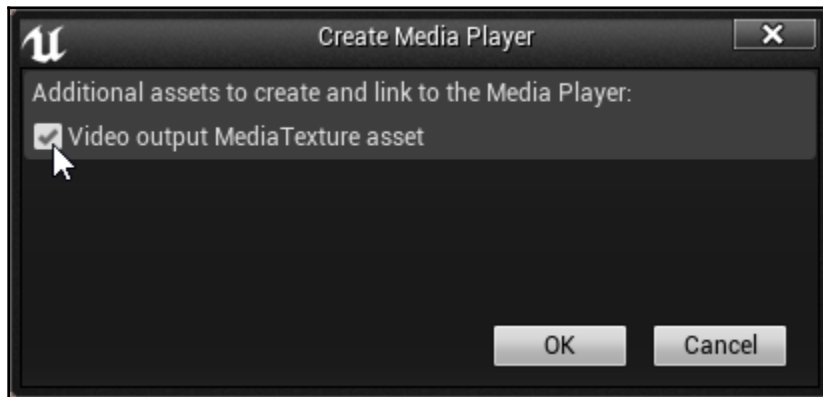
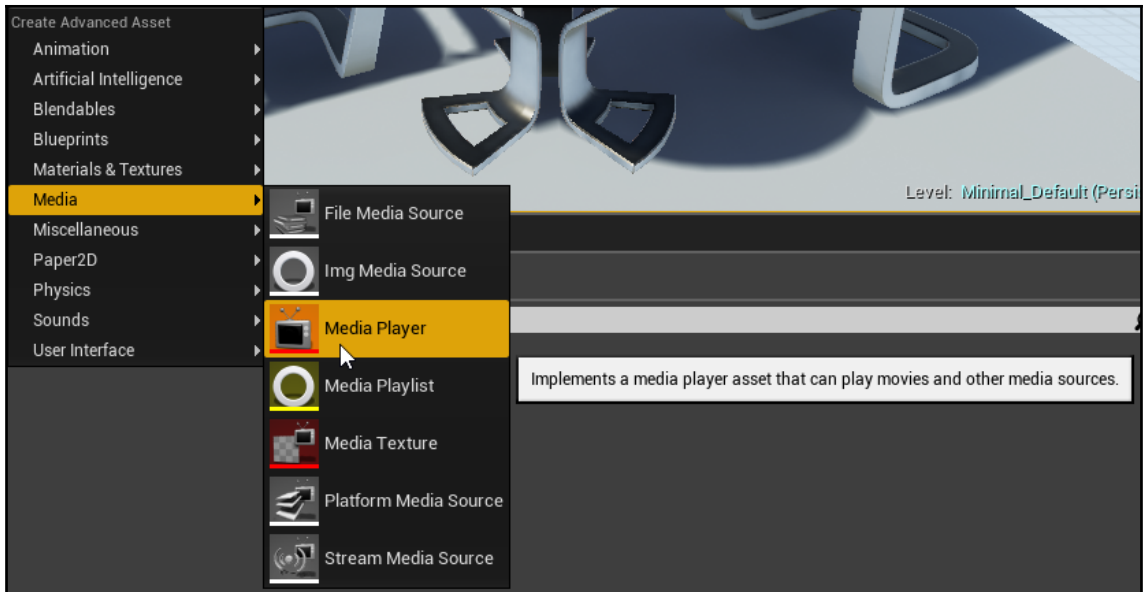


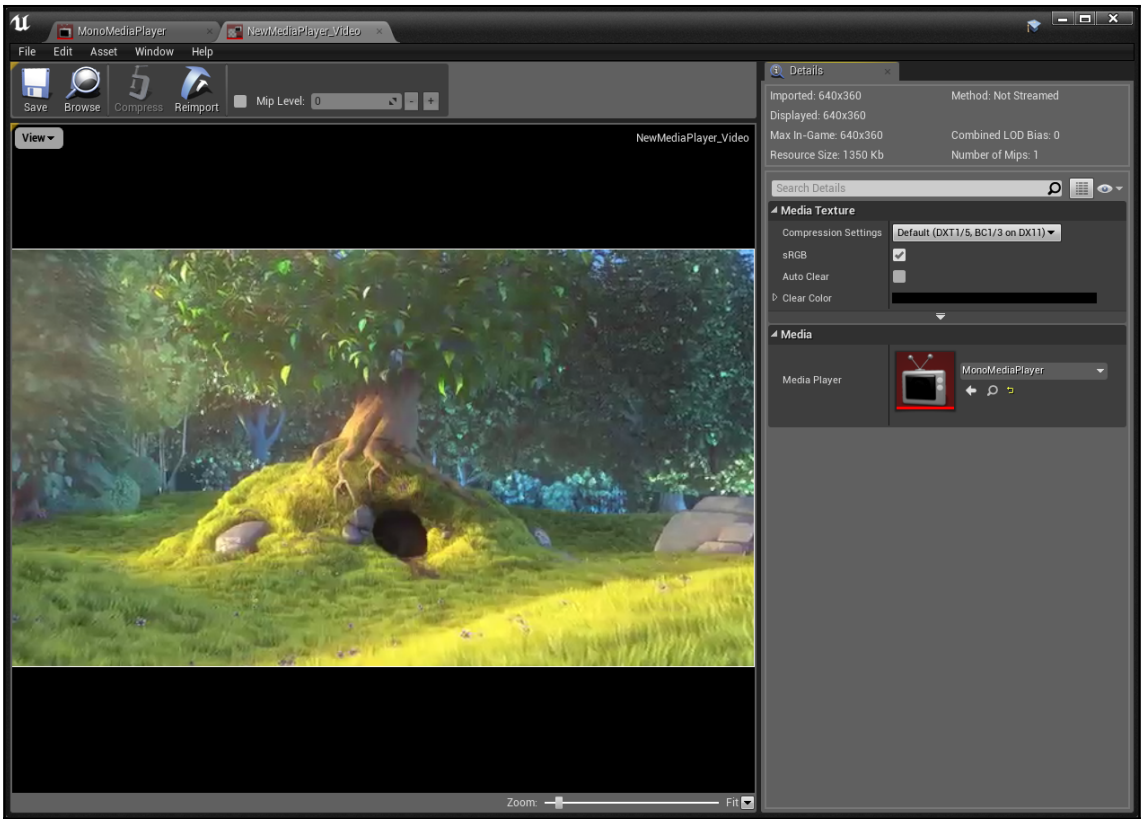
Chapter 9: Displaying Media in VR

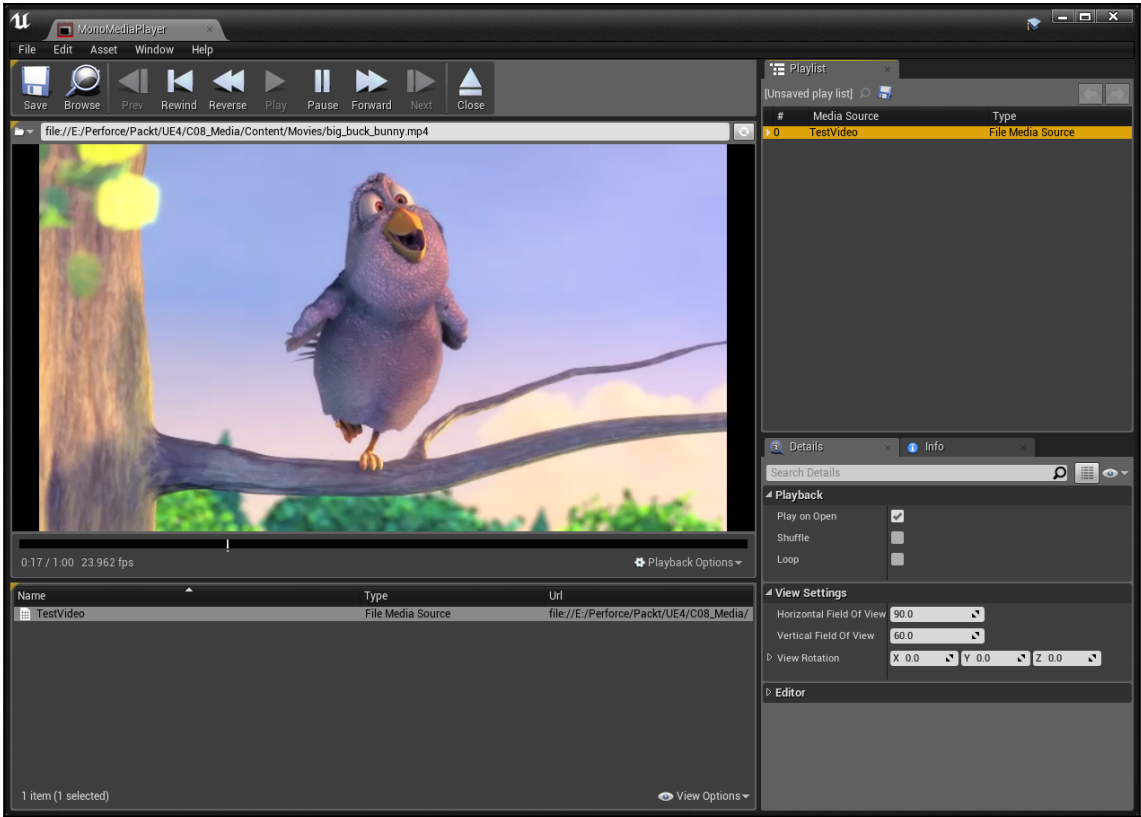


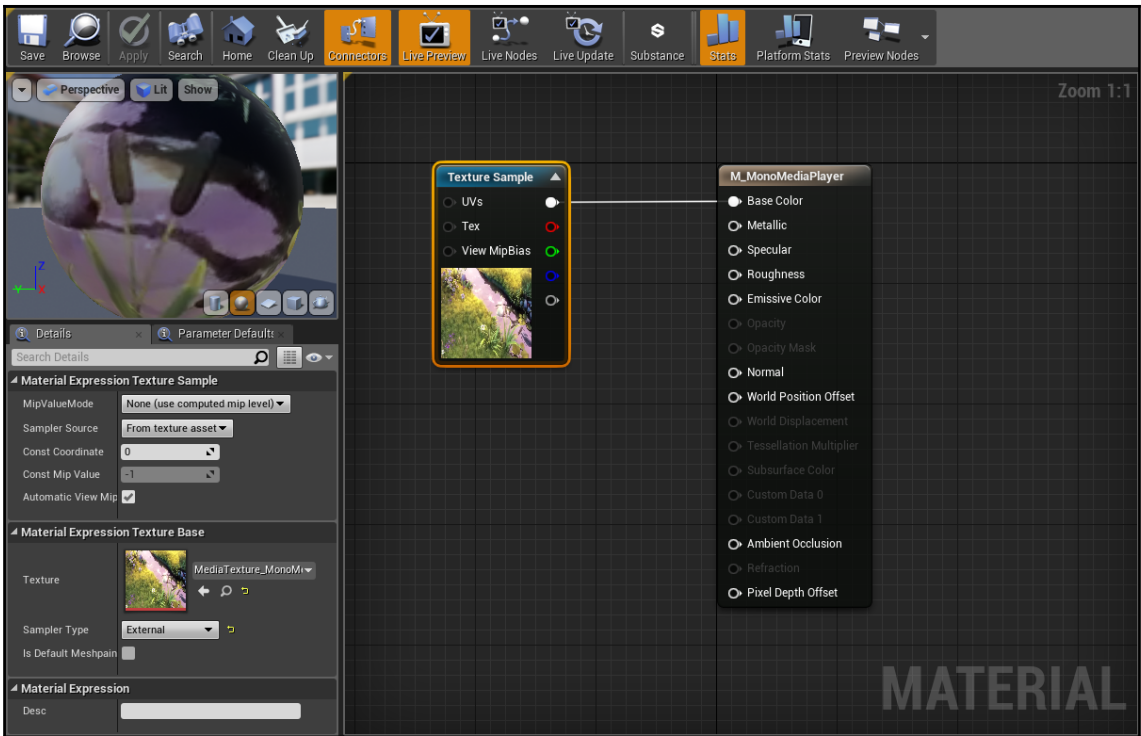


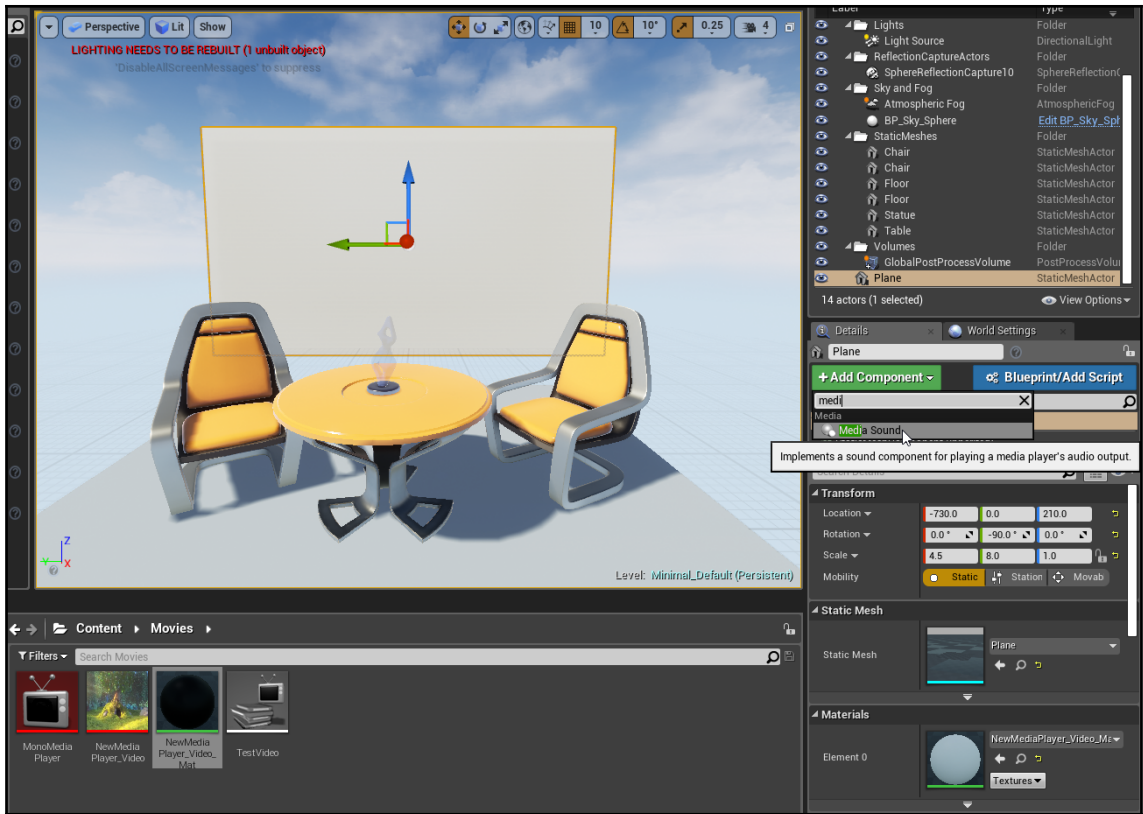


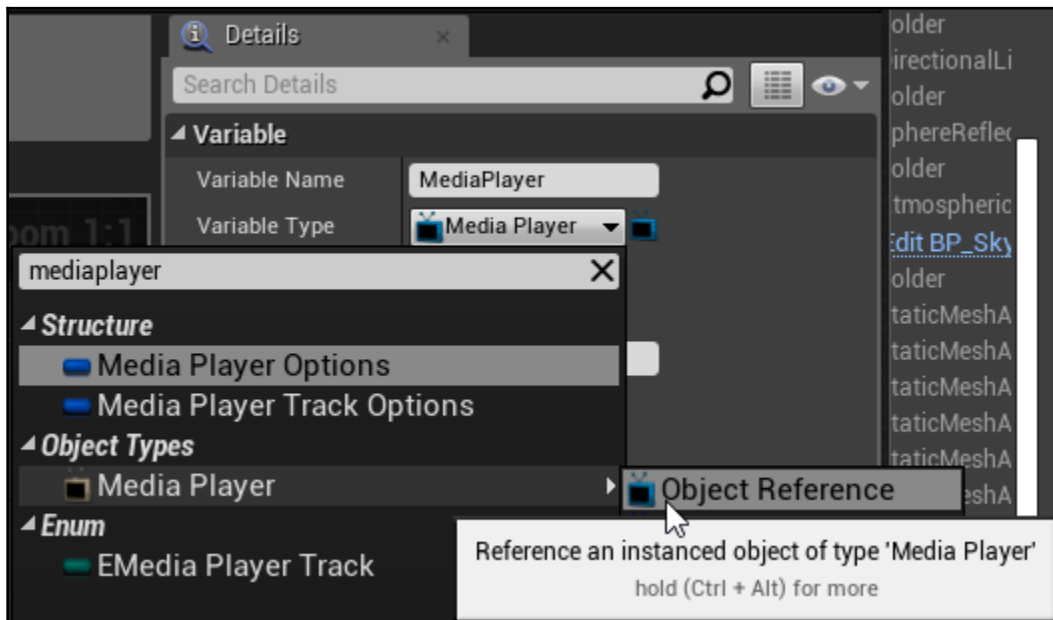
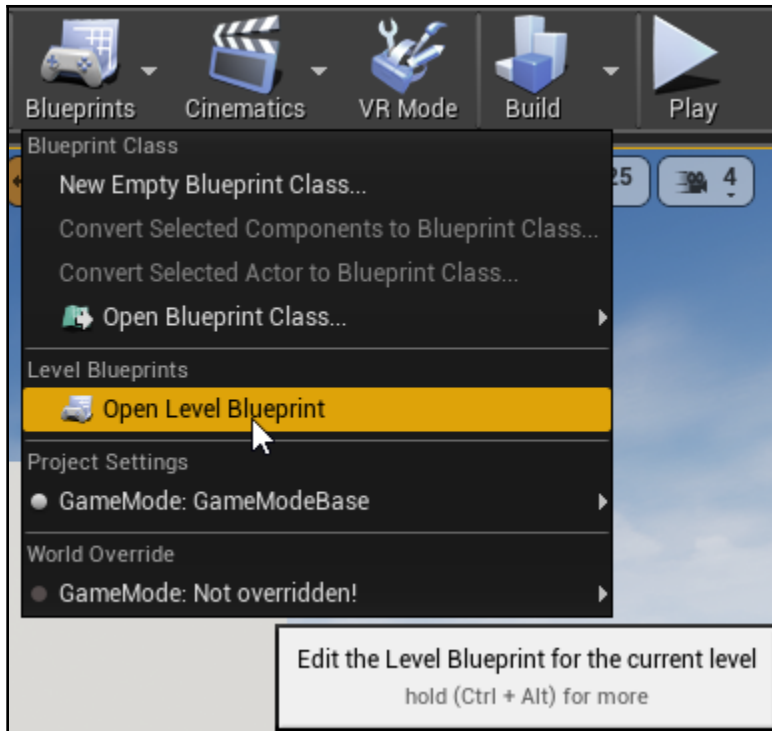


