

Introduction

Welcome to the documentation for the SenseGlove Unreal Engine Plugin (a.k.a. The SenseGlove Unreal Handbook)!

This handbook is an ongoing effort and a work in progress to document the SenseGlove Unreal Engine Plugin. Feel free to visit this handbook on a regular basis.

Due to superior formatting and frequent updates, we recommend [the online version of the handbook](#); nonetheless, it's also available in [PDF](#) and [ePub](#) formats as well.

Tip

Feel free to check out [the SenseGlove Unreal Engine Plugin landing page on Fab](#) as well.

Overview

To help you navigate the SenseGlove Unreal Engine Handbook, we have organized the content into several key sections. This structured layout aims to simplify your journey through the SenseGlove Unreal Engine Plugin, providing clear and detailed guidance at every step.

Getting Started

This section covers the basics of the SenseGlove Unreal Engine Plugin:

- [Installation](#)
 - [Via the Epic Games Launcher](#)
 - [Via Microsoft Azure DevOps Repositories](#)
- [Enabling and Verifying the Plugin Version](#)
- [SenseCom](#)
 - [Bluetooth Low Energy](#)
 - [SenseCom on Android](#)
 - [SenseCom on GNU/Linux](#)
 - [SenseCom on Microsoft Windows](#)
 - [Bluetooth Serial](#)
 - [SenseCom on Android](#)
 - [SenseCom on GNU/Linux](#)
 - [Connect to Nova gloves using Blueman Bluetooth Manager](#)
 - [Connect to Nova gloves using Command-line](#)
 - [SenseCom on Microsoft Windows](#)
- [Enabling XR_EXT_hand_tracking on VR Headsets](#)
 - [PCVR Mode](#)
 - [Standalone Mode](#)
 - [Third-Party Tutorials](#)
- [Setup SenseGlove Default Classes](#)
 - [SGPawn](#)
 - [SGPlayerController](#)

- SGameModeBase
- SGameInstance
- SGameUserSettings
- Setup the Virtual Hand Meshes
- Setup the Wrist Tracking Hardware
- Setup the Grab/Release System
- Setup the Touch System

Plugin Configuration

This section provides detailed information on configuring the plugin:

- Plugin Settings
 - Initialization
 - Game User Settings
 - Hardware-benchmarking
 - Tracking
 - Glove-tracking
 - Hand-tracking
 - HMD-tracking
 - Wrist-tracking
 - Debugging
 - Virtual Hand
 - Animation
 - Debugging
 - Grab
 - Haptics
 - Mesh
 - Touch
- Overriding Settings



Miscellaneous

Topics that do not fall under any specific category:

- [SenseGlove Console Commands](#)
- [Deploying to Android \(Standalone\)](#)
 - [Third-Party Tutorials](#)
- [Upgrade Guide](#)
- [Optimizing for Higher FPS](#)
 - [Third-Party Tutorials](#)



Advanced Topics

For users familiar with the basics, this section explores advanced features of the plugin:

- [Safe Glove Access in Blueprint](#)
- [OpenXR](#)
 - [Consuming FXRHandTrackingState](#)
 - [Blueprint](#)
 - [C++](#)
 - [Consuming FXRMotionControllerData](#)
 - [Blueprint](#)
 - [C++](#)
 - [Third-Party Integrations](#)
 - [Third-Party Tutorials](#)



Low-Level API

This section delves into the SenseGlove low-level API:

- [Low-Level Blueprint API](#)
- [Low-Level C++ API](#)



Appendix

The appendix contains various extra useful information:

- [Platform Support Matrix](#)
- [Planned Features Completion Status](#)
- [Changelog](#)
- [Directory Structure](#)
- [Extra Resources](#)



License

- [SenseGlove Unreal Engine Plugin License](#)
- [SenseGlove Unreal Engine Handbook License](#)
- [Third-Party Licenses](#)
 - [SenseGlove SDK License](#)
 - [SGBLE and SGBLExx Rust Dependencies Licenses](#)
 - [Boost C++ Libraries License](#)
 - [Serial Communication Library License](#)

Plugin Installation

The SenseGlove Unreal Engine Plugin could be installed using various methods:

- Via [the Epic Games Launcher](#) by navigating to [the SenseGlove Unreal Engine Plugin landing page on Fab](#).
- Via [the SenseGlove Unreal Engine Plugin Microsoft Azure DevOps repository](#).

In the following chapters, we discover each of those methods:

- [Installation via the Epic Games Launcher](#)
- [Installation via Microsoft Azure DevOps Repositories](#)

Video Tutorials

We also have older videos demonstrating both installation methods on Microsoft Windows and GNU Linux in more detail.

- [Plugin installation guide for Microsoft Windows:](#)

SenseGlove UE Tutorial 01 | Getting Started on Windows



- [Plugin and examples installation guide for GNU/Linux:](#)

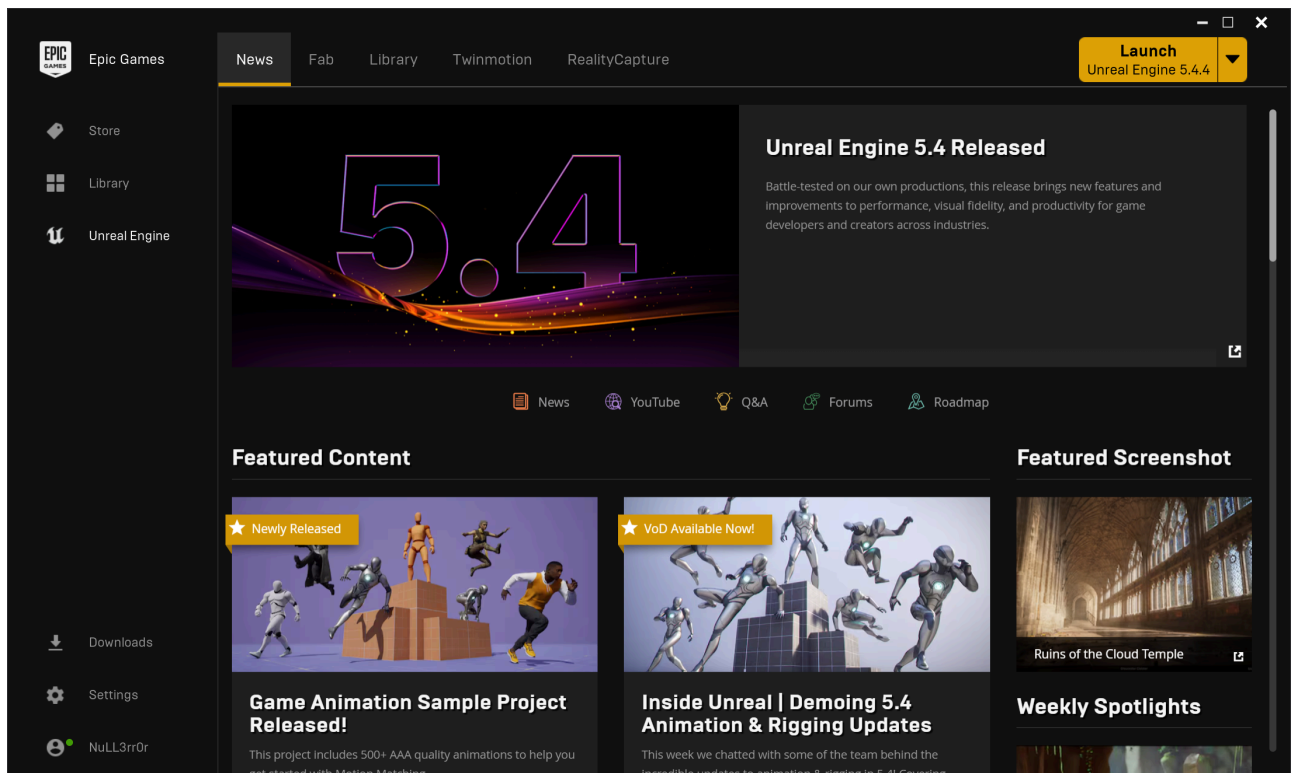
SenseGlove UE Tutorial 03 | Getting Started on Linux



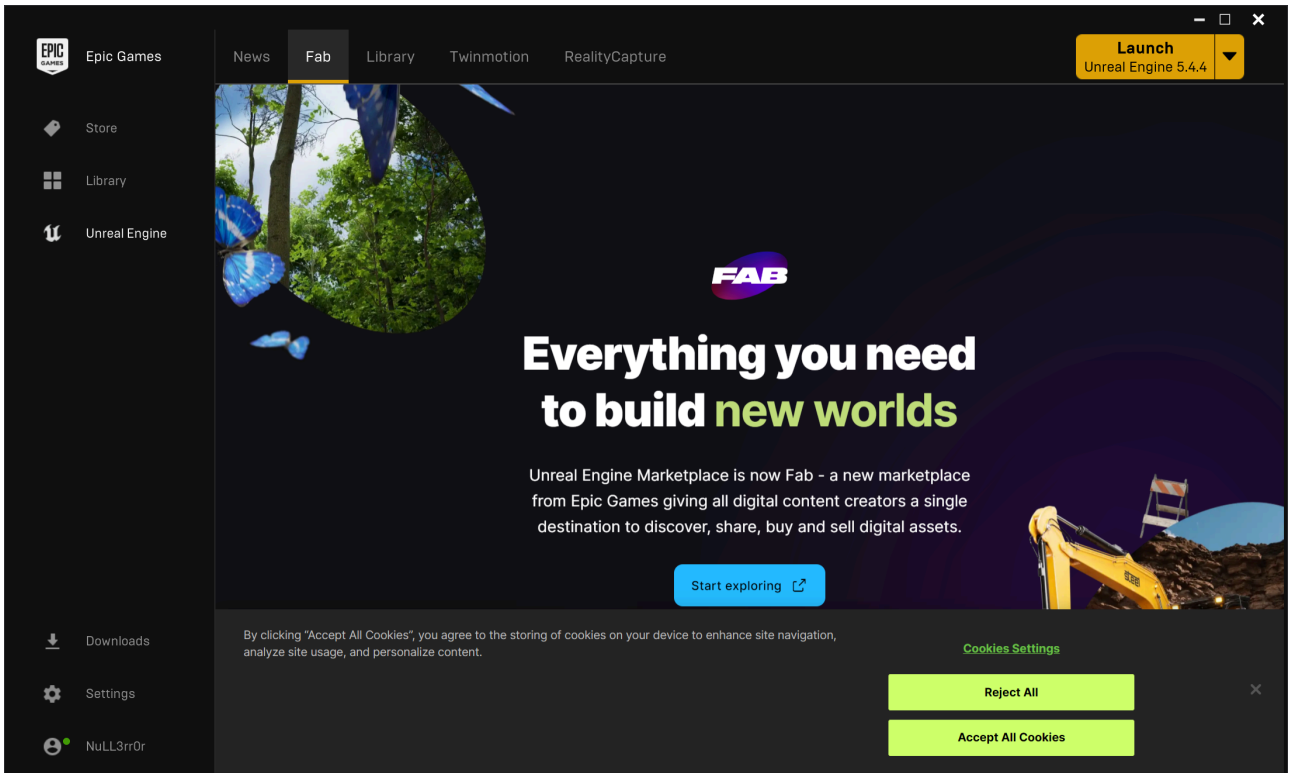
Plugin Installation via the Epic Games Launcher

Before beginning the plugin installation via the [Epic Games Launcher](#), ensure you have [signed into your Epic Games account](#) on the Epic Games Launcher and that you have a [supported version of Unreal Engine](#) installed. Supported engine versions can be found in the [Platform Support Matrix](#).

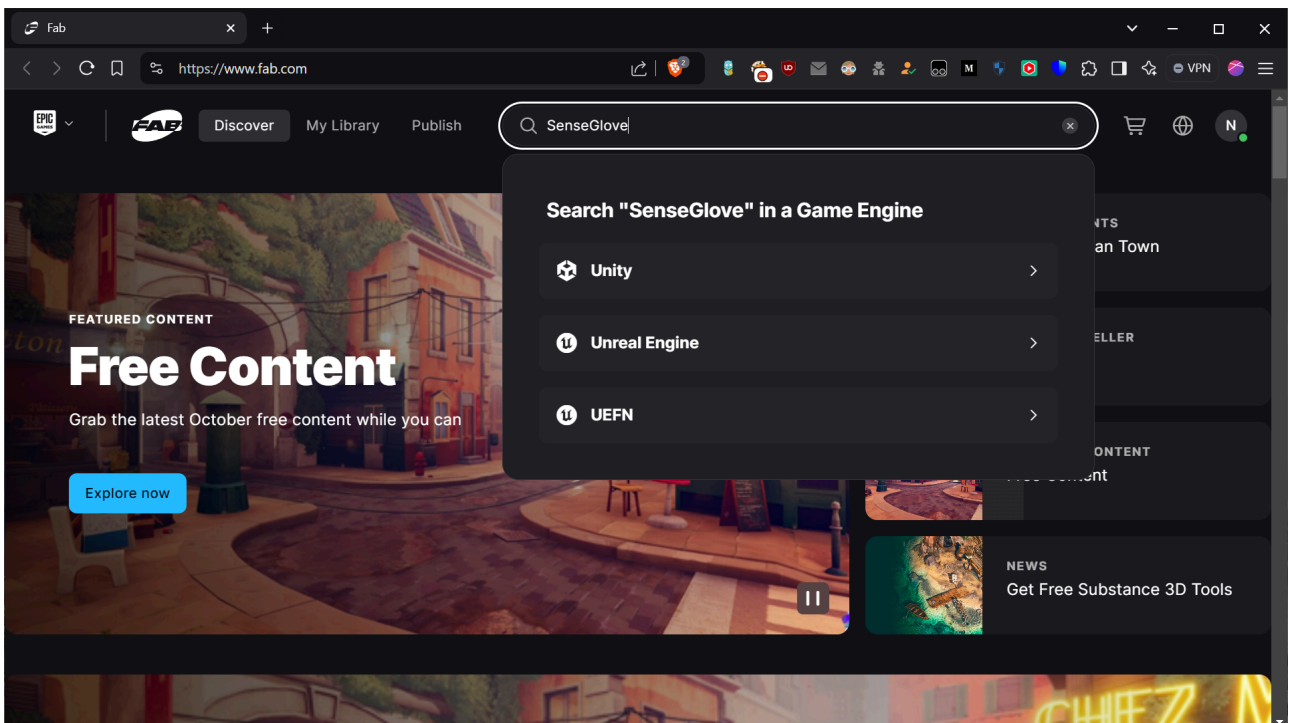
1. Run the Epic Games Launcher.



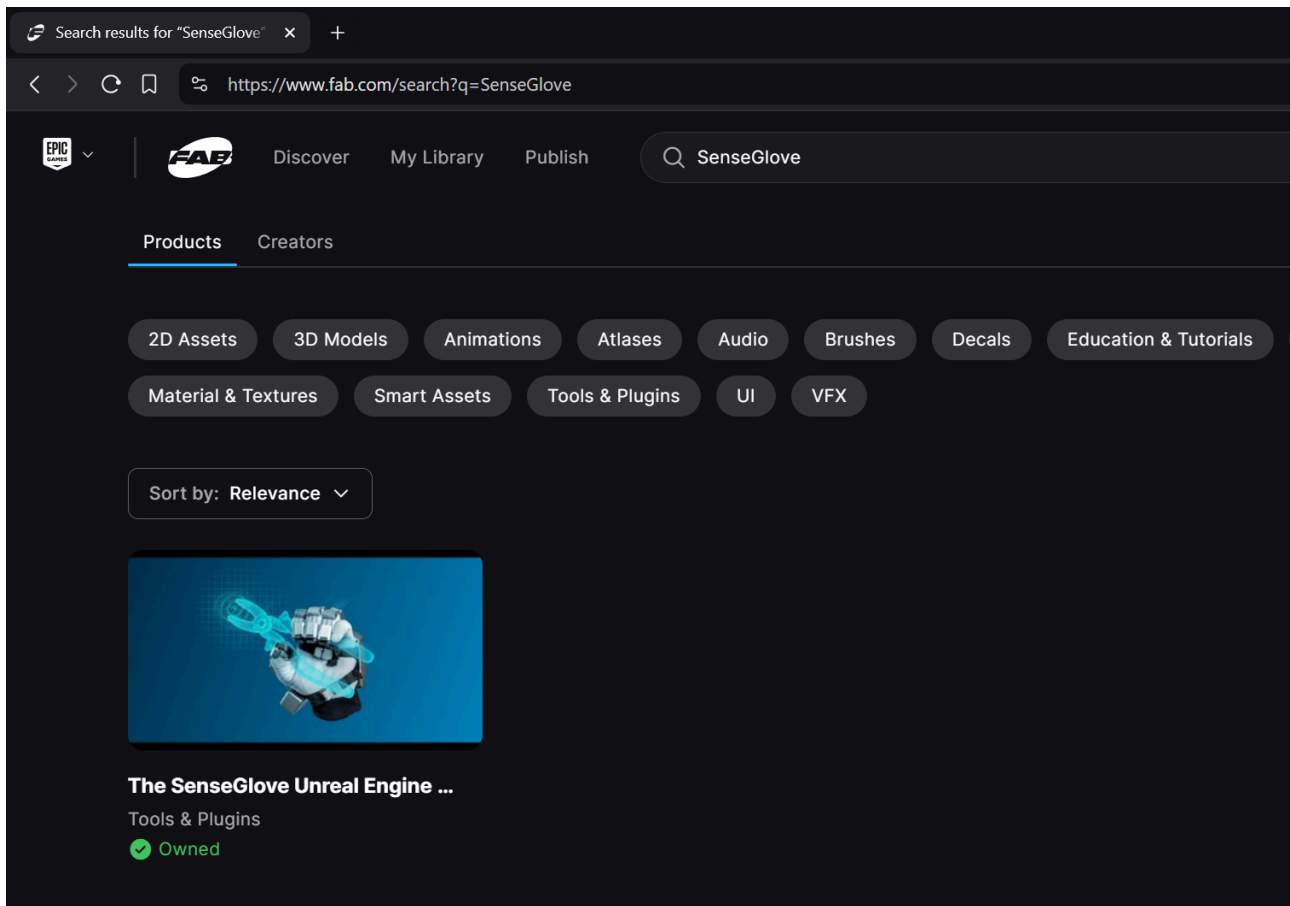
2. Navigate to the Fab tab and click Start exploring button which in turn opens your default web browser pointing to the [Fab home page](#).



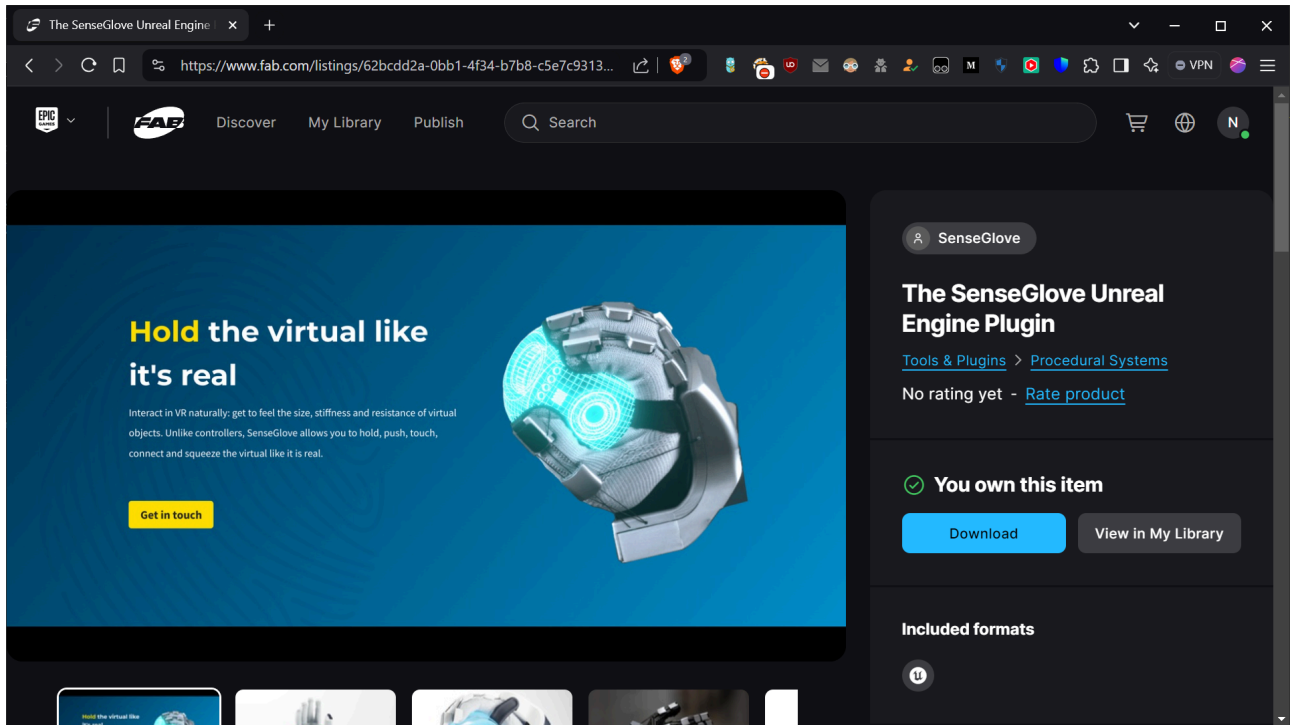
3. On the [Fab home page](#), enter the term `SenseGlove` in the search box and press Enter. Alternatively, you can go directly to the [SenseGlove Unreal Engine Plugin landing page on Fab](#) directly instead of taking the above two steps.



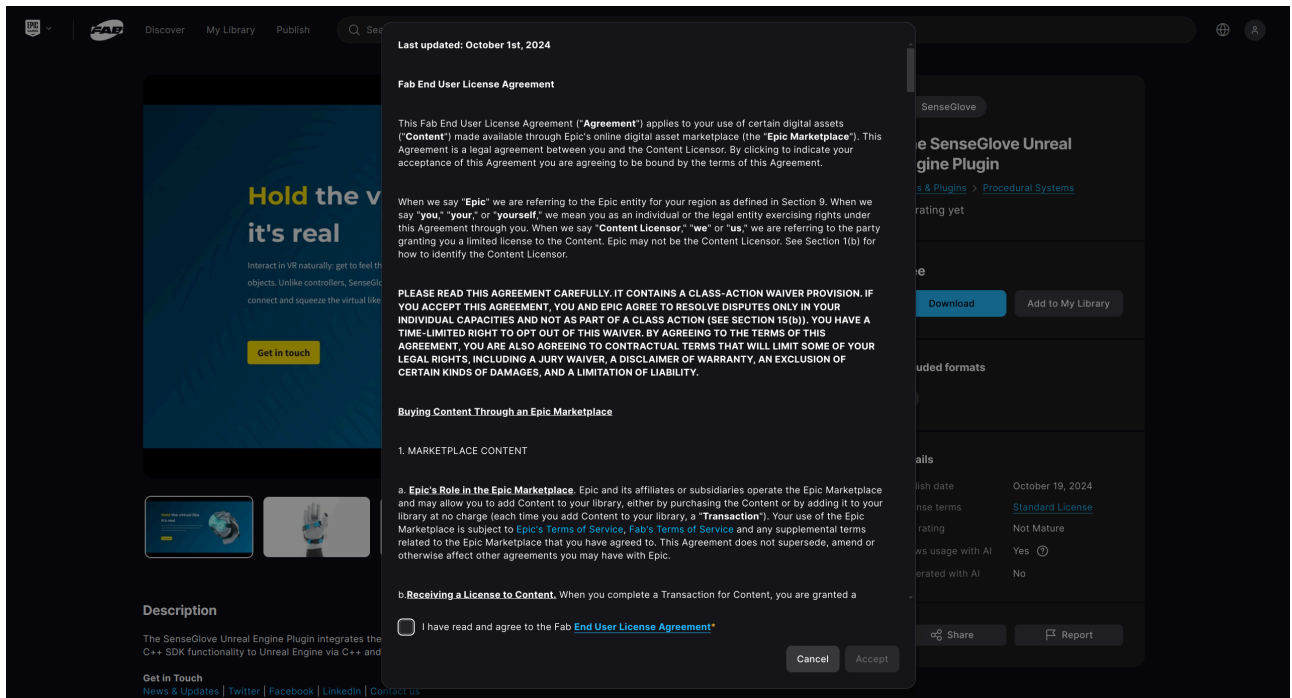
- Click on the [SenseGlove Unreal Engine Plugin](#) in the search results to navigate to its dedicated page.



- On the [SenseGlove Unreal Engine Plugin landing page on Fab](#) click the [Download](#) button.



6. If this is your first download from Fab, you will need to agree to the Fab End User License Agreement (EULA) before proceeding.

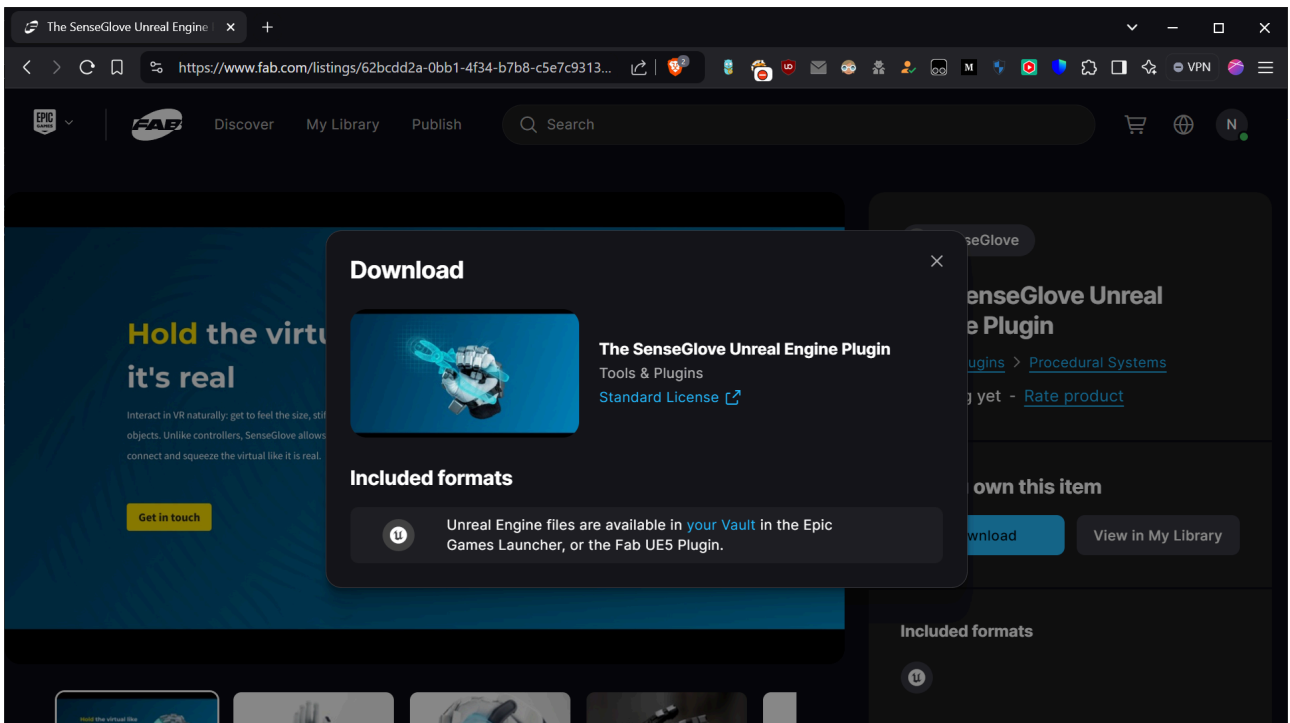


7. After clicking **Download**, a pop-up will notify you that the plugin is available in your Vault in the Epic Games Launcher, or the Fab UE5 Plugin.

