Installation

Using VRE Binaries

1. Download the pre-built plugin here for your engine version here.
2. Unzip it then copy the unzipped file.
3. Open your project's folder. In the "Plugins" folder (which you may need to create), paste the unzipped plugin file.

Building From Source

1. Convert your project to C++. Here is a quickstart guide.
2. Visit the GitHub project page and perform Option 2 in the instructions.

> 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.

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

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