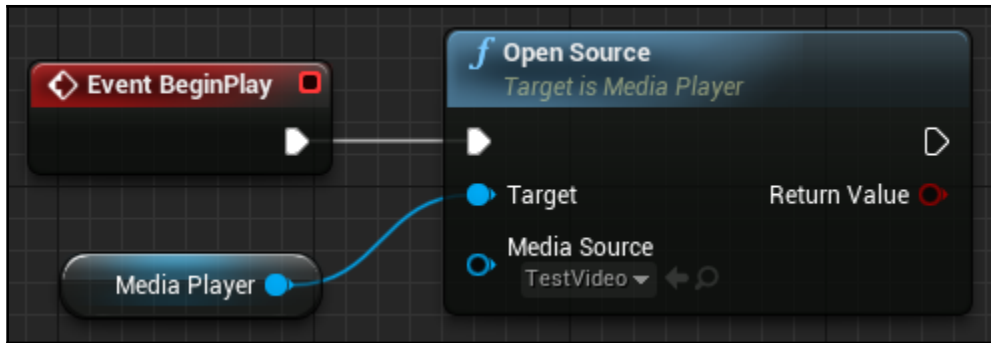


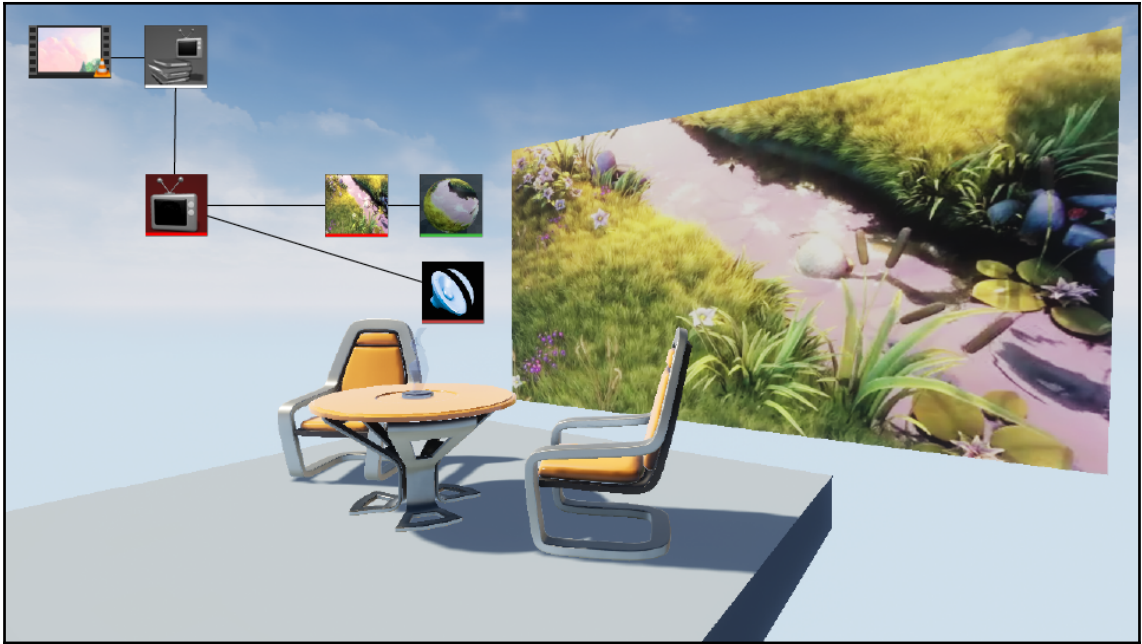


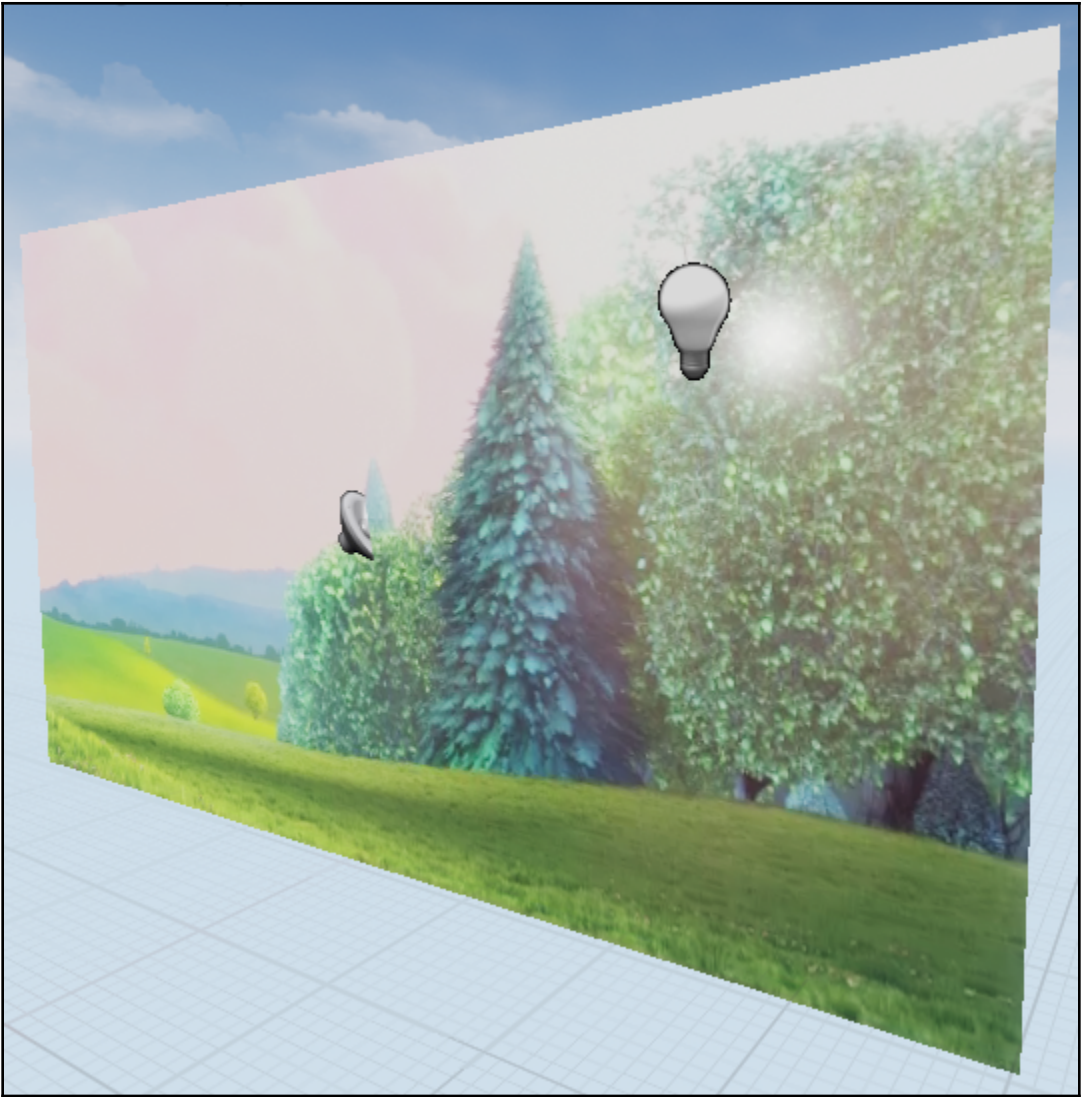


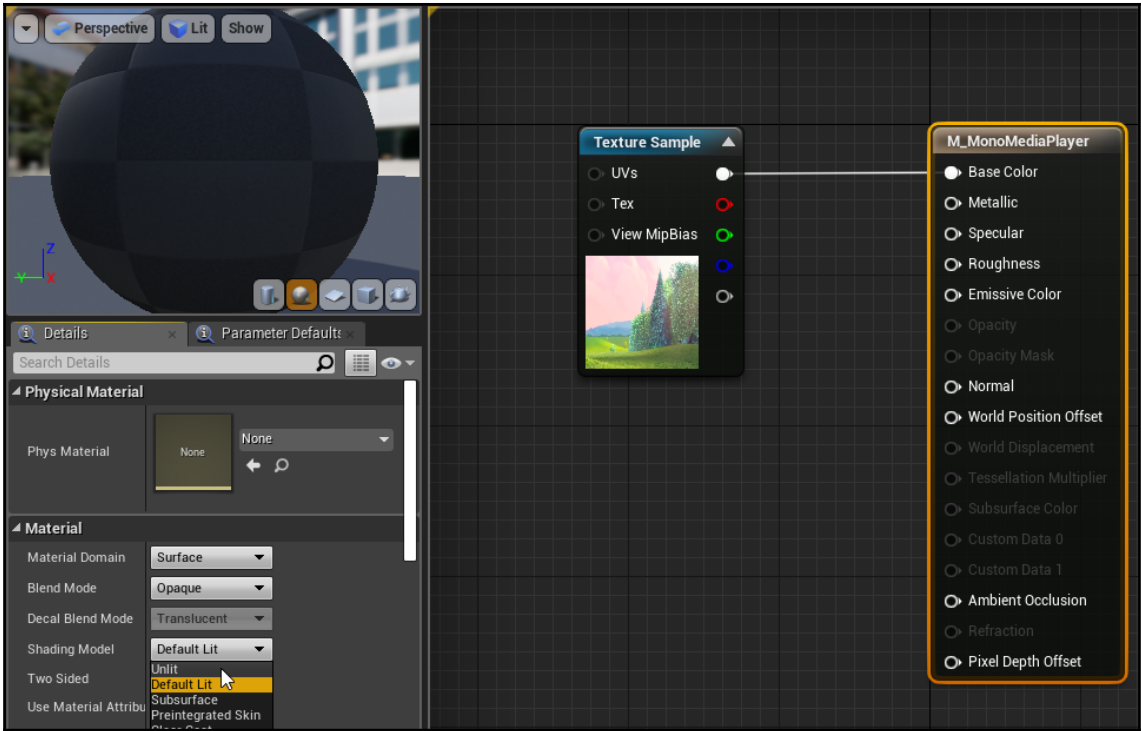


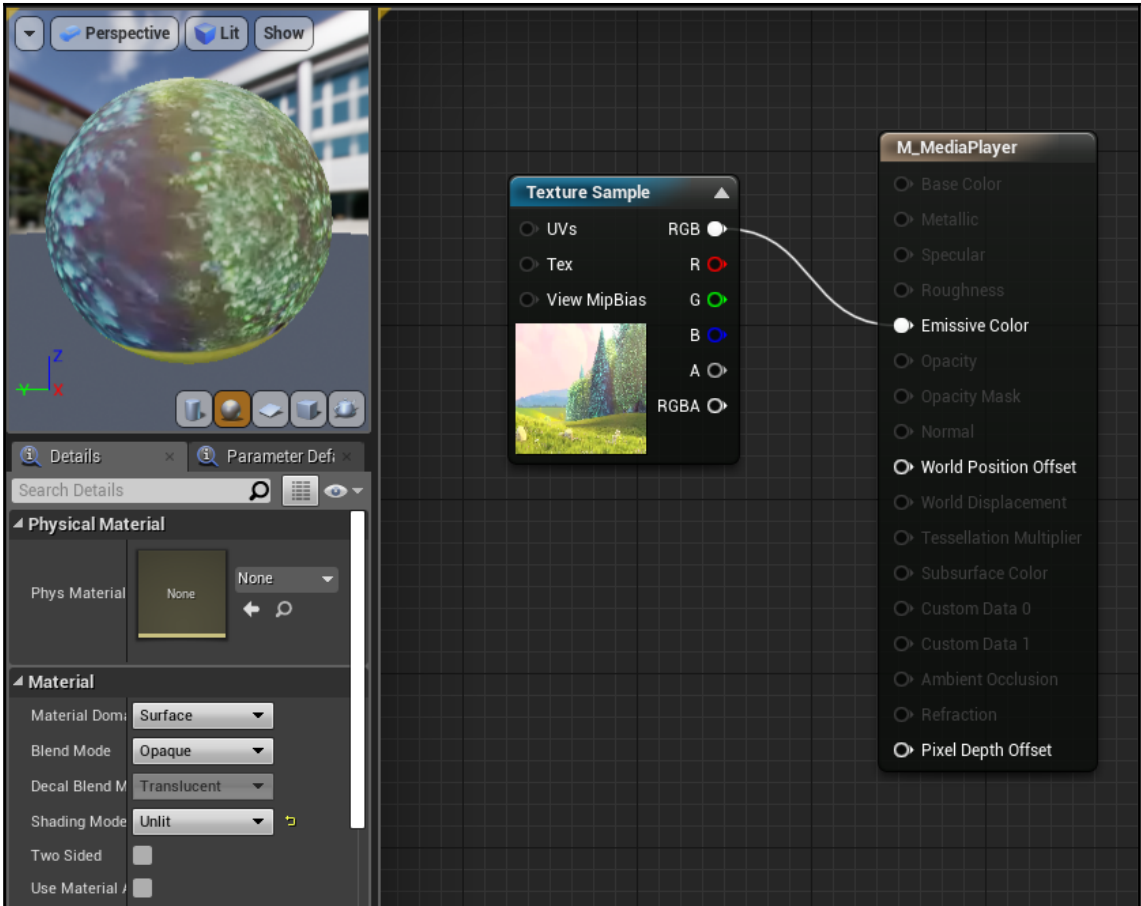


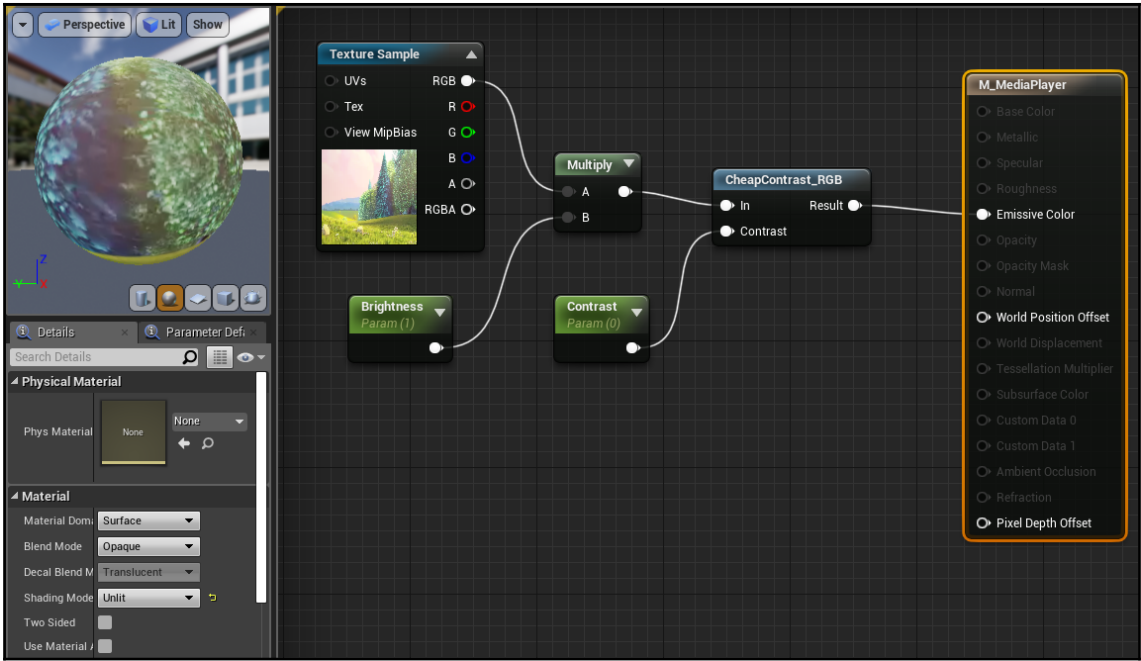


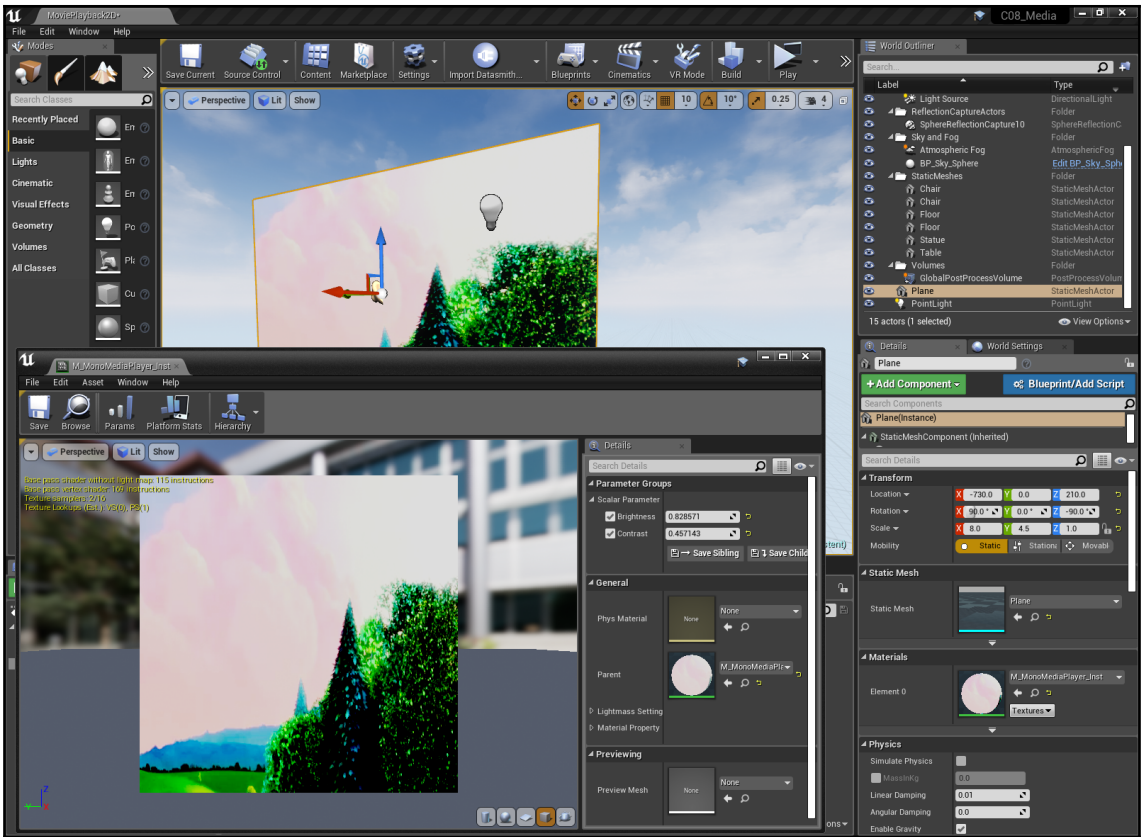


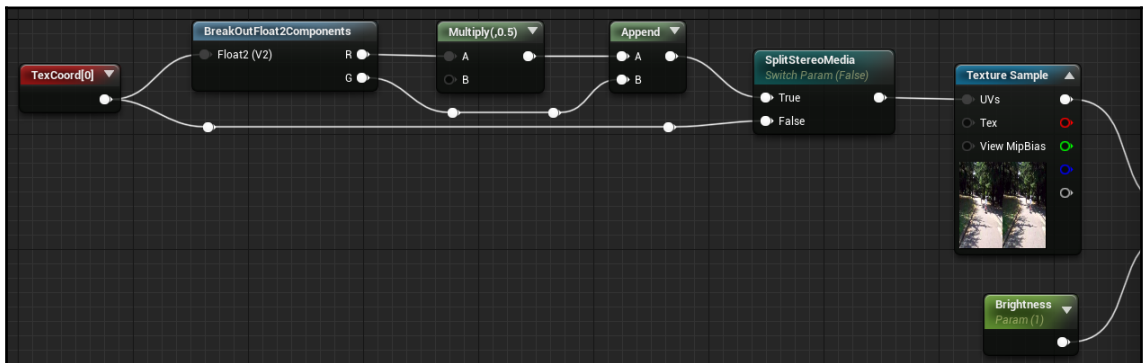
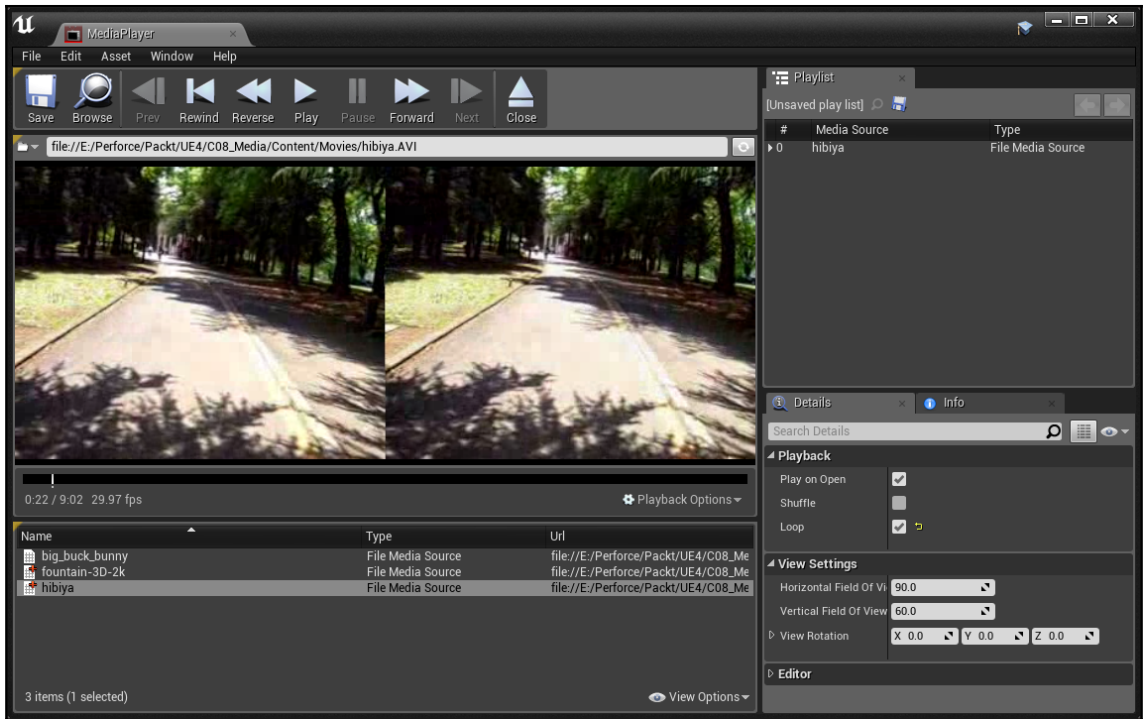


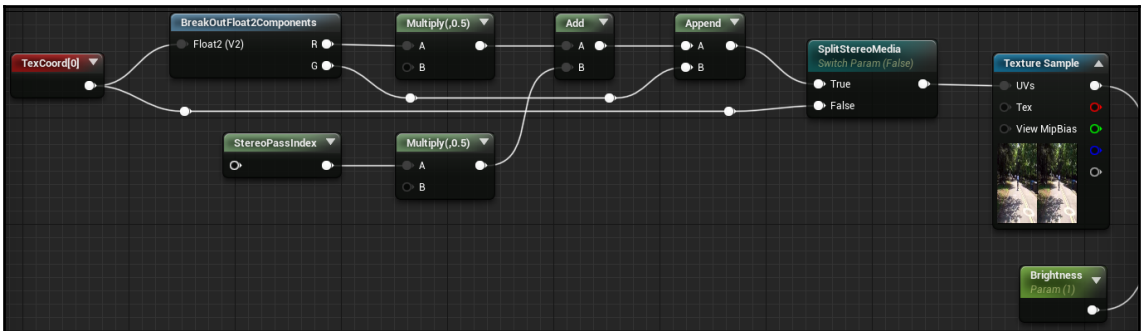
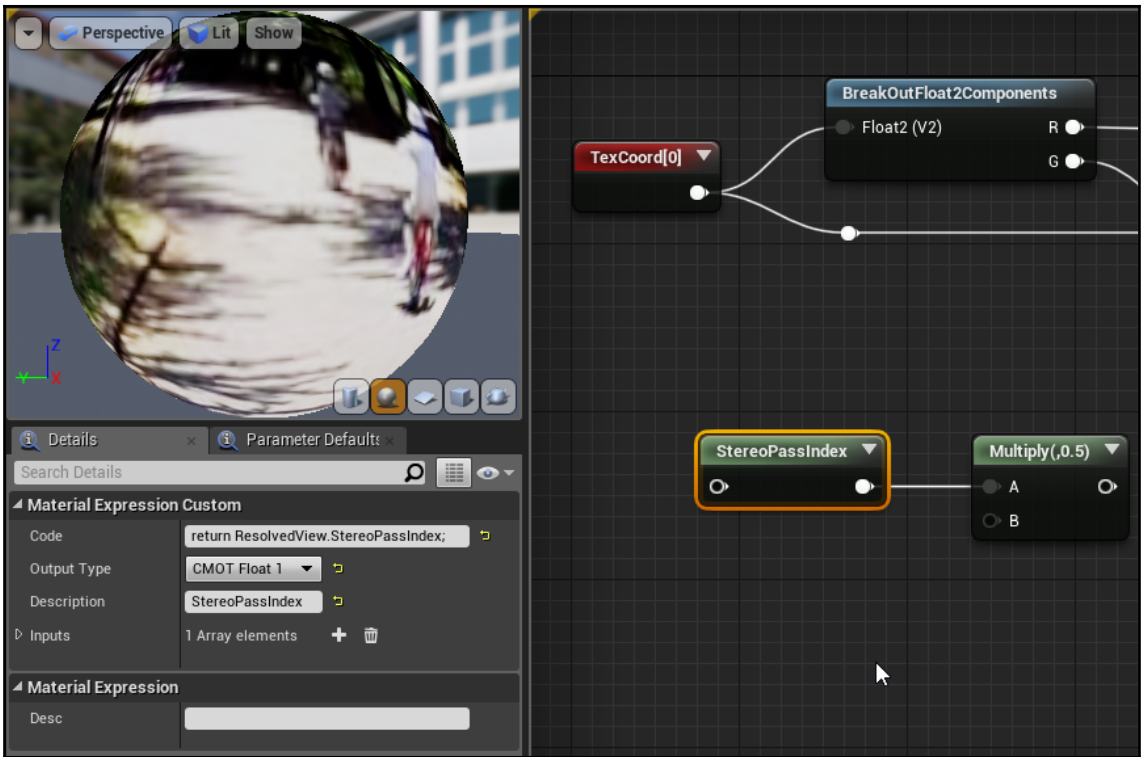


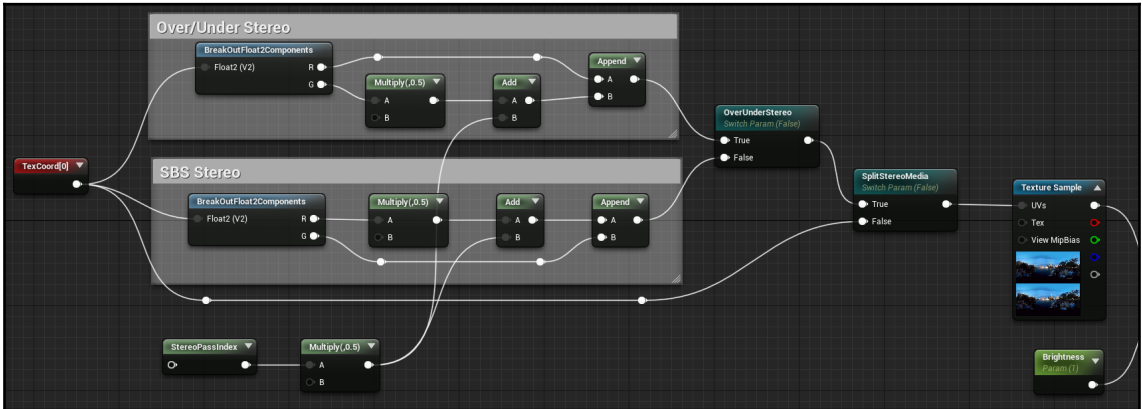
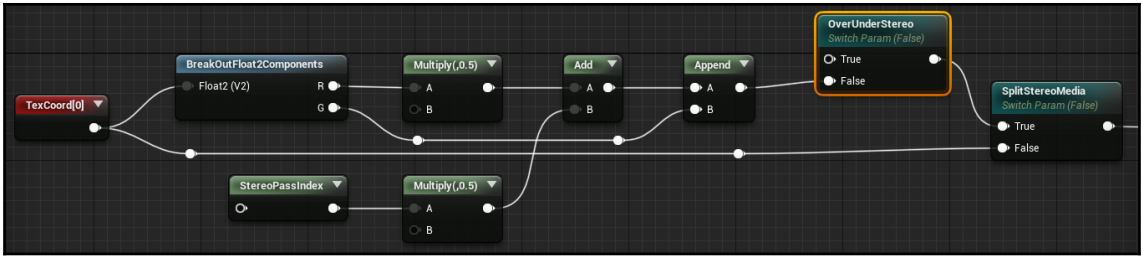