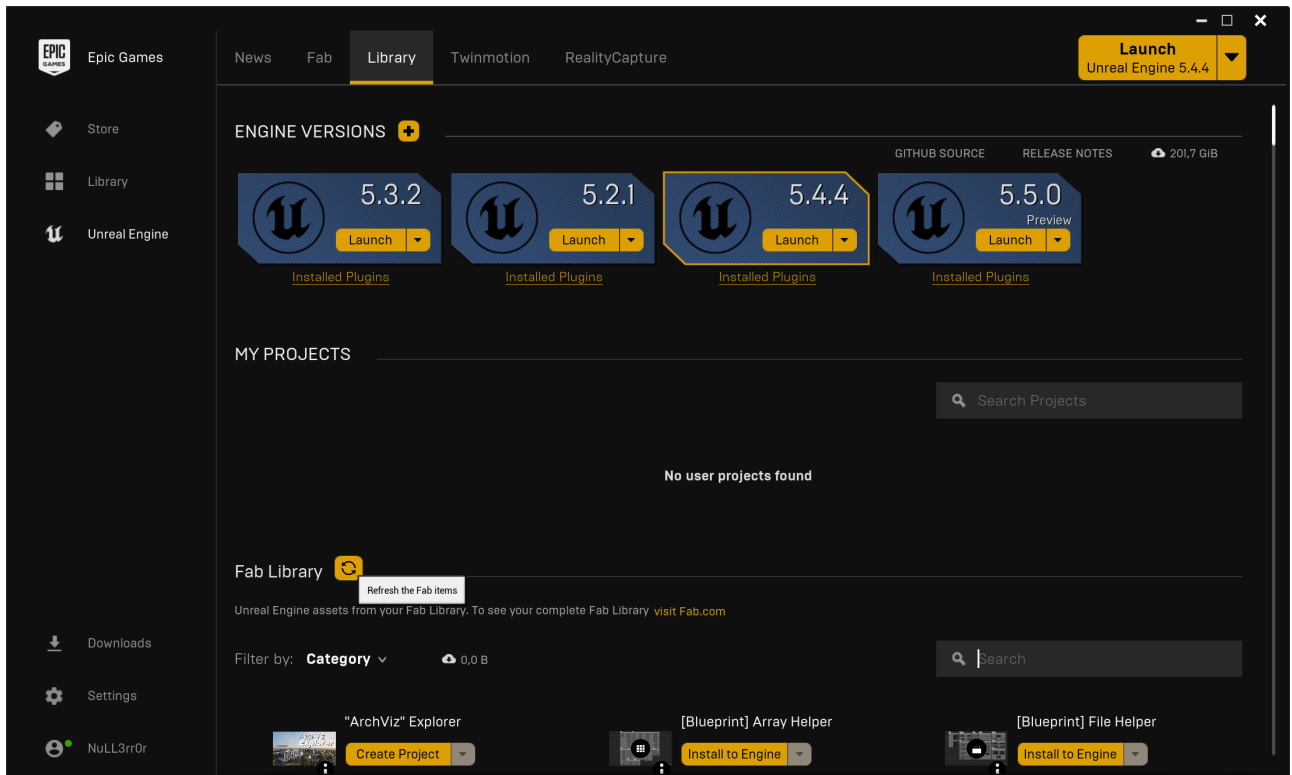
Note

According to the [Fab launch announcement](#):

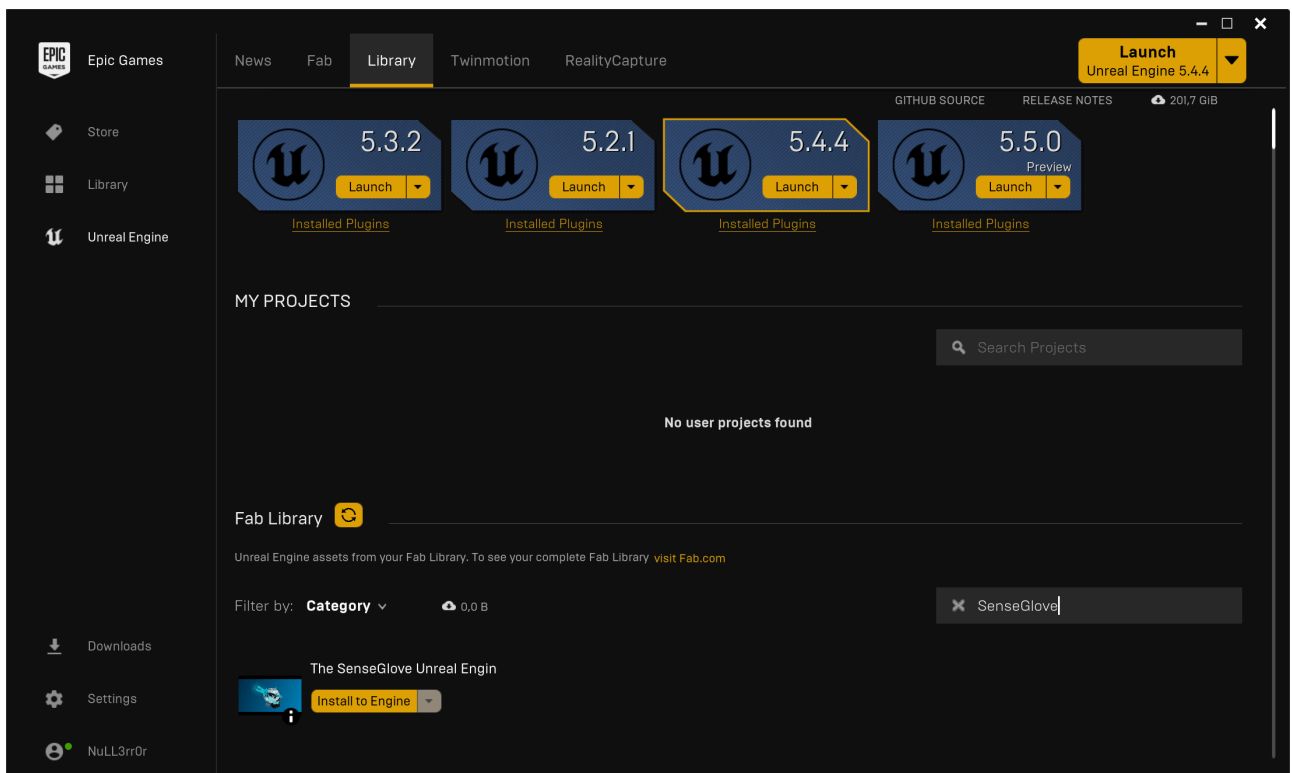
The Fab integration in UEFN is undergoing maintenance and will be back online shortly, and the Fab integration in the Unreal Engine 5 Editor is coming soon.



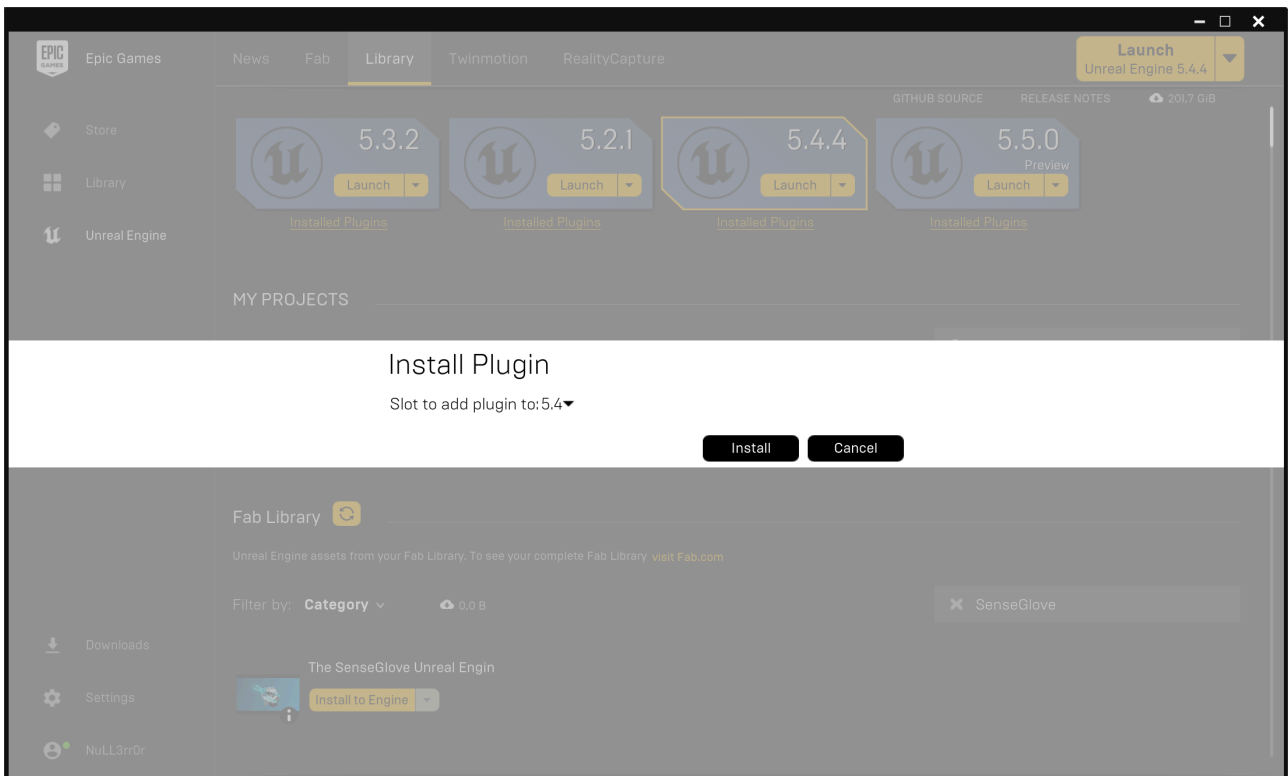
8. Go back to the Epic Games Launcher, navigate to the **Library** tab, and in the **Fab Library** section, click the **Refresh Fab items** button.



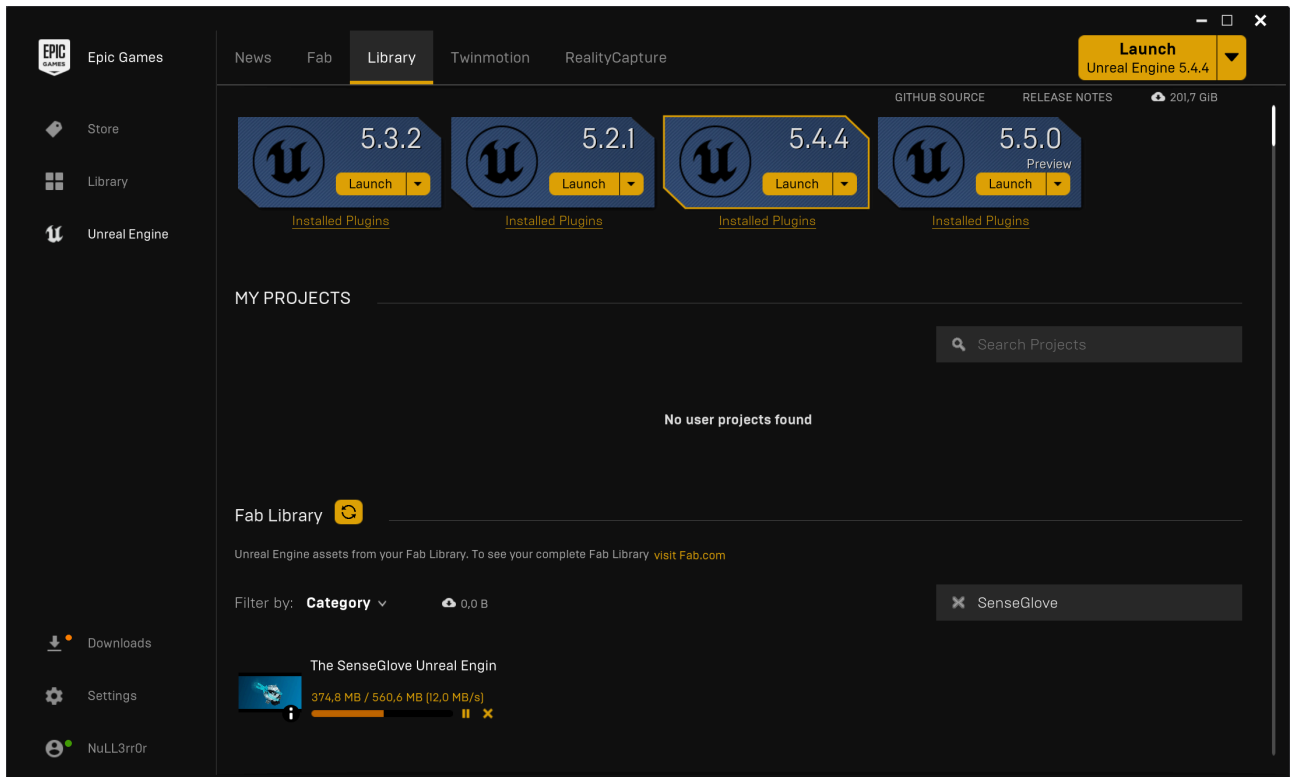
9. Once the Fab library is refreshed and synchronized, use the Vault search box to find the `SenseGlove Unreal Engine Plugin`. Click the `Install to Engine` button.



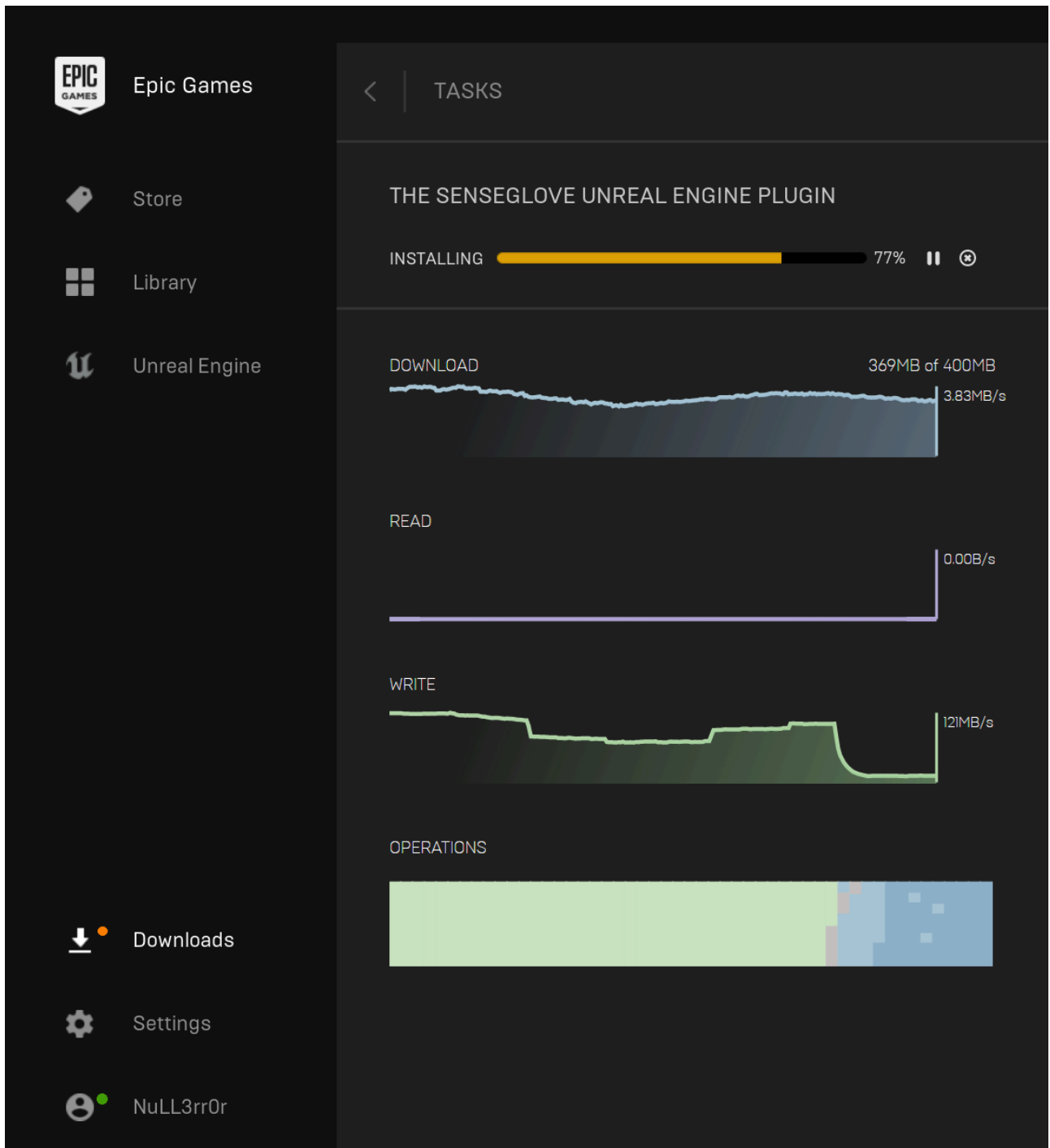
10. You'll be prompted to choose a compatible engine version. Select your desired engine version from the list, then click `Install`.



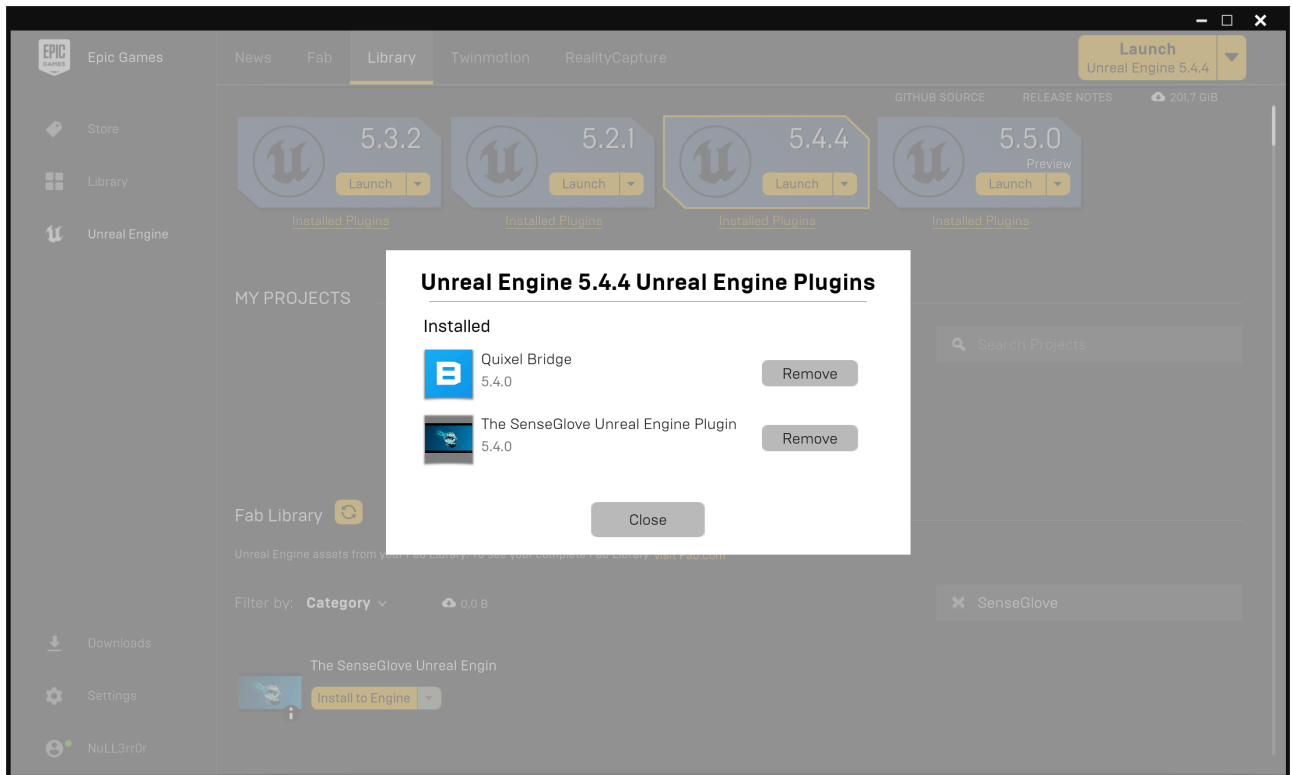
11. The Epic Games Launcher will show the plugin's download and installation progress. Please wait for it to complete.



12. While the download and installation are in progress, you can see the progress in more details by clicking on the `Downloads` section on the sidebar.

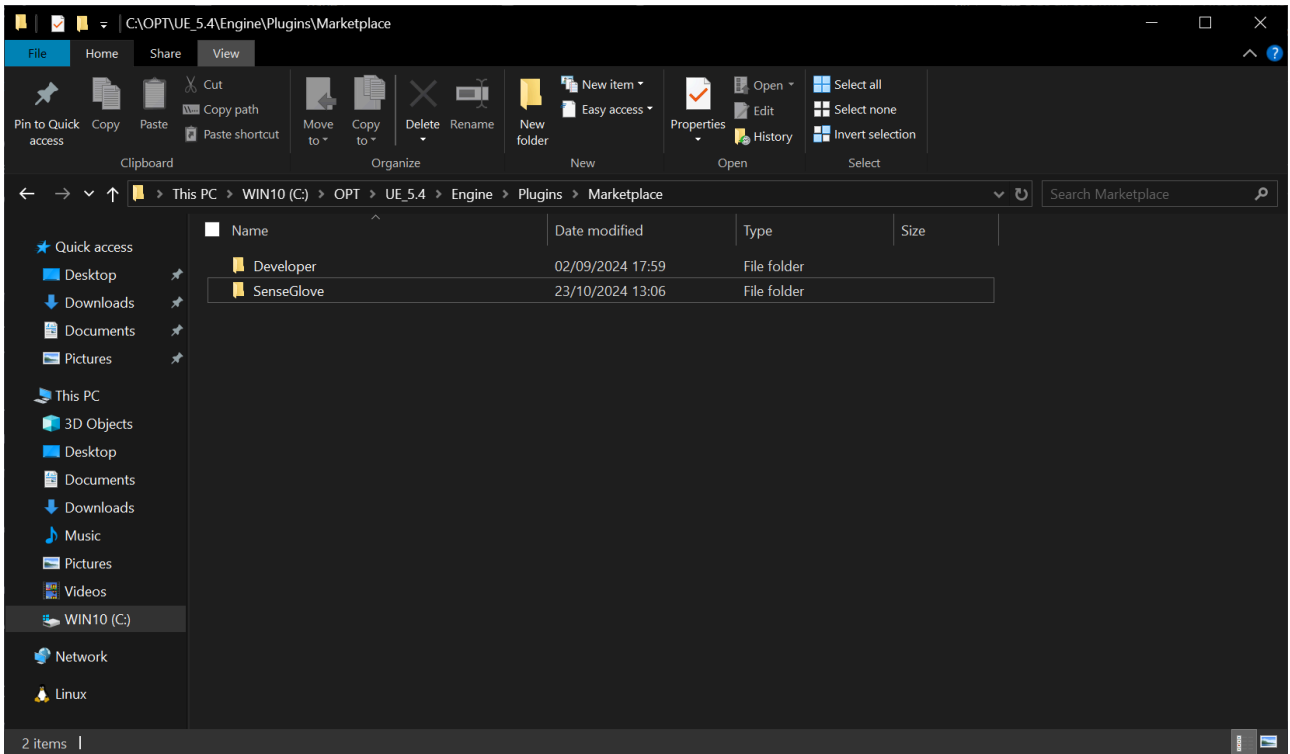


13. Once the download and installation are complete, verify its installation by clicking `Installed Plugins` under the engine you've just installed it to. The SenseGlove plugin should appear as installed among other currently installed plugins.



14. One last confirmation could be navigating to

`YourEngineInstallationPath/Engine/Plugins/Marketplace` directory. The SenseGlove Unreal Engine Plugin source and binaries can be found inside this directory. This is especially useful in case one desires to copy the plugin for example to their own project's source code to run it at the project level instead of running it at the engine level.



Warning

Please note that it is best practice to install the plugin either at the project level or the engine level, but not both. Having the plugin installed in both locations, at the same time, can lead to various issues, especially if the version of the plugin installed at the engine level differs from the one installed at the plugin level. A guide on [verifying the plugin version](#) is also available as well.

Plugin Installation via Microsoft Azure DevOps Repositories

While [plugin installation via the Epic Games Launcher](#) is the most convenient method for most users to obtain and install the latest version of [the SenseGlove Unreal Engine Plugin via Fab](#), there might be valid reasons to instead download and install the plugin directly from [the SenseGlove Unreal Engine Plugin Microsoft Azure DevOps Repository](#). These reasons may include:

- Downloading an older version that is no longer available on [Fab](#).
- Downloading a recent version that has been submitted to Fab, but is still awaiting approval and publication by the Fab Team.
- Downloading an under-development, unstable release of the plugin for testing purposes.
- Or, any other specific needs that require direct access to the repository.

Nonetheless, here is a step-by-step guide to downloading and installing the plugin from the Microsoft Azure DevOps Repositories.

Download a Specific Version

To download a specific version of the plugin, follow these steps:

1. Navigate to the [the SenseGlove Unreal Engine Plugin Microsoft Azure DevOps Repository](#).
2. Locate the branch dropdown menu at the top of the page, just below the navigation bar, and next to the `copy to clipboard` icon. There you'll find a dropdown menu. By default, it usually selects the [master](#) branch.

Azure DevOps SenseGlove / SenseGlove-Unreal / Repos / Files / SenseGlove-Unreal

SenseGlove-Unreal +

- Overview
- Boards
- Repos
- Files**
- Commits
- Pushes
- Branches
- Tags
- Pull requests
- Advanced Security
- Pipelines
- Test Plans
- Artifacts

master / Type to find a file or folder...

Filter branches

Branches Tags

✓ master Default

Mine

- 5.1
- 5.2
- 5.3
- 5.4
- dev
- dev-mdbook-epub

+ New branch

| File | Modified | Commit |
|----------------|-------------|--|
| .clang-format | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .editorconfig | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .gitattributes | Nov 4, 2022 | 5da6ab4d move the third party directory to source in order to |
| .gitignore | Feb 7, 2023 | ffdb3657 fix gitignore rules for the Source/ThirdParty directo |

Commits

- [c8ca169f](#) adjust Config/FilterPlugin.ini in order to conform to
- [0de86b50](#) make the allbreaker assets compatible with ue 5.1+
- [ff02526c](#) initial public release Mamadou Babaei
- [e21d92a3](#) fix a bug where the sgspawn right-hand grab collide
- [ff02526c](#) initial public release Mamadou Babaei
- [ff02526c](#) initial public release Mamadou Babaei
- [5da6ab4d](#) move the third party directory to source in order to
- [ffdb3657](#) fix gitignore rules for the Source/ThirdParty directo

3. Use the dropdown menu to choose a desired branch containing the source code for a specific version of Unreal Engine or a specific release of the plugin marked with a release tag.

Azure DevOps SenseGlove / SenseGlove-Unreal / Repos / Files / SenseGlove-Unreal

SenseGlove-Unreal +

- Overview
- Boards
- Repos
- Files**
- Commits
- Pushes
- Branches
- Tags
- Pull requests
- Advanced Security
- Pipelines
- Test Plans
- Artifacts

master / Type to find a file or folder...

Filter tags

Branches Tags

- v2.0.1
- v2.0.2
- v2.0.3
- v2.0.4
- v2.0.5
- v2.0.6
- v2.0.7
- v2.0.8

| File | Modified | Commit |
|----------------|-------------|---|
| Source | Jul 15 | e21d92a3 fix a bug where the sgspawn right-hand grab collider |
| .clang-format | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .editorconfig | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .gitattributes | Nov 4, 2022 | 5da6ab4d move the third party directory to source in order to |
| .gitignore | Feb 7, 2023 | ffdb3657 fix gitignore rules for the Source/ThirdParty director |
| CHANGELOG.md | Jul 15 | 2dc44999 bump the plugin version to v2.0.8 Mamadou Babaei |

Commits

- [c8ca169f](#) adjust Config/FilterPlugin.ini in order to conform to
- [0de86b50](#) make the allbreaker assets compatible with ue 5.1+
- [ff02526c](#) initial public release Mamadou Babaei
- [e21d92a3](#) fix a bug where the sgspawn right-hand grab collider
- [ff02526c](#) initial public release Mamadou Babaei
- [ff02526c](#) initial public release Mamadou Babaei
- [5da6ab4d](#) move the third party directory to source in order to
- [ffdb3657](#) fix gitignore rules for the Source/ThirdParty director
- [2dc44999](#) bump the plugin version to v2.0.8 Mamadou Babaei

Note

A branch named with engine version numbers, such as `5.4`, `5.3`, etc., usually contains the source code for the latest stable version of the plugin compatible with that specific Unreal Engine version, provided that version is still supported. For a comprehensive list of supported engine versions please refer to [the Platform Support Matrix](#).

As a general rule of thumb, the `master` branch should work with any supported Unreal Engine version. This is because it does not specify any `EngineVersion` inside the main `.uplugin` file. However, there may be rare exceptions where it does not work due to breaking changes between engine versions that the plugin cannot accommodate. One such a instance occurred with version `2.0.x` of the plugin, where [some breaking changes prevented UE 5.1 from sharing similar code with versions 5.2+](#). For this reason, it is generally recommended to select a branch specific to the version of the Unreal Engine you intend to use with the plugin.

