



Educational Body Systems Toolkit - Project Setup Instructions

To create the full Clarus Viewer Educational Body Systems Toolkit project, follow these steps:

1. Create a new Unreal Engine 5.3.0 C++ Desktop project
2. Close Unreal project and Visual Studio
3. Create folder in new project folder titled 'Plugins'
4. Navigate to [GitHub - mordentral/AdvancedSessionsPlugin: Advanced Sessions Plugin for UE4](https://github.com/mordentral/AdvancedSessionsPlugin) to Download the Advanced Session Plugin (use the default branch)
5. Select Code and Download ZIP
6. From the ZIP, add the 'AdvancedSessions' folder into the 'Plugins' folder
7. Download the following plugins from the Unreal Engine Marketplace:
 - Clarus Viewer Asset Support
 - Clarus Viewer Engine Helpers
 - Clarus Viewer Base
 - Clarus Viewer Extended
 - Clarus Viewer Body Systems Toolkit
8. Delete the generated .sln solution file
9. Right click on the .uproject file in the project folder and select "Generate Visual Studio project files"
10. Open the generated .sln file
11. Build in Visual Studio
12. Close Visual Studio
13. Open .uproject file
14. Navigate to Edit-> Plugins
15. Search for each of the Clarus Viewer plugins and confirm their corresponding enable box is checked.
16. Search for 'OpenXR' and check box next to plugin
17. Select 'Restart Now'
18. Navigate to Edit-> Project Settings
19. Select Maps & Modes from Project Settings menu
20. Set Default GameMode to 'ClarusGameMode'
21. Set Editor Startup Map to 'ConstructAssetLevel'
22. Set Game Default Map to 'ConstructAssetLevel'
23. Select Rendering from Project Settings menu
24. Under Postprocessing, change Custom Depth-Stencil Pass to "Enabled with Stencil"
25. Select Windows under Platforms from Project Settings menu
26. Under Default RHI, change Default RHI to Default or DirectX 11.
27. Restart project to apply project setting changes
28. In the content browser, navigate to Plugins->EducationalBodySystemsToolkit Content-> Levels ->ConstructAssetLevel

- 29. Select VRPreview as play mode
- 30. Play!

Revision Log

Revision	Date	Description
-	9/11/2023	Initial Release
A	3/11/2024	Updated verbiage for more detail and to include plugin changes