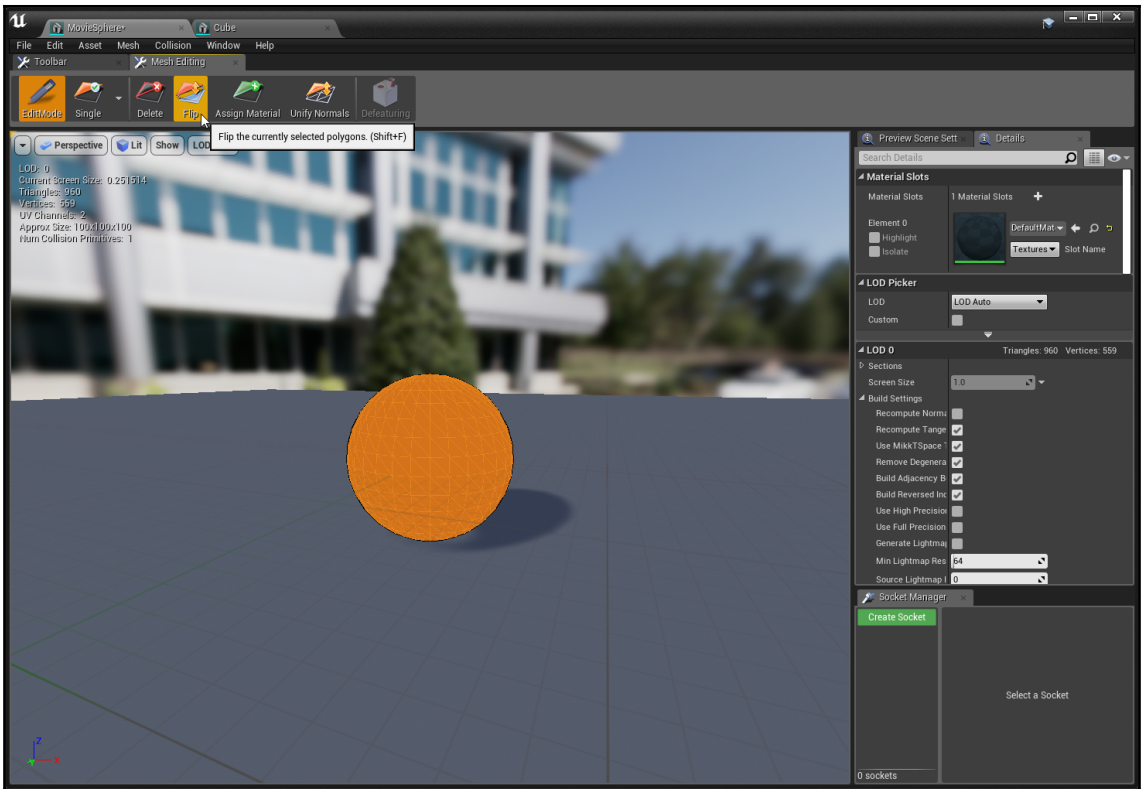


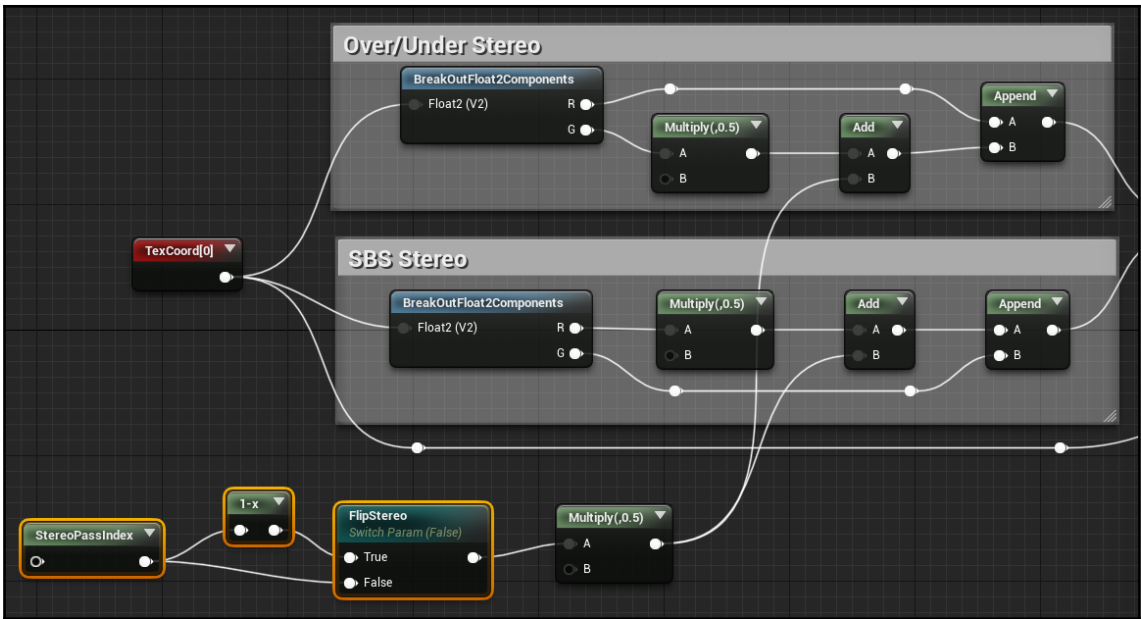


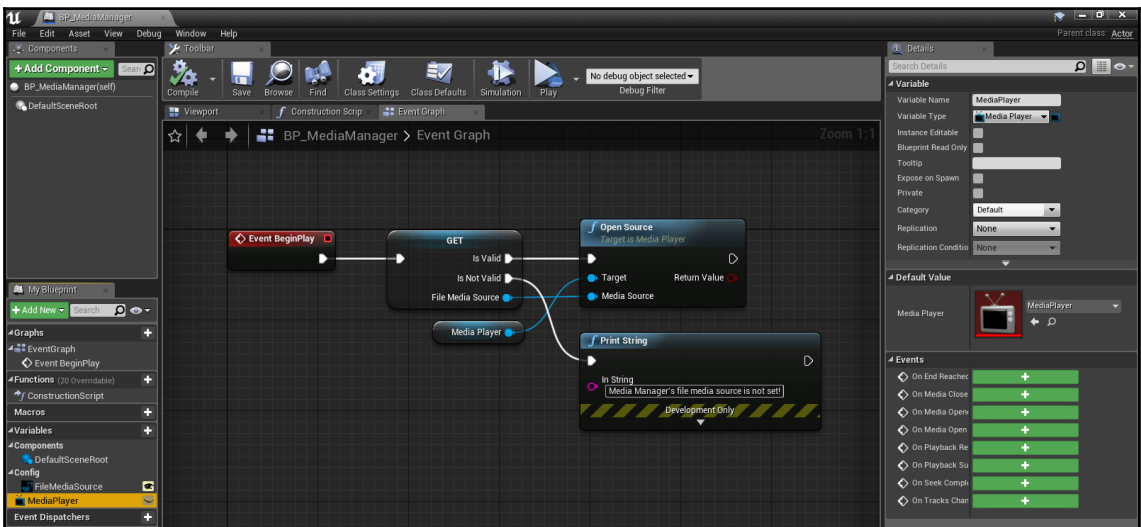
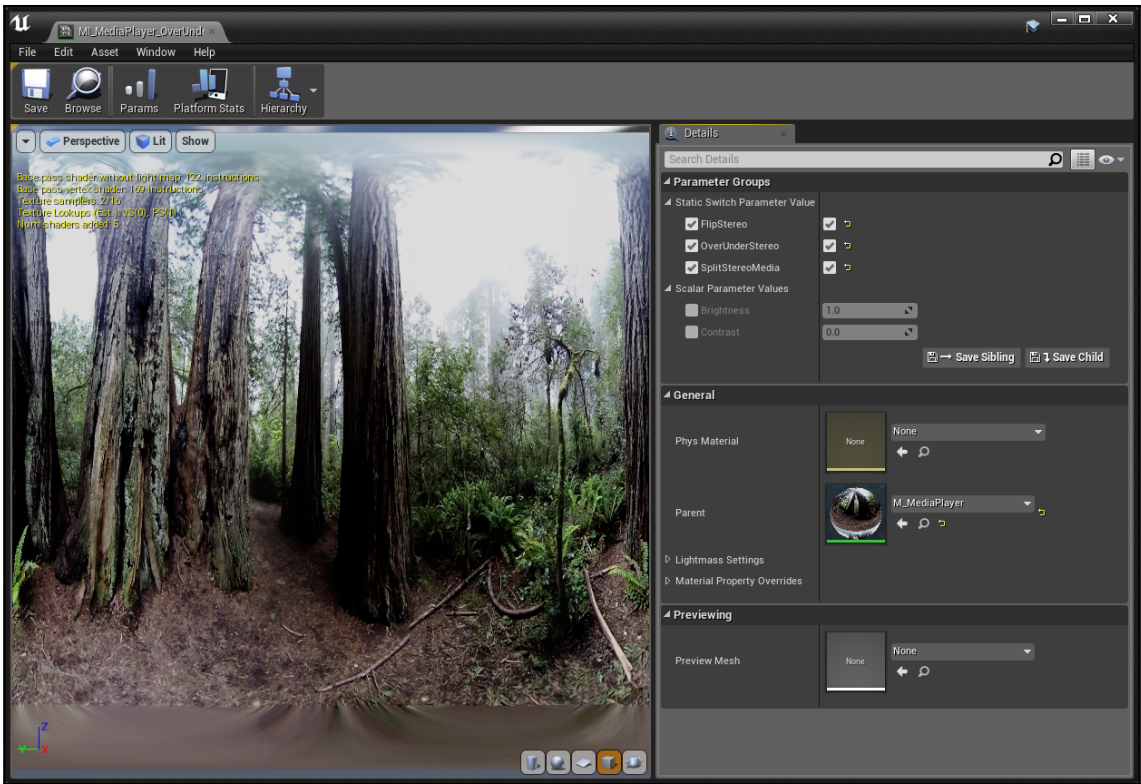


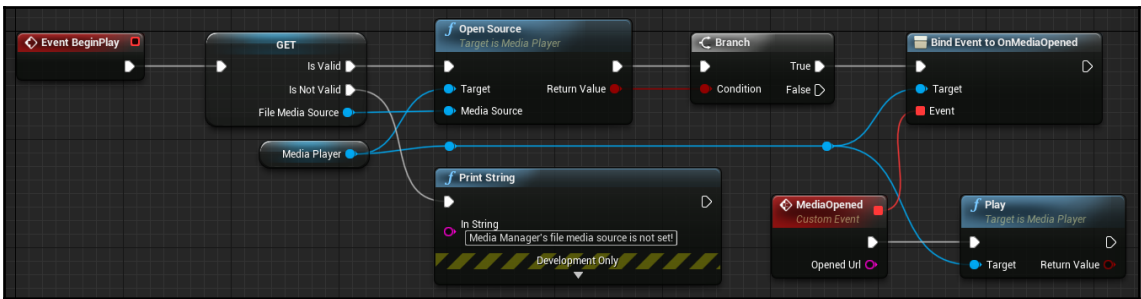
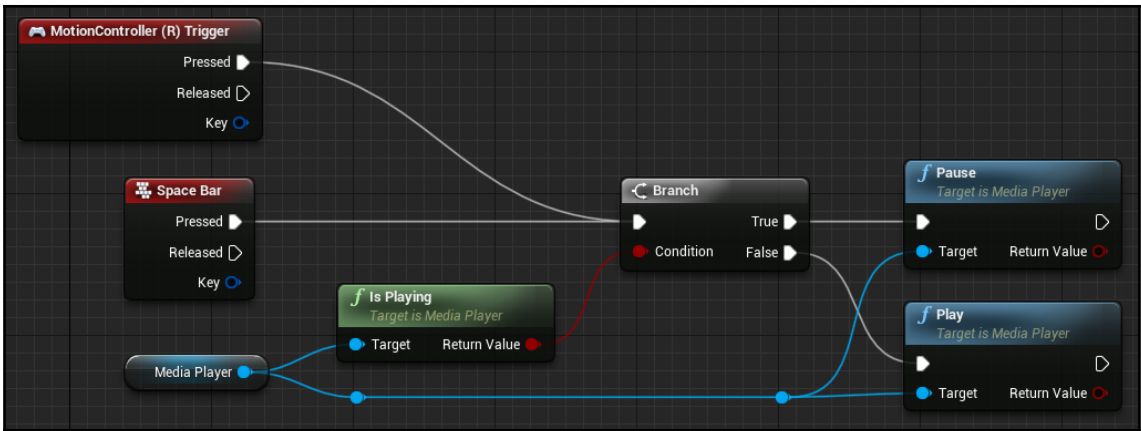




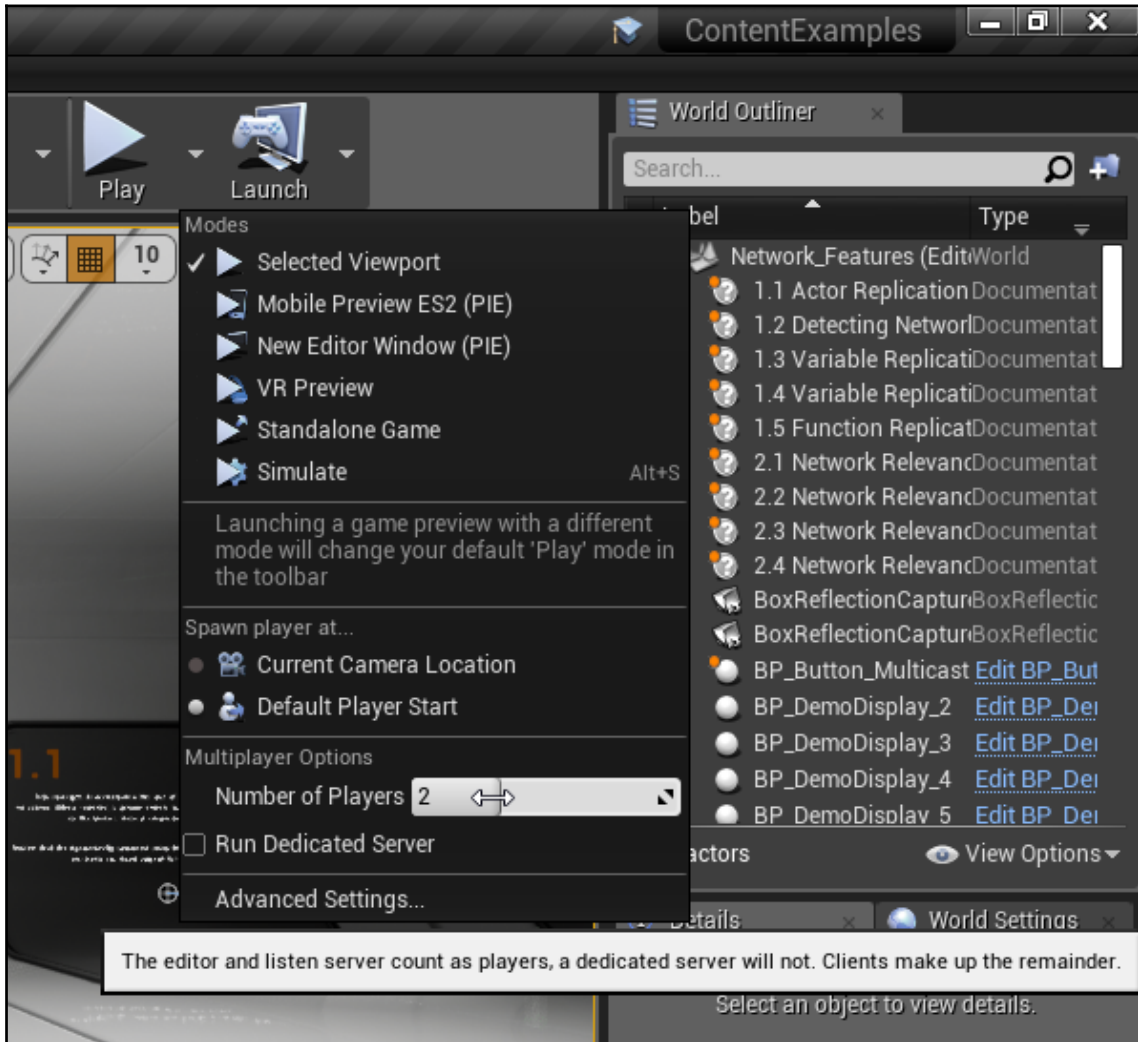


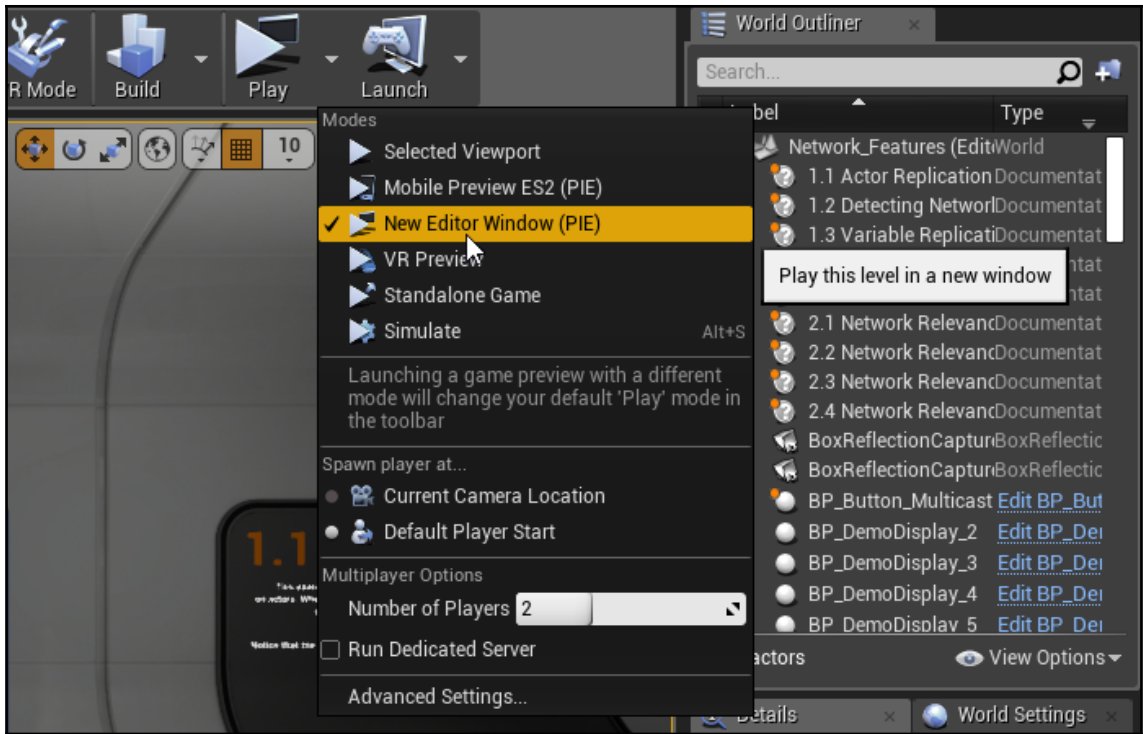






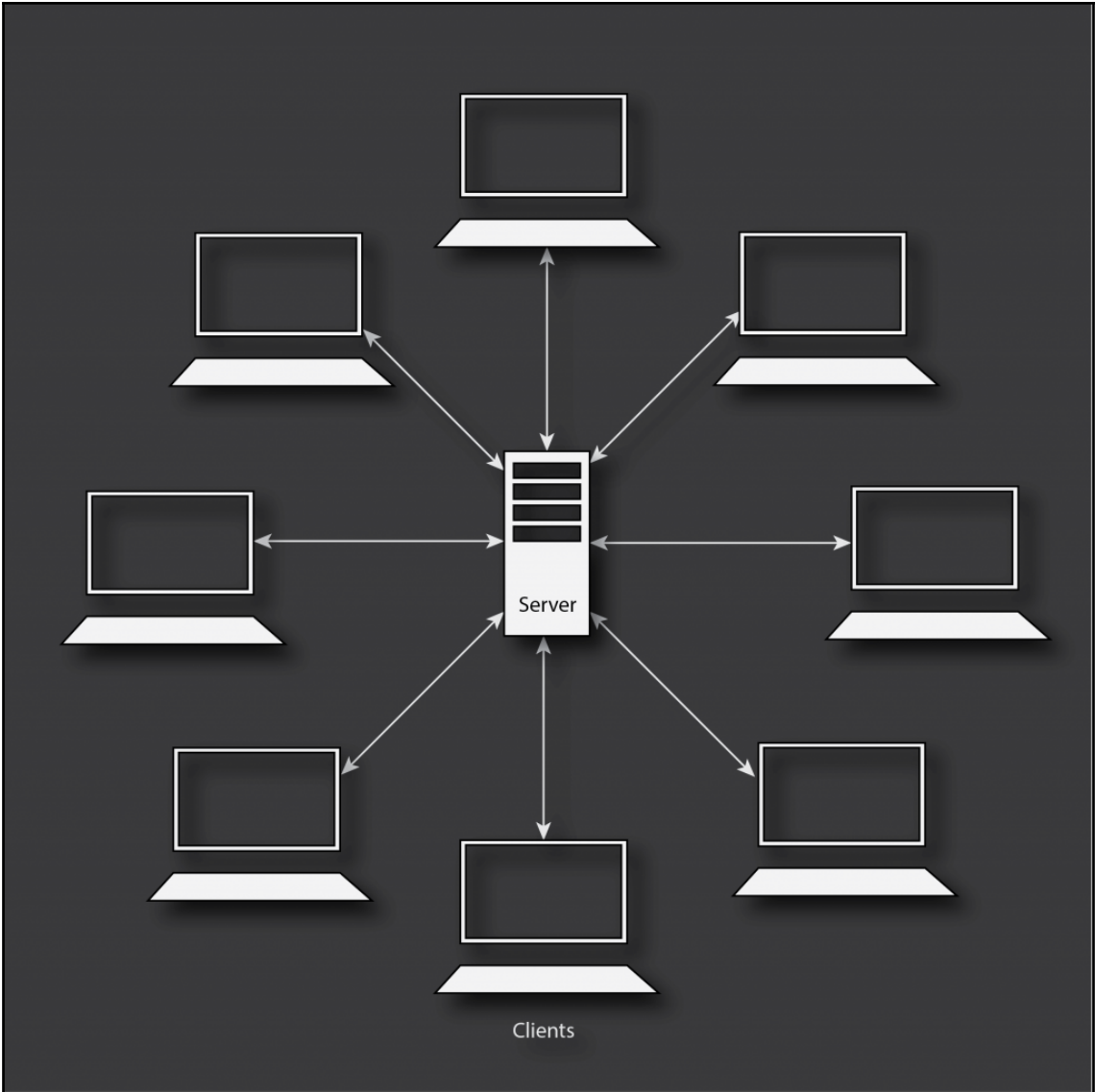
Chapter 10: Creating a Multiplayer Experience in VR