The same principles that apply to the `master` branch also apply to the `dev` branch, which will discuss later.

We will also cover how to obtain a working version from a tag for scenarios like the one mentioned above.

4. After selecting your desired branch or tag, click on the kebab menu (three vertical dots) located at the top right of the screen and choose `Download as zip` to obtain the source code for that branch or tag.

The screenshot shows the Azure DevOps interface for the 'SenseGlove-Unreal' repository. The left sidebar contains navigation links: Overview, Boards, Repos, Files (selected), Commits, Pushes, Branches, Tags, Pull requests, Advanced Security, Pipelines, Test Plans, Artifacts, and Project settings. The main area displays the 'Files' tab with a search bar and a dropdown menu. The dropdown menu is open, showing options: Fork, New, Upload file(s), and Download as Zip. Below the menu, a table lists repository files and folders with their last change dates and commit hashes.

| Name ↑ | Last change | Commits |
|----------------|--------------|--|
| Config | Nov 30, 2022 | c8ca169f adjust Config/FilterPlugin.ini in order to conform to ... |
| Content | May 29 | 67a60917 make the allbreaker assets compatible with ue 5.1+ ... |
| Resources | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| Source | Jul 15 | 47aff045 fix a bug where the sgpawn right-hand grab collider... |
| .clang-format | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .editorconfig | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .gitattributes | Nov 4, 2022 | 5da6ab4d move the third party directory to source in order to ... |
| .gitignore | Feb 7, 2023 | ffdb3657 fix gitignore rules for the Source/ThirdParty director... |
| CHANGELOG.md | Jul 15 | 565a2e4b bump the plugin version to v2.0.8 Mamadou Babaei |

Download a Specific Version for a Specific Unreal Engine Version

As mentioned earlier, due to breaking changes between Unreal Engine versions, it might not be feasible to share the same source code across different Unreal Engine versions. Since release tags are created from the `master` branch, they contain code compatible only with the latest version of Unreal Engine. Therefore, the instructions for downloading a specific version from a release tag might not work with some Unreal Engine versions. In such cases, you can use an alternative approach:

1. First, choose the appropriate branch for your desired Unreal Engine version from the branch dropdown menu, as discussed earlier. Then navigate to the History tab.

Azure DevOps SenseGlove / SenseGlove-Unreal / Repos / Files / SenseGlove-Unreal

Search

SenseGlove-Unreal +

- Overview
- Boards
- Repos
- Files**
- Commits
- Pushes
- Branches
- Tags
- Pull requests
- Advanced Security
- Pipelines
- Test Plans
- Artifacts
- Project settings

5.1 / Type to find a file or folder...

Files

Contents History

You updated dev 4h ago Create a pull request

Full history Author From date To date

| Graph | Commit | Pull Request | Status |
|-------|--|--------------|--------|
| | bump the plugin version to v2.0.2 2fc8feb8 Mamadou Babaei Apr 25 at 12:34 PM | | |
| | bump the plugin version to v2.0.1 eeb287fc Mamadou Babaei Apr 15 at 2:56 PM | | |
| | do not call FSGHndLayer::ResetCalibration on every backend initialization 8bdaeda9 Mamadou Babaei Apr 10 at 4:38 PM | | |
| | only instantiate the connected glove once instead of recreating and destr... cbe9fe36 Mamadou Babaei Apr 12 at 6:56 AM | | |
| | bump senseglove libraries to v2.102.0-35d4de3f 3491fb7b Mamadou Babaei Apr 10 at 4:21 PM | | |
| | fix the wrong header file description sections for the header files d777be92 Mamadou Babaei Apr 8 at 8:24 PM | | |

- Look via the commit history for a commit message that says `bump the plugin version to vx.x.x` as all releases are finalized with this exact commit message and the plugin version. Next, click on the commit message for the version you are looking for.
- Once you've selected the correct commit, click on the `Browse Files` button next to the kebab menu (three vertical dots) at the top right of the screen.

Azure DevOps SenseGlove / SenseGlove-Unreal / Repos / Commits / SenseGlove-Unreal

Search

SenseGlove-Unreal +

Overview

Boards

Repos

Files

Commits

Pushes

Branches

Tags

Pull requests

Advanced Security

Pipelines

Test Plans

Artifacts

Project settings

bump the plugin version to v2.0.2

2fc0f0b0 Mamadou Babaei committed Apr 25 5.1

Files Details

Parent 1 → This commit Filter 3 changed files

Inline

SenseGlove-Unreal

CHANGELOG.md

README.md

SenseGlove.uplugin

CHANGELOG.md +12 /CHANGELOG.md

```

5 5 The format is based on [Keep a Changelog](https://keepachangelog.com/en/1.0.0/),
6 6 and this project adheres to [Semantic Versioning](https://semver.org/spec/v2.0.0.html).
7
8 + ## [2.0.2] - 2024-04-25
9 +
10 + This is a patch release with no code changes.
11 +
12 + ### Added
13 +
14 + - Introduce official Unreal Engine 5.4 support to the Unreal Engine Marketplace.
15 +
16 + ### Changed
17 +
18 + - Updated the Platform Support Matrix with the latest changes. This is the last release to support
19 +
20 ## [2.0.1] - 2024-04-15
21
22 This is a bugfix release.

```

4. You should now be in the **Content** tab, with the branch dropdown menu displaying the commit hash instead of a branch name or tag. Click on the kebab menu (three vertical dots) again, and select **Download as Zip**. This will give you a zip file containing the exact release you need, compatible with your chosen Unreal Engine version.

Azure DevOps SenseGlove / SenseGlove-Unreal / Repos / Files / SenseGlove-Unreal

Search

SenseGlove-Unreal +

Overview

Boards

Repos

Files

Commits

Pushes

Branches

Tags

Pull requests

Advanced Security

Pipelines

Test Plans

Artifacts

Project settings

2fc0f0b0 / Type to find a file or folder...

Files

Contents History

You updated 5.1 dev 4h ago

| Name ↑ | Last change | Commits |
|----------------|--------------|--|
| Config | Nov 30, 2022 | 63c81ffb adjust Config/FilterPlugin.ini in order to conform to ... |
| Content | Mar 19 | 411c1c3f integrate the virtual hand mesh from allbreaker Ma... |
| Resources | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| Source | Apr 10 | 8bdaeda9 do not call FSGHandLayer::ResetCalibration on every... |
| .clang-format | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .editorconfig | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .gitattributes | Nov 4, 2022 | 5da6ab4d move the third party directory to source in order to ... |
| .gitignore | Feb 7, 2023 | 0b8dbad5 fix gitignore rules for the Source/ThirdParty director... |
| CHANGELOG.md | Apr 25 | 2fc0f0b0 bump the plugin version to v2.0.2 Mamadou Babaei |

Clone

Fork

New

Upload file(s)

Download as Zip

Download the Bleeding-edge Development Branch

Caution

The `dev` branch is an active development branch that is constant and ongoing changes. As a result, the code on this branch is primarily untested and therefore not production-ready. It may not even compile successfully or may lack comprehensive documentation. For any serious development, it is generally recommended to use a stable release of the plugin. The `dev` branch is publicly accessible to give you a preview of upcoming features and for trial purposes only.

The most up-to-date documentation for the `dev` branch can usually be found at: <https://unreal.dev.senseglove.com/next>.

Downloading the `dev` branch is as easy as choosing the `dev` branch from the branch dropdown menu (as discussed earlier) and then choosing `Download as Zip` from the kebab menu (three vertical dots).

The screenshot shows the Azure DevOps web interface for the `SenseGlove-Unreal` repository. The left sidebar contains navigation links: Overview, Boards, Repos, Files (selected), Commits, Pushes, Branches, Tags, Pull requests, Advanced Security, Pipelines, Test Plans, Artifacts, and Project settings. The main area displays the `dev` branch, indicating it was updated 4 hours ago. A table lists the repository's files and their commit history:

| Name ↑ | Last change | Commits |
|----------------|-------------|---|
| Config | Tuesday | ab124667 remove the changelog.md file from filterplugin list a... |
| Content | Jun 4 | d0a838b2 removed the allbreaker virtual hand model as it's no... |
| Handbook | 4h ago | f2b0aafa add an important alert Mamadou Babaei |
| Packager | Tuesday | fe8436a6 bump the SenseGlove Unreal Engine Marketplace Pa... |
| Resources | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| Source | Sunday | 33649f10 replace all bitfield uproperties with booleans Mama... |
| .clang-format | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .editorconfig | Nov 2, 2022 | ff02526c initial public release Mamadou Babaei |
| .gitattributes | Jul 25 | e3f9be40 merge the pack branch into the plugin's source and ... |

At the top right of the file list, there are buttons for `Set up build`, `Clone`, and a kebab menu (three vertical dots). The kebab menu is open, showing options: `Fork`, `New`, `Upload file(s)`, and `Download as Zip`.

Installation

Once you have obtained the desired plugin version compatible with the Unreal Engine version you have in mind using any of the methods mentioned above, it's time to build and install the plugin. There are two ways to install the SenseGlove Unreal Engine Plugin, one is at the engine level, and the other is per project.

- **Engine-level installation:** this method makes the plugin accessible to any project within that Unreal Engine version.
- **Per-project installation:** this method makes the plugin accessible only to a specific project.

Warning

Please note that it is best practice to install the plugin either at the project level or the engine level, but not both. Having the plugin installed in both locations, at the same time, can lead to various issues, especially if the version of the plugin installed at the engine level differs from the one installed at the plugin level. A guide on [verifying the plugin version](#) is also available as well.

Engine-level installation

Per-project installation

1. Locate your existing C++ or Blueprint project, or create a new project from scratch.

Important

Before proceeding, make sure your project's Unreal Editor is closed, and you do not have your project open in your C++ IDE to avoid any issues.

2. Inside your project's root directory create a new `Plugins` directory if you don't have one already.

3. Inside the `Plugins` directory create a new directory named `SenseGlove`.
4. Extract the content of your downloaded zip file into the `SenseGlove` directory.
5. Remove any directories or files that are only meant for use by the SenseGlove Unreal Engine Plugin maintainers. These are not part of the distributed plugin package and are not required by either Unreal Engine or the SenseGlove Unreal Engine Plugin to function correctly.

The mandatory files and folders to stay are as follows:

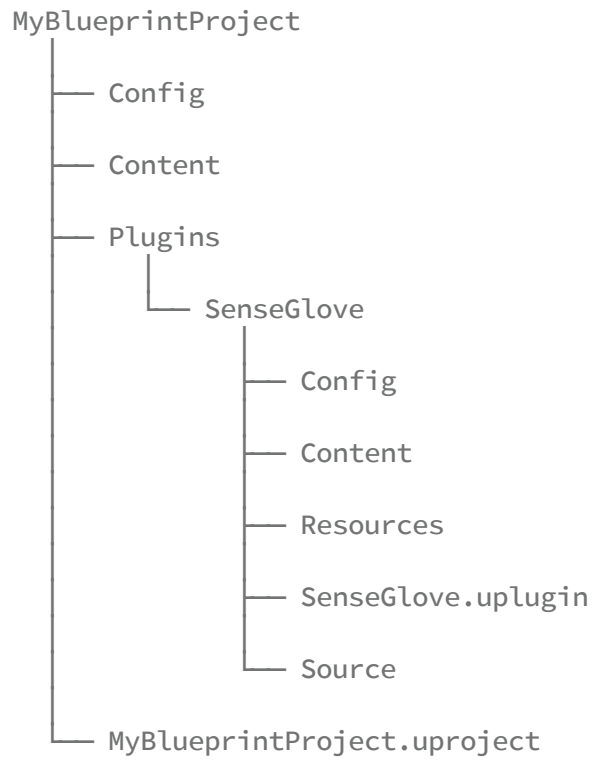
```
Config  
Content  
Resources  
Source  
SenseGlove.uplugin
```

Anything else can be safely removed. For example, these files and folders can be safely deleted:

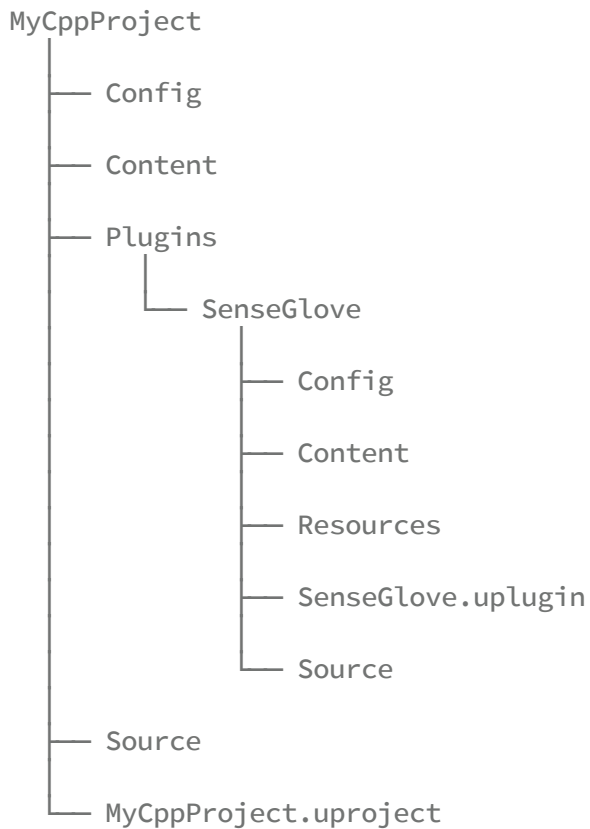
```
Handbook  
Packager  
.clang-format  
.editorconfig  
.gitattributes  
.gitignore  
README.md
```

6. Ensure your project has the correct structure.

For a Blueprint-only project, it should look something like this:



For a C++ project, the structure should look like this:



Tip

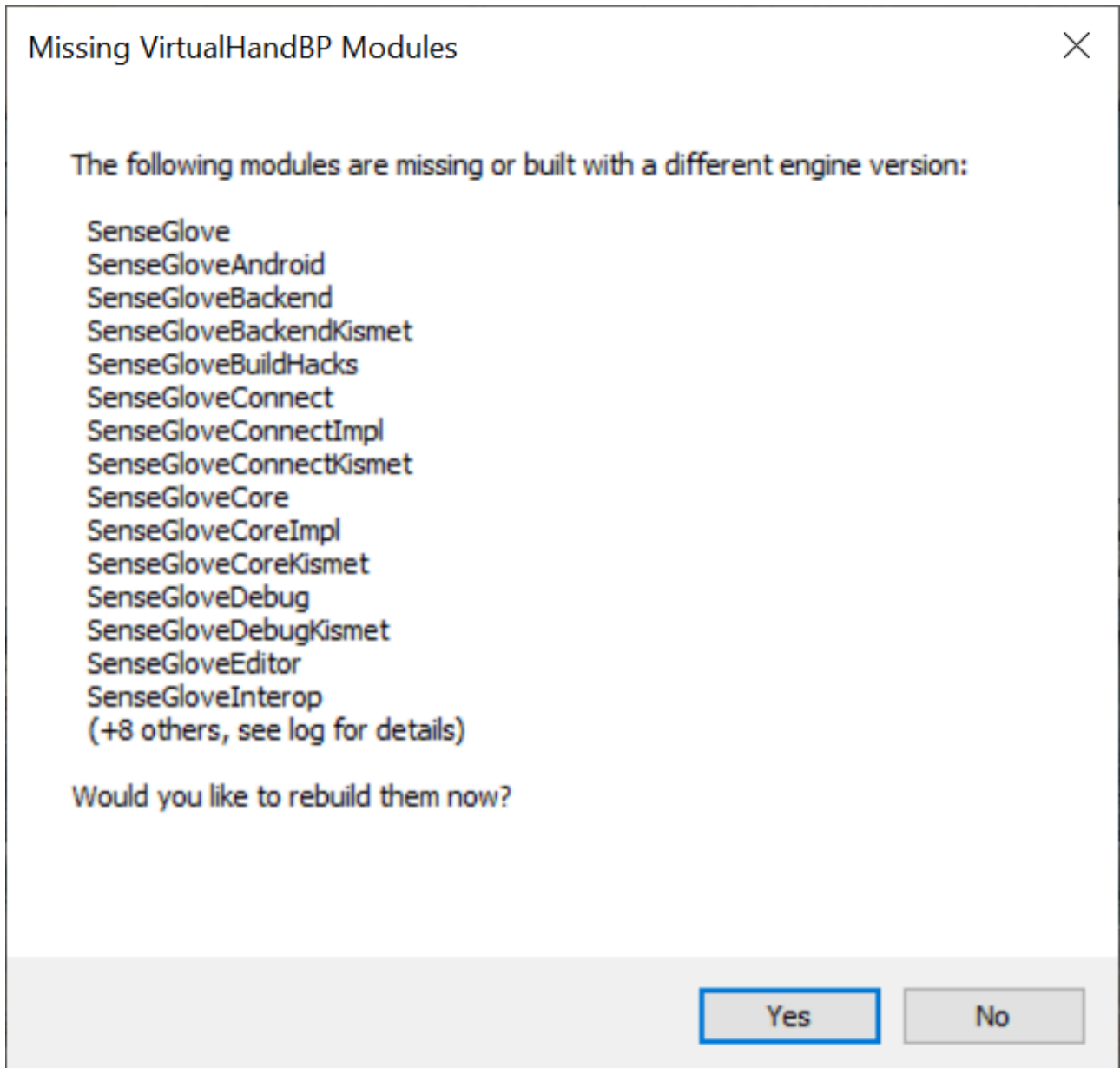
If you are keeping your project under Git and Git LFS, consider keeping the `.gitignore` and `.gitattributes` as they help keep irrelevant files out of the remote repository, or manage binary blobs efficiently.

7. OK, now it's time to build the plugin.

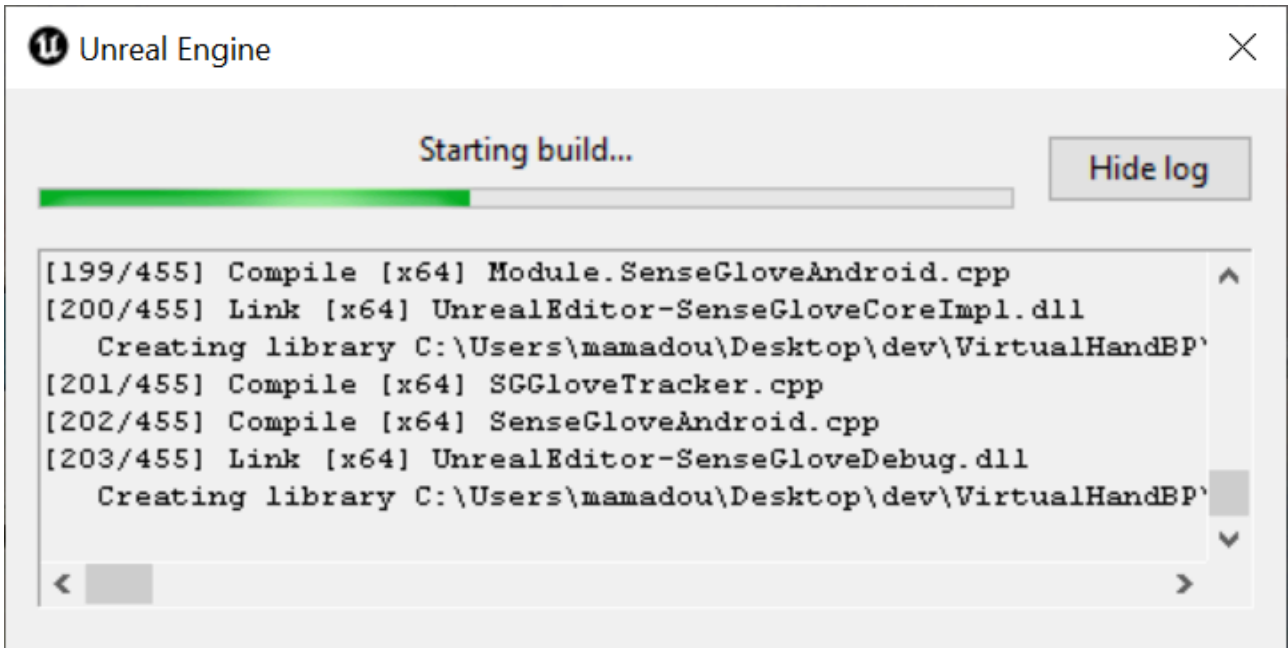
Note

For Linux build instructions see the [Linux Build Instructions](#) section.

For a Blueprint-only project, on Microsoft Windows simply double-clicking the project's `.uproject` file should present you with a pop-up informing you that some binary modules are missing.



After confirming, the build process will start automatically, and a dialog indicating the build progress will be shown:

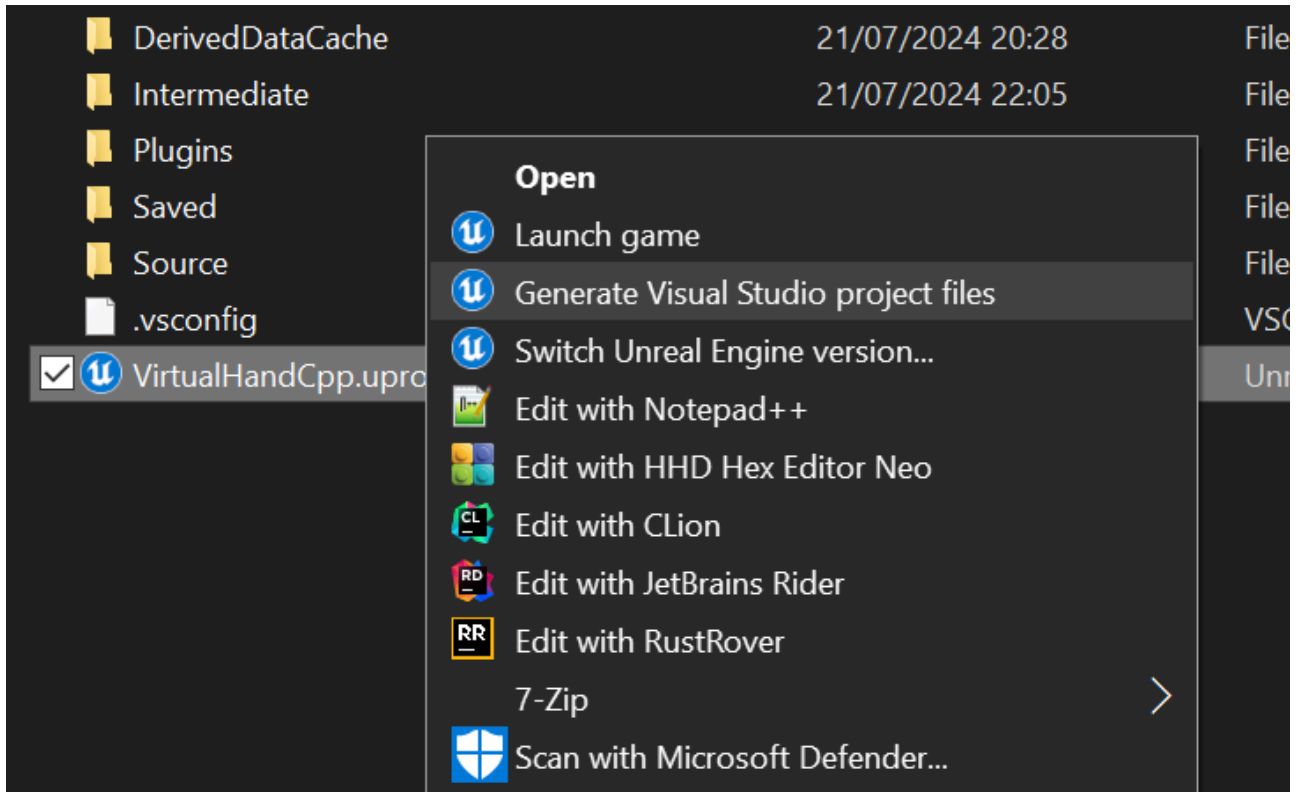


Once finished successfully, the project will be loaded.

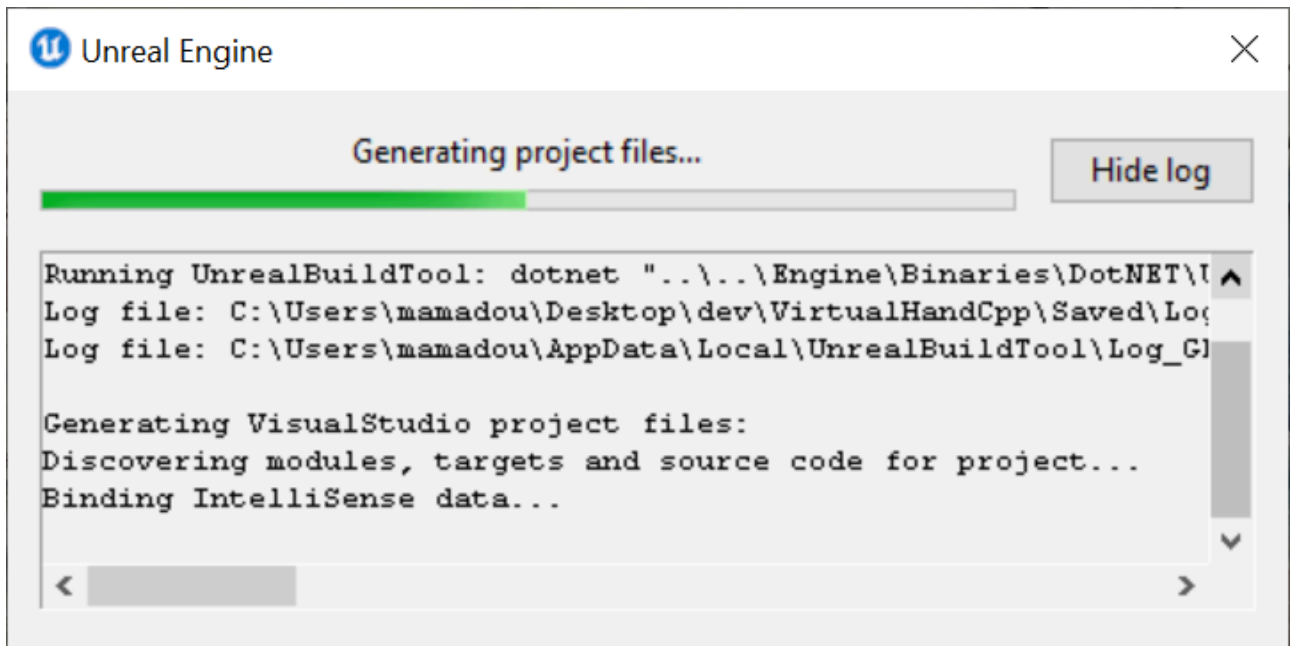
Note

Sometimes, due to an esoteric bug in some versions of Unreal Engine, the build process for Blueprint-only projects may immediately fail after choosing **Yes** in the **Missing Modules** dialog. If this happens, one workaround would be to try to build the plugin inside a temporary C++ project, then copy the `Plugins/SenseGlove` folder containing the binaries, from the C++ project to your Blueprint project and then try to reopen the project again.

For C++ projects, on Microsoft Windows, right-click on your C++ `.uproject` file and choose **Generate Visual Studio project files**:



A dialog will pop up shows you the progress of generating the Visual Studio project files:



Once the project files are generated, open up the C++ project in your preferred C++ IDE and build the project. After this, the project can be loaded in the Unreal Editor.

8. Once the plugin has been built successfully, [ensure the SenseGlove Unreal Engine is enabled and verify the plugin version matches the expected version.](#)

Linux Build Instructions

When building the SenseGlove Unreal Engine Plugin on Linux, you won't encounter the `Missing Modules` dialog that appears on Microsoft Windows. Instead, examining the Unreal Editor logs reveals that the Unreal Editor automatically chooses `No` in response to the `Would you like to rebuild them now?` question as the `No` is implied states.

```
$ /path/to/UnrealEngine/Engine/Binaries/Linux/UnrealEditor \
/path/to/MyBlueprintProject/MyBlueprintProject.uproject
```

LogLinux: Warning: MessageBox: The following modules are missing or built with a different engine version:

```
SenseGlove
SenseGloveAndroid
SenseGloveBackend
SenseGloveBackendKismet
SenseGloveBuildHacks
SenseGloveConnect
SenseGloveConnectImpl
SenseGloveConnectKismet
SenseGloveCore
SenseGloveCoreImpl
SenseGloveCoreKismet
SenseGloveDebug
SenseGloveDebugKismet
SenseGloveEditor
SenseGloveInterop
(+8 others, see log for details)
```

Would you like to rebuild them now?: Missing MyBlueprintProject Modules: No is implied.

