Packaging for Standalone

Setup project according to other pages in WIKI, including [VR Settings for Unreal Engine 4/5](#)

Ensure Android SDK for Unreal is setup according to this documentation [Unreal 5.4.x]:

https://dev.epicgames.com/documentation/en-us/unreal-engine/set-up-android-sdk-ndk-and-android-studio-using-turnkey-for-unreal-engine

Additionally, under Project Settings/Android, check the following:

- Package game inside .apk?
- Support Vulkan
- Support OpenGL ES3.2 OFF (IMPORTANT)
- Advanced APK Packaging/Package for Oculus Devices: (Add Quest 2 to array element)

More optimizations: https://www.youtube.com/watch?v=y3xFZF9Nyt4

Additional settings may be required depending on the standalone/deployment platform (such as AppLab or Oculus store)

Revision #3
Created 7 November 2023 15:15:14 by BaggoNotes
Updated 26 August 2024 20:15:08 by Wes