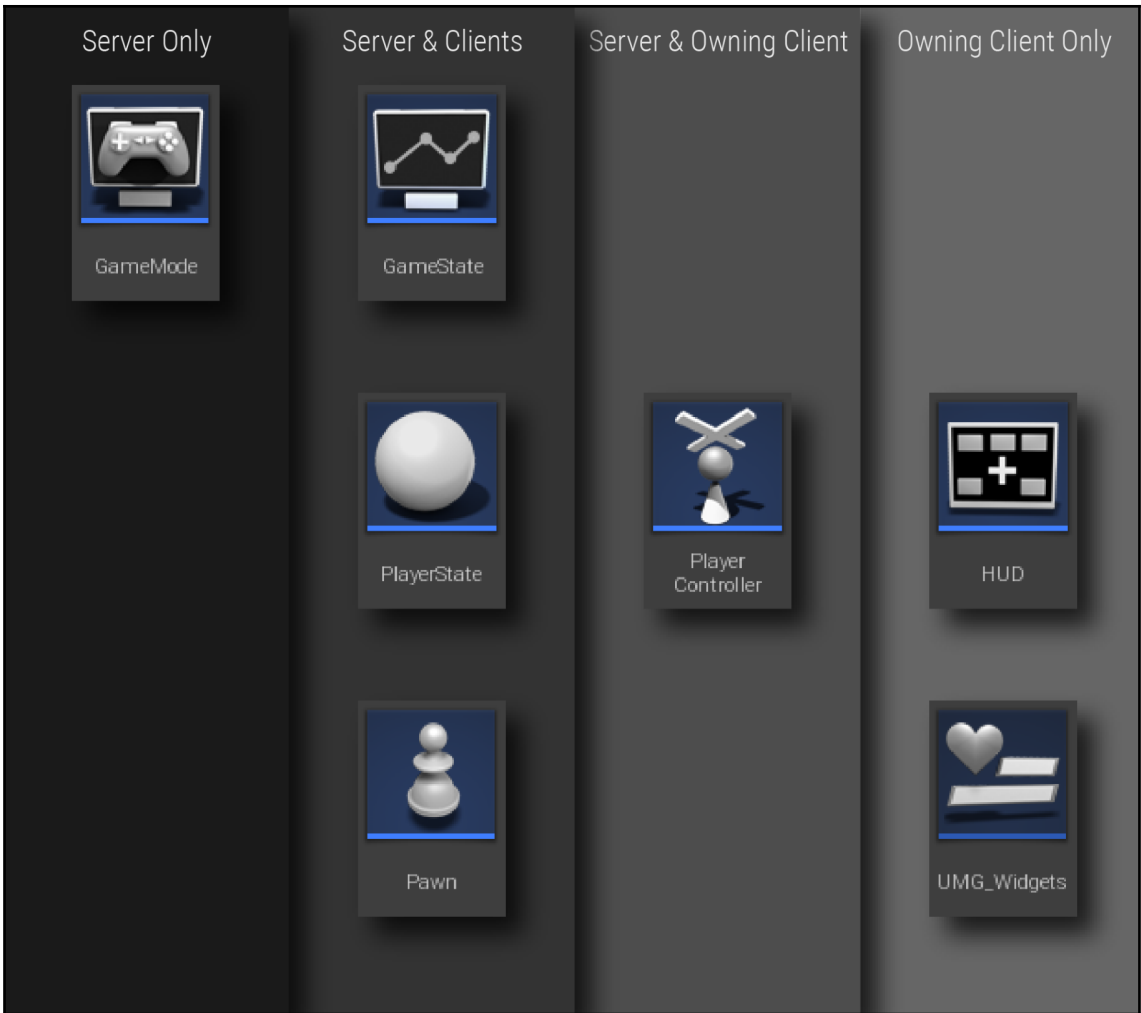


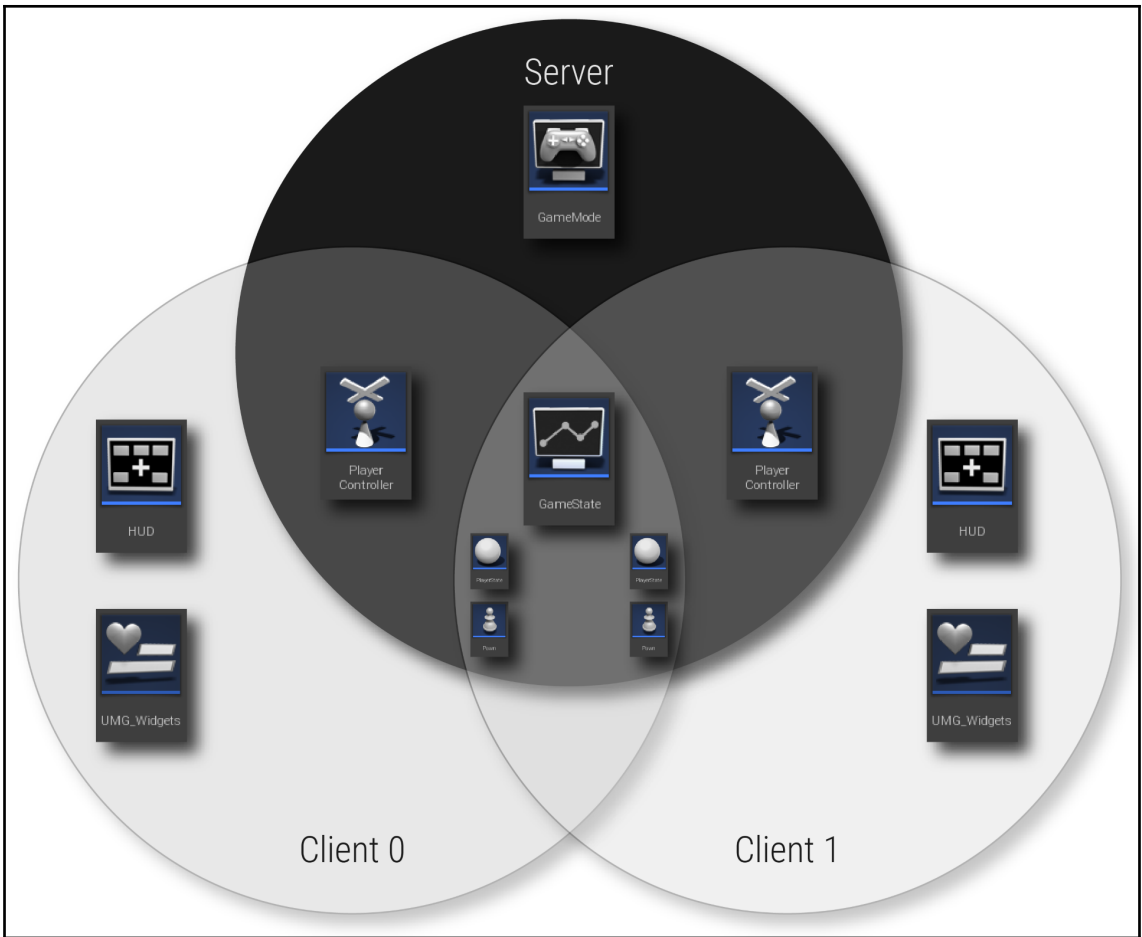


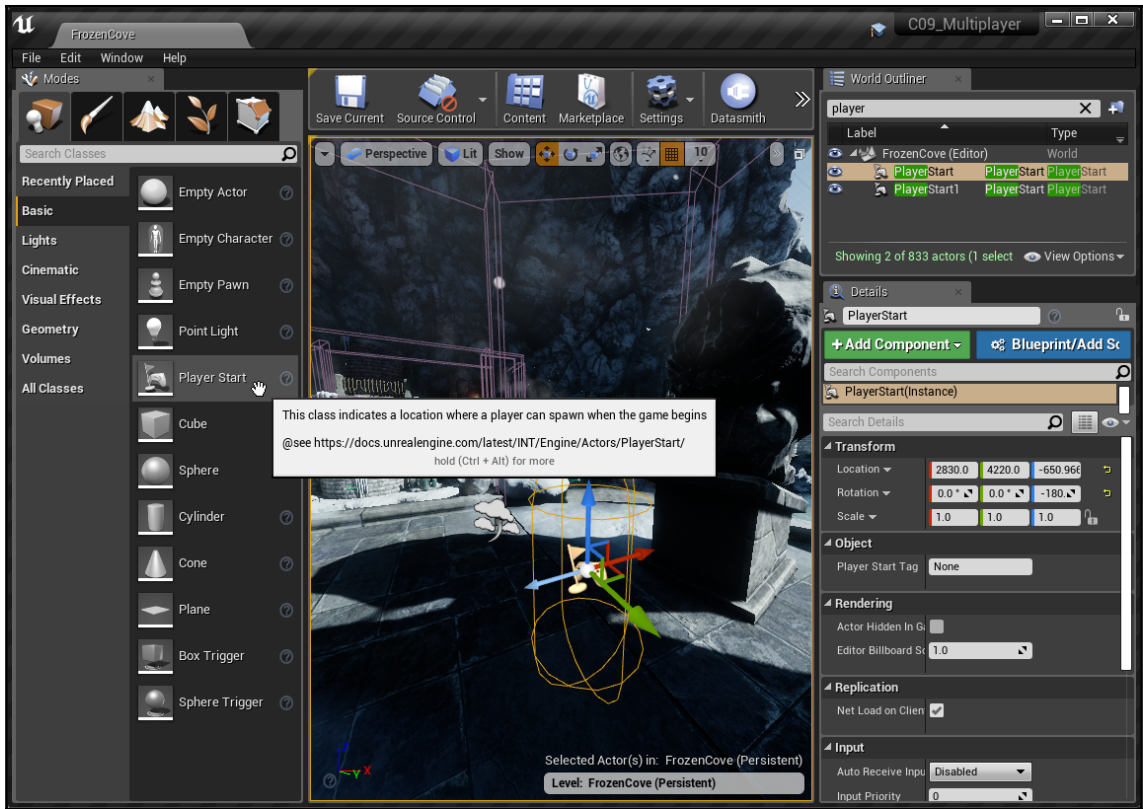


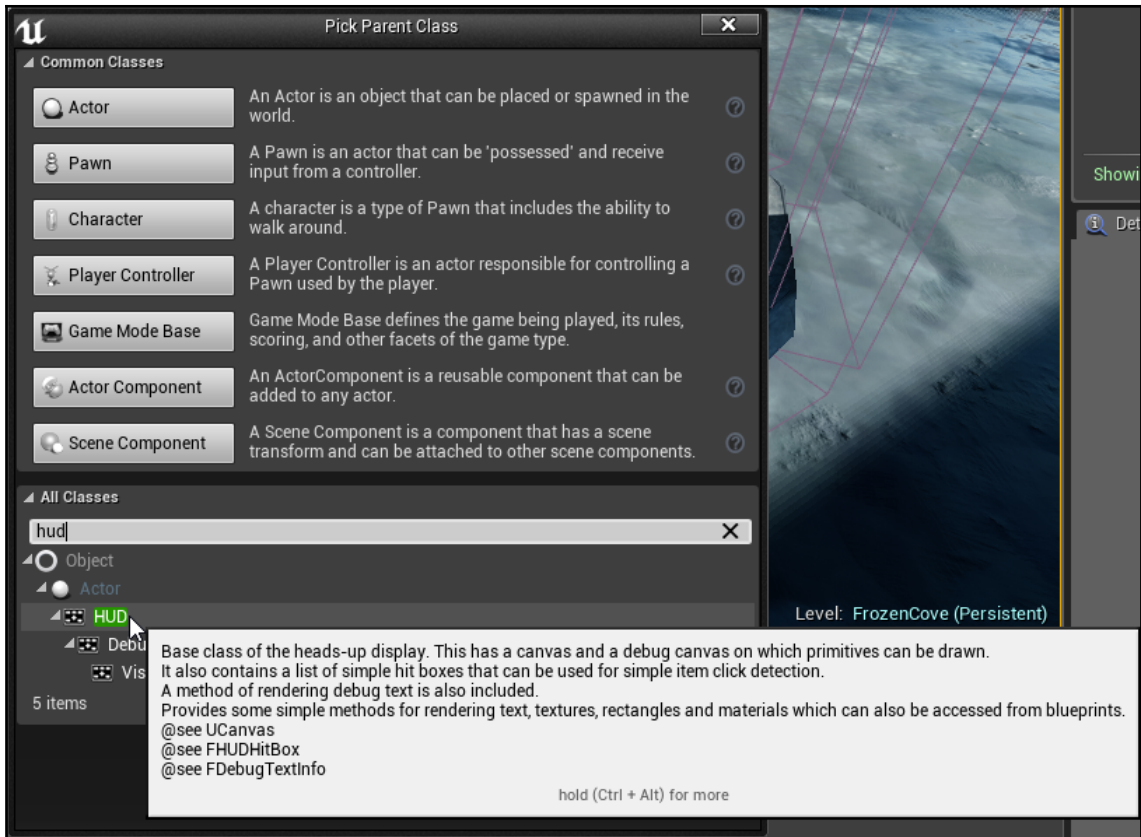


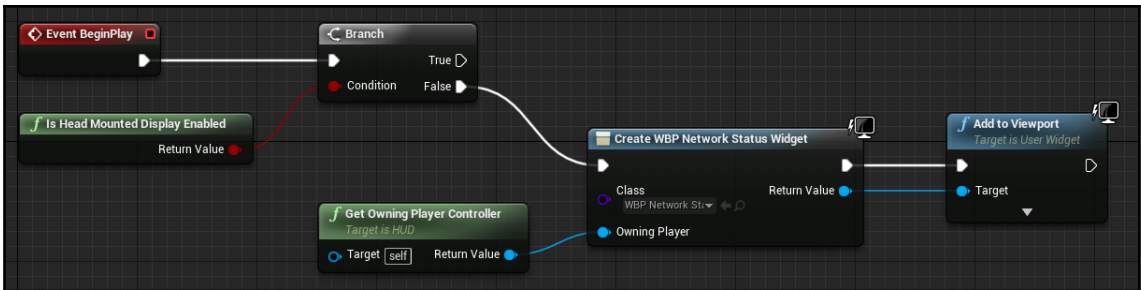
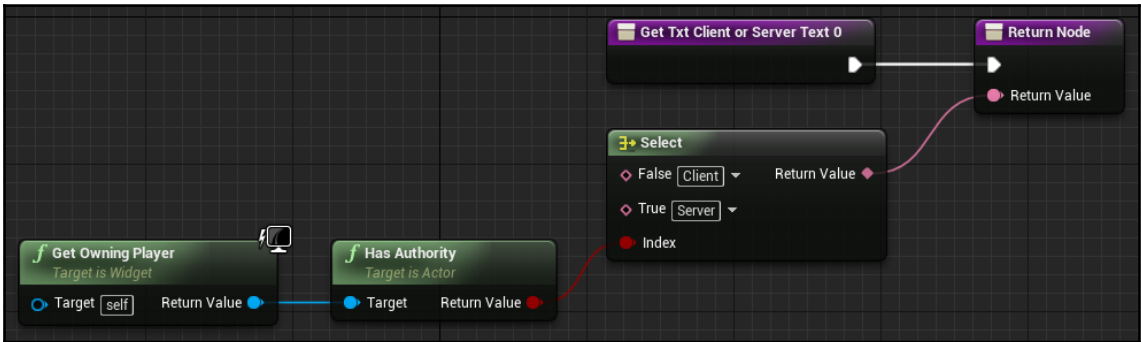
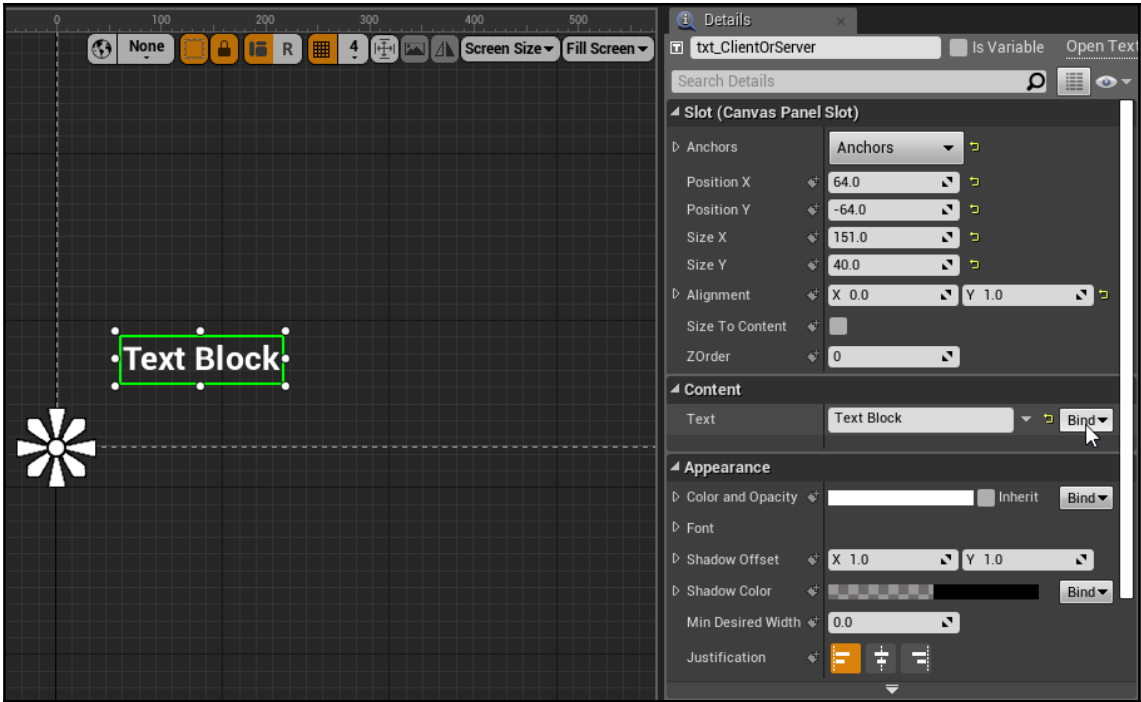






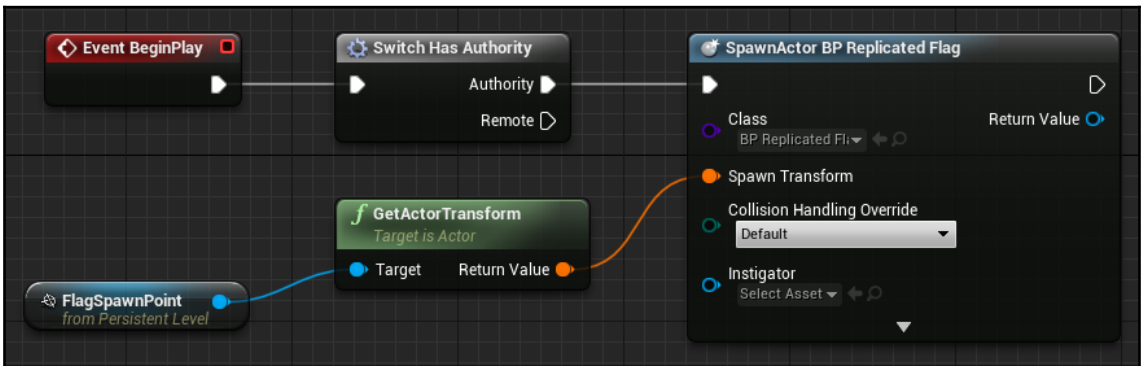


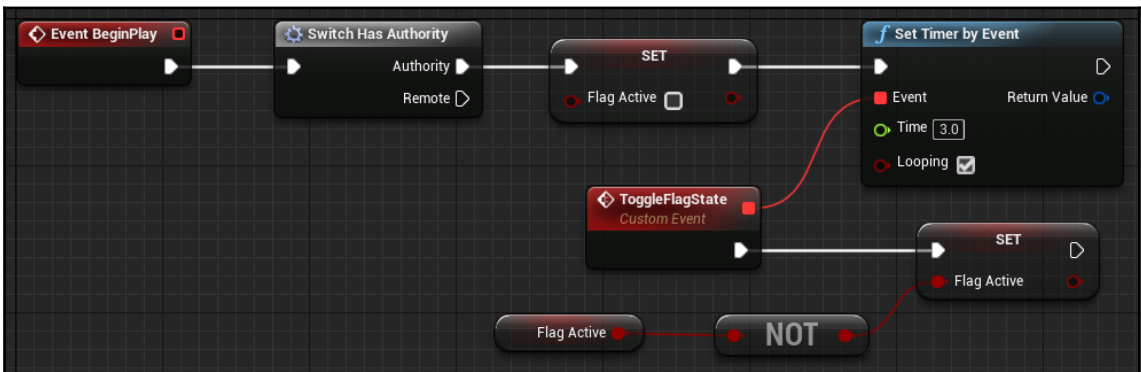
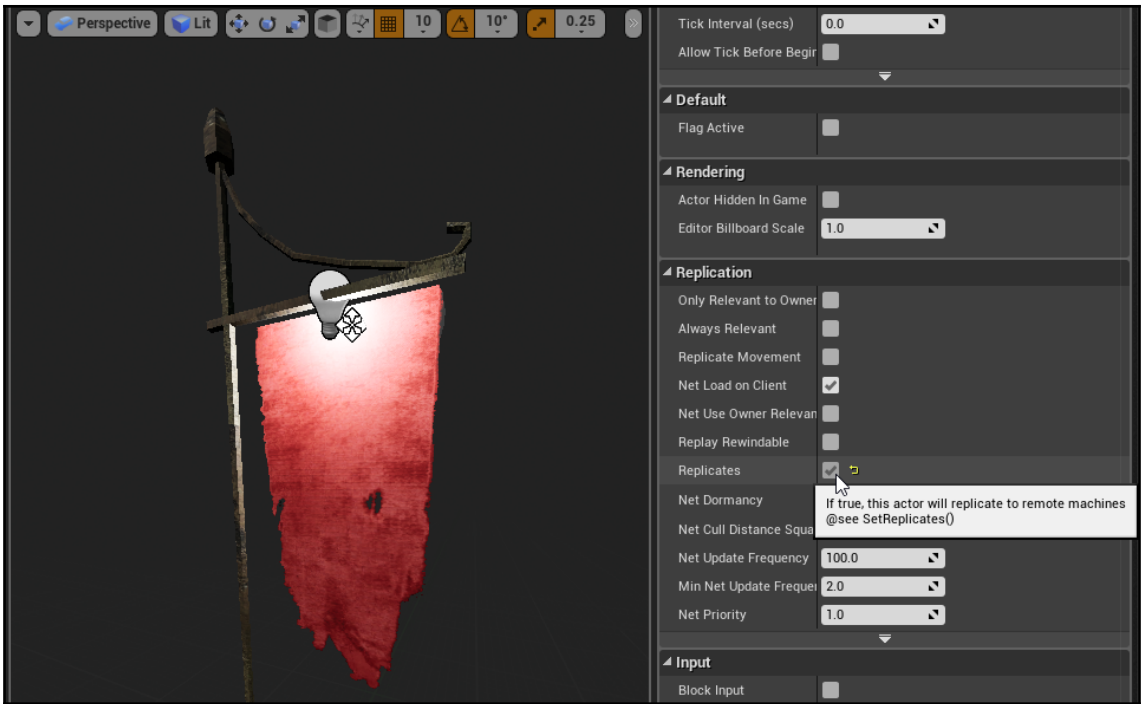


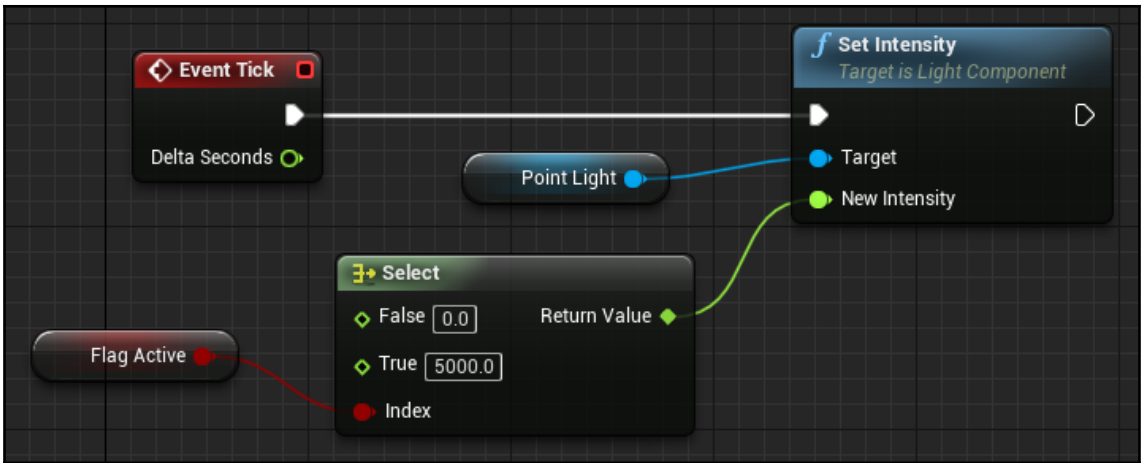




If checked, a separate dedicated server will be launched. Otherwise the first player will act as a listen server that all other players connect to.