LogCore: Engine **exit** requested (reason: EngineExit() was called)

LogExit: Preparing to **exit**.

LogPakFile: Destroying PakPlatformFile

LogExit: Exiting.

LogInit: Tearing down SDL.

Exiting abnormally (error code: 1)

If your Unreal Engine installation on Linux was obtained from the [GitHub Sources](#) you can generate the project files using the following command:

```
$ /path/to/UnrealEngine/GenerateProjectFiles.sh \
/path/to/MyProject/MyProject.uproject \
-editor -game -makefile
```

However, if you are using [a prebuilt Linux version of Unreal Engine](#), the main `GenerateProjectFiles.sh` script at the engine root does not exist. Instead, we have to invoke the underlying `GenerateProjectFiles.sh` script located elsewhere. This is a different script which shares the same name and is also present in the GitHub

sources. The main `GenerateProjectFiles.sh` script at the engine root is actually a wrapper around this script.

```
$ /path/to/UnrealEngine/Engine/Build/BatchFiles/Linux/GenerateProjectFiles.sh \
\
  /path/to/MyProject/MyProject.uproject \
  -editor -game -makefile
```

Still, running the any of the above commands on a Blueprint project results in the following error:

```
$
/path/to/UnrealEngine/Engine/Build/BatchFiles/Linux/GenerateProjectFiles.sh \
  /path/to/MyBlueprintProject/MyBlueprintProject.uproject \
  -editor -game -makefile
```

Setting up Unreal Engine project files...

Setting up bundled DotNet SDK

Log file: `/home/mamadou/.config/Epic/UnrealBuildTool/Log_GPF.txt`

Project file formats specified via the command line will be ignored when generating

project files from the editor and other engine tools.

Consider setting your desired IDE from the editor preferences window, or modify your

`BuildConfiguration.xml` file with:

```
<?xml version="1.0" encoding="utf-8" ?>
<Configuration xmlns="https://www.unrealengine.com/BuildConfiguration">
  <ProjectFileGenerator>
    <Format>Make</Format>
  </ProjectFileGenerator>
</Configuration>
```

Generating Make project files:

Discovering modules, targets and source code for project...

Total execution time: 0.35 seconds

Directory `'/path/to/MyBlueprintProject/MyBlueprintProject'` is missing
'Source' folder.

For a C++ project, however, the project files will generate without any issues:

```
$ /path/to/UnrealEngine/Engine/Build/BatchFiles/Linux/GenerateProjectFiles.sh
\
  /path/to/MyCppProject/MyCppProject.uproject \
  -editor -game -makefile
```

Setting up Unreal Engine project files...

Setting up bundled DotNet SDK

Log file: /home/mamadou/.config/Epic/UnrealBuildTool/Log_GPF.txt

Project file formats specified via the **command** line will be ignored when generating

project files from the editor and other engine tools.

Consider setting your desired IDE from the editor preferences window, or modify your

BuildConfiguration.xml file with:

```
<?xml version="1.0" encoding="utf-8" ?>
<Configuration xmlns="https://www.unrealengine.com/BuildConfiguration">
  <ProjectFileGenerator>
    <Format>Make</Format>
  </ProjectFileGenerator>
</Configuration>
```

Generating Make project files:

Discovering modules, targets and **source** code for project...

Generating data for project indexing... 100%

Generating QueryTargets data for editor...

Total execution time: 2.98 seconds

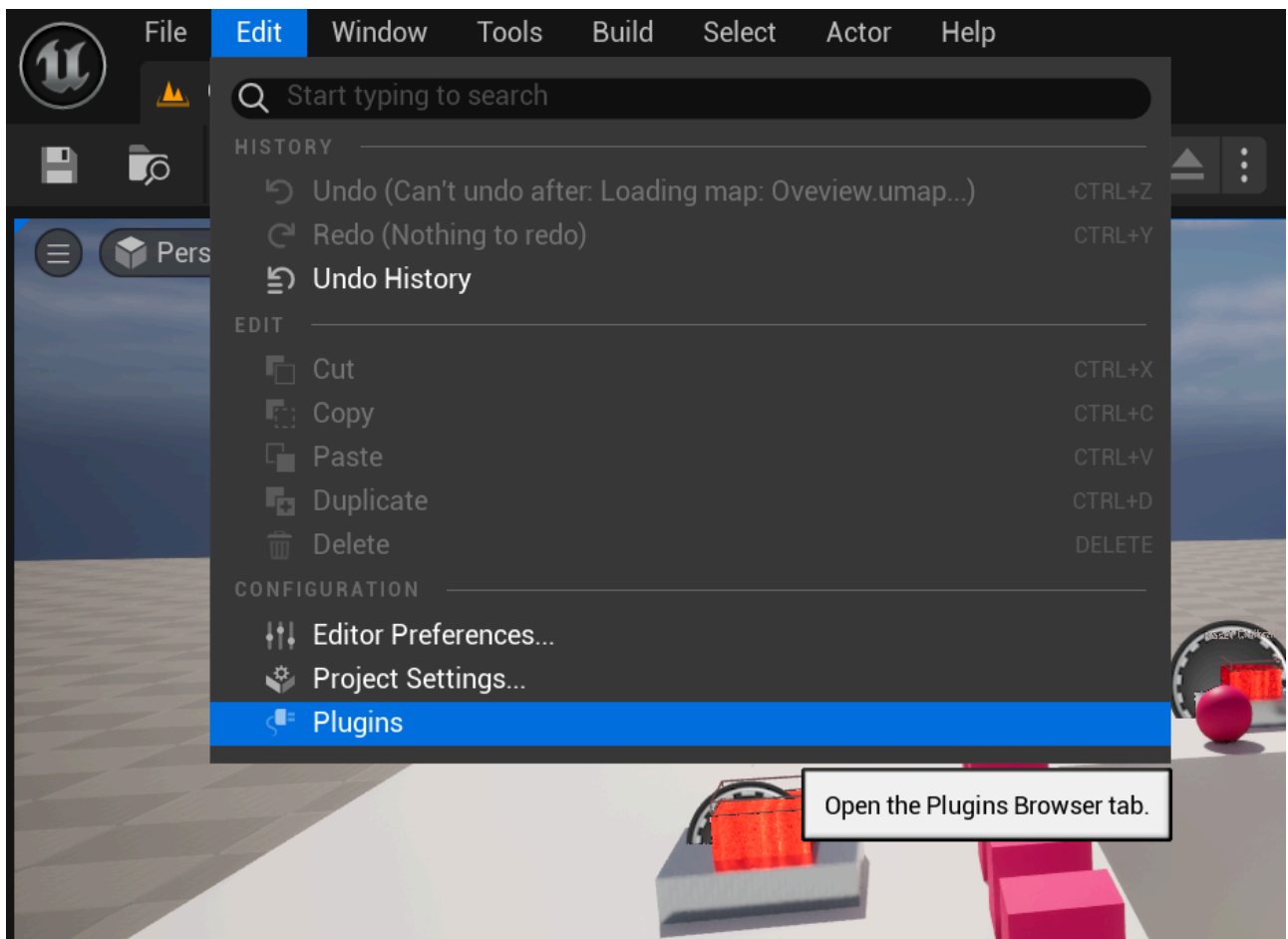
So, the workaround for Blueprint projects is to build the plugin inside a C++ project and then copy the `Plugin/SenseGlove` directory, which contains the built binary modules, to the corresponding directory in your Blueprint project.

```
$ /path/to/UnrealEngine/Engine/Build/BatchFiles/Linux/GenerateProjectFiles.sh  
\  
    /path/to/MyCppProject/MyCppProject.uproject \  
    -editor -game -makefile  
$ make MyCppProjectEditor -C /path/to/MyCppProject/  
$ cp -vr \  
    /path/to/MyCppProject/Plugins/SenseGlove \  
    /path/to/MyBlueprintProject/Plugins/  
$ /path/to/UnrealEngine/Engine/Binaries/Linux/UnrealEditor \  
    /path/to/MyBlueprintProject/MyBlueprintProject.uproject
```

Enabling The SenseGlove Unreal Engine Plugin and Verifying the Plugin Version

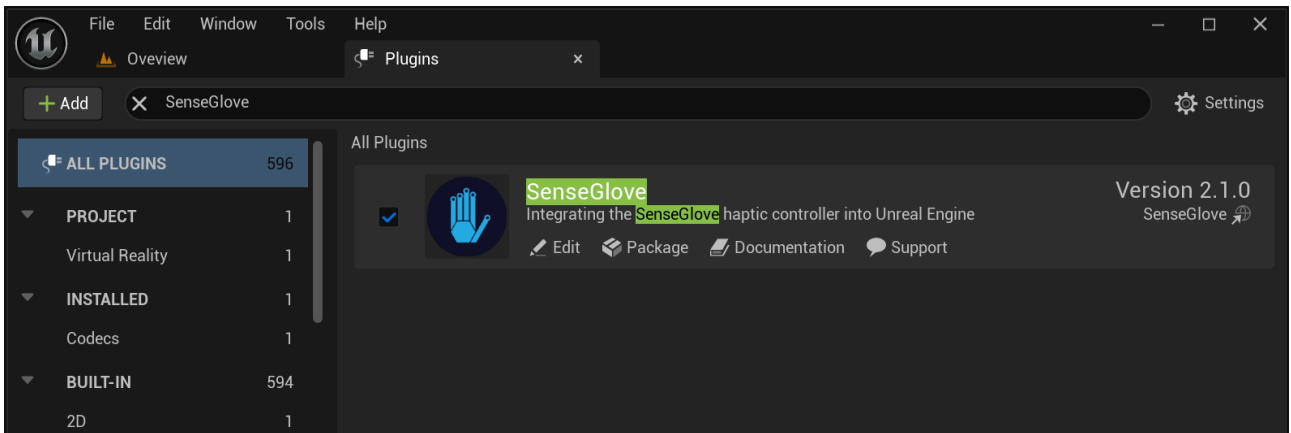
Enabling the SenseGlove Unreal Engine Plugin is a very simple and straightforward procedure. Furthermore, checking which version of the plugin your project is using may sometimes come in handy, especially if you have multiple versions of the plugin installed on different engine versions or various projects.

1. Inside the Unreal Editor for your project, select the **Plugins** from the **Edit** menu.

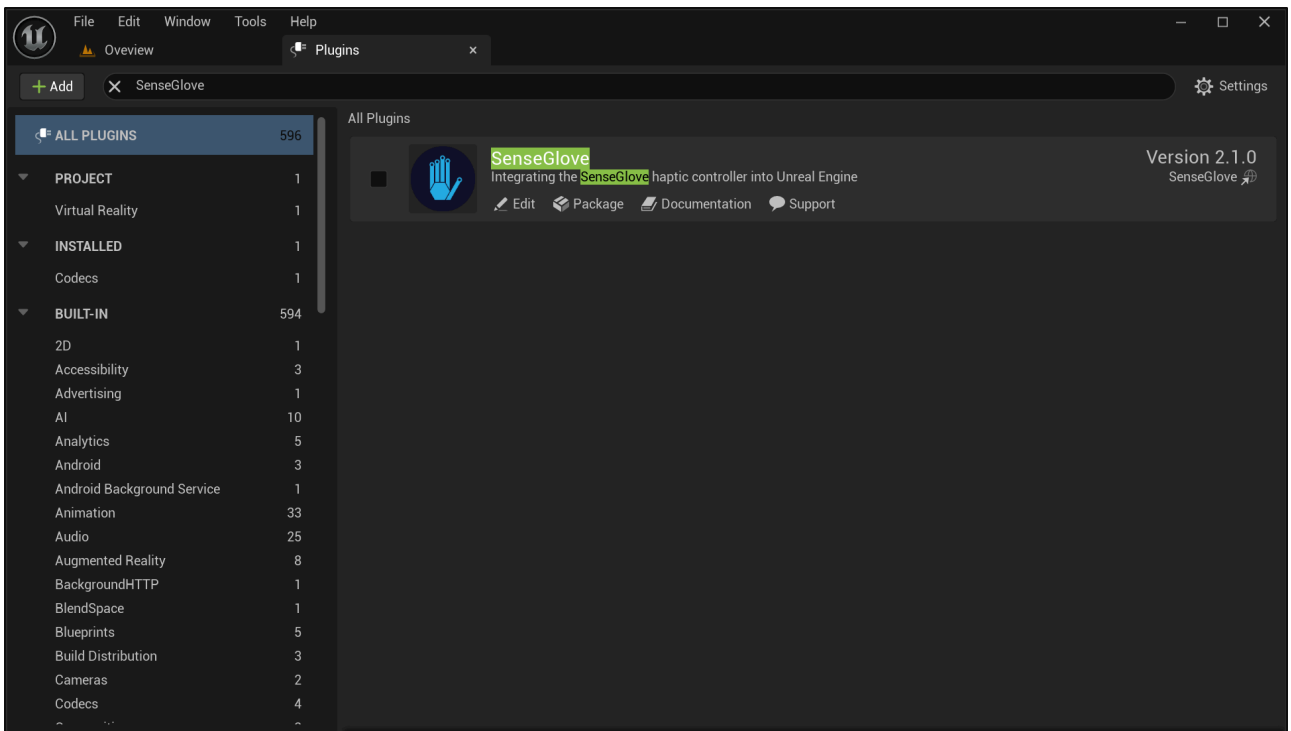


2. Once the plugin window/tab is open, start typing **SenseGlove** until you're able to spot the SenseGlove Unreal Engine Plugin. There you could find the plugin

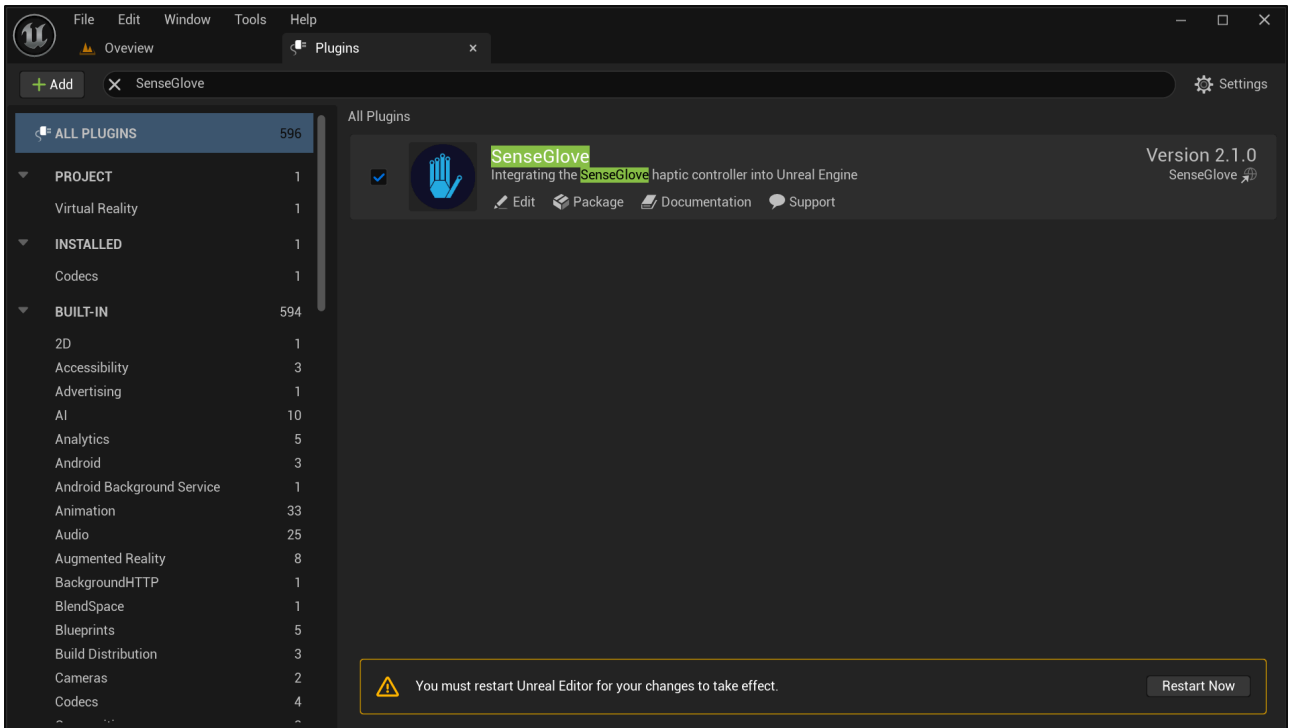
version, and other useful resources, such as the documentation website or support contact.



3. If the plugin is not enabled, it does not have the checkmark next to it.



4. It should be easy to click the checkmark and enable the plugin if that's not the case. Once the plugin is enabled, the Unreal Editor asks to be restarted. Click on the **Restart Now** button as this is mandatory to activate the plugin inside your project.



5. The source code for the plugin might be required to be rebuilt depending on how you have obtained and installed the plugin, usually the Unreal Editor lets you know and does this automatically. If it's required to build the plugin source, and it fails to do so, it usually suggests an alternative approach such as opening your regenerating the project files and rebuilding the project inside a C++ IDE. Once this is done the Editor for your projects re-opens and you can follow steps 1 and 2 in order to verify the plugin's version and availability inside your project.

Video Tutorial

A [video demonstrating the same instructions in more detail](#) is also available on the [SenseGlove YouTube channel](#).

SenseGlove UE Tutorial: Finding your Plugin Version



SenseCom

SenseCom (short for SenseGlove Communications) is a background program that runs alongside your Unreal Engine application. Its primary function is to discover, and connect to SenseGlove devices on your system, exchanging data with them, much like a "SteamVR for Haptic Gloves." The SenseGlove Unreal Engine Plugin relies on SenseCom to communicate with any SenseGlove hardware.

Communication between your application and the physical gloves are possible via either [Bluetooth Low Energy \(a.k.a. Bluetooth LE, colloquially BLE, formerly marketed as Bluetooth Smart\)](#), or [Bluetooth Serial \(a.k.a. BT Serial\)](#) depending on the type and model of your glove, or the firmware version.

Important

Some glove models support firmware upgrades from a Bluetooth Serial firmware to a BLE-compatible firmware version. For more information, refer to the [relevant documentation here](#), as this topic is beyond the scope of this handbook.

Note

SenseCom is required only for communication on Windows or Linux. For standalone Android devices, the communication functionality is embedded directly into your application.

Note

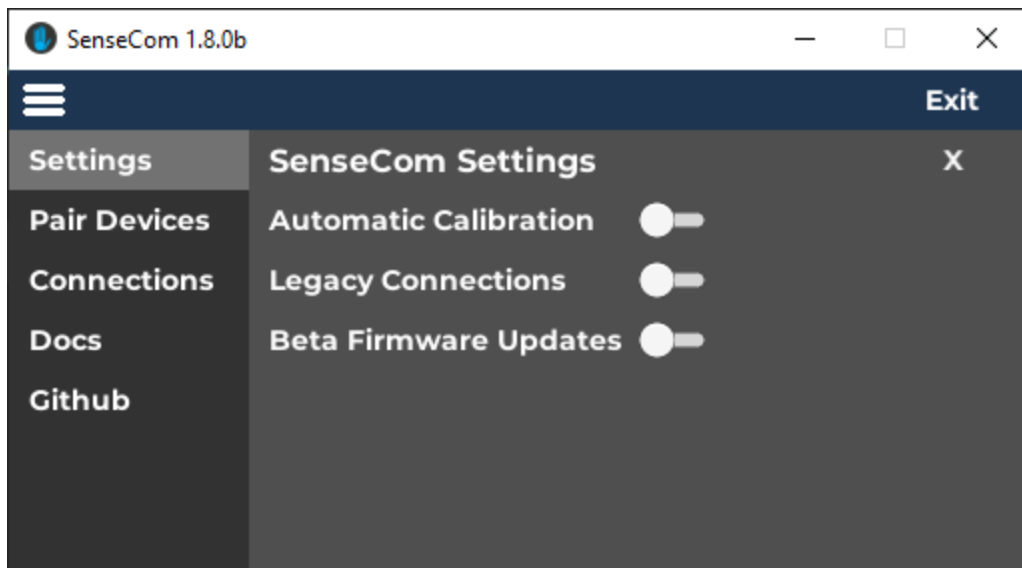
For more detailed information and troubleshooting, consult the [SenseCom documentation page on SGDocs](#), please.

SenseCom (Bluetooth Low Energy)

Up to SenseCom v1.7.x, the only supported Bluetooth protocol for communication was Bluetooth Serial. However, starting with the v1.8.x series, SenseCom introduced support for Bluetooth Low Energy, which is now the preferred method of communication.

Important

If SenseCom fails to recognize your gloves with Bluetooth Low Energy firmware, it may be because the `Legacy Connections` option is enabled. In that case SenseCom is only able to discover gloves with a Bluetooth Serial firmware. Enabling this option should allow SenseCom to discover and connect to your glove.



Important

Some glove models support firmware upgrades from a Bluetooth Serial firmware to a BLE-compatible firmware version. For more information, refer to the [relevant documentation here](#), as this topic is beyond the scope of this handbook.

SenseCom on Android (Bluetooth Low Energy)

Unlike PCVR-mode on Windows or Linux, there's no separate SenseCom application available for Standalone-mode on Android; instead, the communication functionality is integrated into your application.

As a result, in Standalone-mode, unlike PCVR-mode where BLE gloves do not require pairing at the operating system level and connections are managed by SenseCom, you need to pair your desired gloves through your operating system's Bluetooth settings before launching any applications that rely on [the SenseGlove Unreal Engine Plugin](#). These instructions vary depending on the vendor and model of your Head-Mounted Display device. Please refer to the official documentation for detailed instructions:

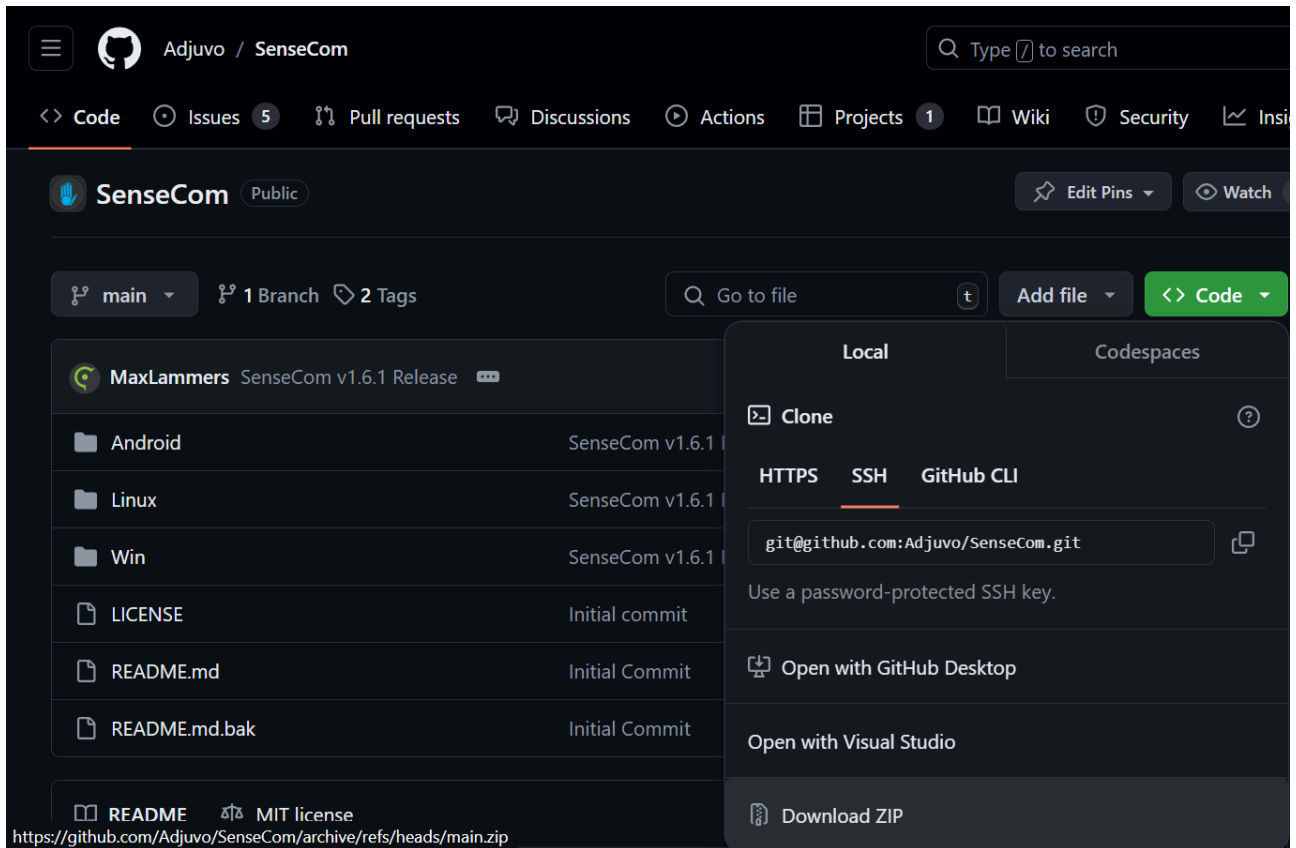
- [Meta Quest: Connect a compatible Bluetooth device to Meta Quest headsets](#)
- [HTC VIVE: Pairing Bluetooth devices](#)

If you are using a different kind of HMD, ensure you consult the vendor-specific instructions to properly pair your gloves with your HMD of choice in Standalone-mode.

