Getting Started

Prerequisites

It is important you have gone through basics, such as setting up an XR Rig, teleport locomotion, and basic grab. These blueprints will be replaced with VRE blueprints. One important reason for going through the previous guides here in the wiki is I cover the new **Enhanced Input System**, which the official tutorials below cover the OLD input system!

> Please take into account new engine features and enhancements. Tutorials should be a guide.

> I have run into crashes when the plugin stack grows, e.g. MetaXR plugin, VR Expansion Plugin, etc. IF YOU HAVE these crashes, set the **RHI** to **DirectX11** by searching for **RHI** in **Project Settings**.

Guides

https://www.youtube.com/embed/6Evz6oDFEI8?si=ZVQrVmBqxE31tHdg

https://www.youtube.com/embed/KRuDhABU8Lo?si=IrCSIL5V8TpHI19F

Additional VRE Tutorial Videos

https://www.youtube.com/embed/qHrpC72oYfU?si=qpjFIdhz32gl-XQe

Dials

https://www.youtube.com/embed/P5xu78bkIs0?si=EJluZBkwL1addlTq

Buttons

> **Something is wrong!** In YouTube tutorials, comments are your friend! Other users tend to update the "changes" in the comments since the video was created.

Documentation & More Guides

https://vreue4.com/documentation

Where do I go from here?

The YouTuber, **VR Playground**, is one of my favorite Unreal channels. He dives into a lot of interesting VR interactions, even beyond the expansion plugin!

https://www.youtube.com/@VRPlayground/videos

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