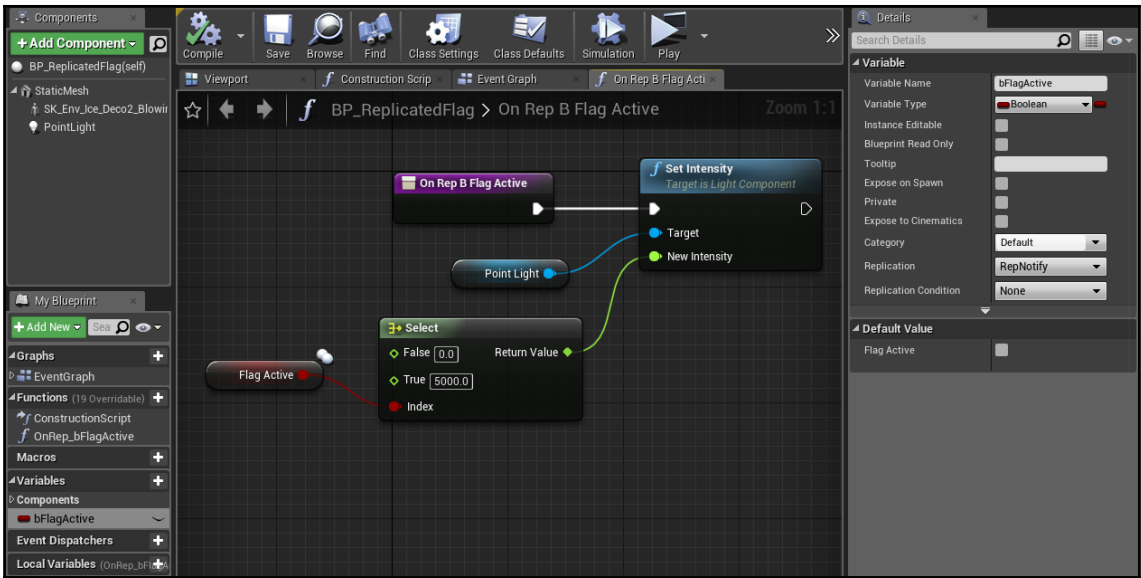


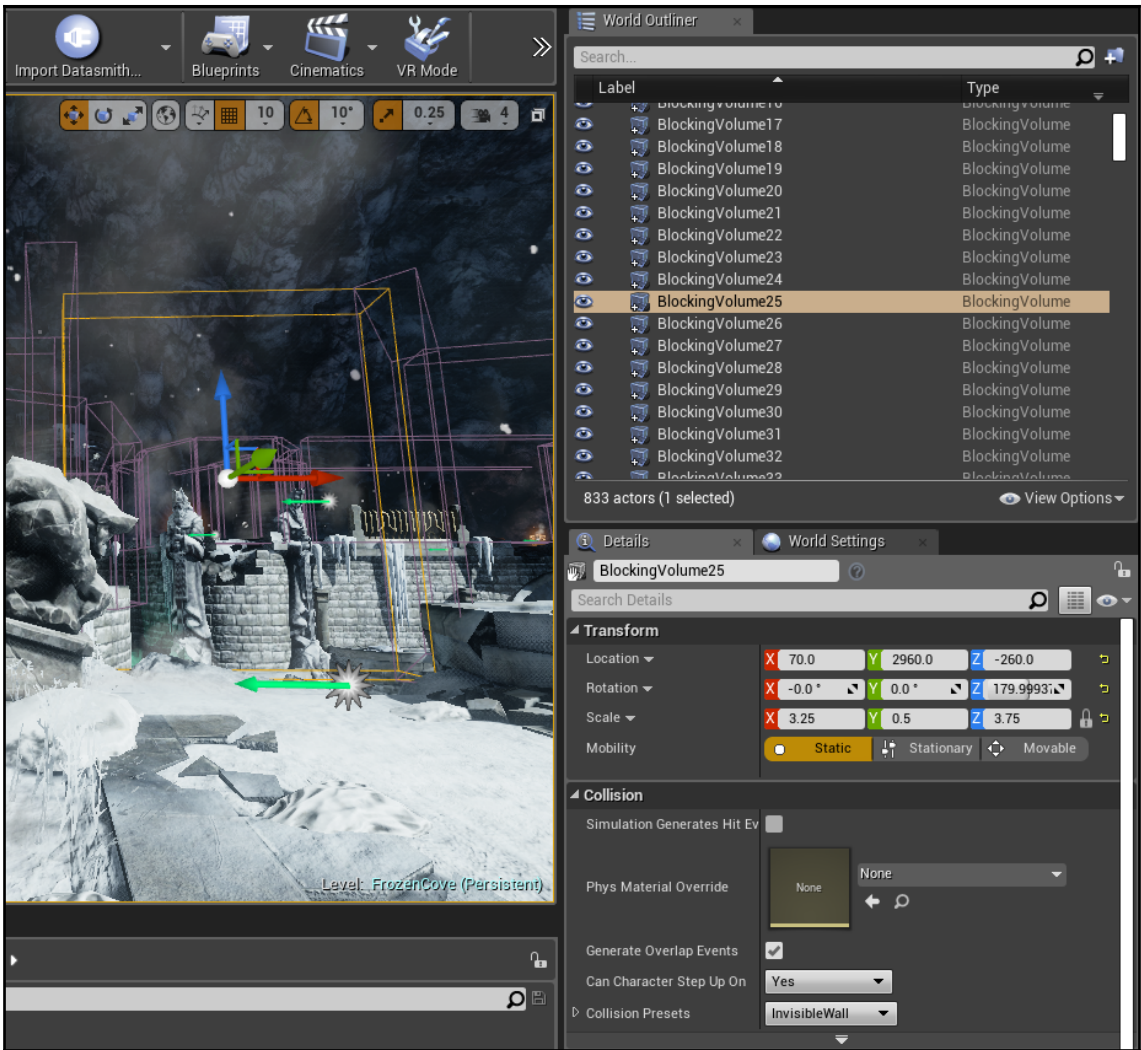


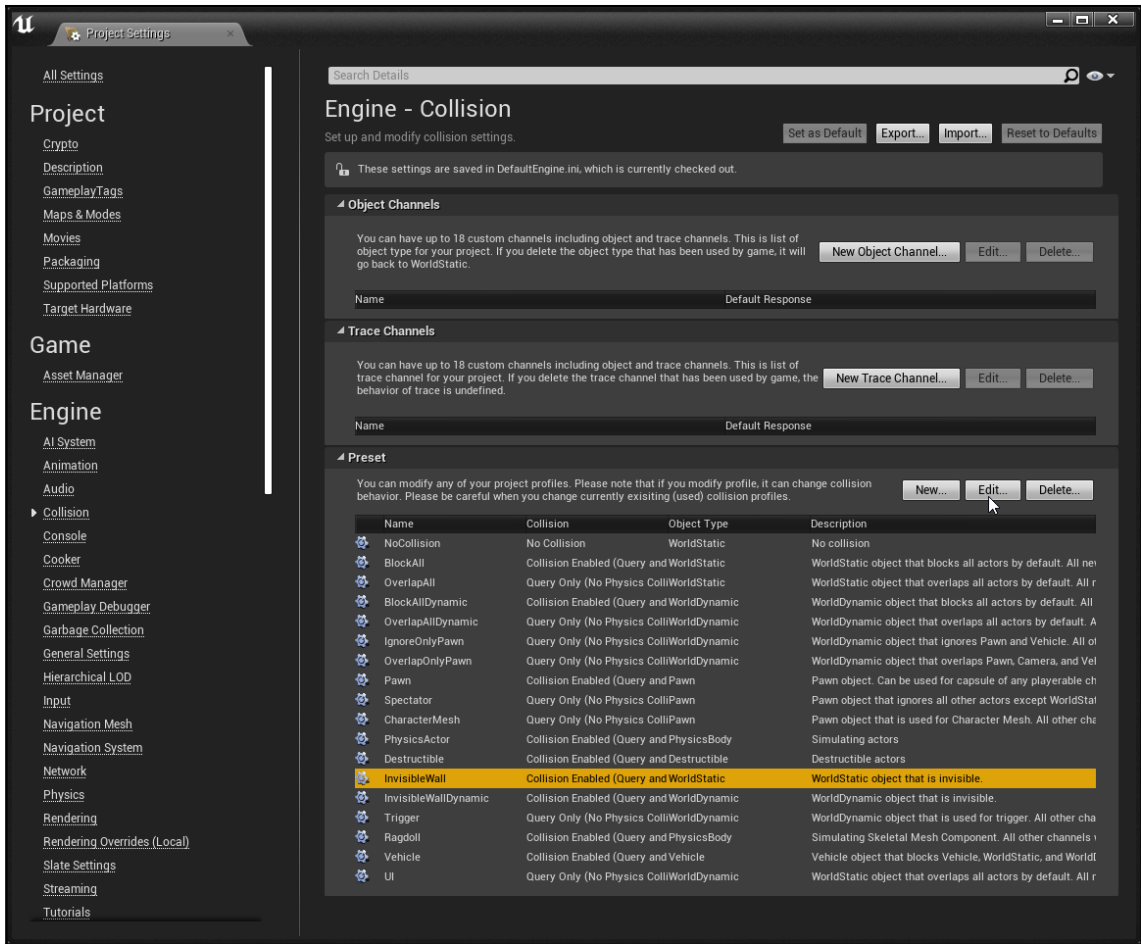



Variable

Variable Name	bFlagActive
Variable Type	Boolean
Instance Editable	<input type="checkbox"/>
Blueprint Read Only	<input type="checkbox"/>
Tooltip	
Expose on Spawn	<input type="checkbox"/>
Private	<input type="checkbox"/>
Expose to Cinematics	<input type="checkbox"/>
Category	Default
Replication	Replicated
Replication Condition	None









U Edit Profile ✕

Name InvisibleWall

CollisionEnabled Collision Enabled (Query and Phy ▾)

ObjectType WorldStatic ▾

Description WorldStatic object that is invisible.

Collision Respi ?	Ignore	Overlap	Block
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

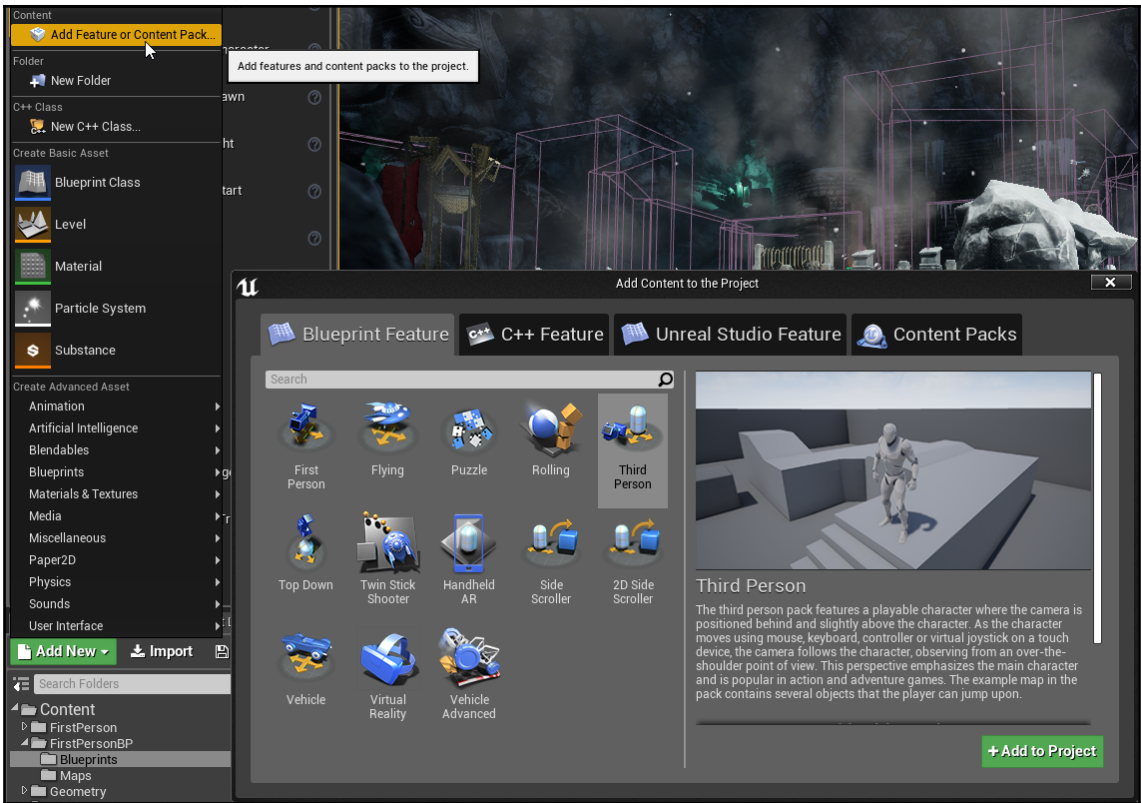
Trace Type

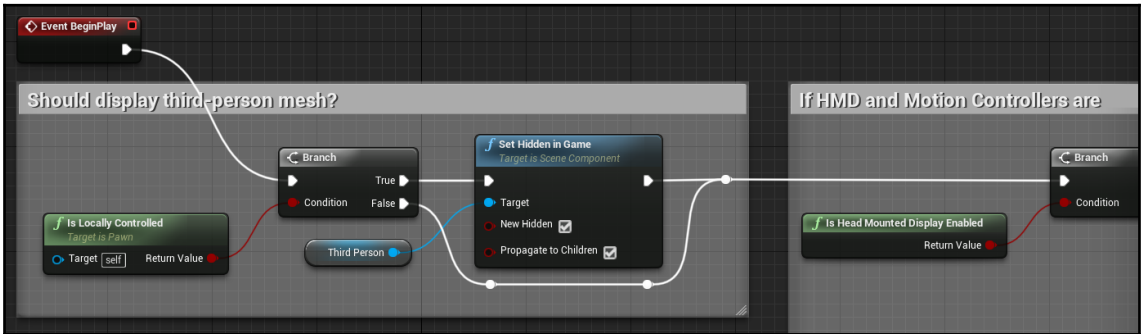
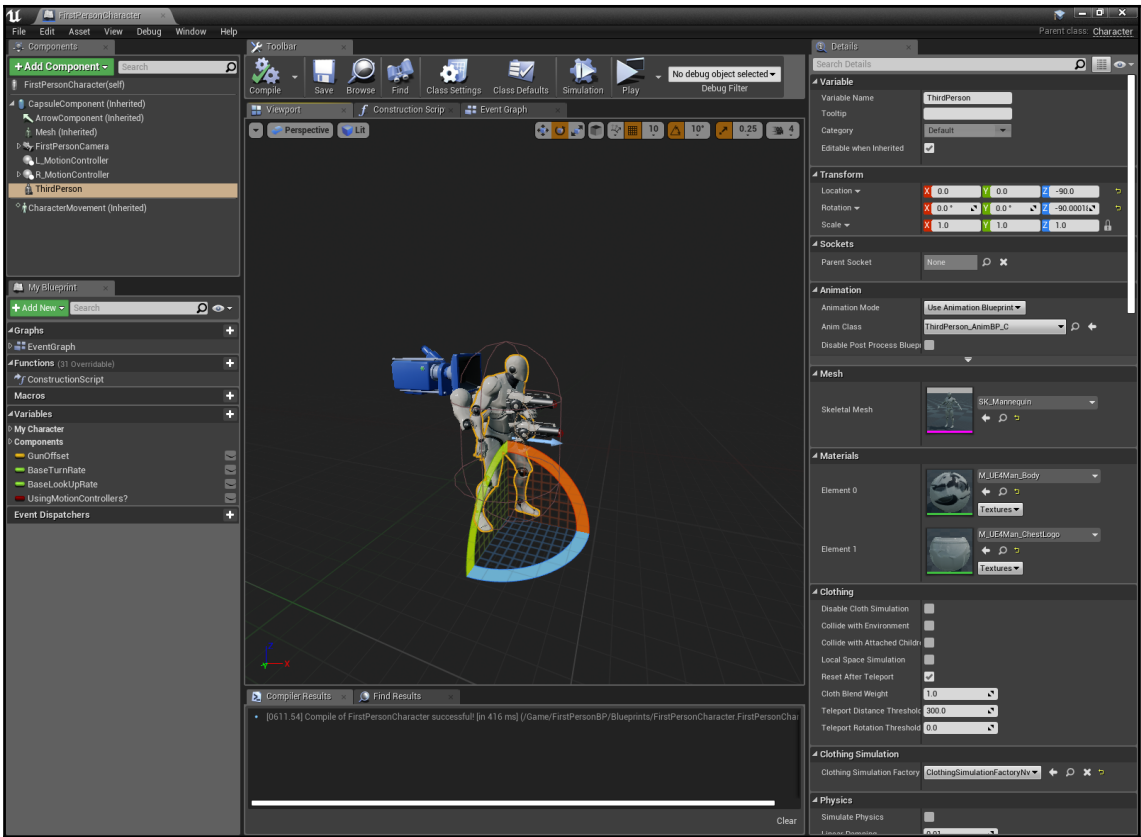
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Camera	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

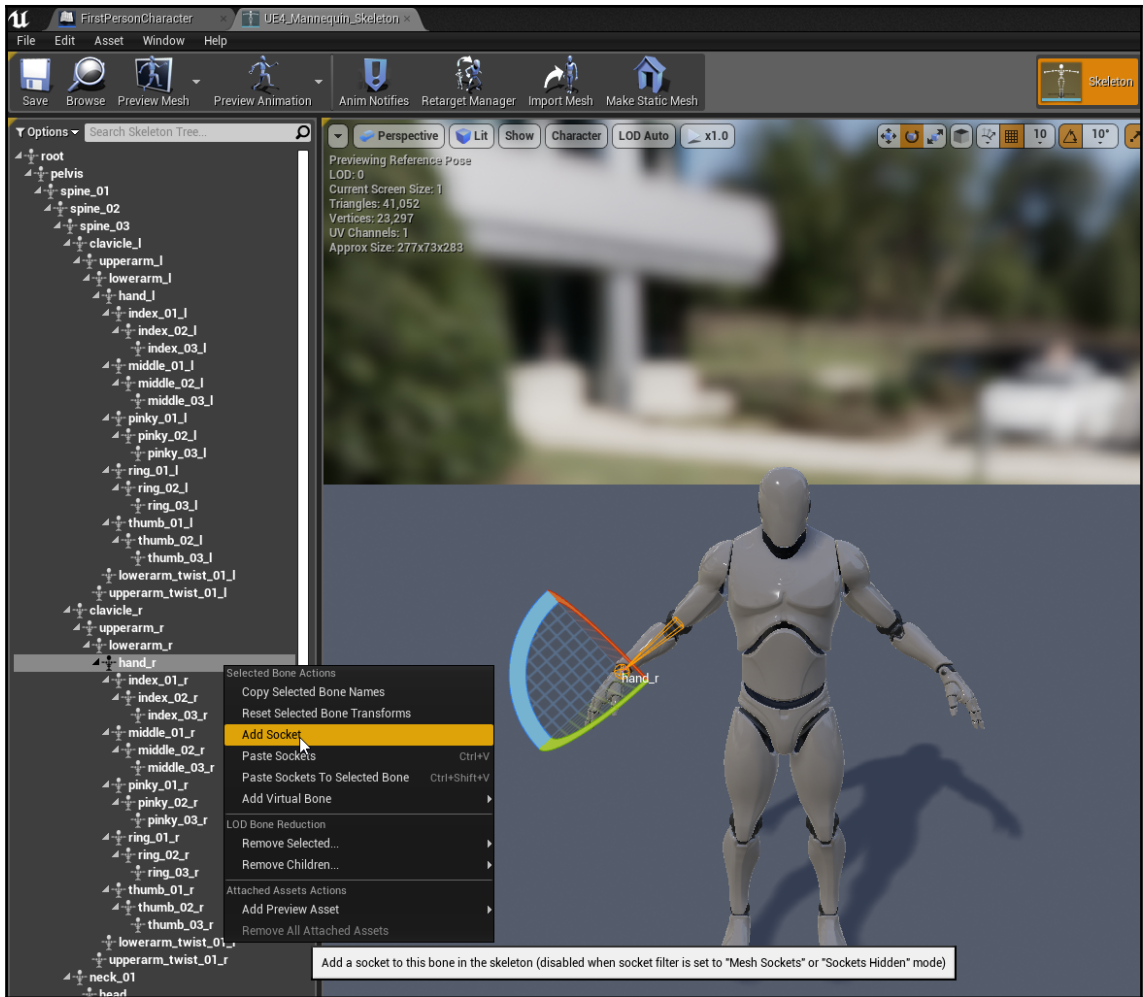
Object Type

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WorldDynamic	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pawn	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
PhysicsBody	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Vehicle	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Destructible	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

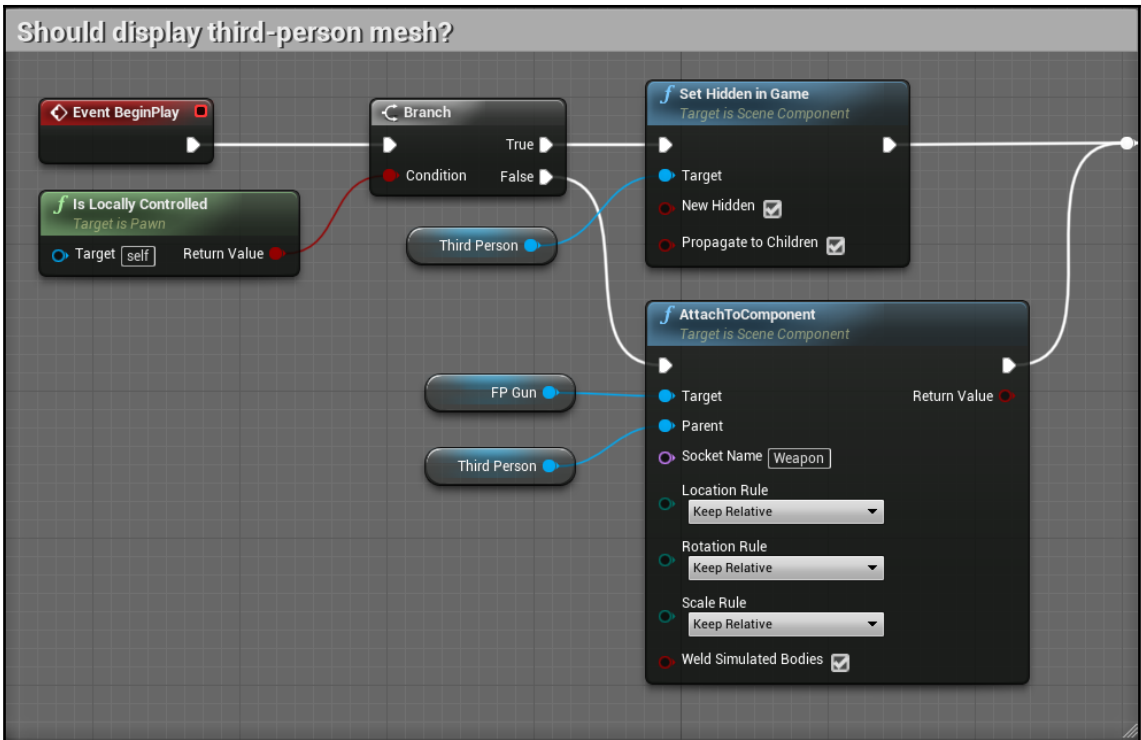
Accept Cancel







Should display third-person mesh?