SenseCom on GNU/Linux (Bluetooth Low Energy)

Follow these steps to quickly set up and run SenseCom on GNU/Linux:

1. First, obtain the SenseCom binaries from its [GitHub repository](#).



2. Extract the SenseCom .zip file to a location on your computer.

```
$ unzip SenseCom-main.zip -d /some/path/
```

3. Navigate to the `SenseCom_Linux_Latest` folder containing the SenseCom binaries for GNU/Linux:

```
$ cd /some/path/SenseCom-main/Linux/SenseCom_Linux_Latest/
```

4. List the files and check the executable permissions for the main SenseCom binary, `SenseCom.x86_64` :

```
$ ls -ahl
```

```
total 20M
drwxr-xr-x 3 mamadou mamadou  5 Apr 10 11:24 .
drwxr-xr-x 3 mamadou mamadou  5 Apr 10 11:24 ..
drwxr-xr-x 7 mamadou mamadou 34 Apr 10 11:24 SenseCom_Data
-rw-r--r-- 1 mamadou mamadou 15K Apr 10 11:24 SenseCom.x86_64
-rw-r--r-- 1 mamadou mamadou 33M Apr 10 11:24 UnityPlayer.so
```

5. As seen above the `SenseCom.x86_64` binary does not have the executable permission. Run the following command to set the executable permission for all users:

```
$ chmod a+x SenseCom.x86_64
```

6. Veirfy the executable permission has been set on `SenseCom.x86_64` :

```
$ ls -l SenseCom.x86_64
```

```
-rwxr-xr-x 1 mamadou mamadou 14720 Apr 10 11:24 SenseCom.x86_64
```

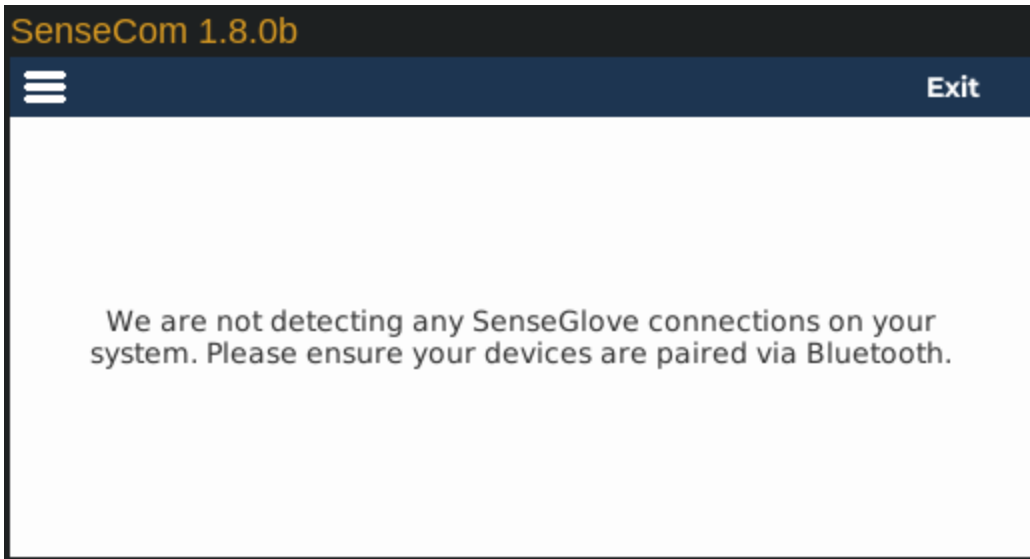
7. Make sure the glove is powered on.
8. Time to run the SenseCom executable:

```
$ ./SenseCom.x86_64
```

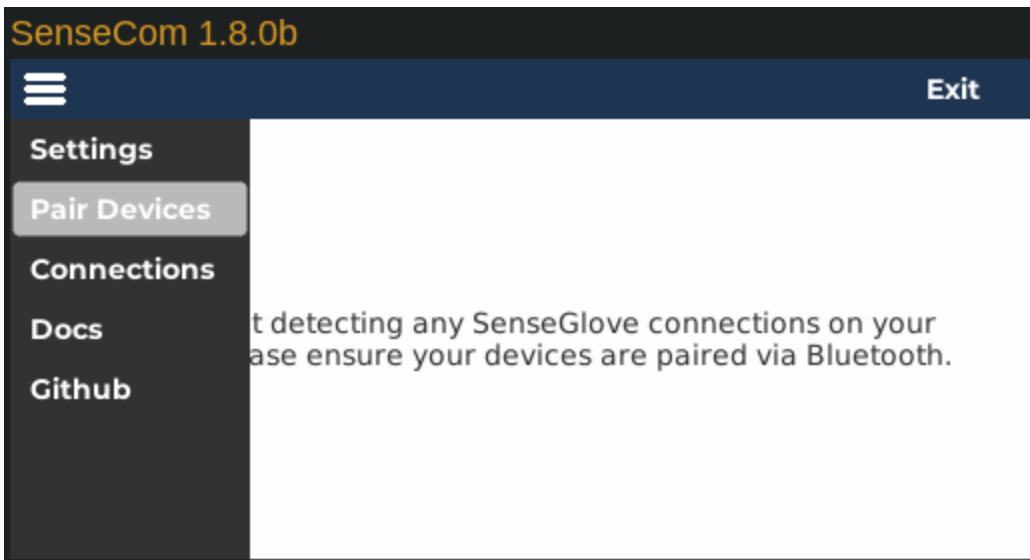
[UnityMemory] Configuration Parameters - Can be set up in boot.config

```
"memorysetup-bucket-allocator-granularity=16"
"memorysetup-bucket-allocator-bucket-count=8"
"memorysetup-bucket-allocator-block-size=4194304"
"memorysetup-bucket-allocator-block-count=1"
"memorysetup-main-allocator-block-size=16777216"
"memorysetup-thread-allocator-block-size=16777216"
"memorysetup-gfx-main-allocator-block-size=16777216"
"memorysetup-gfx-thread-allocator-block-size=16777216"
"memorysetup-cache-allocator-block-size=4194304"
"memorysetup-typetree-allocator-block-size=2097152"
"memorysetup-profiler-bucket-allocator-granularity=16"
"memorysetup-profiler-bucket-allocator-bucket-count=8"
"memorysetup-profiler-bucket-allocator-block-size=4194304"
"memorysetup-profiler-bucket-allocator-block-count=1"
"memorysetup-profiler-allocator-block-size=16777216"
"memorysetup-profiler-editor-allocator-block-size=1048576"
"memorysetup-temp-allocator-size-main=4194304"
"memorysetup-job-temp-allocator-block-size=2097152"
"memorysetup-job-temp-allocator-block-size-background=1048576"
"memorysetup-job-temp-allocator-reduction-small-platforms=262144"
"memorysetup-temp-allocator-size-background-worker=32768"
"memorysetup-temp-allocator-size-job-worker=262144"
"memorysetup-temp-allocator-size-preload-manager=262144"
"memorysetup-temp-allocator-size-nav-mesh-worker=65536"
"memorysetup-temp-allocator-size-audio-worker=65536"
"memorysetup-temp-allocator-size-cloud-worker=32768"
"memorysetup-temp-allocator-size-gfx=262144"
```

Loading in SingleInstance mode



9. After running SenseCom, it will not automatically connect to your gloves unless you have already paired them. To pair your devices, navigate to the hamburger menu and select `Pair Devices`.



10. Once inside the `Pair Devices` section, in case your gloves are already turned on, you should be able to spot them inside the `Nearby Devices` list.

SenseCom 1.8.0b

< Back

Paired Devices

Nearby Devices

Nova 2-03011-L

Nova 2-03010-R

Important

If SenseCom fails to recognize your gloves with Bluetooth Low Energy firmware, it may be because the `Legacy Connections` option is enabled. In that case SenseCom is only able to discover gloves with a Bluetooth Serial firmware. Enabling this option should allow SenseCom to discover and connect to your glove.

SenseCom 1.8.0b



Exit

Settings

SenseCom Settings

X

Pair Devices

Automatic Calibration ☐

Connections

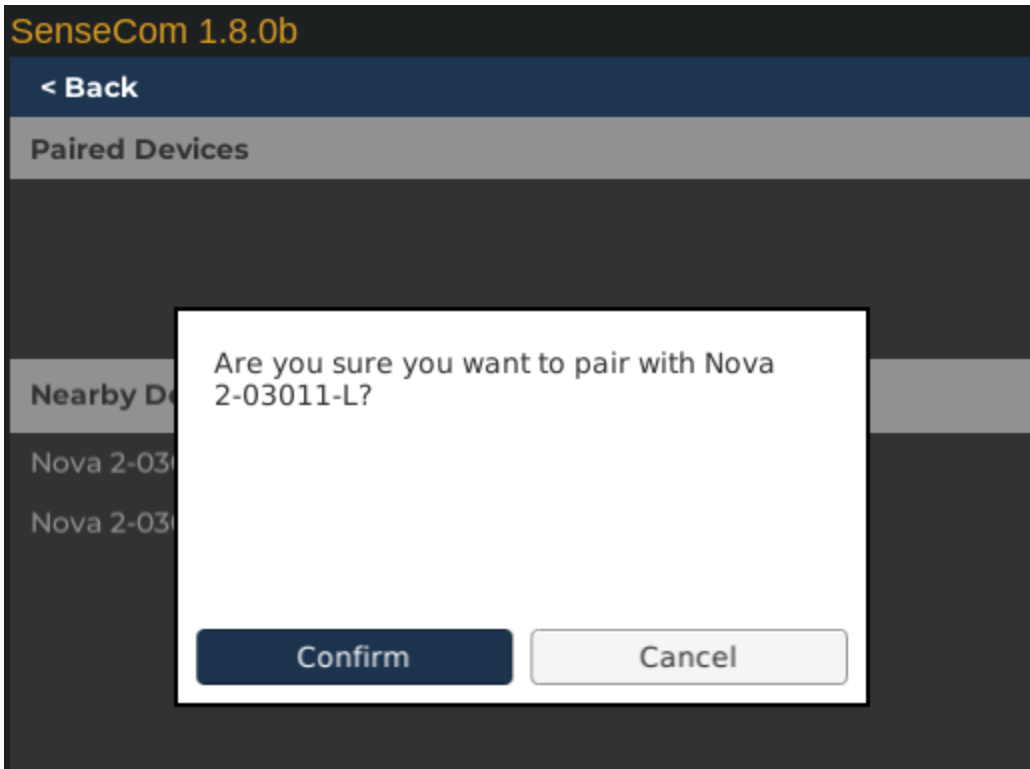
Legacy Connections ☐

Docs

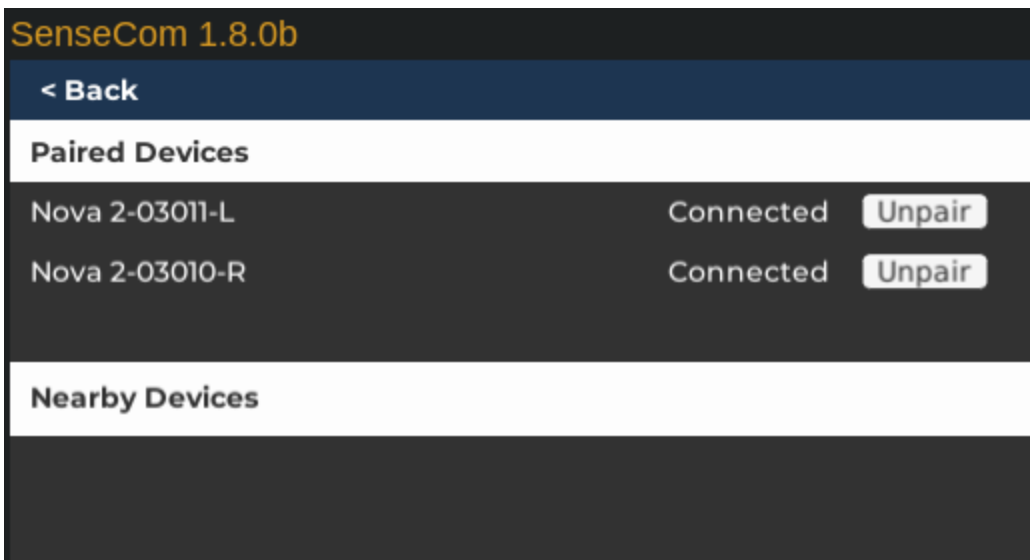
Beta Firmware Updates ☐

Github

- Clicking on any glove within the `Nearby Devices` list will prompt a pairing confirmation. If this is the desired glove you wish to pair, proceed by clicking the `Confirm` button.



12. After pairing all gloves, you can return to the main SenseCom window by pressing the < Back button. If needed, you can always revisit the Paired Devices list to unpair any gloves.



13. If you have followed all the steps correctly, upon returning to the main SenseCom window, you should see that your gloves are connected

SenseCom 1.8.0b



Calibrate

Exit



Nova 2-03011-L

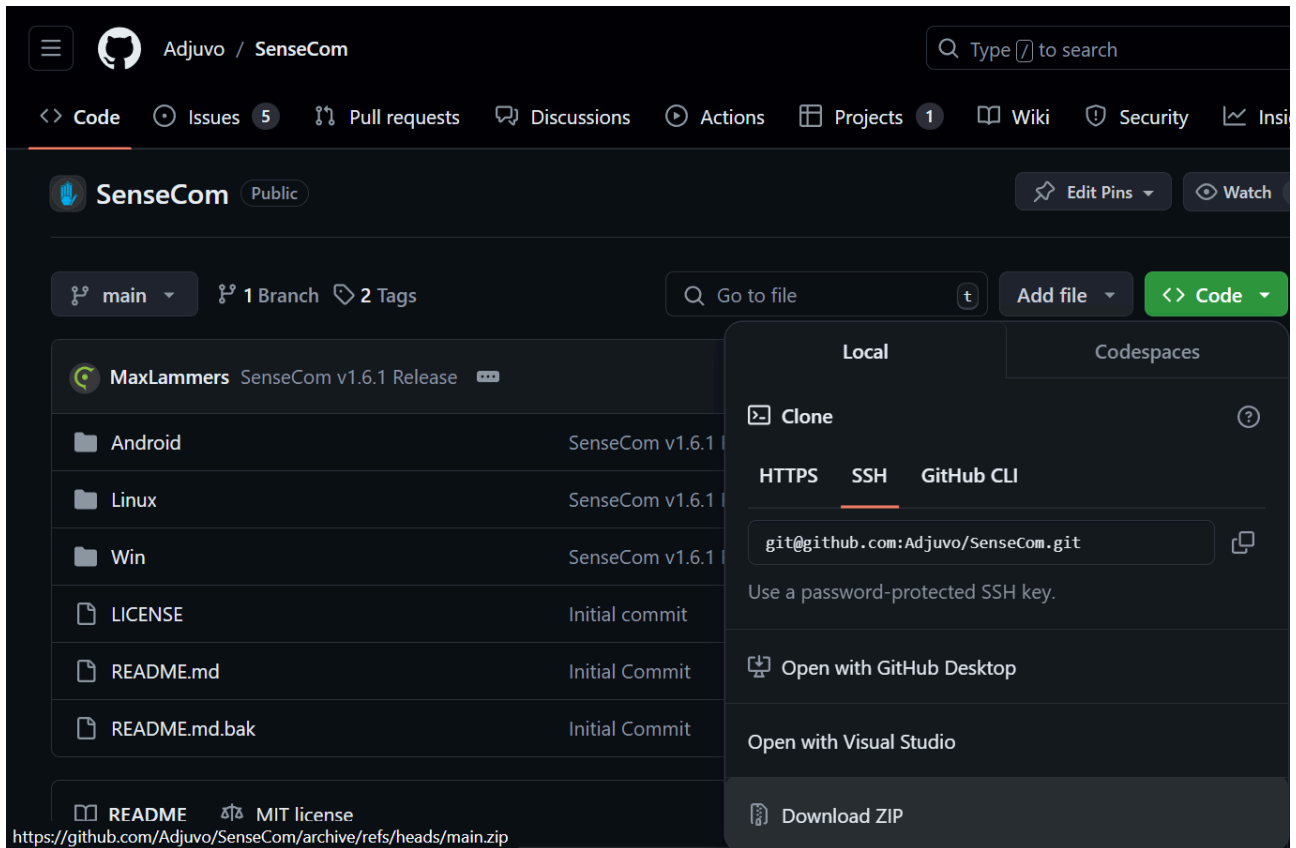


Nova 2-03010-R

SenseCom on Microsoft Windows (Bluetooth Low Energy)

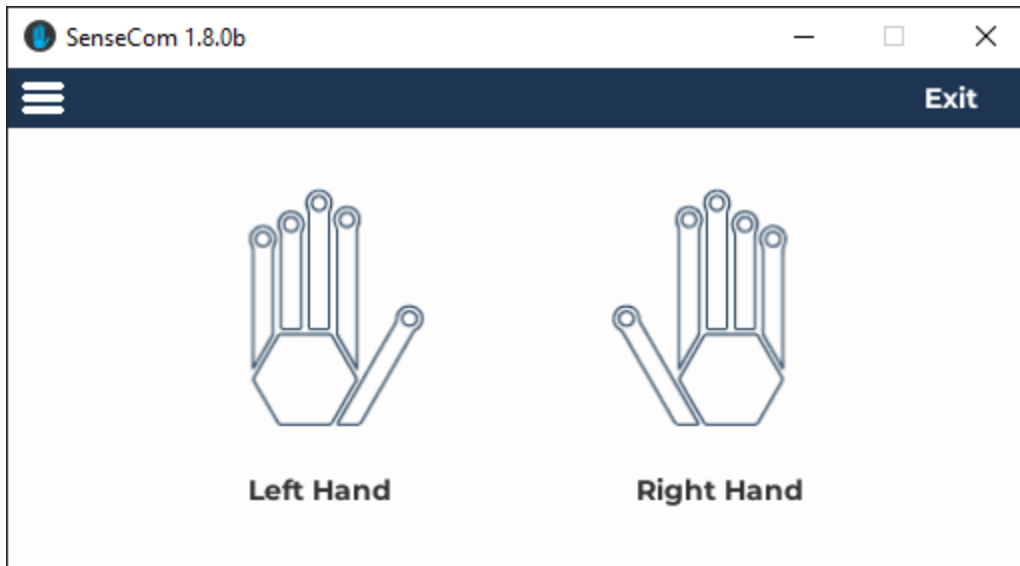
Follow these steps to quickly set up and run SenseCom on Microsoft Windows:

1. First, obtain the SenseCom binaries from its [GitHub repository](#).

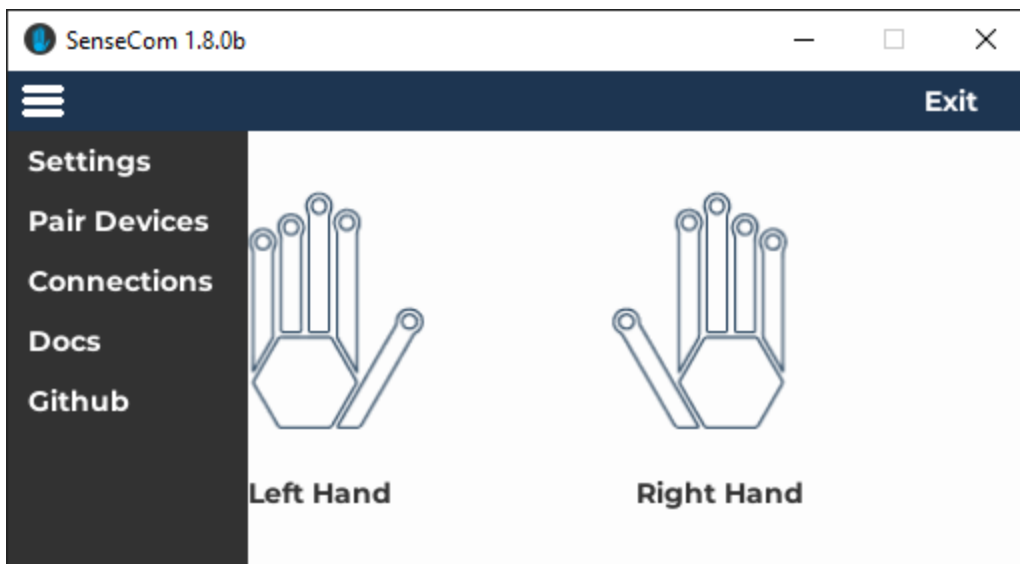


2. Extract the SenseCom .zip file to a location on your computer after downloading it.
3. Ensure any glove you would like to pair with and connect to your system is not paired, or connected to any other device, such as another PC or VR headset.
4. Make sure the glove is powered on.
5. Now, it's time to run SenseCom. Navigate to the folder where you extracted SenseCom and go to

/path/to/extracted/SenseCom/directory/Win/SenseCom_Win_Latest , and then run the executable `SenseCom.exe` .



6. After running SenseCom, it will not automatically connect to your gloves unless you have already paired them. To pair your devices, navigate to the hamburger menu and select `Pair Devices` .

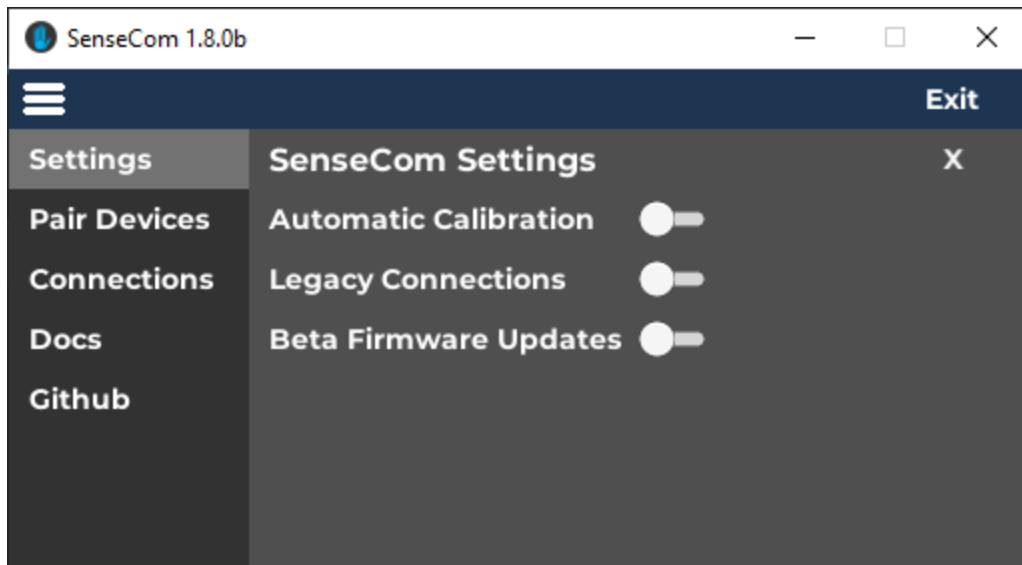


7. Once inside the `Pair Devices` section, in case your gloves are already turned on, you should be able to spot them inside the `Nearby Devices` list.



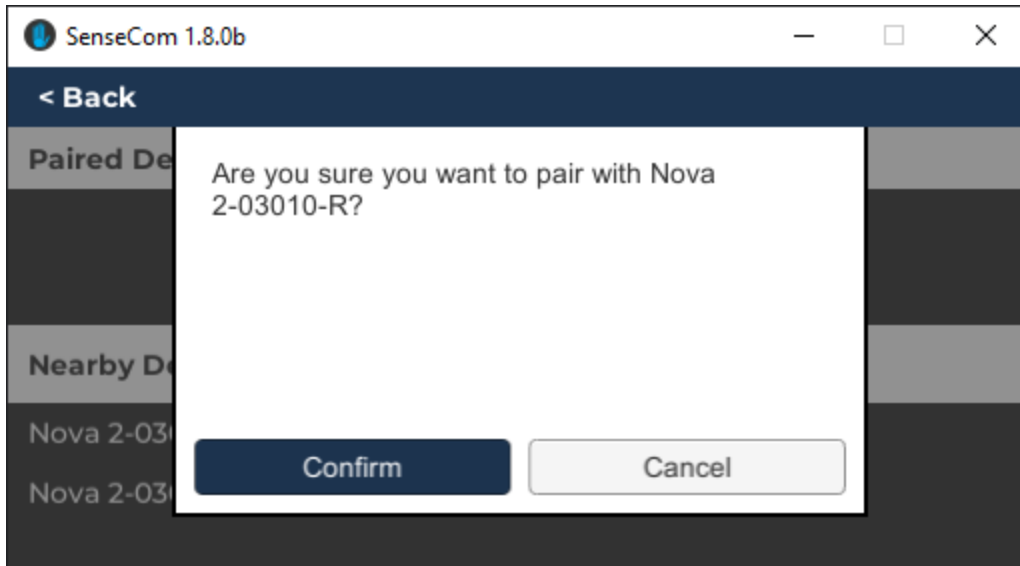
Important

If SenseCom fails to recognize your gloves with Bluetooth Low Energy firmware, it may be because the **Legacy Connections** option is enabled. In that case SenseCom is only able to discover gloves with a Bluetooth Serial firmware. Enabling this option should allow SenseCom to discover and connect to your glove.

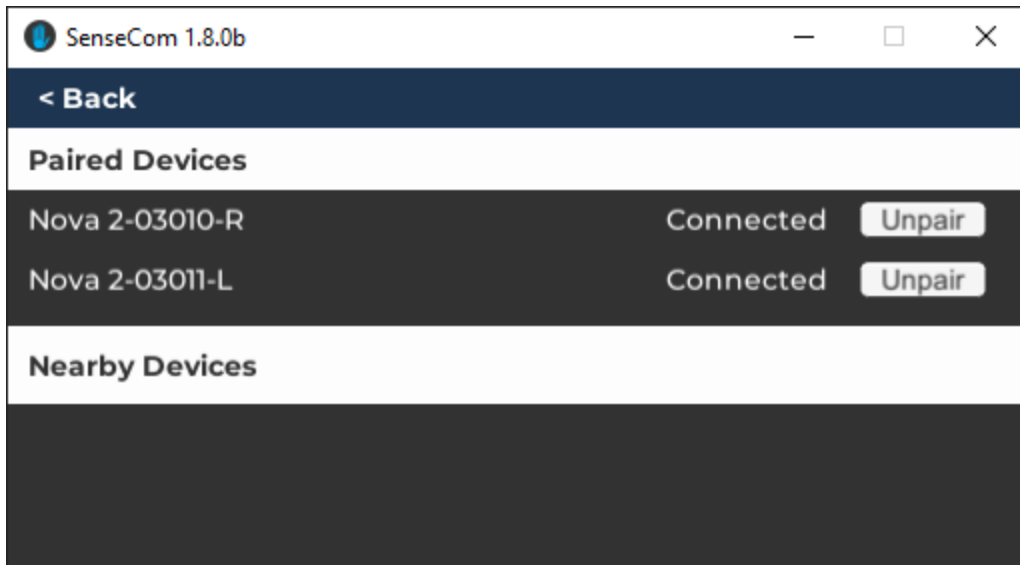


8. Clicking on any glove within the **Nearby Devices** list will prompt a pairing confirmation. If this is the desired glove you wish to pair, proceed by clicking the

Confirm button.



9. After pairing all gloves, you can return to the main SenseCom window by pressing the < Back button. If needed, you can always revisit the Paired Devices list to unpair any gloves.



10. If you have followed all the steps correctly, upon returning to the main SenseCom window, you should see that your gloves are connected

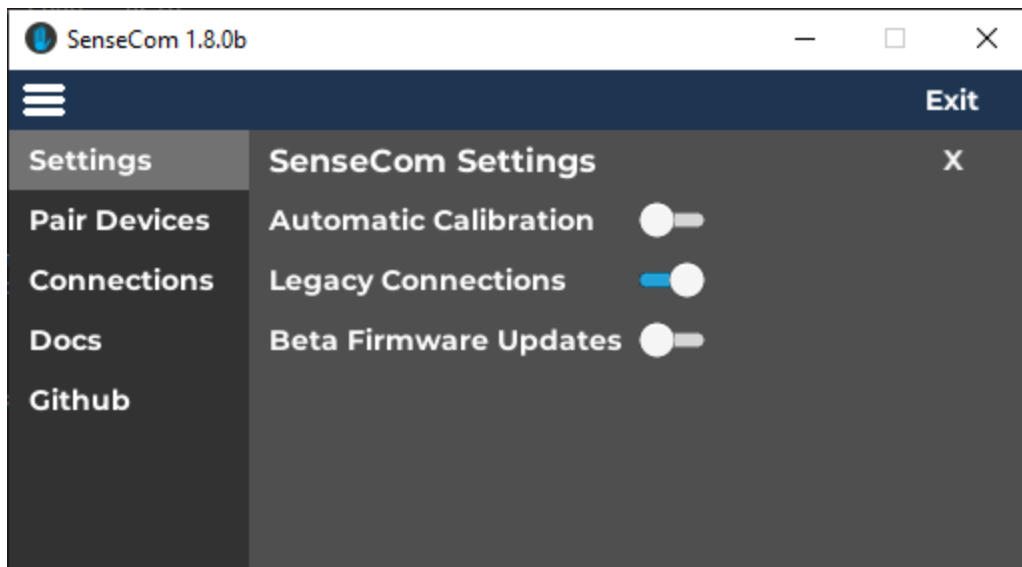


SenseCom (Bluetooth Serial)

Up to SenseCom v1.7.x, the only supported Bluetooth protocol for communication was Bluetooth Serial. However, starting with the v1.8.x series, SenseCom introduced support for Bluetooth Low Energy, which is now the preferred method of communication.

Important

If you are using SenseCom v1.8.x+ and it fails to recognize your gloves with a Bluetooth Serial firmware, it may be because the Legacy Connections option is disabled, which is the default. Enabling this option should allow SenseCom to discover and connect to your glove.



Important

Some glove models support firmware upgrades from a Bluetooth Serial firmware to a BLE-compatible firmware version. For more information, refer to the [relevant documentation here](#), as this topic is beyond the scope of this handbook.

SenseCom on Android (Bluetooth Serial)

Unlike PCVR-mode on Windows or Linux, there's no separate SenseCom application available for Standalone-mode on Android; instead, the communication functionality is integrated into your application.

