Worldspace UI in Unreal

Prerequisites

If you have not done the previous guides, setting up an XR Rig or setting up teleport, you must complete these guides! One important note is the tutorial listed below uses the OLD input system whereas newer versions of Unreal have the Enhanced Input System. This is covered in the Teleport series here in the wiki. From here, you should be able to substitute the old version with the new version of input when following below.

Create and Interact with UI for Virtual Reality

https://www.youtube.com/embed/H5nVjSwM_Uk?si=TENycTRMeJXzCxKi

> **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.

Where do I go from here?

The tutorial listed above uses a "debug" line where most developers use a spline and spline mesh components as well as creating a reticle to act as a cursor against the UI.

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