Details

Search Details

Graph Node

Name: ServerFire

Graph

Replicates: Run on Server

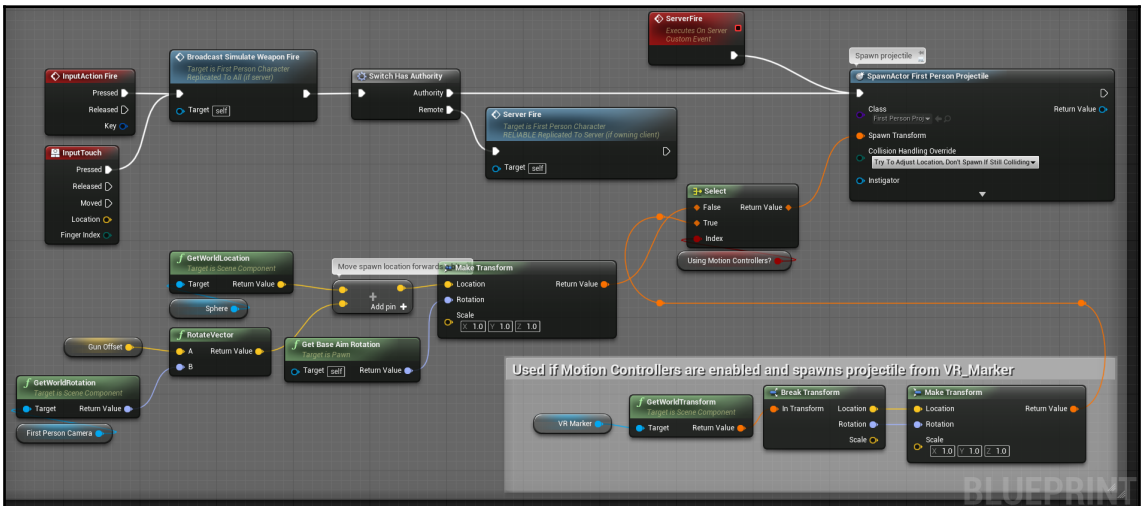
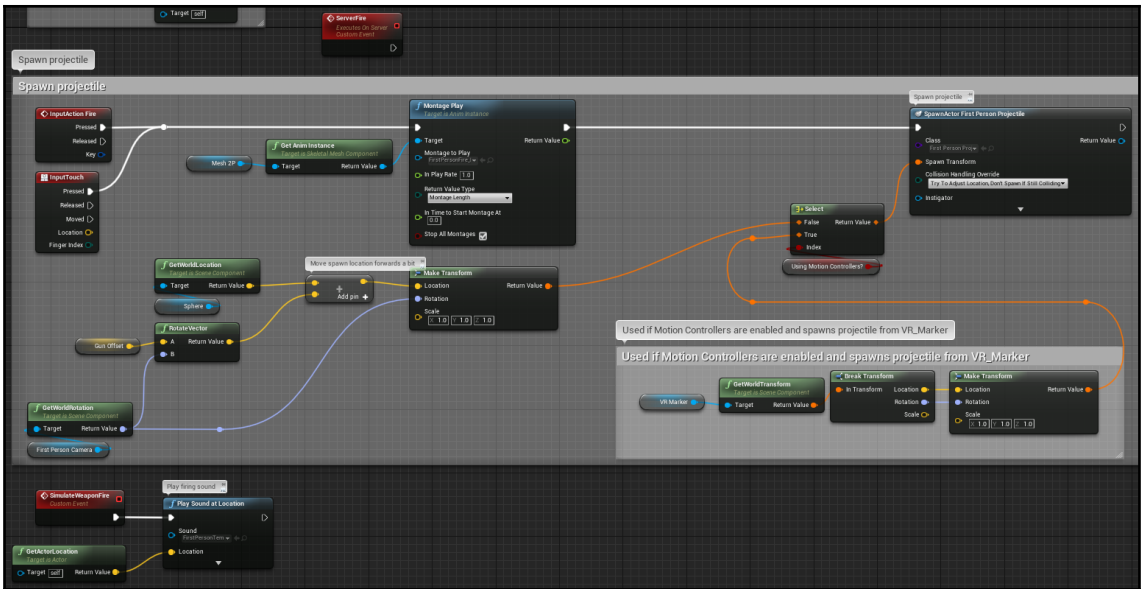
Reliable:

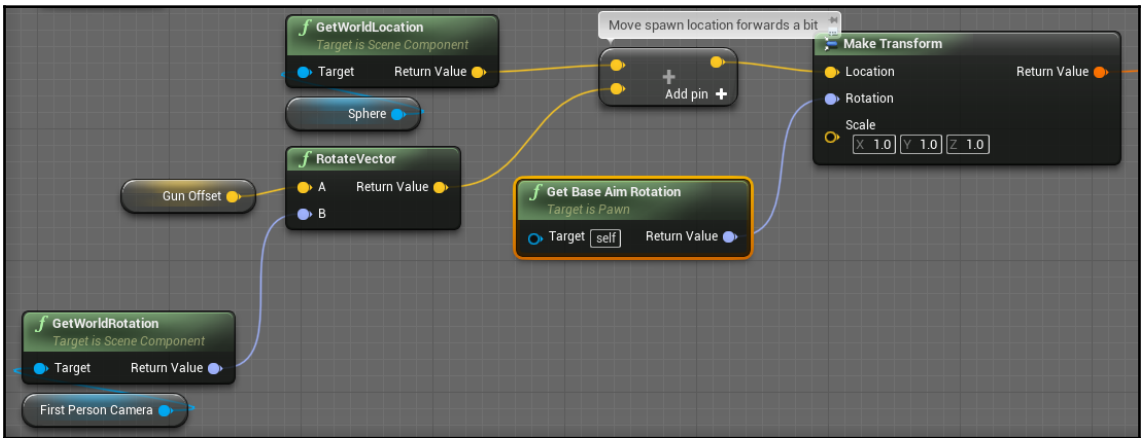
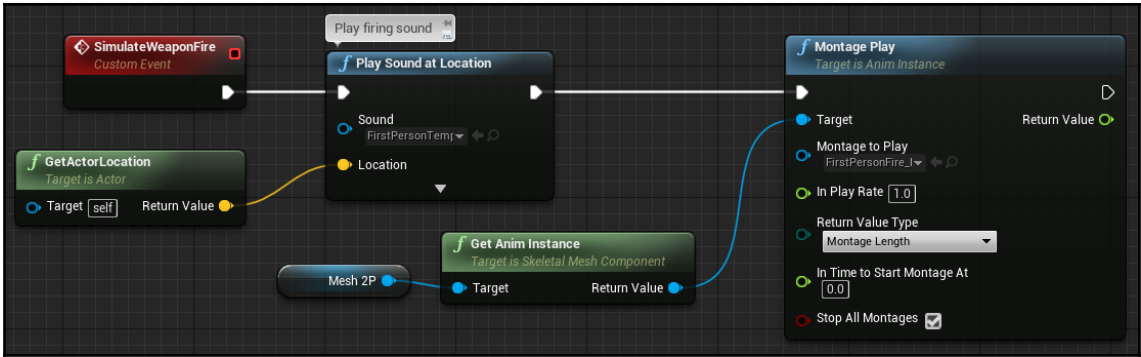
Call In Editor:

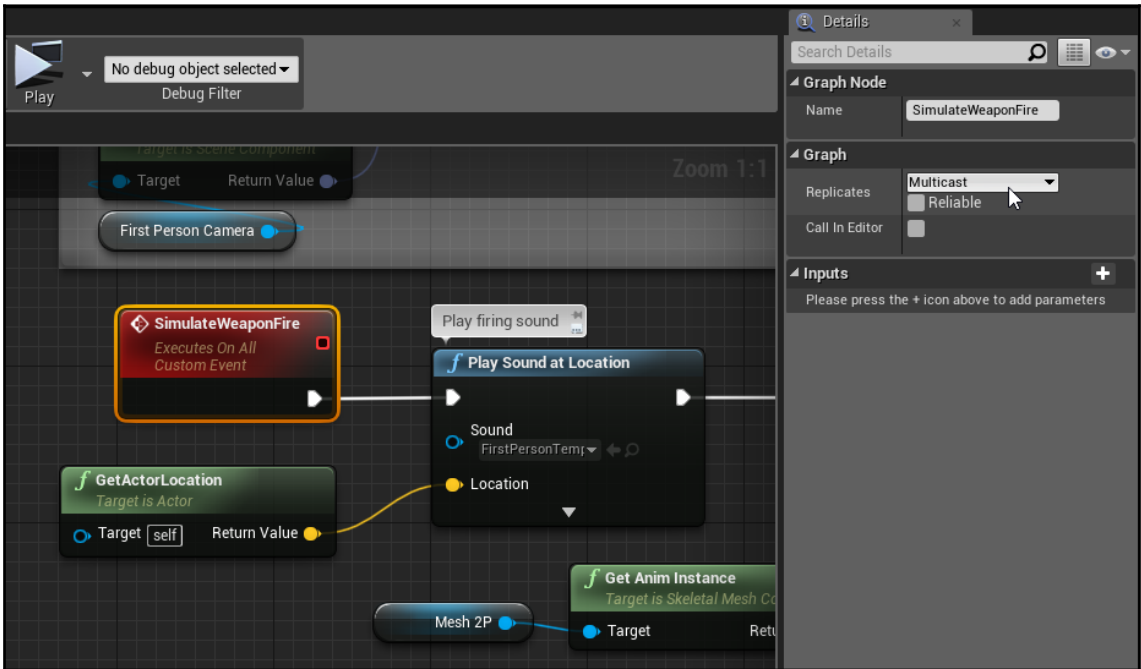
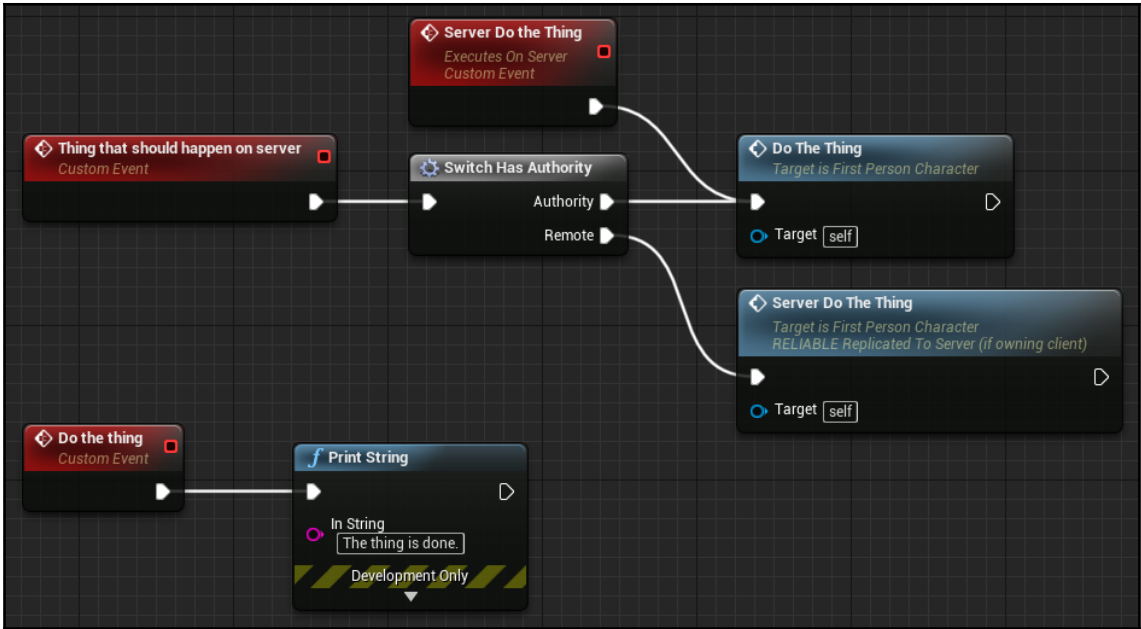
Inputs +

Please press the + icon above to add parameters

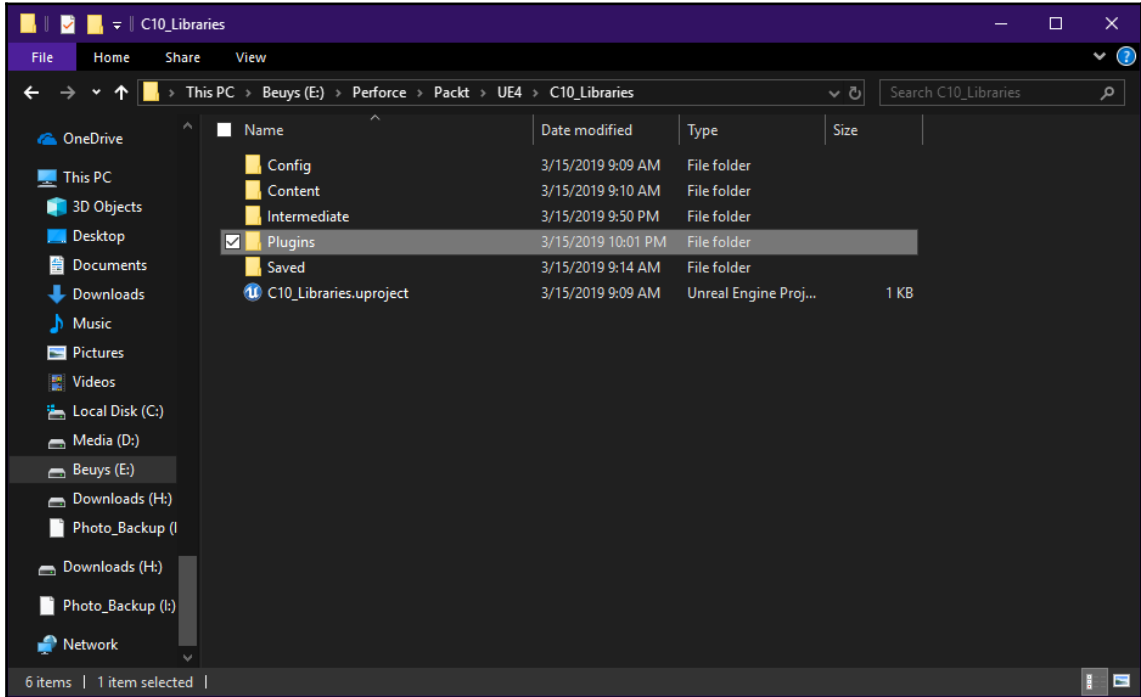
ServerFire
Executes On Server
Custom Event

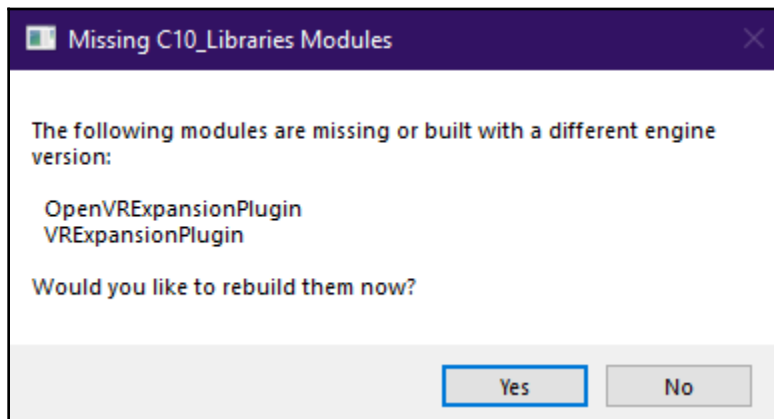
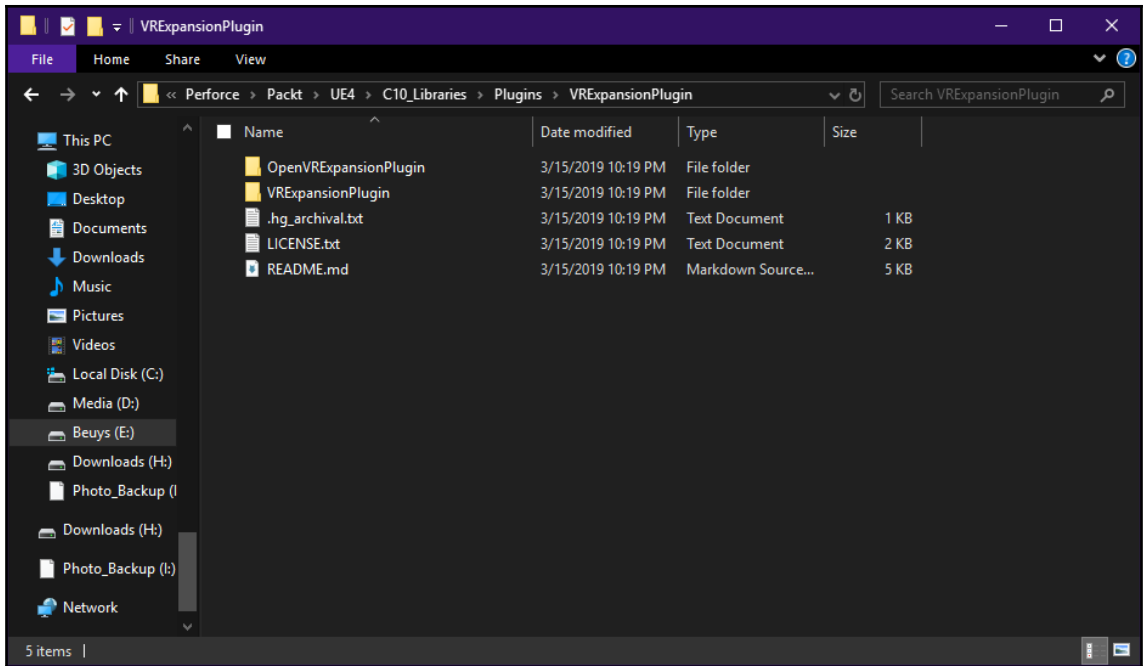


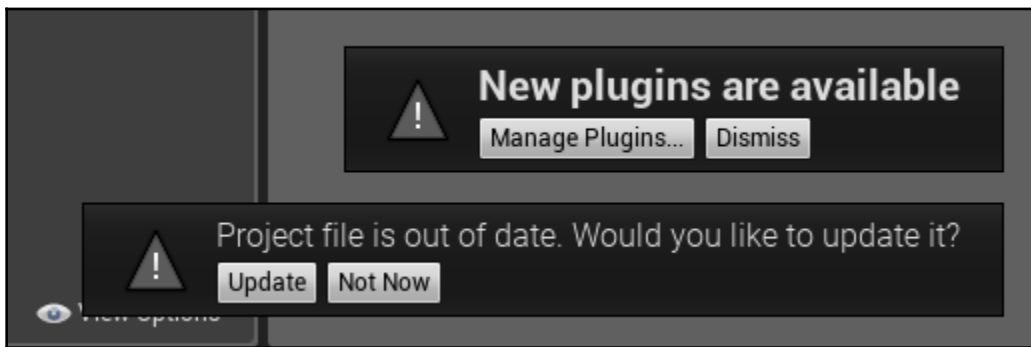
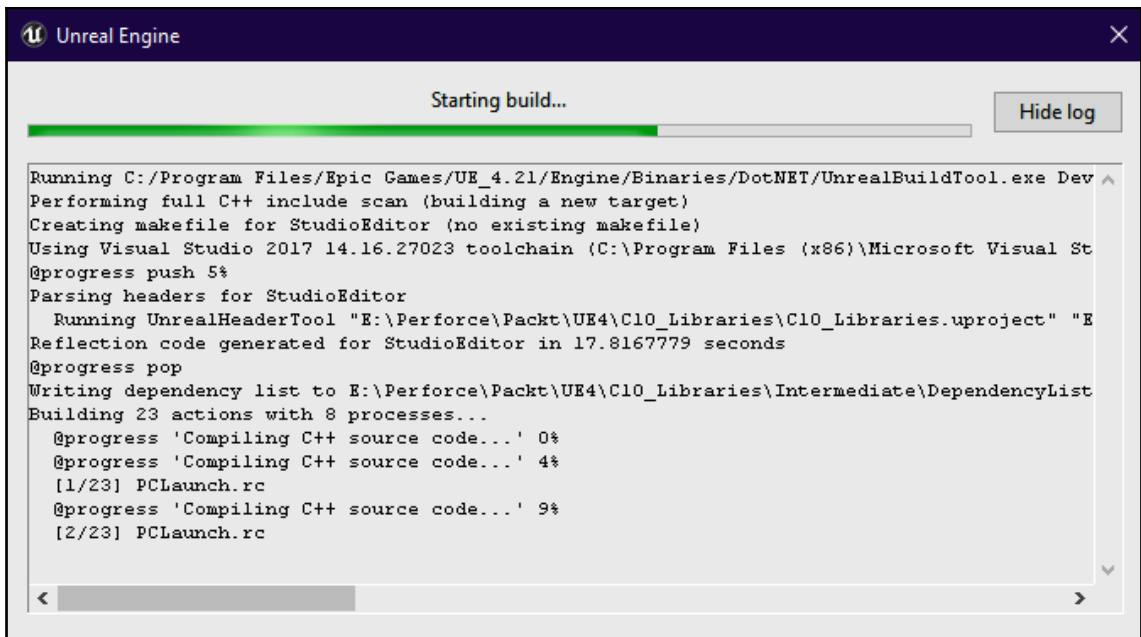





Chapter 11: Taking VR Further - Extending Unreal Engine










OpenVRExpansionPlugin NEW!

Adds several new Steam/Open VR features & components to UE4

Version 4.21

Enabled
[Edit...](#) [Package...](#)
 Joshua (MordenTra) Statzer



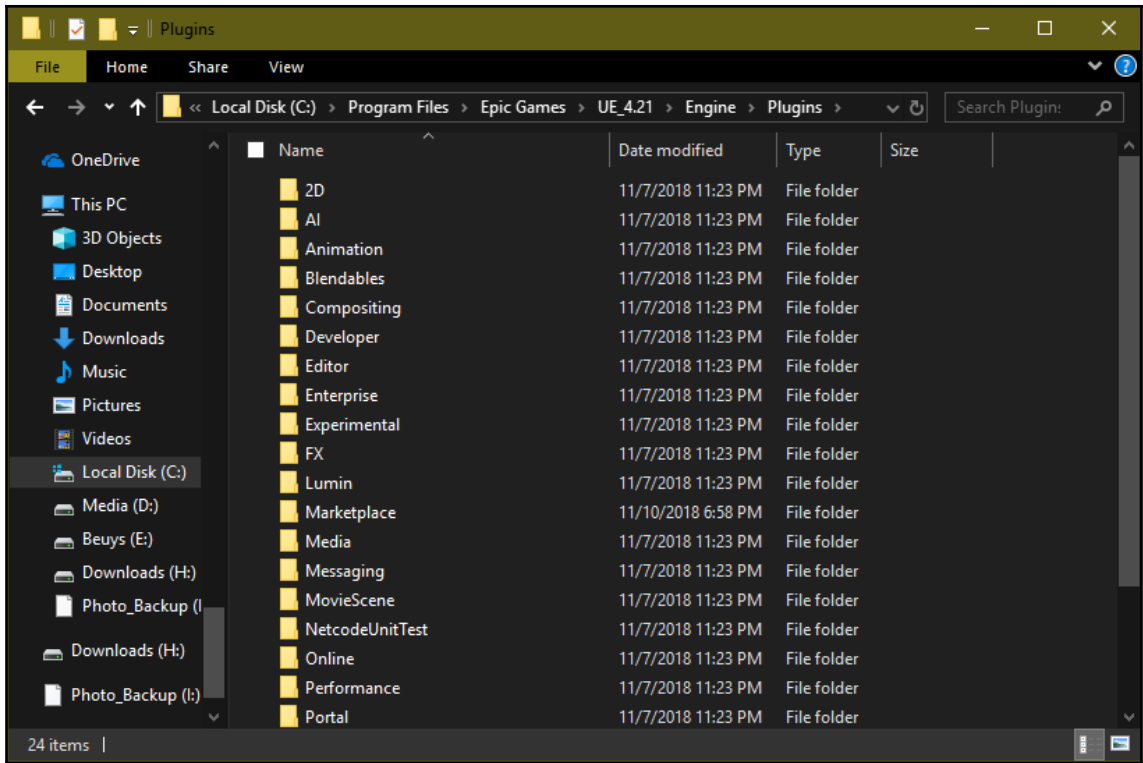
VRExpansionPlugin NEW!