As a result, you need to pair your desired gloves through your operating system's Bluetooth settings before launching any applications that rely on [the SenseGlove Unreal Engine Plugin](#). These instructions vary depending on the vendor and model of your Head-Mounted Display device. Please refer to the official documentation for detailed instructions:

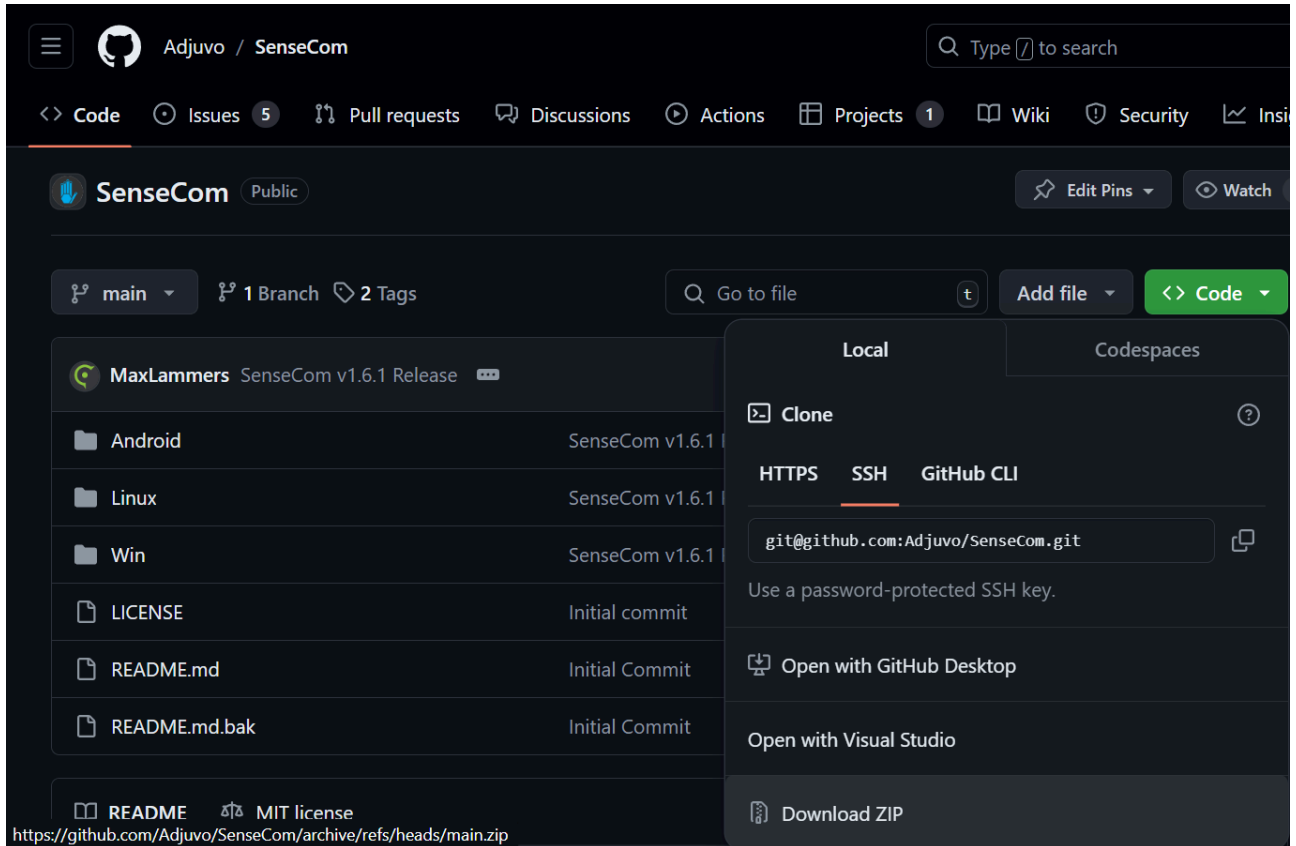
- [Meta Quest: Connect a compatible Bluetooth device to Meta Quest headsets](#)
- [HTC VIVE: Pairing Bluetooth devices](#)

If you are using a different kind of HMD, ensure you consult the vendor-specific instructions to properly pair your gloves with your HMD of choice in Standalone-mode.

SenseCom on GNU/Linux (Bluetooth Serial)

Follow these steps to quickly set up and run SenseCom on GNU/Linux:

1. First, obtain the SenseCom binaries from its [GitHub repository](#).



2. Extract the SenseCom .zip file to a location on your computer.

```
$ unzip SenseCom-main.zip -d /some/path/
```

3. Navigate to the SenseCom_Linux_Latest folder containing the SenseCom binaries for GNU/Linux:

```
$ cd /some/path/SenseCom-main/Linux/SenseCom_Linux_Latest/
```

4. List the files and check the executable permissions for the main SenseCom binary, `SenseCom.x86_64` :

```
$ ls -ahl
```

```
total 20M
drwxr-xr-x 3 mamadou mamadou  5 Apr 10 11:24 .
drwxr-xr-x 3 mamadou mamadou  5 Apr 10 11:24 ..
drwxr-xr-x 7 mamadou mamadou 34 Apr 10 11:24 SenseCom_Data
-rw-r--r-- 1 mamadou mamadou 15K Apr 10 11:24 SenseCom.x86_64
-rw-r--r-- 1 mamadou mamadou 33M Apr 10 11:24 UnityPlayer.so
```

5. As seen above the `SenseCom.x86_64` binary does not have the executable permission. Run the following command to set the executable permission for all users:

```
$ chmod a+x SenseCom.x86_64
```

6. Veirfy the executable permission has been set on `SenseCom.x86_64` :

```
$ ls -l SenseCom.x86_64
```

```
-rwxr-xr-x 1 mamadou mamadou 14720 Apr 10 11:24 SenseCom.x86_64
```

7. Time to run the SenseCom executable:

```
$ ./SenseCom.x86_64
```

[UnityMemory] Configuration Parameters - Can be set up in boot.config

```
"memorysetup-bucket-allocator-granularity=16"
"memorysetup-bucket-allocator-bucket-count=8"
"memorysetup-bucket-allocator-block-size=4194304"
"memorysetup-bucket-allocator-block-count=1"
"memorysetup-main-allocator-block-size=16777216"
"memorysetup-thread-allocator-block-size=16777216"
"memorysetup-gfx-main-allocator-block-size=16777216"
"memorysetup-gfx-thread-allocator-block-size=16777216"
"memorysetup-cache-allocator-block-size=4194304"
"memorysetup-typetree-allocator-block-size=2097152"
"memorysetup-profiler-bucket-allocator-granularity=16"
"memorysetup-profiler-bucket-allocator-bucket-count=8"
"memorysetup-profiler-bucket-allocator-block-size=4194304"
"memorysetup-profiler-bucket-allocator-block-count=1"
"memorysetup-profiler-allocator-block-size=16777216"
"memorysetup-profiler-editor-allocator-block-size=1048576"
"memorysetup-temp-allocator-size-main=4194304"
"memorysetup-job-temp-allocator-block-size=2097152"
"memorysetup-job-temp-allocator-block-size-background=1048576"
"memorysetup-job-temp-allocator-reduction-small-platforms=262144"
"memorysetup-temp-allocator-size-background-worker=32768"
"memorysetup-temp-allocator-size-job-worker=262144"
"memorysetup-temp-allocator-size-preload-manager=262144"
"memorysetup-temp-allocator-size-nav-mesh-worker=65536"
"memorysetup-temp-allocator-size-audio-worker=65536"
"memorysetup-temp-allocator-size-cloud-worker=32768"
"memorysetup-temp-allocator-size-gfx=262144"
```

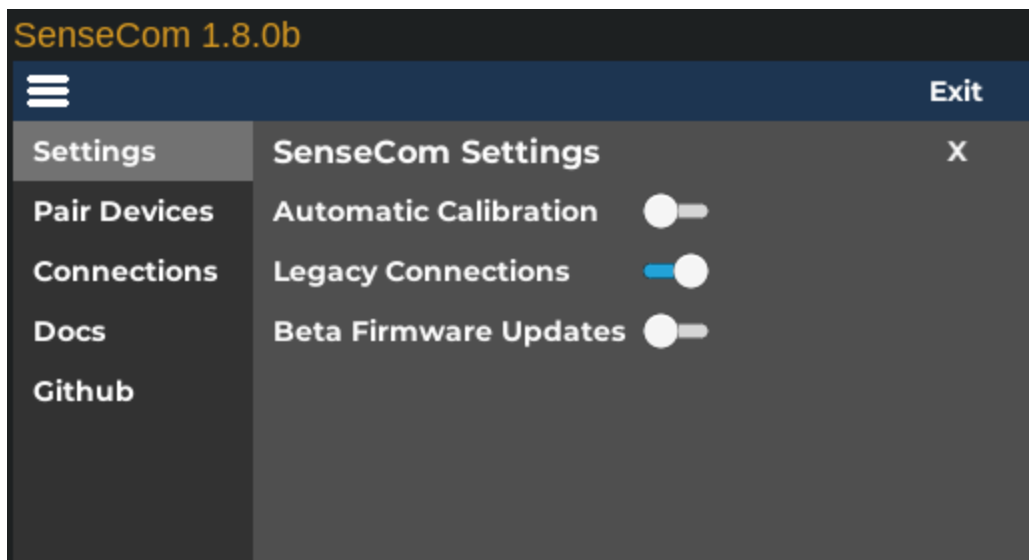
Loading in SingleInstance mode

8. If you have already paired any glove with your system, SenseCom should recognize and connect to your glove(s) shortly. If not, please follow the instructions on [How to connect to Nova gloves using Blueman Bluetooth Manager](#) or [How to connect to Nova gloves using Command-line](#).



Important

If you are using SenseCom v1.8.x+ and it fails to recognize your gloves with a Bluetooth Serial firmware, it may be because the Legacy Connections option is disabled, which is the default. Enabling this option should allow SenseCom to discover and connect to your glove.



Note

For more detailed information and troubleshooting, consult the [SenseCom documentation page on SGDocs](#), please.

Connect to Nova gloves using Blueman Bluetooth Manager (Bluetooth Serial)

Follow these steps to pair a Nova glove with your PC on GNU/Linux using the Blueman Bluetooth Manager:

1. Install Blueman Bluetooth Manager on your Linux distribution using the appropriate package manager:

```
# Gentoo
$ emerge -atuv net-wireless/blueman

# Arch, Manjaro
$ sudo pacman -S blueman

# CentOS, Fedora, AlmaLinux, Rocky Linux
$ sudo dnf install blueman

# CentOS/RHEL
$ sudo yum install epel-release
$ sudo yum install blueman

# Debian, Ubuntu
$ sudo apt install blueman

# openSUSE
$ sudo zypper install blueman

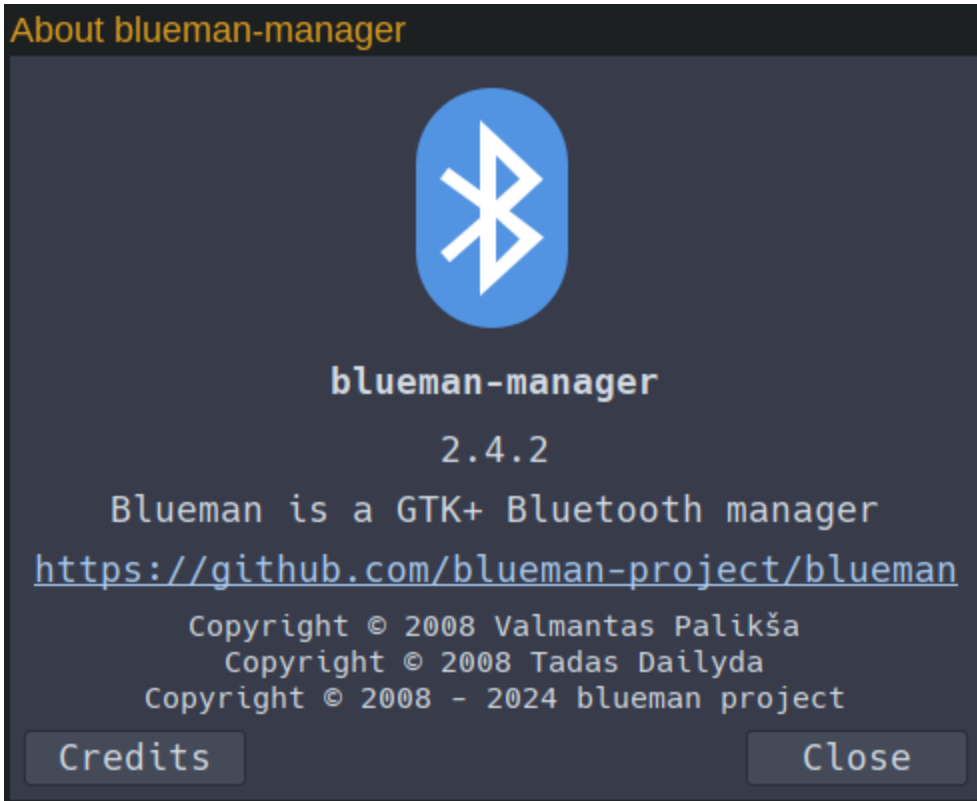
# Solus
$ sudo eopkg install blueman

# Void Linux
$ sudo xbps-install -S blueman
```

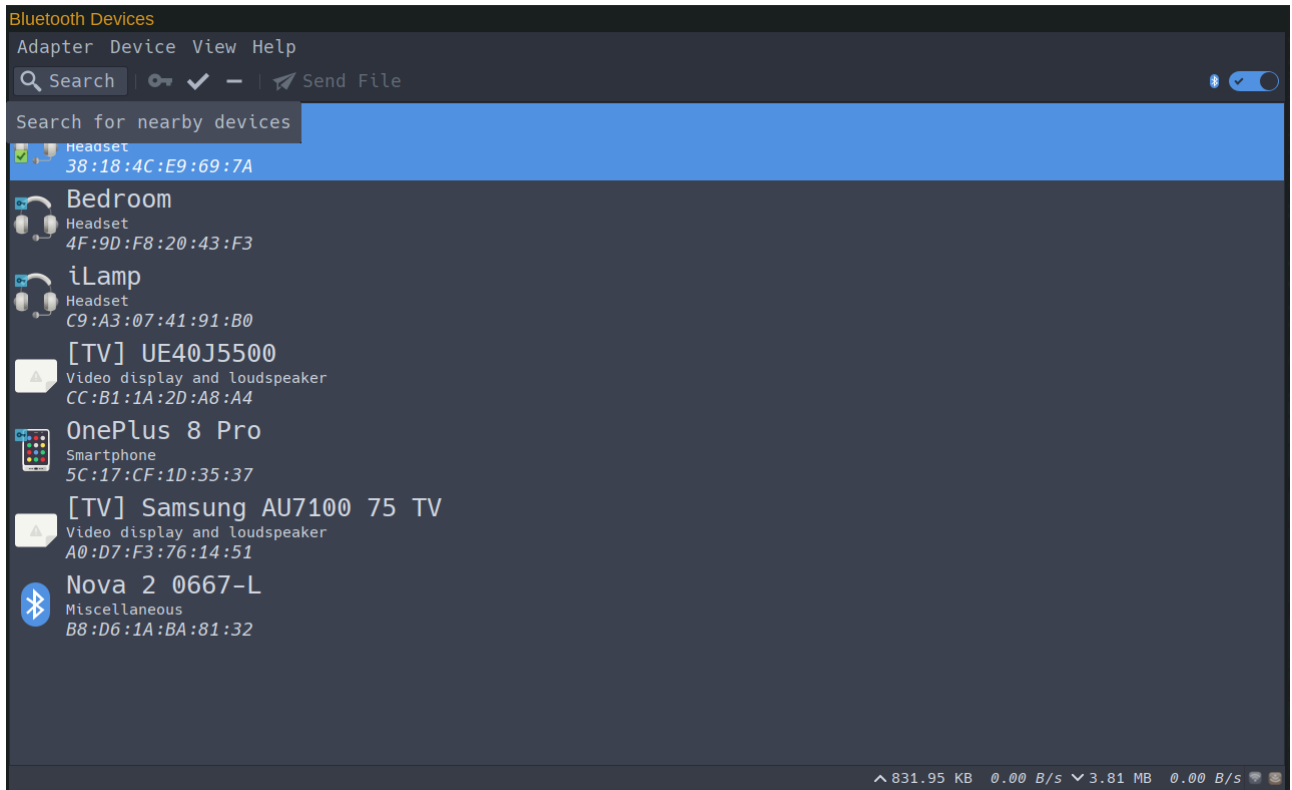
Important

To properly set up the Bluetooth stack on your Linux distribution, additional steps may be required. For example, on [Gentoo](#) and [Arch](#) consult each distribution's official guide.

2. Ensure any glove you would like to pair with and connect to your system is not paired, or connected to any other device, such as another PC or VR headset.
3. Make sure the glove is turned on.
4. Start the Blueman Bluetooth Manager and verify you have a recent version installed by selecting `Help > About` from the application's menu.

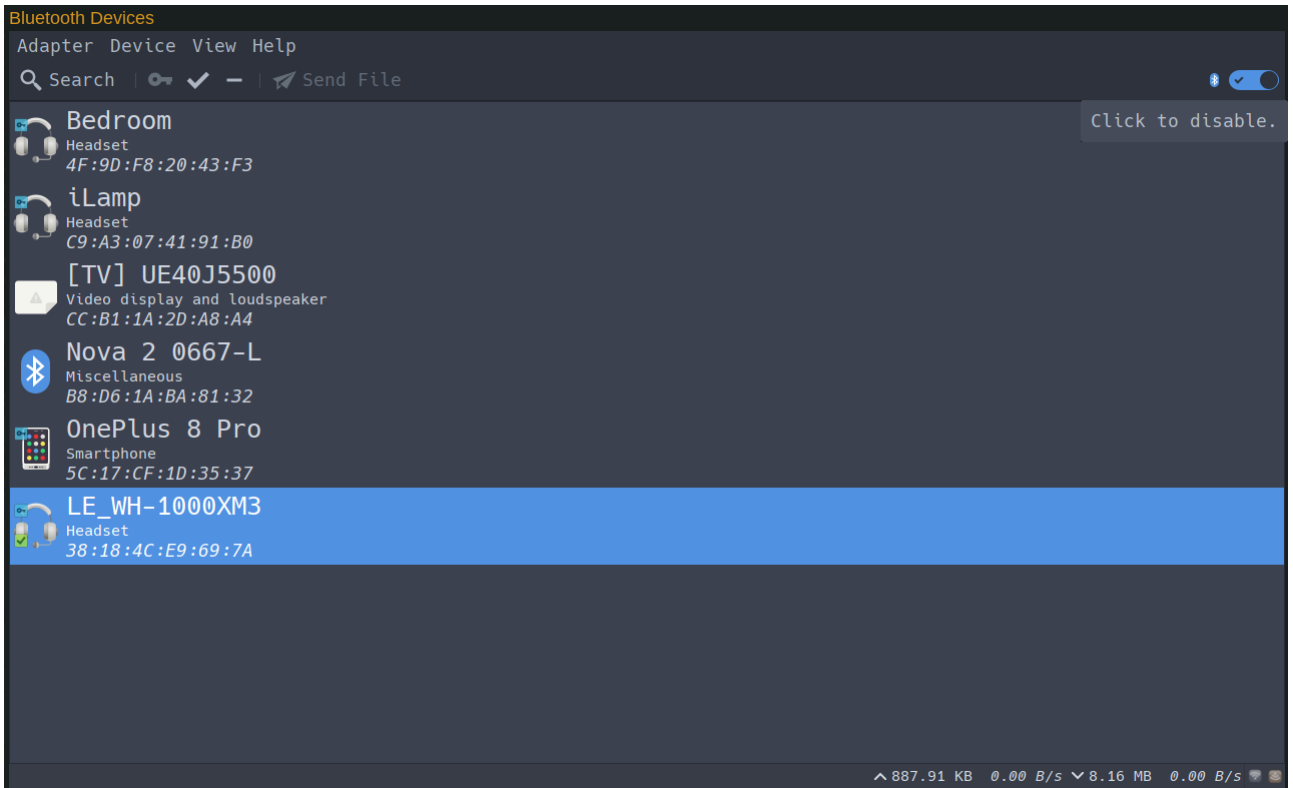


5. If you don't see your glove, click the `Search` button on the toolbar or select `Adapter > Search` from the application's menu to look for new Bluetooth devices.

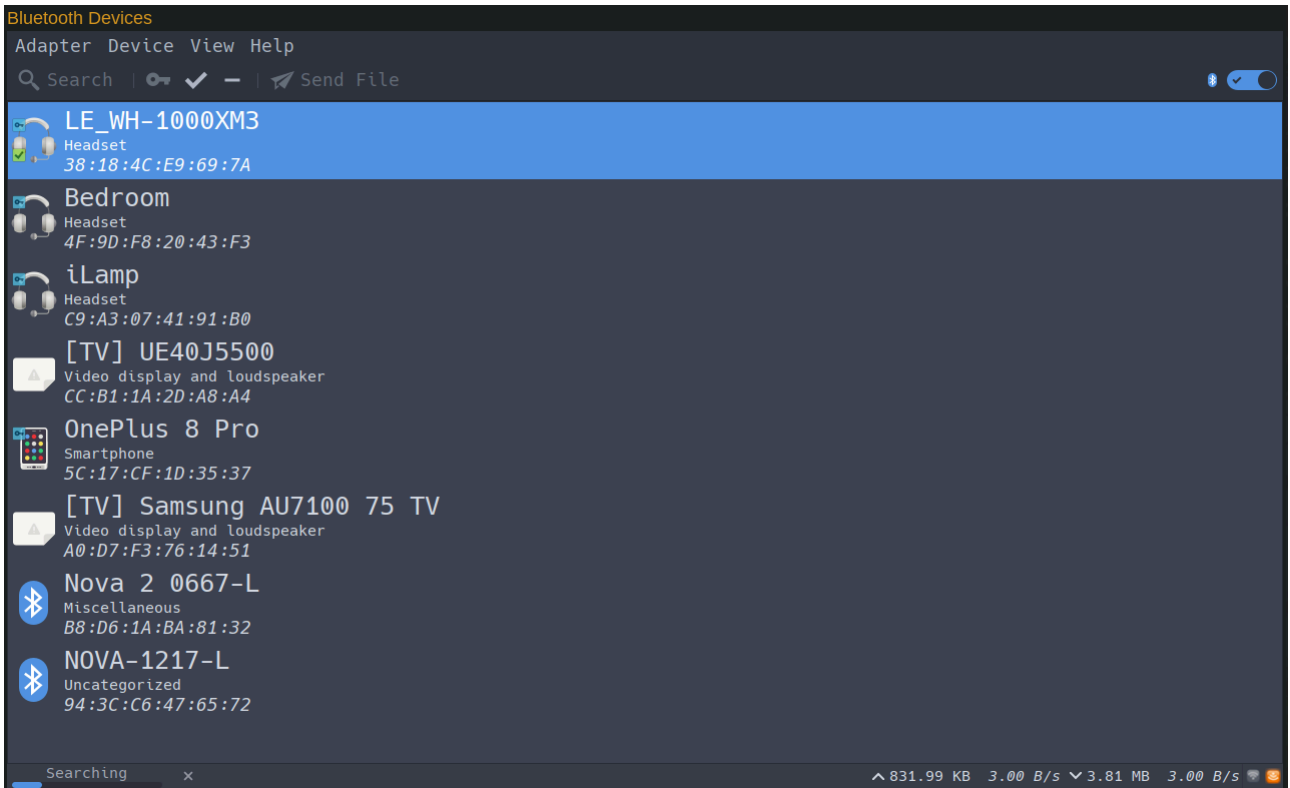


Important

Before starting the search operation, ensure that your PC's Bluetooth controller is turned on by verifying its status on the right side of the toolbar next to the Bluetooth logo. If disabled, the Search button will be grayed out.



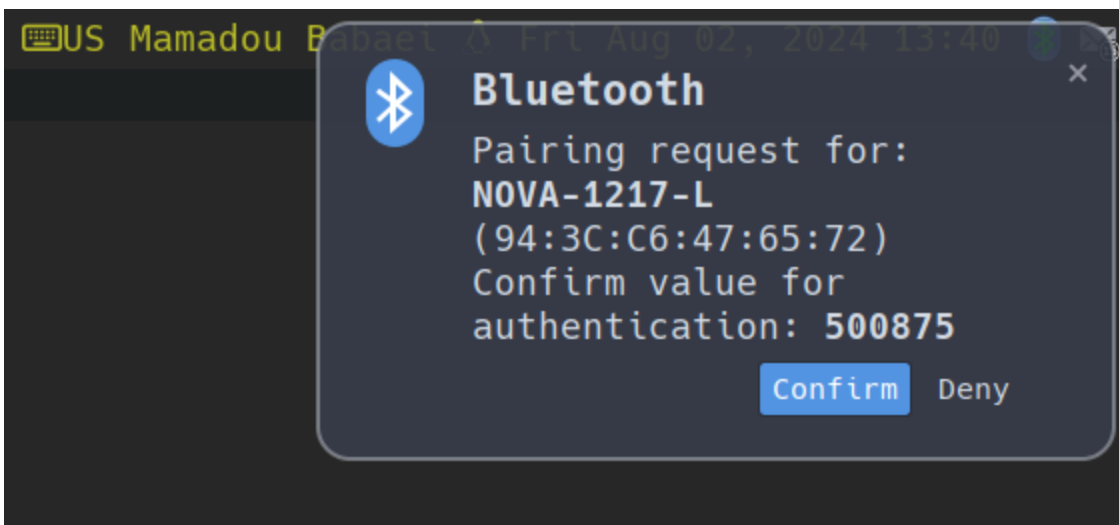
6. A progress bar will appear on the application's status bar. If a new device is found, it will be listed in the main device list area.



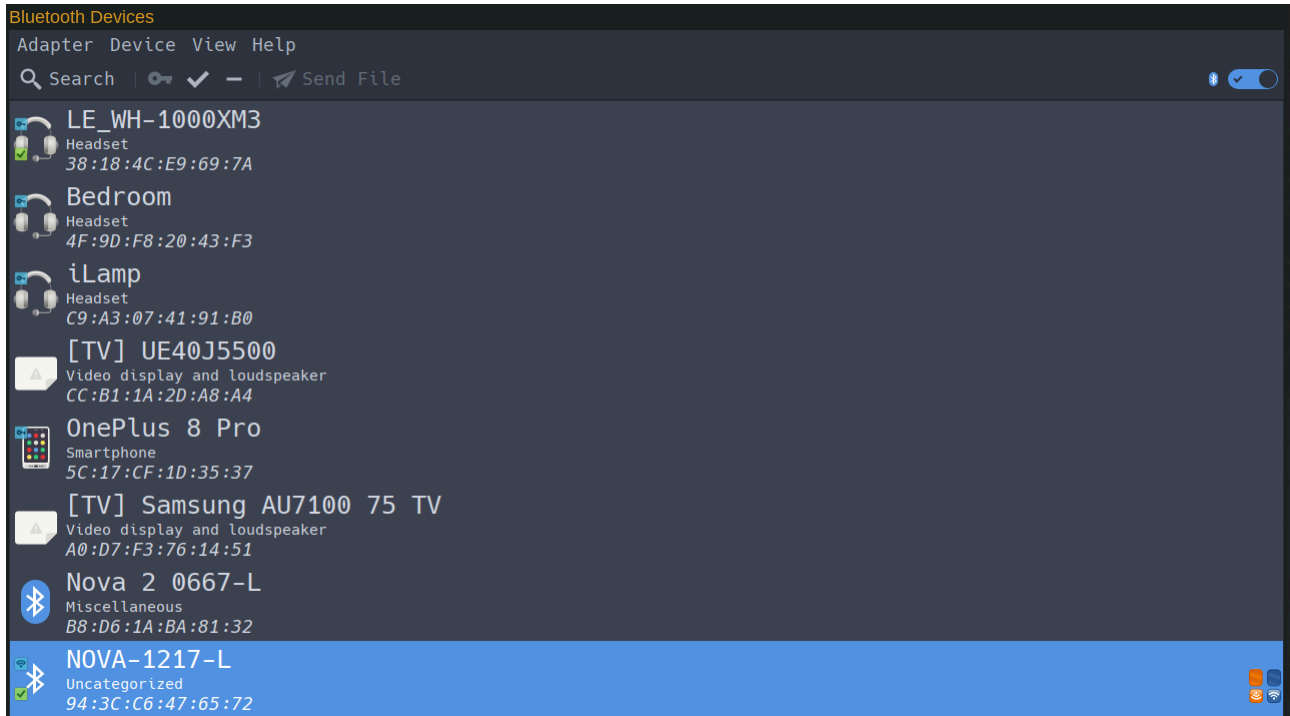
7. Once the glove is found, click on it to select it.

8. Either right-click on the device, or go to the **Device** menu, then choose **Pair**.

9. Blueman will prompt you to pair the glove with a notification. Click **Confirm** to proceed.



9. After pairing, either right-click on the device again, or go to the `Device` menu, then choose `Trust`.
10. If everything has been successful, the key icon indicates successful pairing, and the checkmark confirms the device is trusted.



11. Follow the [SenseCom on GNU/Linux](#) instructions and you should be able to successfully connect to the newly paired glove from SenseCom.

Video Tutorial

There is also a [video tutorial](#) demonstrating how to connect to Nova gloves on GNU/Linux using [Blueteman Bluetooth Manager](#).

Connecting SenseGlove Nova Glove to Linux using Bluema...



