

Installation

Download the pre-built plugin here: <https://vreue4.com/binaries>

Unzip it then copy the unzipped file.

Open your project's folder. In the "Plugins" folder (which you may need to create), paste the unzipped plugin file.

I have run into crashes when the plugin stack grows, e.g. MetaXR plugin, VR Expansion Plugin, etc. Set the RHI to DirectX11 by searching for RHI in Project Settings.

Full installation documentation: <https://vreue4.com/documentation?section=installation>

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