Oculus Rift in Unreal Engine 4

Setup

The Oculus Rift should be plugging into the HDMI port on the PC. In order to test it is working open the Oculus Config Utility through the start menu. If the Oculus Rift is attached you will see the specifications and model of the Rift in the Config window. You may now select the test scene in order to ensure the Rift is working correctly.

If you find that viewing in the Oculus is uncomfortable then you can adjust the IPD settings for yourself. When doing this ensure you create a user with your full name in order to lower the amount of time spent on setup next use. Click the 'Measure' button and then put the Rift on and follow the on-screen instructions. This will give you your eye separation. Enter this value in the Viewer preferences and adjust it in order to find your most comfortable setup.

Use

With the Rift on and working you may now open any UE4 project or template to test. The only limitation is that the project needs to work with UE4.4.1+ in order to enable Rift support. With the project open press the launch button after ensuring it is set up to launch on the PC. If the game does not launch with the stereoscopic mode enabled press Alt+Enter in order to maximise it and display on the Rift.

Console Commands

Here is a list of console commands which relate to the Oculus Rift. In order to enter console commands first press the ` key and enter the following.

Command	Use
Hmd stats	Display the statistics which relate to the Oculus Rift on screen.
Hmd vsync off/on/reset	Toggle the vsync setting of the Rift.
Hmd mirror off/on	Toggles the mirroring between the primary display the Rift.
Stereo on/off	Toggles the stereo rendering for the HMD
Stereo reset	Resets the IPD and clears IPD/Stereo overrides
Hmd enable/disable	Enable/Disable the HMD
Ovrversion	Prints the LibOVR version build date to log.

Issues

Occasionally the Oculus Rift may show an orange light and not show anything on the display. It is possible to solve this by turning the Rift off and on again at the front. If this does not work open the Nvidia control panel on the desktop and ensure the Rift is not set as a display. If this is correct and there is still nothing on the display then open the Oculus Config Utility and open the advanced options. Ensure that the mode is set to Direct to HMD rather than Extend Desktop. This will move applications straight to the Rift instead of staying on the PC.