Connect to Nova gloves using Command-line (Bluetooth Serial)

Follow these steps to pair a Nova glove to your PC on GNU/Linux using command-line and BlueZ:

1. Some Linux distributions include BlueZ in their default installation. If yours doesn't, install it using the appropriate package manager:

```
# Gentoo
$ emerge -atuv net-wireless/bluez

# Arch, Manjaro
$ sudo pacman -S bluez

# CentOS, Fedora, AlmaLinux, Rocky Linux
$ sudo dnf install bluez

# CentOS/RHEL
$ sudo yum install bluez

# Debian, Ubuntu
$ sudo apt install bluez

# openSUSE
$ sudo zypper install bluez

# Solus
$ sudo eopkg install bluez

# Void Linux
$ sudo xbps-install -S bluez
```

Important

To properly set up the Bluetooth stack on your Linux distribution, additional steps may be required. For example, on [Gentoo](#) and [Arch](#) consult each distribution's official guide.

2. Run the following command to ensure that BlueZ is installed and check your `bluetoothctl` version:

```
bluetoothctl version  
Version 5.77
```

3. Ensure that the `bluetooth` service is started and running. For example, on Gentoo Linux:

```
$ rc-service bluetooth start
```

You might see one of these outputs based on whether it's already running or not:

```
* Starting bluetooth ...  
# or  
* WARNING: bluetooth has already been started
```

4. Ensure any glove you would like to pair with and connect to your system is not paired, or connected to any other device, such as another PC or VR headset.
5. Make sure the glove is turned on.
6. Use `bluetoothctl list` or `bluetoothctl show` command to extract your PC's Bluetooth Controller MAC Address which is useful for later on:

```
$ bluetoothctl list
```

```
Controller CC:15:31:90:69:87 BlueZ 5.77 [default]
```

```
$ bluetoothctl show
```

```
Controller CC:15:31:90:69:87 (public)
```

```
Manufacturer: 0x0002 (2)
```

```
Version: 0x0b (11)
```

```
Name: BlueZ 5.77
```

```
Alias: BlueZ 5.77
```

```
Class: 0x007c010c (8126732)
```

```
Powered: yes
```

```
PowerState: on
```

```
Discoverable: no
```

```
DiscoverableTimeout: 0x0000003c (60)
```

```
Pairable: no
```

```
UUID: Message Notification Se.. (00001133-0000-1000-8000-00805f9b34fb)
```

```
UUID: A/V Remote Control (0000110e-0000-1000-8000-00805f9b34fb)
```

```
UUID: OBEX Object Push (00001105-0000-1000-8000-00805f9b34fb)
```

```
UUID: Message Access Server (00001132-0000-1000-8000-00805f9b34fb)
```

```
UUID: PnP Information (00001200-0000-1000-8000-00805f9b34fb)
```

```
UUID: IrMC Sync (00001104-0000-1000-8000-00805f9b34fb)
```

```
UUID: Headset (00001108-0000-1000-8000-00805f9b34fb)
```

```
UUID: A/V Remote Control Target (0000110c-0000-1000-8000-00805f9b34fb)
```

```
UUID: Generic Attribute Profile (00001801-0000-1000-8000-00805f9b34fb)
```

```
UUID: Phonebook Access Server (0000112f-0000-1000-8000-00805f9b34fb)
```

```
UUID: Audio Sink (0000110b-0000-1000-8000-00805f9b34fb)
```

```
UUID: Device Information (0000180a-0000-1000-8000-00805f9b34fb)
```

```
UUID: Generic Access Profile (00001800-0000-1000-8000-00805f9b34fb)
```

```
UUID: Handsfree Audio Gateway (0000111f-0000-1000-8000-00805f9b34fb)
```

```
UUID: Audio Source (0000110a-0000-1000-8000-00805f9b34fb)
```

```
UUID: OBEX File Transfer (00001106-0000-1000-8000-00805f9b34fb)
```

```
Modalias: usb:v1D6Bp0246d054D
```

```
Discovering: no
```

```
Roles: central
```

```
Roles: peripheral
```

```
Advertising Features:
```

```
ActiveInstances: 0x00 (0)
```

```
SupportedInstances: 0x0c (12)
```

```
SupportedIncludes: tx-power
```

```
SupportedIncludes: appearance
```

```
SupportedIncludes: local-name
```

```
SupportedSecondaryChannels: 1M
```

```
SupportedSecondaryChannels: 2M
```

```
SupportedCapabilities.MinTxPower: 0xfffffffde (-34)
```

```
SupportedCapabilities.MaxTxPower: 0x0007 (7)
```

```
SupportedCapabilities.MaxAdvLen: 0xfb (251)
```

```
SupportedCapabilities.MaxScnRspLen: 0xfb (251)
SupportedFeatures: CanSetTxPower
SupportedFeatures: HardwareOffload
```

7. Ensure the controller is powered on:

```
$ bluetoothctl power on
```

```
Changing power on succeeded
```

8. Enable the agent to listen for Bluetooth events that require user interaction, such as pairing requests and managing device authorizations:

```
$ bluetoothctl agent on
```

9. Set the current agent as the default agent:

```
$ bluetoothctl default-agent
```

```
No agent is registered
```

10. Set the controller to be discoverable for 180 seconds:

```
$ bluetoothctl discoverable on
```

```
bluetoothctl discoverable on
```

```
hci0 new_settings: powered connectable ssp br/edr le secure-conn wide-band-
speech
```

```
hci0 new_settings: powered connectable discoverable ssp br/edr le secure-conn
wide-band-speech
```

```
Changing discoverable on succeeded
```

Note

To change the default discoverable timeout, you can set it manually using the `bluetoothctl discoverable-timeout` command.


```
$ bluetoothctl discoverable-timeout 300
```

Changing discoverable-timeout 300 succeeded

11. Then, make the controller pairable as well:

```
$ bluetoothctl pairable on
```

```
hci0 new_settings: powered connectable discoverable bondable ssp br/edr le
secure-conn wide-band-speech
Changing pairable on succeeded
```

12. Begin scanning for devices:

```
$ bluetoothctl scan on
```

```
SetDiscoveryFilter success
```

13. After a few seconds, list the discovered devices:

```
bluetoothctl devices
```

```
Device 78:D2:52:42:33:2F 78-D2-52-42-33-2F
Device 94:3C:C6:47:65:72 NOVA-1217-L
Device AC:F1:08:37:9F:93 LG DSN7CY(93)
Device 70:D6:10:9D:73:8F 70-D6-10-9D-73-8F
Device 7F:2C:8C:8D:09:9F 7F-2C-8C-8D-09-9F
Device F9:56:4B:86:1E:13 F9-56-4B-86-1E-13
Device C9:A3:07:41:91:B0 iLamp
Device 4F:9D:F8:20:43:F3 Bedroom
Device CC:B1:1A:2D:A8:A4 [TV] UE40J5500
Device A0:D7:F3:76:14:51 [TV] Samsung AU7100 75 TV
Device 5C:17:CF:1D:35:37 OnePlus 8 Pro
Device E2:F8:03:F6:D8:CB E2-F8-03-F6-D8-CB
Device 38:18:4C:E9:69:7A LE_WH-1000XM3
Device B8:D6:1A:BA:81:32 Nova 2 0667-L
```

Note

If your device is not listed yet, you can run this command multiple times as `bluetoothctl` continues the device discovery in the background.

14. Use the following command to pair with the discovered glove:

```
$ bluetoothctl pair GLOVE_MAC_ADDRESS
```

For example:

```
$ bluetoothctl pair 94:3C:C6:47:65:72
```

```
Attempting to pair with 94:3C:C6:47:65:72
[CHG] Device 94:3C:C6:47:65:72 Connected: yes
[CHG] Device 94:3C:C6:47:65:72 Bonded: yes
[CHG] Device 94:3C:C6:47:65:72 UUIDs: 00001101-0000-1000-8000-00805f9b34fb
[CHG] Device 94:3C:C6:47:65:72 ServicesResolved: yes
[CHG] Device 94:3C:C6:47:65:72 Paired: yes
Pairing successful
```

Note

If you encounter the `Failed to pair: org.bluez.Error.AuthenticationFailed` error message, it might be misleading. Check if there is a line with the glove's MAC address followed by `Connected: yes`, which indicates that the connection was actually successful.

```
Attempting to pair with 94:3C:C6:47:65:72
[CHG] Device 94:3C:C6:47:65:72 Connected: yes
Failed to pair: org.bluez.Error.AuthenticationFailed
```

15. Mark the device as trusted by issuing the following command:

```
$ bluetoothctl trust GLOVE_MAC_ADDRESS
```

For example:

```
$ bluetoothctl trust 94:3C:C6:47:65:72

[CHG] Device 94:3C:C6:47:65:72 Trusted: yes
Changing 94:3C:C6:47:65:72 trust succeeded
```

16. Attempt to connect to the glove again:

```
$ bluetoothctl connect GLOVE_MAC_ADDRESS
```

For example:

```
$ bluetoothctl connect 94:3C:C6:47:65:72
```

```
Attempting to connect to 94:3C:C6:47:65:72
[CHG] Device 38:18:4C:E9:69:7A RSSI: 0xffffffd0 (-48)
[CHG] Device 94:3C:C6:47:65:72 Connected: yes
[CHG] Device 94:3C:C6:47:65:72 UUIDs: 00001101-0000-1000-8000-00805f9b34fb
[CHG] Device 94:3C:C6:47:65:72 ServicesResolved: yes
Failed to connect: org.bluez.Error.NotAvailable br-connection-profile-
unavailable
```

Note

Again, the error message may be misleading. The connection is often successful despite the error.

17. If desired, you can extract some information from the glove using:

```
$ bluetoothctl info GLOVE_MAC_ADDRESS
```

For example:

```
bluetoothctl info 94:3C:C6:47:65:72
Device 94:3C:C6:47:65:72 (public)
  Name: NOVA-1217-L
  Alias: NOVA-1217-L
  Class: 0x00001f00 (7936)
  Paired: yes
  Bonded: yes
  Trusted: yes
  Blocked: no
  Connected: yes
  LegacyPairing: no
  UUID: Serial Port (00001101-0000-1000-8000-00805f9b34fb)
```

18. Create an RFCOMM device:

```
$ sudo rfcomm connect /dev/rfcommX GLOVE_MAC_ADDRESS CHANNEL_NUMBER
```

For example:

```
$ sudo rfcomm connect /dev/rfcomm0 94:3C:C6:47:65:72 1
```

```
Connected /dev/rfcomm0 to 94:3C:C6:47:65:72 on channel 1
Press CTRL-C for hangup
```

Note

The `rfcomm` command requires root permission, so it must be run with `sudo`.

Tip

To determine the channel number, run the following command:

```
$ sdptool browse GLOVE_MAC_ADDRESS
```

```
$ sdptool browse 94:3C:C6:47:65:72
Browsing 94:3C:C6:47:65:72 ...
Service Name: SPP_SERVER
Service RecHandle: 0x10000
Service Class ID List:
  "Serial Port" (0x1101)
Protocol Descriptor List:
  "L2CAP" (0x0100)
  "RFCOMM" (0x0003)
    Channel: 1
Profile Descriptor List:
  "Serial Port" (0x1101)
    Version: 0x010
```

Note

If you have more than one glove or in general multiple serial Bluetooth devices connected to your device connected to your PC, then `/dev/rfcomm0` may already be allocated to another device. In that case, increment the number until finding

a free rfcomm device. You can query the existing rfcomm devices using the command: `ls /dev/rfcomm*`.

19. Follow the [SenseCom on GNU/Linux](#) instructions and you should be able to successfully connect to the newly paired glove from SenseCom.

20. Once the SenseCom is closed and we are done with the gloves, we can disconnect the gloves using:

```
$ bluetoothctl disconnect ${SG_DEVICE}
$ sudo rfcomm release ${SG_RFCOMM}
```

For example:

```
$ bluetoothctl disconnect 94:3C:C6:47:65:72
$ sudo rfcomm release /dev/rfcomm0
```

Note

Again, the `rfcomm` command requires elevated permissions, so it must be run with the `sudo` command.

Scripts to Easily Connect and Disconnect from a Glove

You can automate the above tedious process using scripts for connecting and disconnecting gloves.

`sg-connect.sh`:

```
#!/usr/bin/env sh
```

```
CTRL_DEVICE="YOUR_BLUETOOTH_CONTROLLER_MAC_ADDRESS"  
SG_DEVICE="YOUR_SENSEGLOVE_MAC_ADDRESS"  
SG_RFCOMM="/dev/rfcomm0"
```

```
bluetoothctl pairable on  
bluetoothctl discoverable on  
bluetoothctl pair ${SG_DEVICE}  
bluetoothctl trust ${SG_DEVICE}  
bluetoothctl connect ${SG_DEVICE}  
rfcomm connect ${SG_RFCOMM} ${SG_DEVICE} 1 &
```

sg-disconnect.sh:

```
#!/usr/bin/env sh
```

```
SG_DEVICE="YOUR_SENSEGLOVE_MAC_ADDRESS"  
SG_RFCOMM="/dev/rfcomm0"
```

```
bluetoothctl disconnect ${SG_DEVICE}  
rfcomm release ${SG_RFCOMM}
```

Example Scripts for a Left-Handed Glove

```
$ cat sg-connect-left.sh
```

```
#!/usr/bin/env sh
```

```
CTRL_DEVICE="CC:15:31:90:69:87"
```

```
SG_DEVICE="94:3C:C6:47:65:72"
```

```
SG_RFCOMM="/dev/rfcomm0"
```

```
bluetoothctl pairable on
```

```
bluetoothctl discoverable on
```

```
bluetoothctl pair ${SG_DEVICE}
```

```
bluetoothctl trust ${SG_DEVICE}
```

```
bluetoothctl connect ${SG_DEVICE}
```

```
rfcomm connect ${SG_RFCOMM} ${SG_DEVICE} 1 &
```

```
$ cat sg-disconnect-left.sh
```

```
#!/usr/bin/env sh
```

```
SG_DEVICE="94:3C:C6:47:65:72"
```

```
SG_RFCOMM="/dev/rfcomm0"
```

```
bluetoothctl disconnect ${SG_DEVICE}
```

```
rfcomm release ${SG_RFCOMM}
```

```
# Set the executable permissions for all users:
```

```
$ chmod a+x sg-connect-left.sh
```

```
$ chmod a+x sg-disconnect-left.sh
```

```
# Before running SenseCom:
```

```
$ sudo ./sg-connect-left.sh
```

```
Password:
```

```
Changing pairable on succeeded
```

```
hci0 new_settings: powered connectable bondable ssp br/edr le secure-conn  
wide-band-speech
```

```
hci0 new_settings: powered connectable discoverable bondable ssp br/edr le  
secure-conn wide-band-speech
```

```
Changing discoverable on succeeded
```

```
Attempting to pair with 94:3C:C6:47:65:72
```

```
Failed to pair: org.bluez.Error.AlreadyExists
```

```
Changing 94:3C:C6:47:65:72 trust succeeded
```

```
Attempting to connect to 94:3C:C6:47:65:72
```

```
hci0 94:3C:C6:47:65:72 type BR/EDR connected eir_len 18
[CHG] Device 94:3C:C6:47:65:72 Connected: yes
[CHG] Device 94:3C:C6:47:65:72 ServicesResolved: yes
Failed to connect: org.bluez.Error.NotAvailable br-connection-profile-
unavailable
```

```
# Run SenseCom in between!
```

```
# Once SenseCom is closed:
```

```
$ sudo ./sg-disconnect-left.sh
```

```
sudo ./sg-disconnect-left.sh
```

```
Password:
```

```
Attempting to disconnect from 94:3C:C6:47:65:72
hci0 94:3C:C6:47:65:72 type BR/EDR disconnected with reason 2
[CHG] Device 94:3C:C6:47:65:72 ServicesResolved: no
Successful disconnected
Can't release device: No such device
```

Video Tutorial

There is also a [video tutorial](#) demonstrating how to connect to Nova gloves on GNU/Linux using the command line.

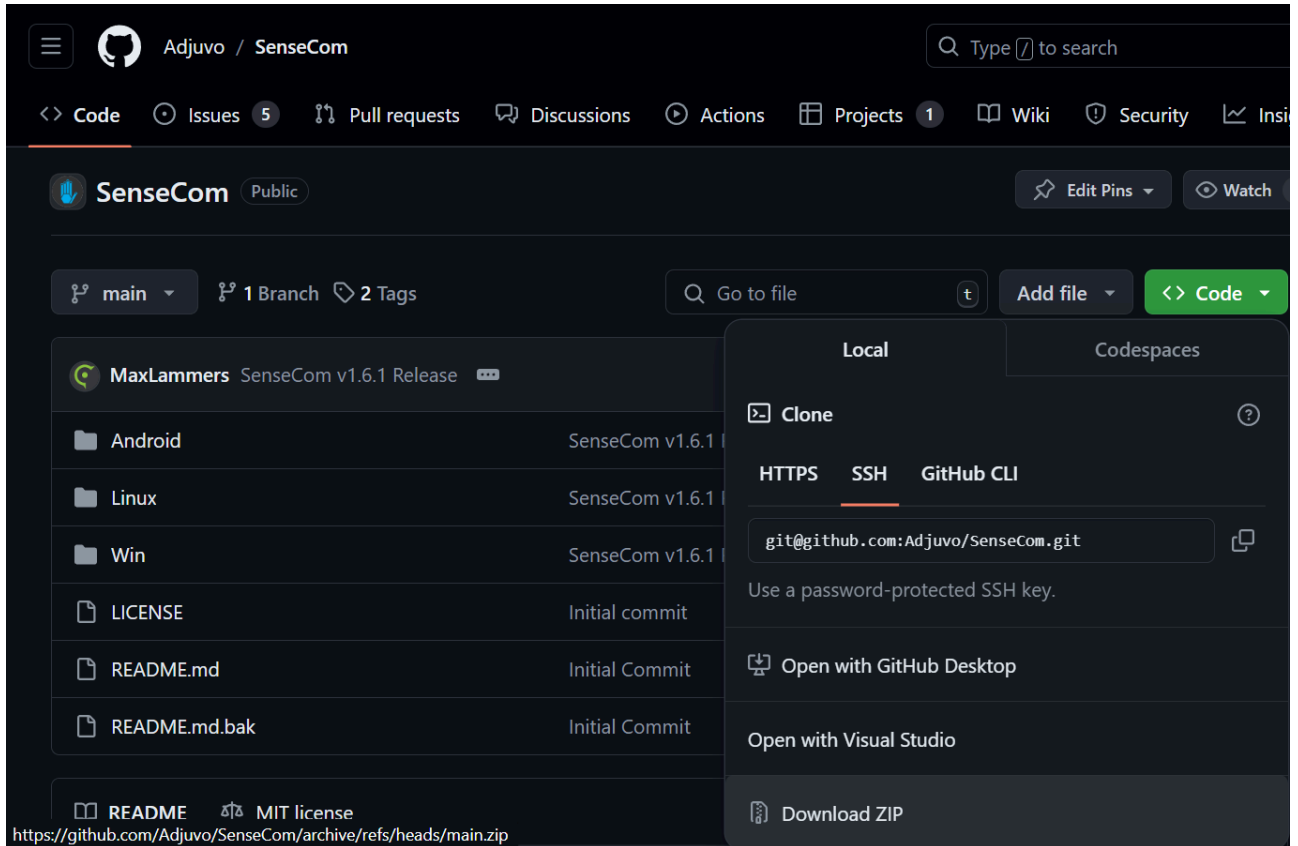
SenseGlove Tutorial | Connecting to Nova Gloves on Linux



SenseCom on Microsoft Windows (Bluetooth Serial)

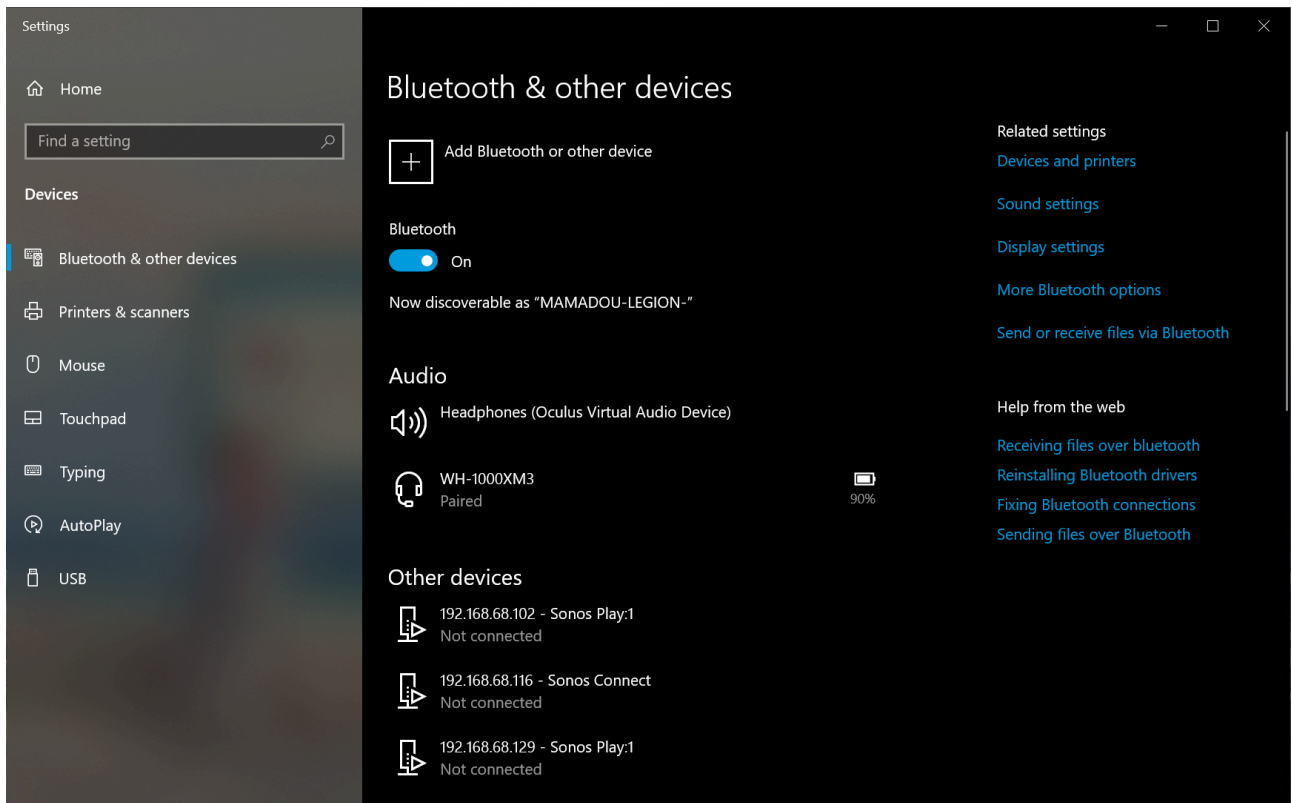
Follow these steps to quickly set up and run SenseCom on Microsoft Windows:

1. First, obtain the SenseCom binaries from its [GitHub repository](#).



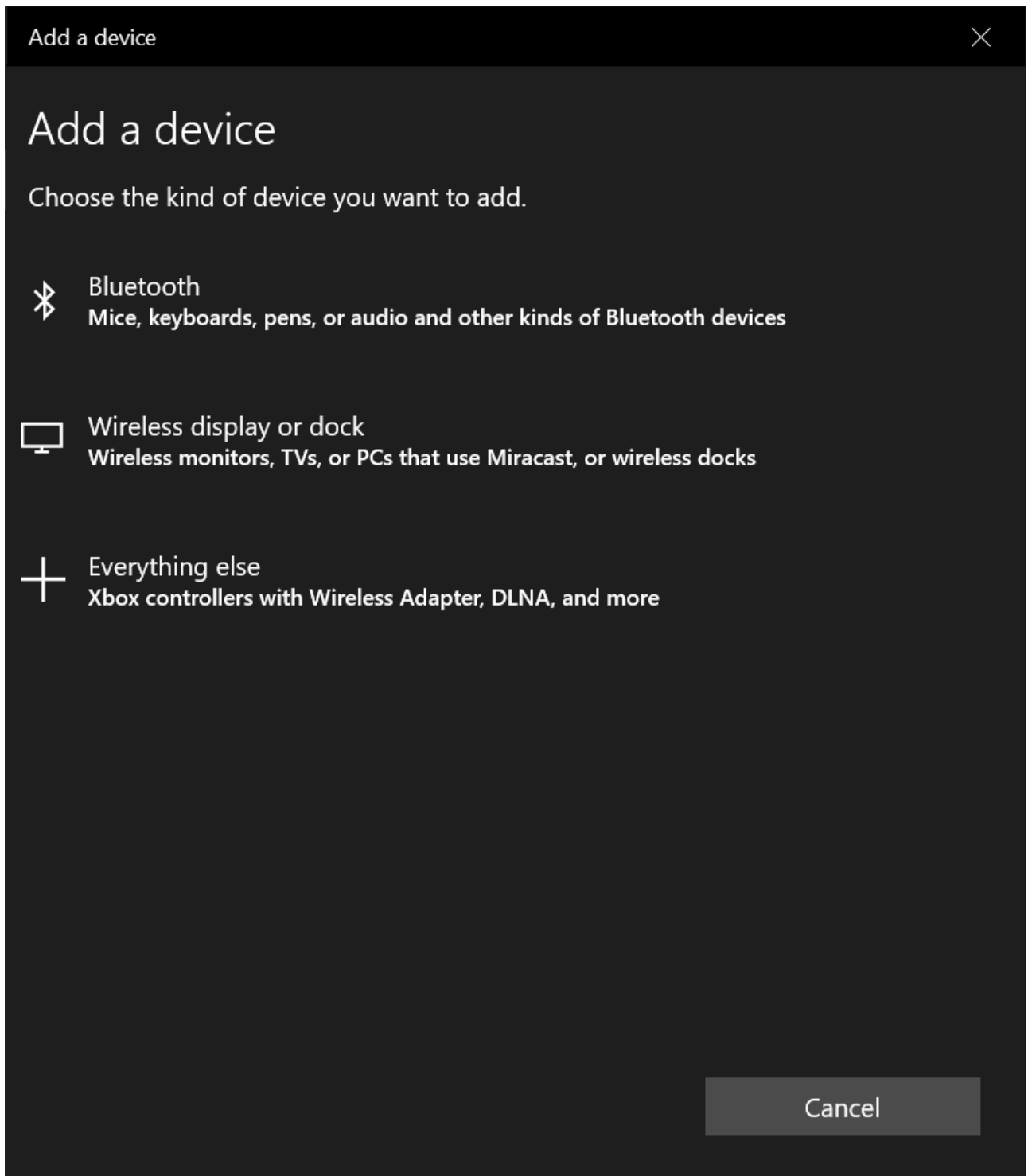
2. Extract the SenseCom .zip file to a location on your computer after downloading it.
3. Ensure any glove you would like to pair with and connect to your system is not paired, or connected to any other device, such as another PC or VR headset.
4. Make sure the glove is powered on.

