

CVC-2-016

Educational Body Systems Toolkit: Project Setup Instructions

1.0 PURPOSE

The purpose of these Project Setup Instructions is to create the full Clarus Viewer Educational Body Systems Toolkit project.

2.0 PROCEDURE

1. Create a new Unreal Engine 5.3.0 C++ 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
5. Select Code and Download ZIP
6. Add the following plugins to the 'Plugins' folder:
 - Advanced Sessions Plugin (will read as 'AdvancedSessionsPlugin5' in file explorer)
 - Clarus Viewer Body Systems Toolkit ('EducationalBodySystemsToolkit' in file explorer)
 - Clarus Viewer Asset Support ('INTUITIVE.iCore.AssetSupport' in file explorer)
 - Clarus Viewer Engine Helpers ('INTUITIVE.iCore.EngineHelpers' in file explorer)
 - Clarus Viewer Base ('INTUITIVE.iCore.Base' in file explorer)
 - Clarus Viewer Extended ('INTUITIVE.iCore.Extended' in file explorer)
 - Clarus Viewer Tools ('INTUITIVE.iCore.Tools' in file explorer)
7. Delete the generated .sln solution file
8. Right click on the .uproject file in the project folder and select "Generate Visual Studio project files"
9. Open the generated .sln file
10. Build in Visual Studio
11. Close Visual Studio
12. Open .uproject file
13. Navigate to Edit-> Plugins
14. Search for 'OpenXR' and check box next to plugin
15. Select 'Restart Now'
16. Navigate to Edit-> Project Settings
17. Select Maps & Modes from Project Settings menu
18. Set Default GameMode to 'ClarusGameMode'
19. Set Editor Startup Map to 'ConstructAssetLevel'
20. Set Game Default Map to 'ConstructAssetLevel'
21. Select Rendering from Project Settings menu
22. Under Postprocessing, change Custom Depth-Stencil Pass to "Enabled with Stencil"
23. Select Windows under Platforms from Project Settings menu
24. Under Default RHI, change Default RHI to Default or DirectX 11.
25. Restart project to apply project setting changes
26. In the content browser, navigate to Plugins->EducationalBodySystemsToolkit Content-> Levels ->ConstructAssetLevel
27. Select VRPreview as play mode
28. Play!