Adds several new VR features & components to UE4

Version 4.21

Enabled
[Edit...](#) [Package...](#)
 Joshua (MordenTra) Statzer

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Epic Games Unreal Engine Learn Marketplace Library Launch Unreal Engine 4.21.2

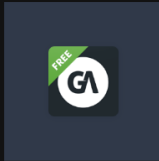
Code Plugins

Home Browse Free Featured On Sale New Submit Content


Sort 364 results by Oldest First




Substance in Unreal Eng...
Allegorhythmic
★★★★★ (717)
Owned
Code Plugins




GameAnalytics
GameAnalytics
★★★★★ (50)
Owned
Code Plugins




VaRest
Vladimir Alyamkin
★★★★★ (128)
Owned
Code Plugins




LE Extended Standard Li...
Low Entry
★★★★★ (206)
Owned
Code Plugins




Creature 2D Skeletal an...
Jiay Chong
★★★★★ (21)
Owned
Code Plugins



LE Json
Low Entry
★★★★★ (15)
25% OFF \$19.99 \$14.99
Code Plugins Add to Cart



LE Compression
Low Entry
★★★★★ (5)
25% OFF \$39.99 \$29.99
Code Plugins Add to Cart



Rama's Melee Weapon Plugin!
Rama
★★★★★ (30)
\$59.99
Code Plugins Add to Cart

Filter Results Reset

Tags **BETA**

Supported Engine Versions

4.22 **4.21** 4.20

4.19 Show uninstalled versions

Supported Platforms

Android Gear VR

HTML5 iOS Linux

MacOS Oculus

PlayStation 4 Steam VR

Windows 32-bit

Windows 64-bit

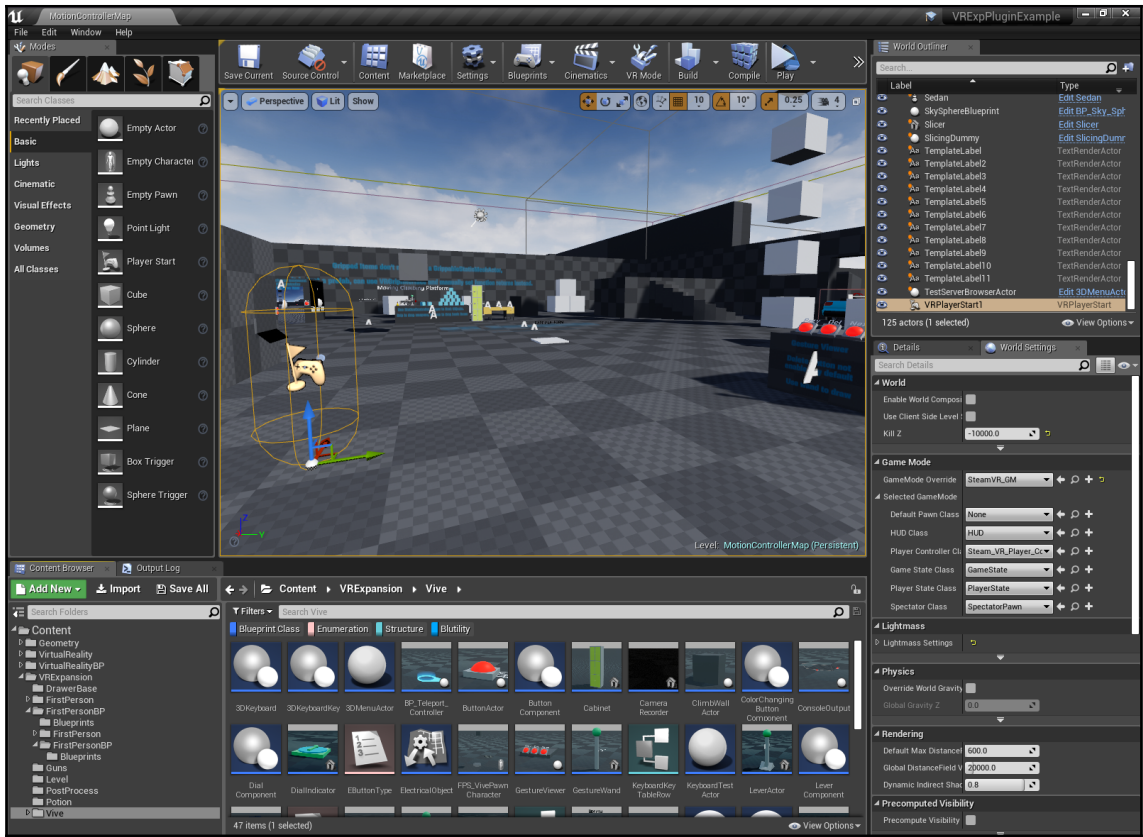
Xbox One

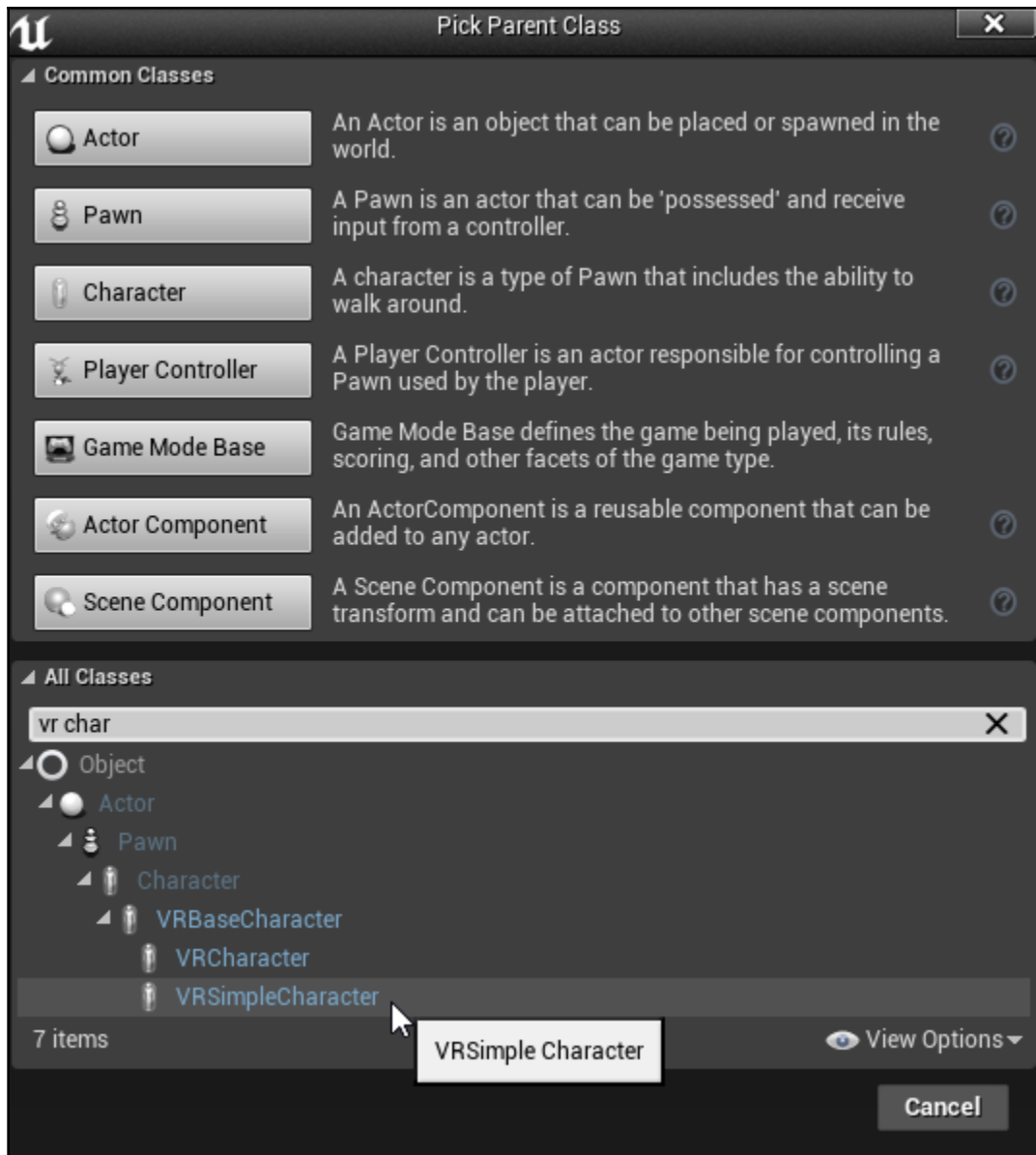
Max Price

Free \$10 \$25

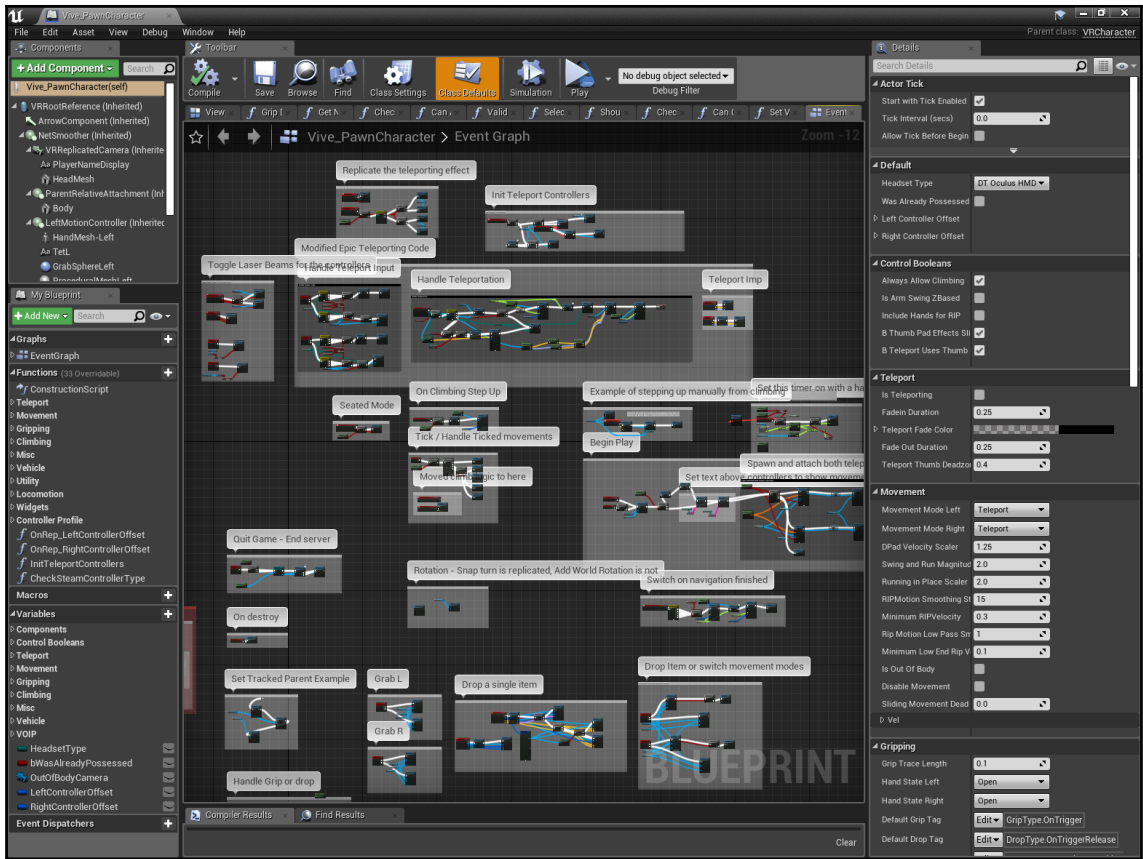
\$50 \$100 \$200

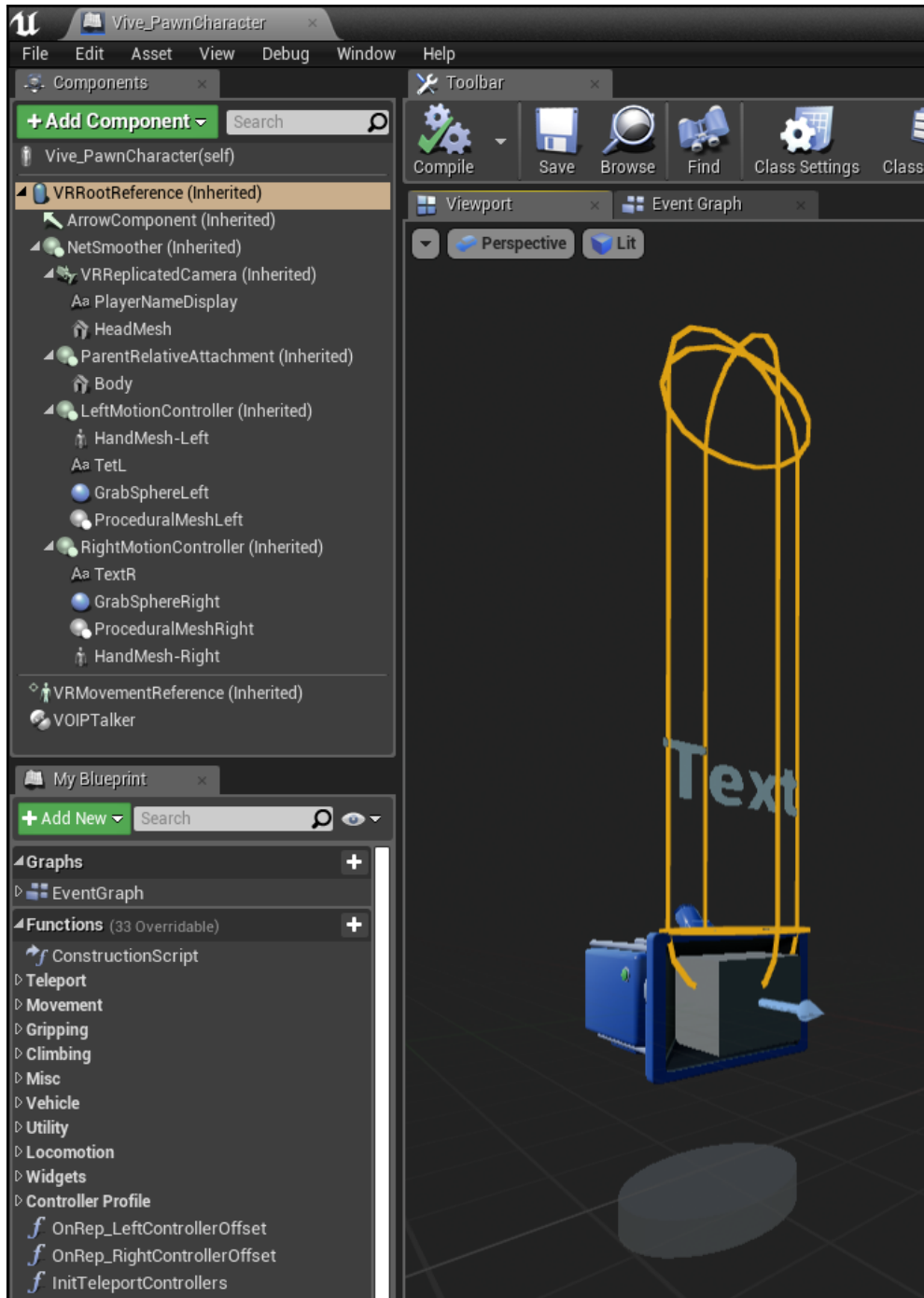
Range \$ to \$

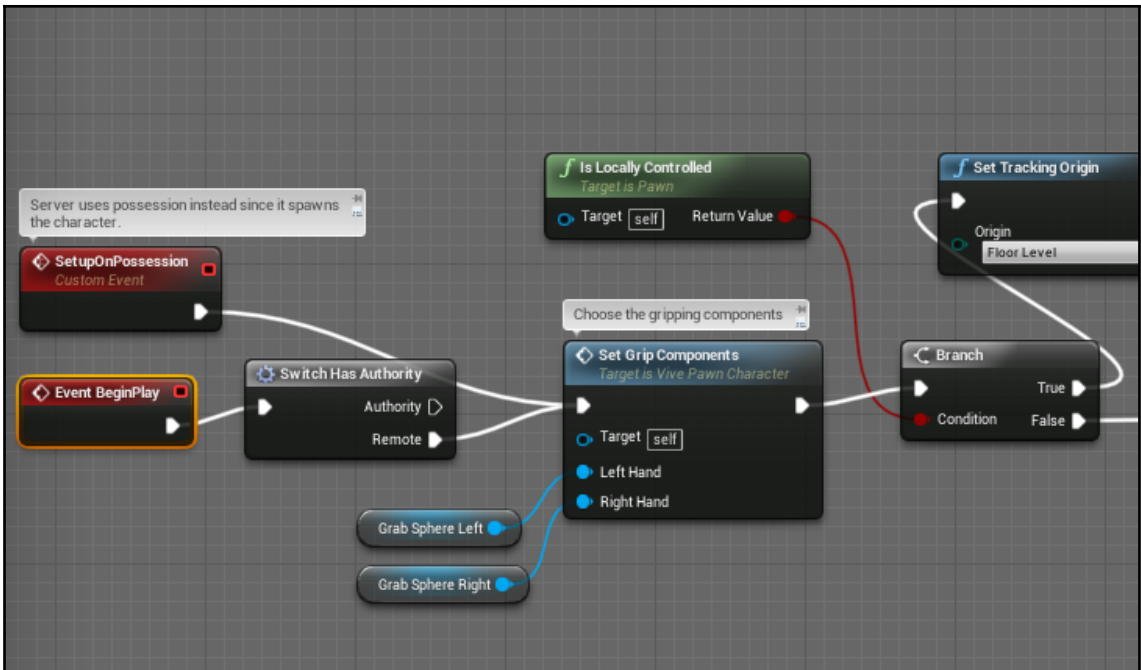




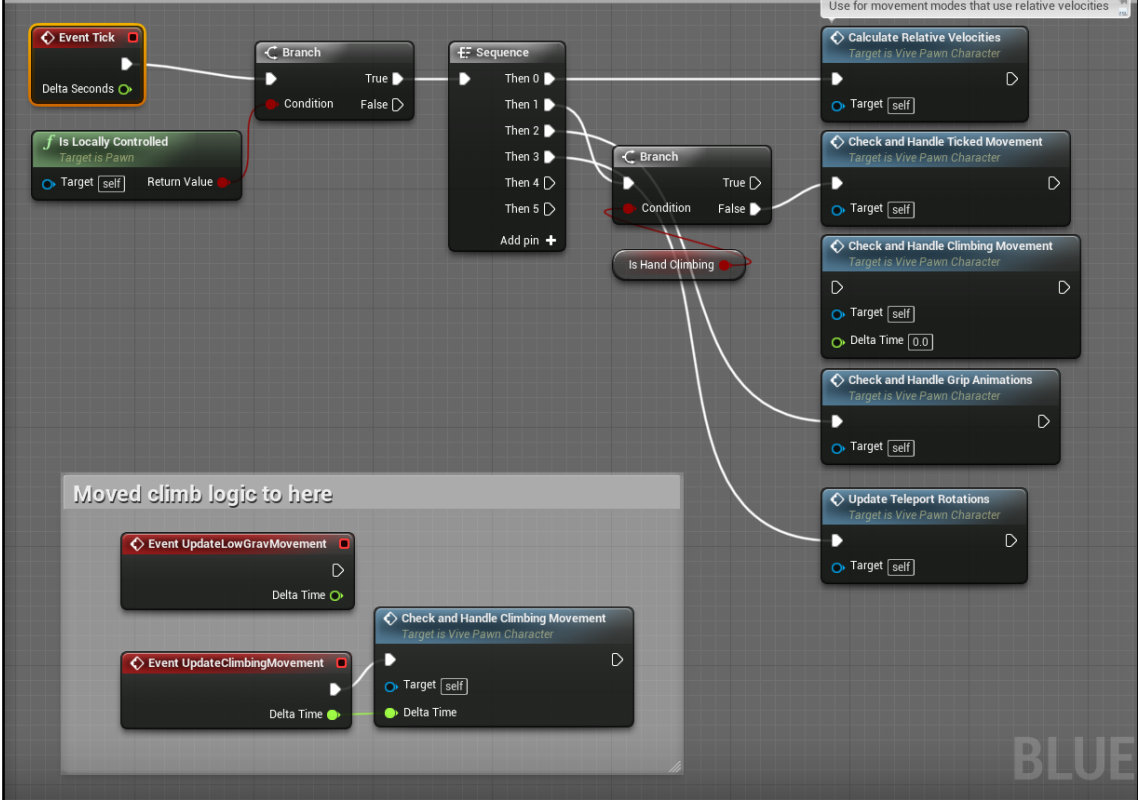








Tick / Handle Ticked movements



Engine - Input

Input settings, including default input action and axis bindings.

🔒 These settings are saved in DefaultInput.ini, which is currently NOT checked out.

⏏ Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behavior and the keys that invoke it. Action Mappings are for key presses and release continuous range.

⏏ Action Mappings + 🗑

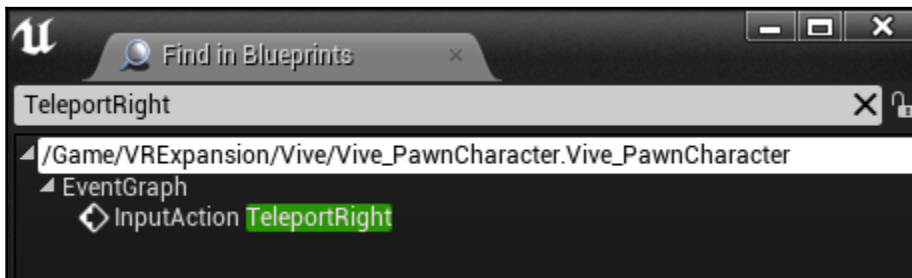
▷ Jump + ✕

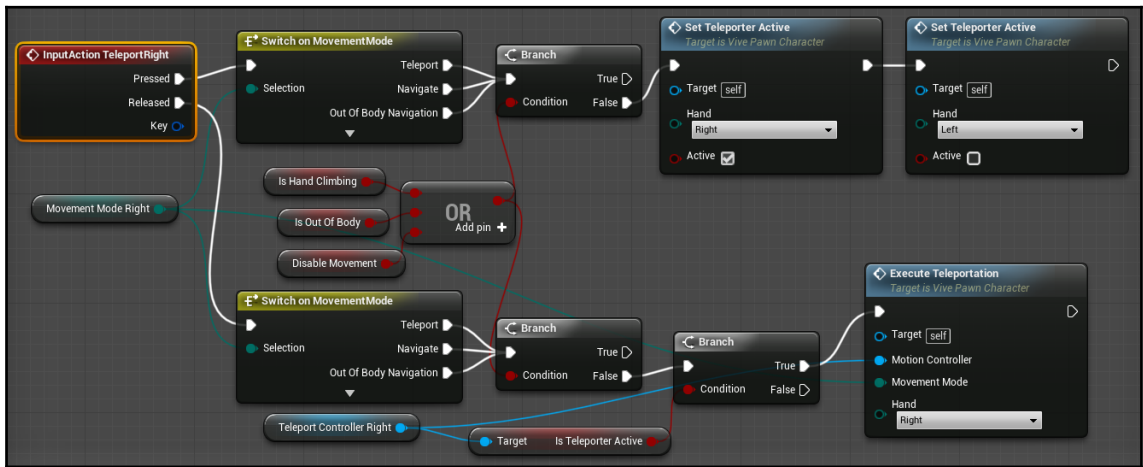
⏏ TeleportRight + ✕

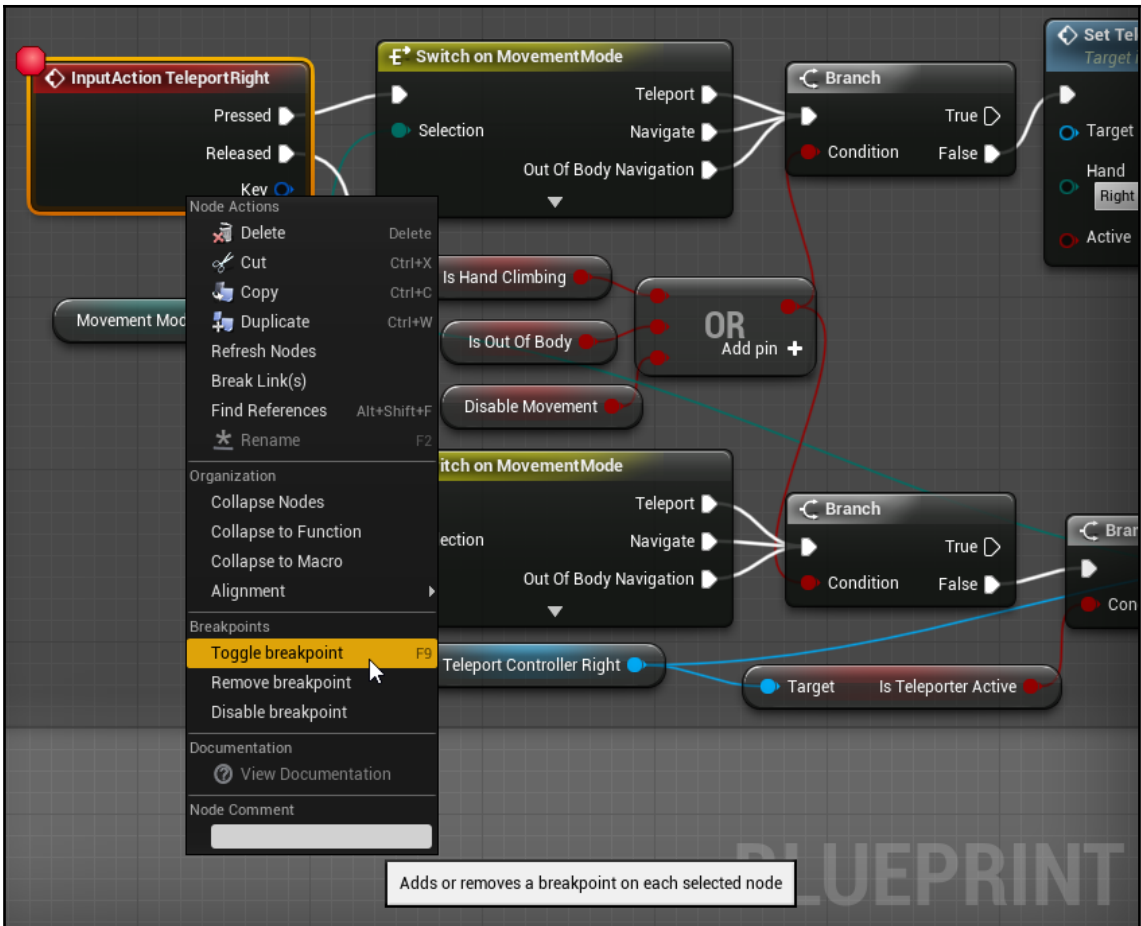
🎮 MotionController (R) Thumbstick Shift Ctrl Alt Cmd ✕

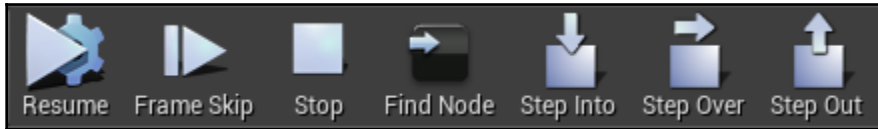
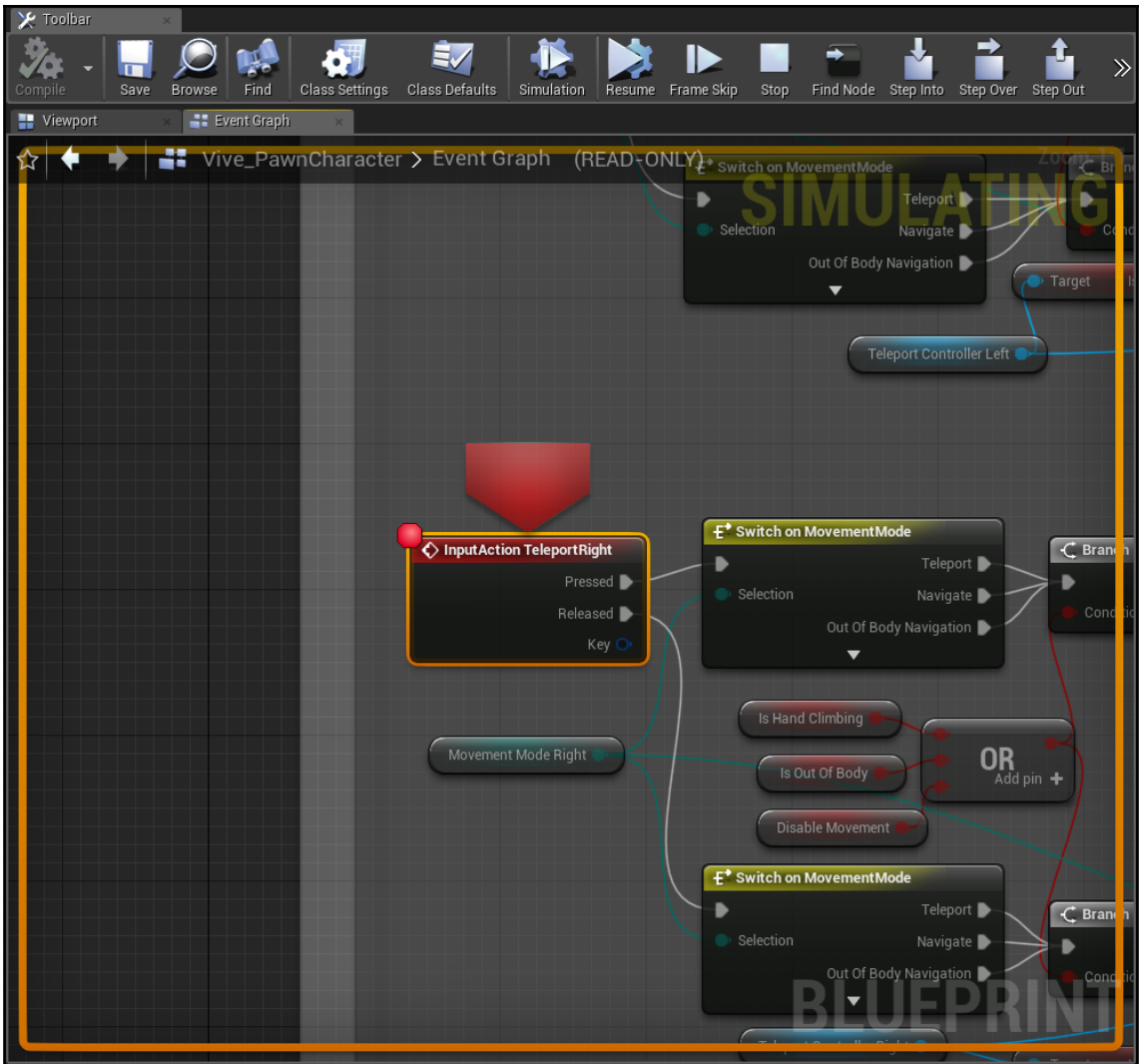
🎮 MotionController (R) FaceButton1 Shift Ctrl Alt Cmd ✕

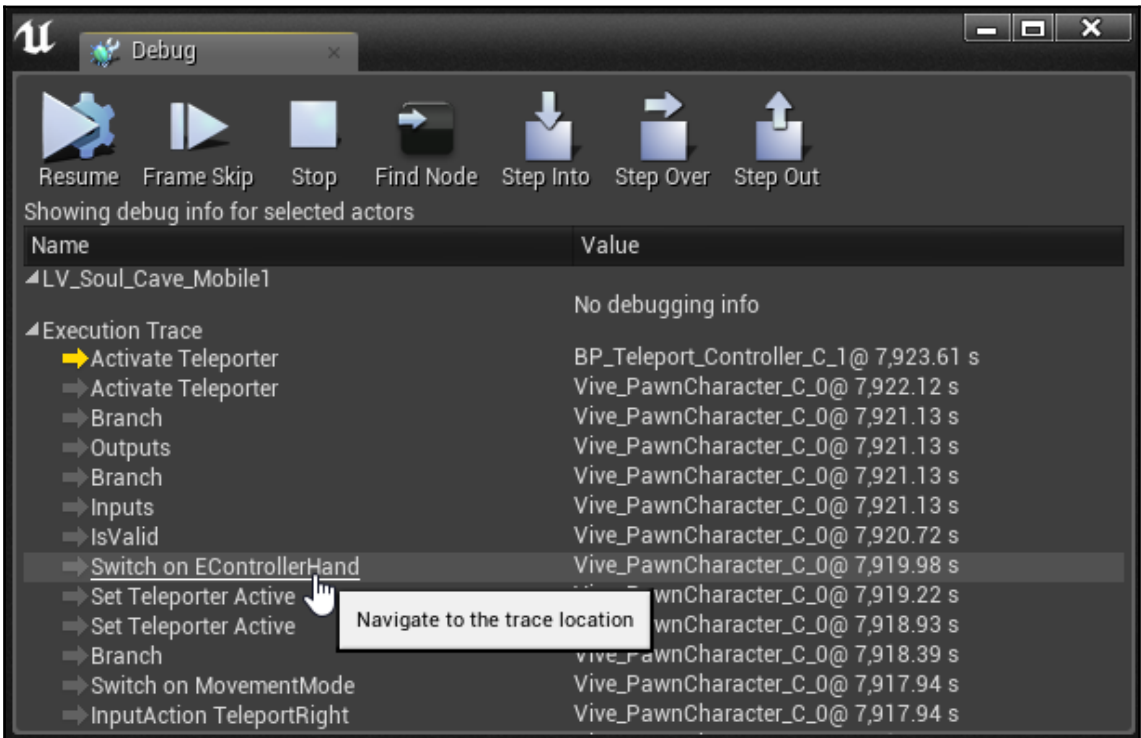
▷ HMDTeleport + ✕

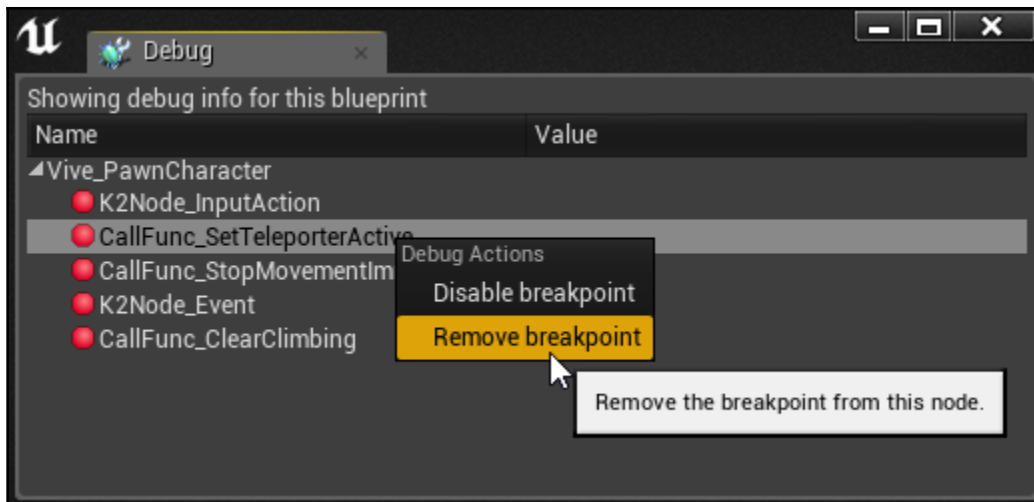




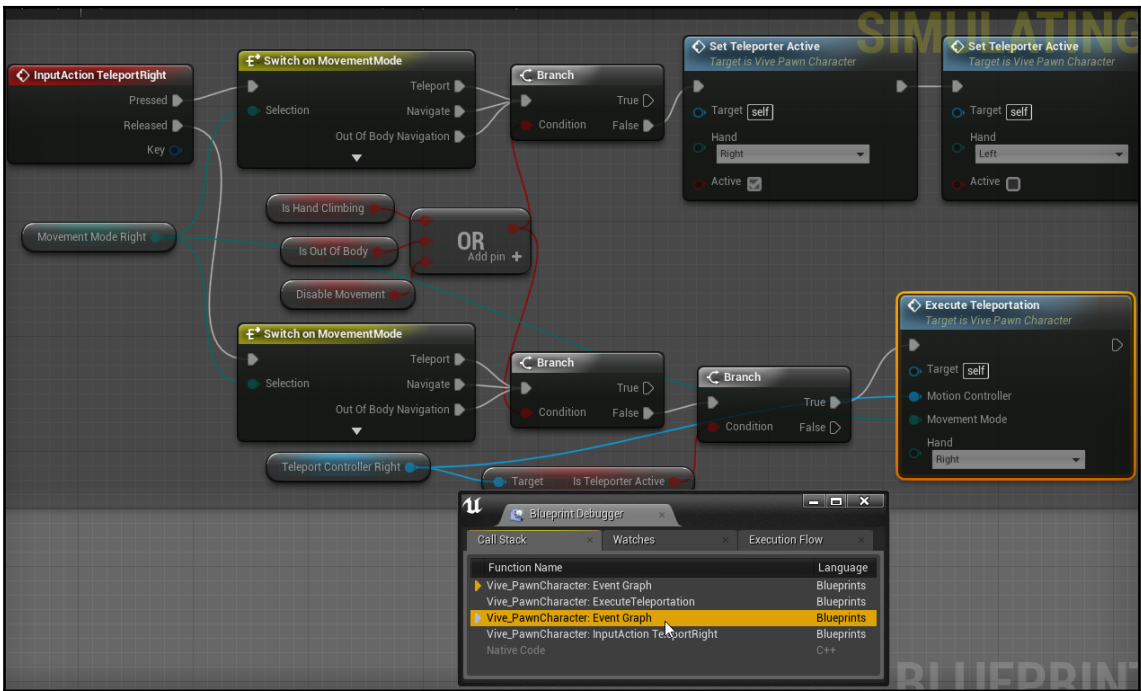
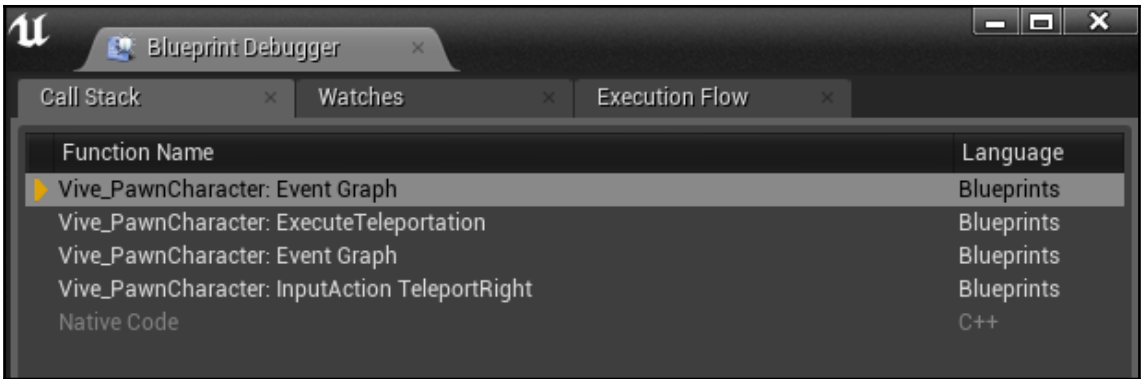


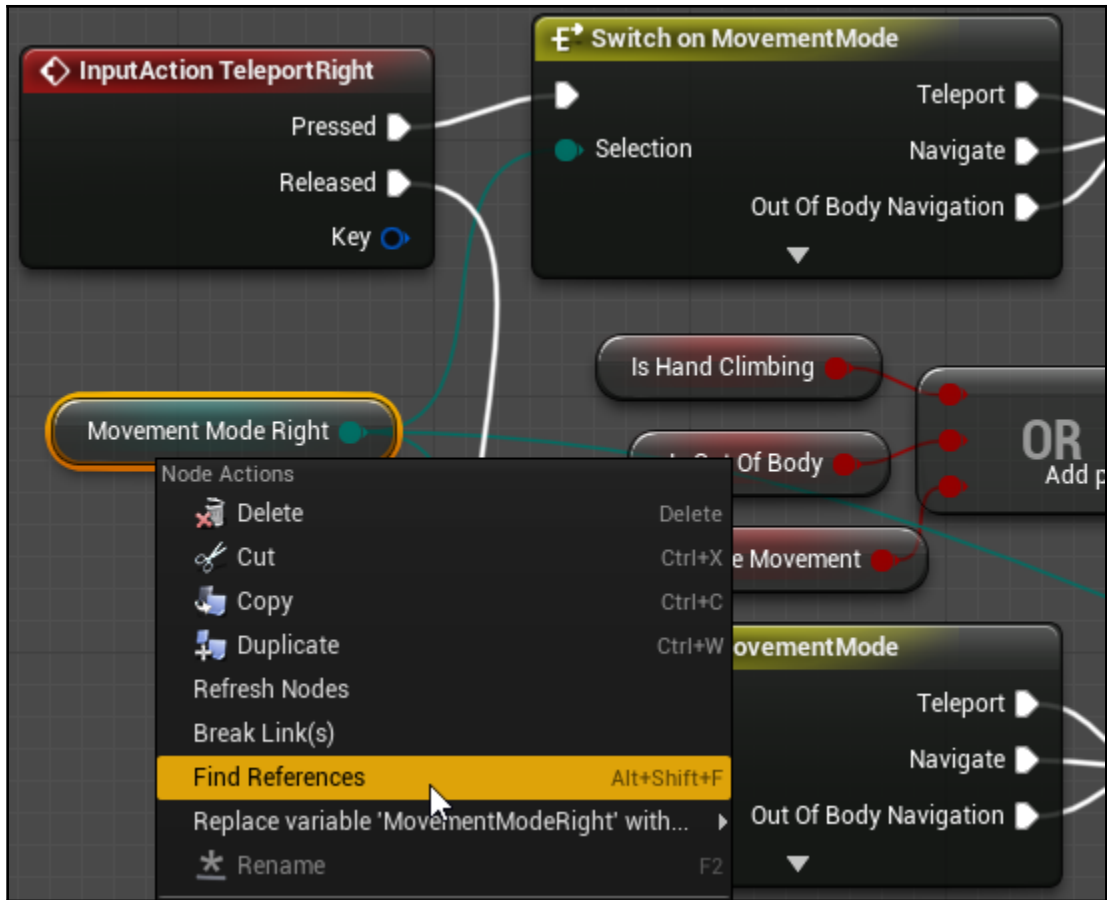


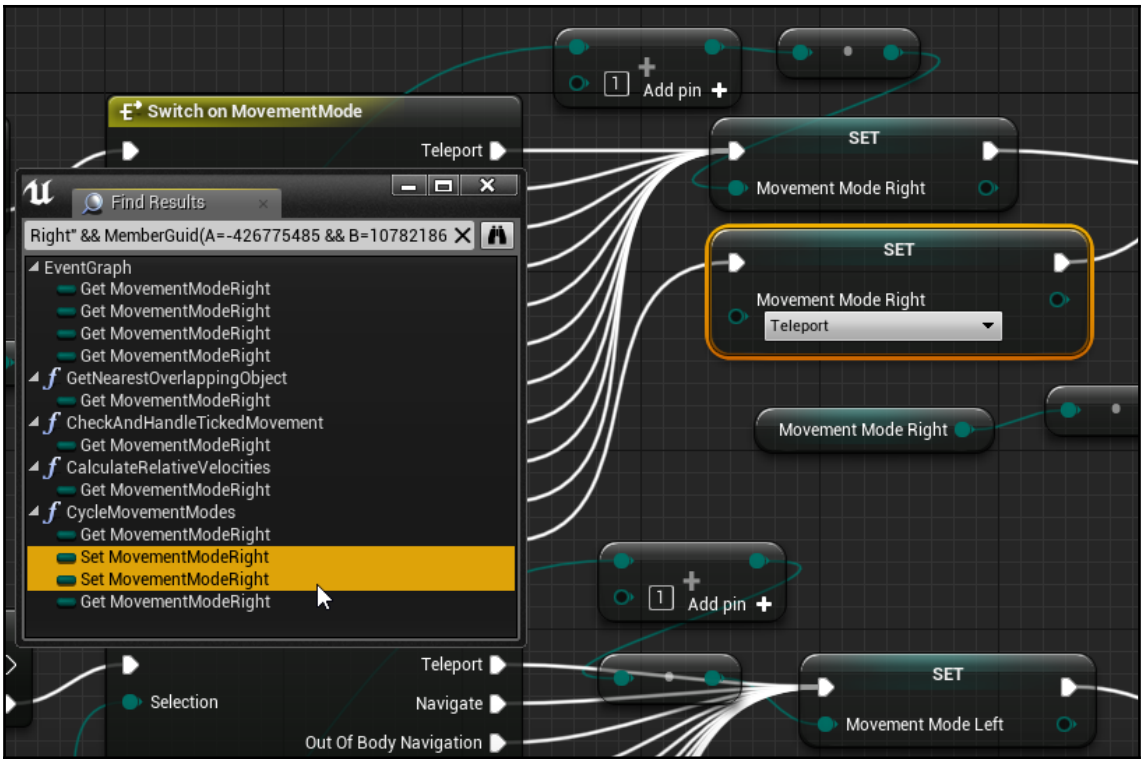


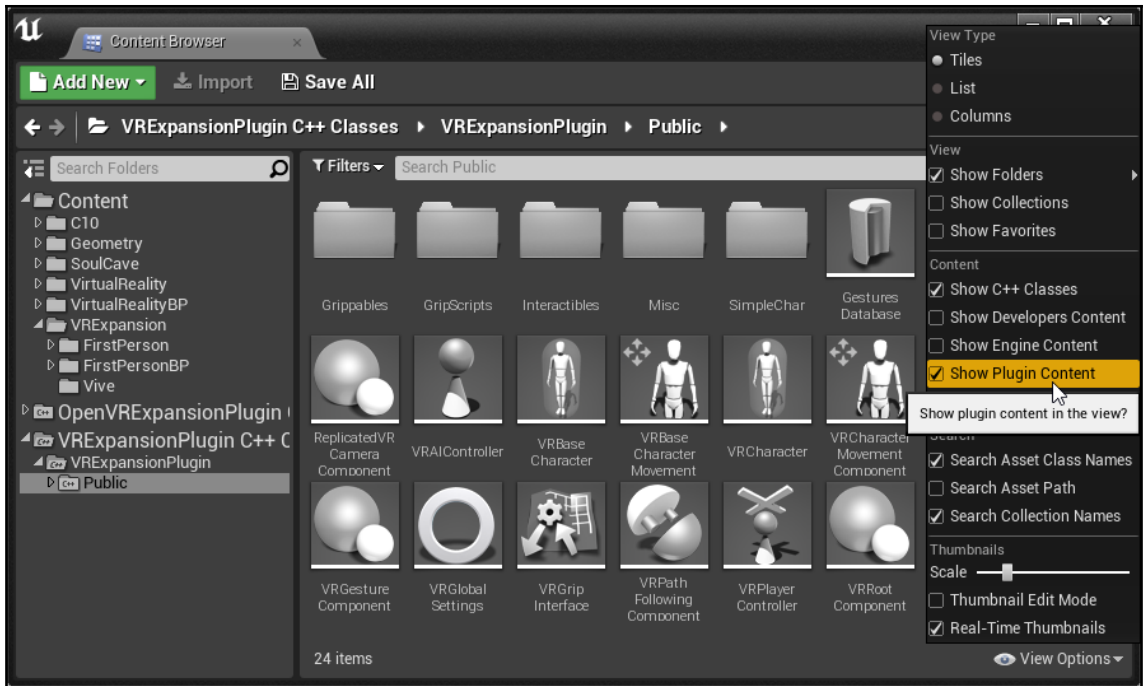












Chapter 12: Where to Go from Here