5. Access Windows Bluetooth Settings by navigating to **Settings > Devices > Bluetooth & other devices**.

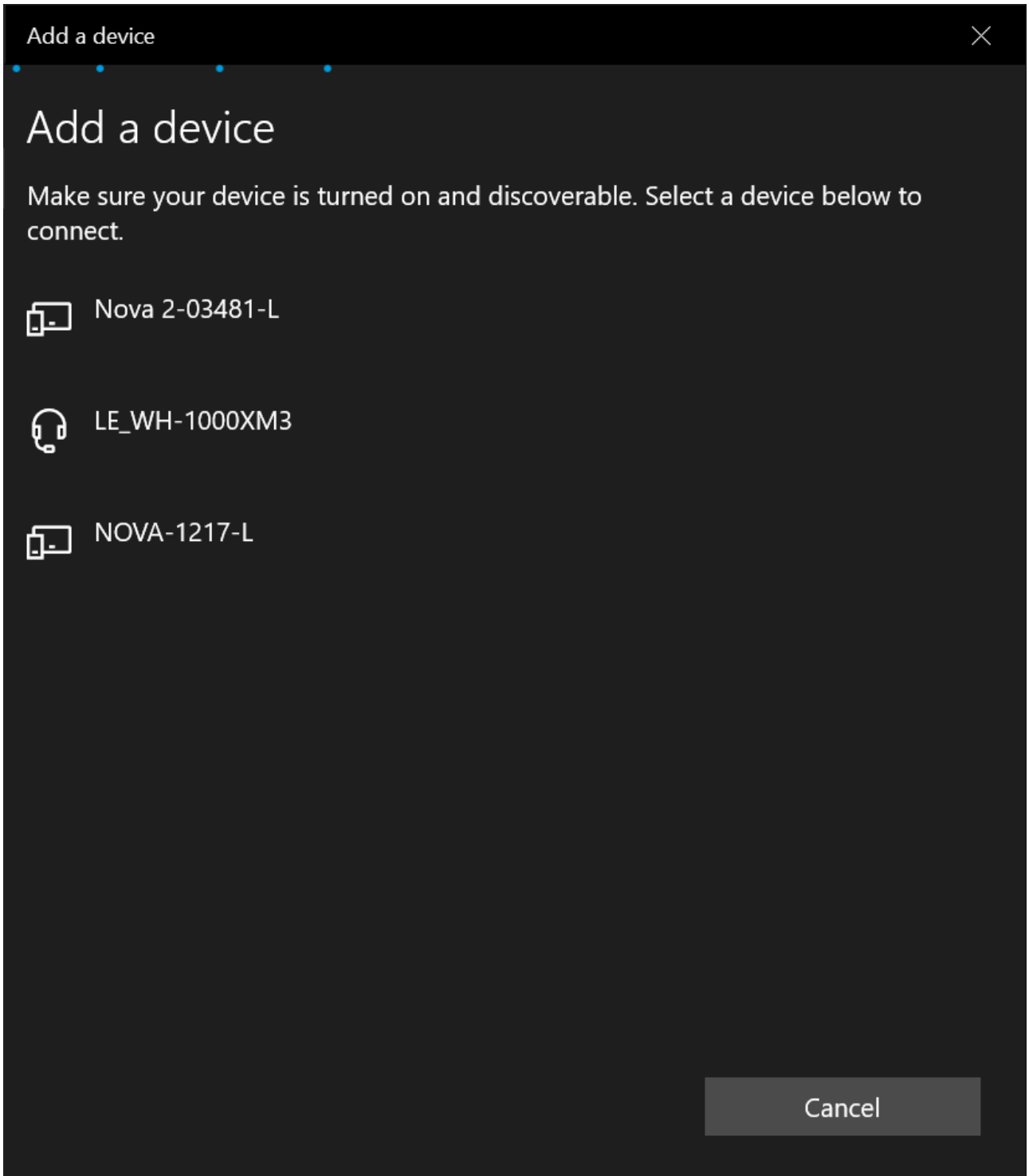


6. Click on **Add Bluetooth or other devices**.

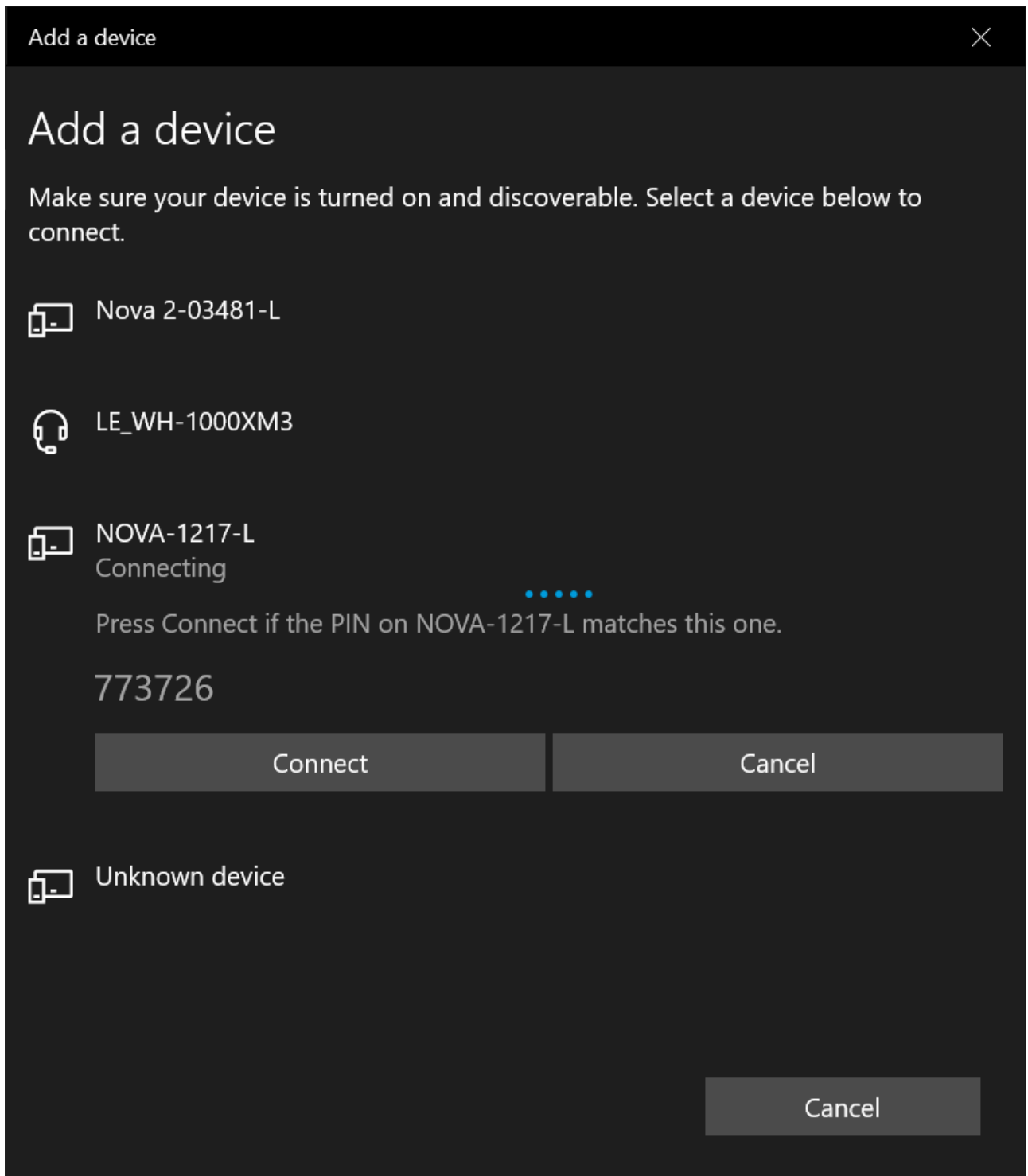
7. In the new window click on **Bluetooth**.



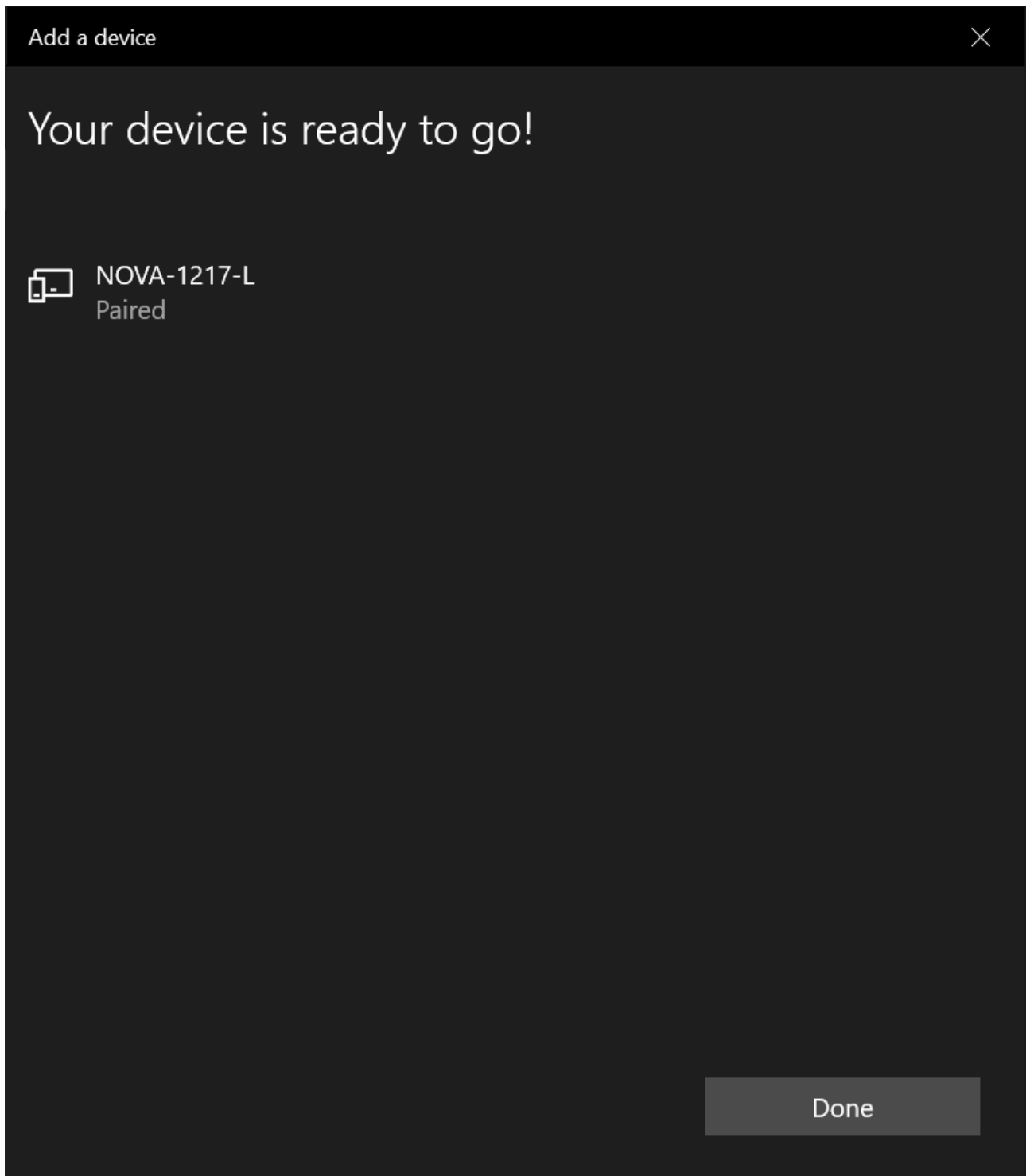
8. Wait for the glove to be discovered, then click on it.



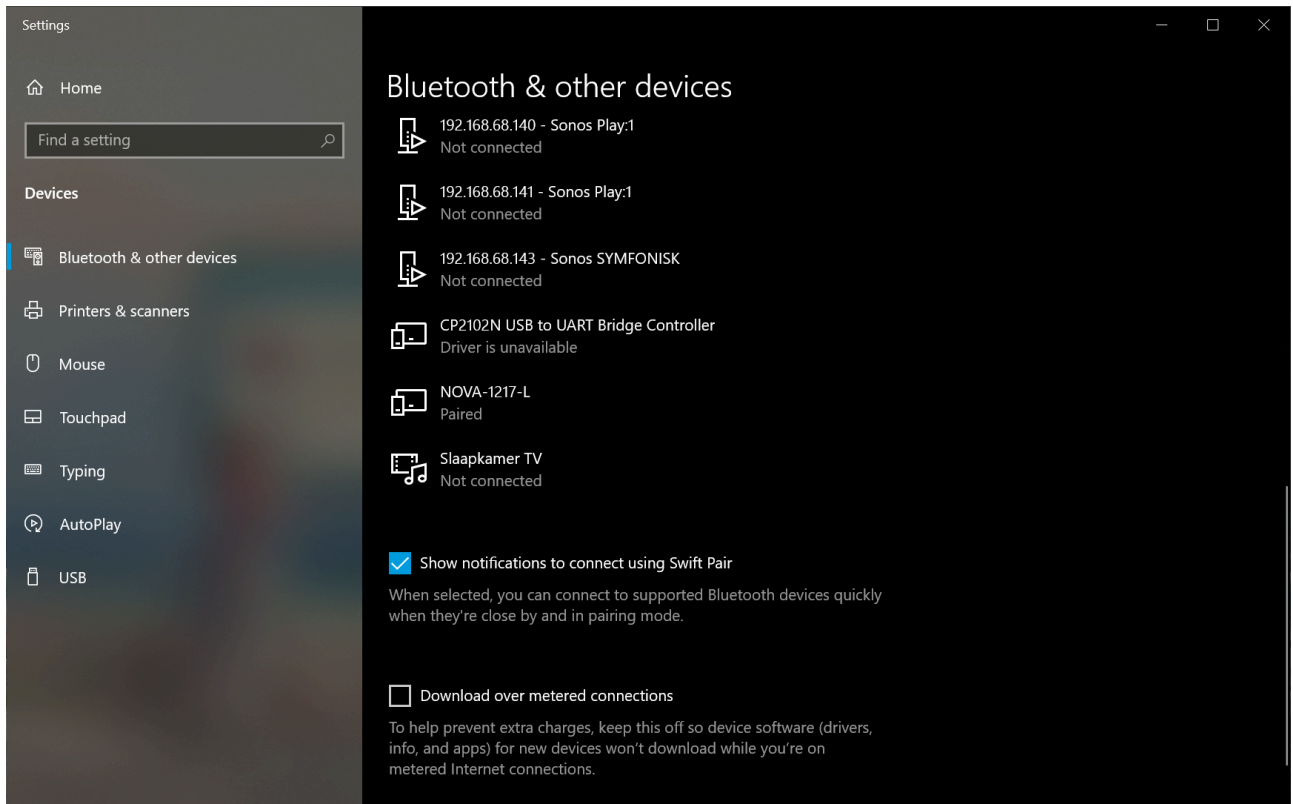
9. Click **Connect** to connect and pair the glove.



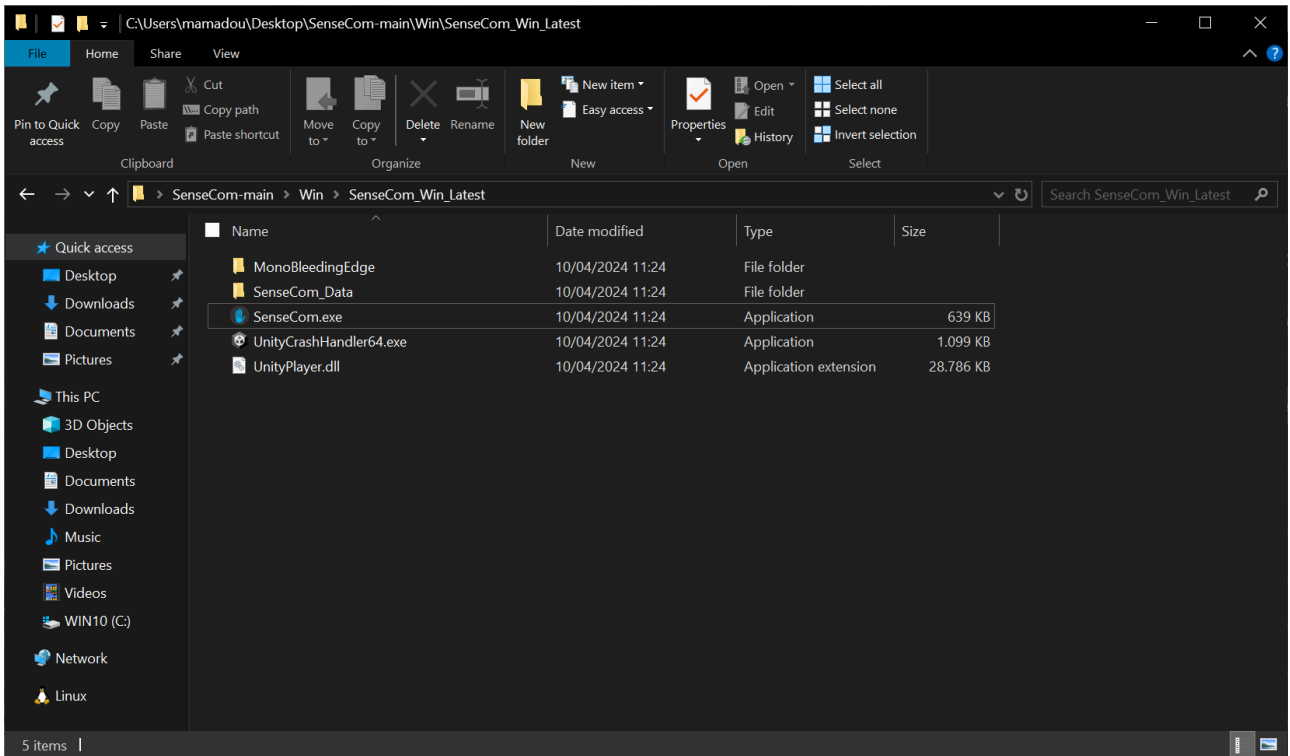
10. Once the glove is paired, you're good to go. Click on Done .



11. Once you are back to Windows Bluetooth settings, verify that the glove is listed as a paired device.



12. After successfully pairing your glove, it's time to run SenseCom. Navigate to the folder where you extracted SenseCom and go to `/path/to/extracted/SenseCom/directory/Win/SenseCom_Win_Latest`, and then run the executable `SenseCom.exe`.



Note

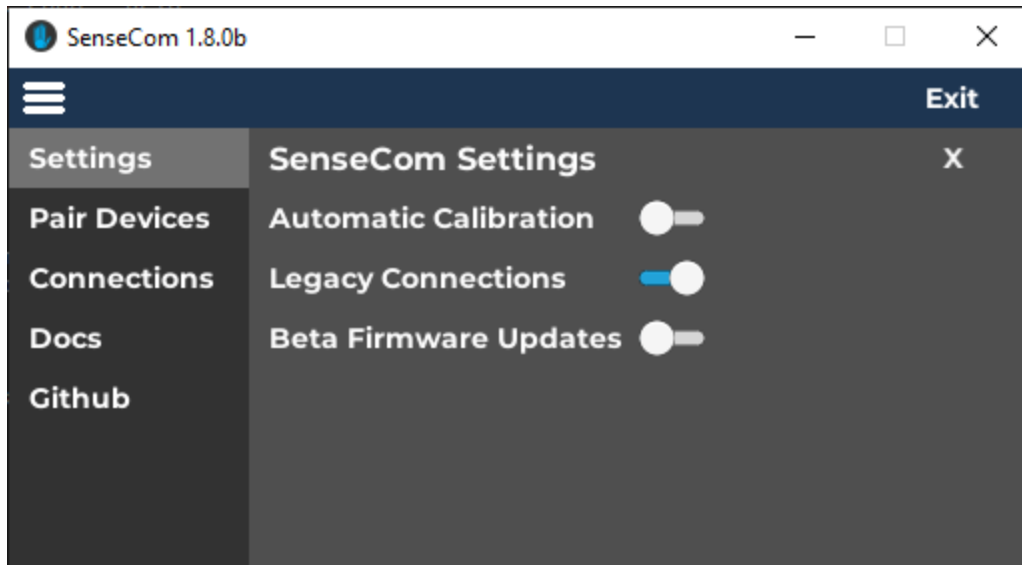
Inside the `/path/to/extracted/SenseCom/directory/Win/` folder, a SenseCom installer is available if you wish to permanently install it on your operating system.

13. In a moment, SenseCom should recognize and connect to your glove(s):



Important

If you are using SenseCom v1.8.x+ and it fails to recognize your gloves with a Bluetooth Serial firmware, it may be because the Legacy Connections option is disabled, which is the default. Enabling this option should allow SenseCom to discover and connect to your glove.



Note

For more detailed information and troubleshooting, consult the [SenseCom documentation page on SGDocs](#), please.

14. At this stage, SenseCom is ready and you should be able to connect to and communicate with SenseGlove devices from inside your Unreal Engine applications.

Enabling XR_EXT_hand_tracking OpenXR Extension on VR Headsets

Important

Starting from version `v2.1.0`, the SenseGlove Unreal Engine Plugin requires the `XR_EXT_hand_tracking` OpenXR extension to function. Without this OpenXR extension the plugin won't output any glove data.

Since version `v2.1.0`, the SenseGlove Unreal Engine Plugin requires the `XR_EXT_hand_tracking` OpenXR extension to function. Whether you are streaming your immersive 3D VR application from your PC to your VR headset, or deploying it to your VR headset in standalone mode, enabling `XR_EXT_hand_tracking` support, might require additional plugins or settings depending on the HMD's vendor or model.

PCVR Mode

For instructions on [how to setup `XR_EXT_hand_tracking` support in PCVR mode](#) please refer to the relevant section.

Standalone Mode

For instructions on [how to setup `XR_EXT_hand_tracking` support in standalone mode on Android](#) please refer to the relevant section.

Third-Party Tutorials

As a part of [this OpenXR comprehensive tutorial series](#), you will learn how to enable the developer runtime features, set up the OpenXR runtime, and the `XR_EXT_hand_tracking` support in PCVR mode. Furthermore, it will show you how to enable hand-tracking on Android (standalone mode) using the Meta XR and VIVE OpenXR plugins.

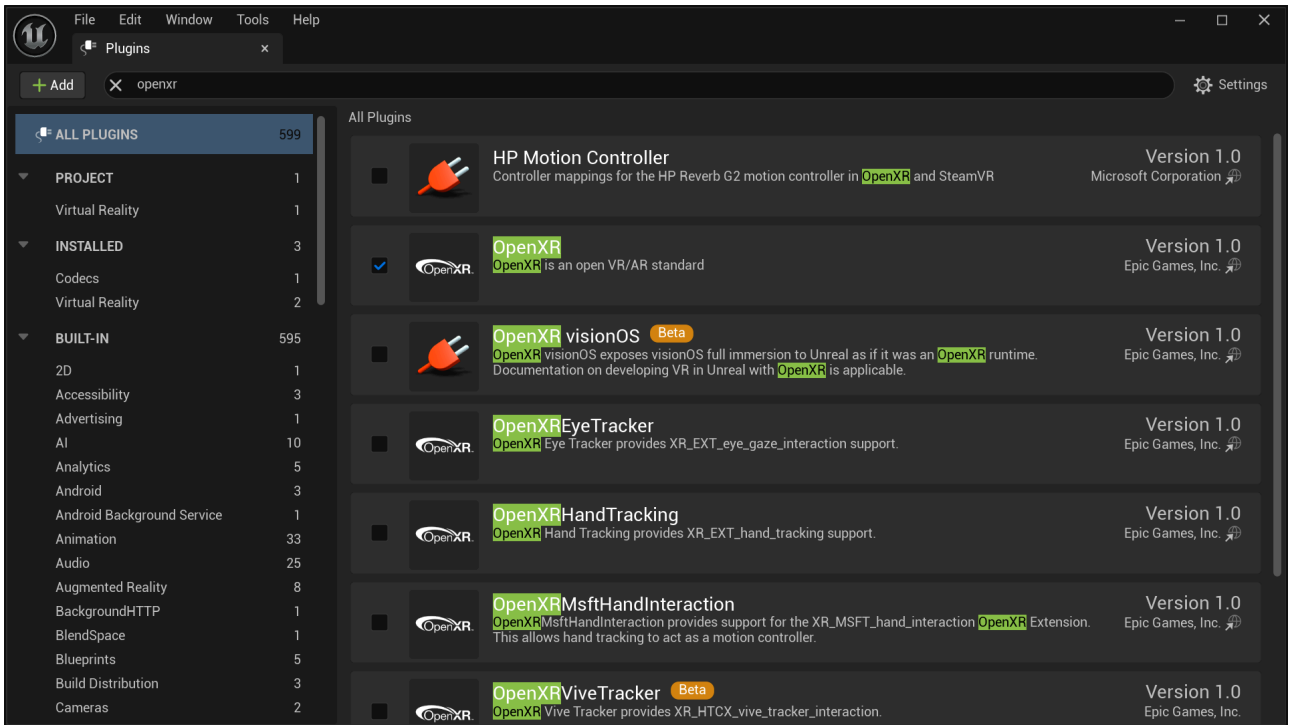
Enabling XR_EXT_hand_tracking OpenXR Extension on VR Headsets in PCVR Mode

Starting from version `v2.1.0`, the SenseGlove Unreal Engine Plugin requires the `XR_EXT_hand_tracking` OpenXR extension to function. If you are streaming your immersive 3D VR application from your PC to your VR headset, enabling `XR_EXT_hand_tracking` support, requires additional plugins and settings depending on the HMD's vendor or model.

Enabling OpenXR Plugin and Disabling OpenXRHandTracking Plugin

Regardless of the type or vendor of the HMD you have in mind for development or deployment purposes, the `openXR` plugin is required as a prerequisite. Also, ensure the `OpenXRHandTracking` is disabled as it conflicts with the SenseGlove Unreal Engine Plugin since both implement the same `XR_EXT_hand_tracking` OpenXR extension.

Though [enabling the SenseGlove Unreal Engine Plugin](#) should enable the `openXR` plugin automatically, it is recommended to ensure this plugin is enabled, and most importantly `OpenXRHandTracking` is disabled, by navigating to `Edit > Plugins` in the Unreal Editor menus.



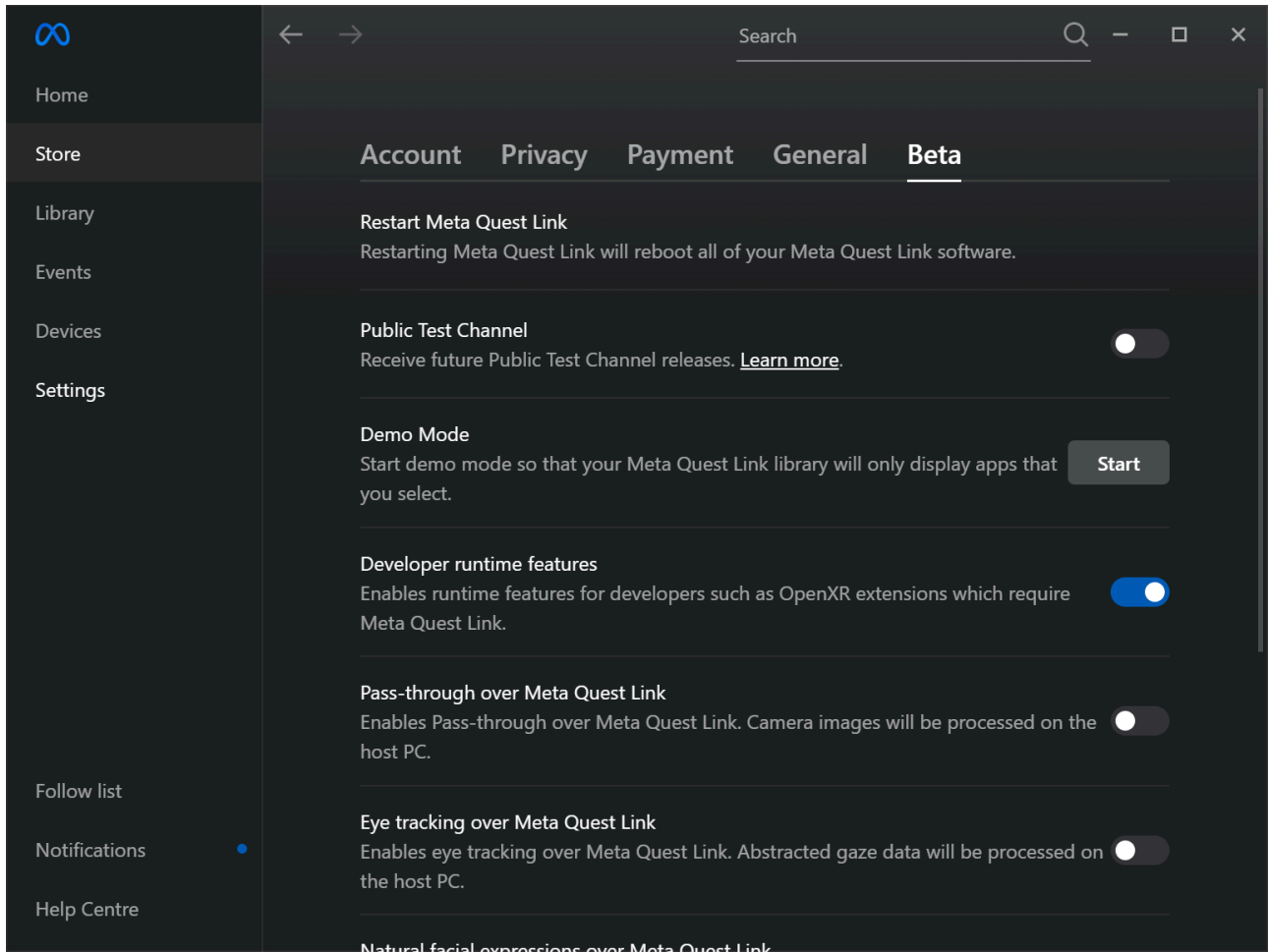
The `openXRHandTracking` plugin implements the `XR_EXT_hand_tracking` OpenXR extension.

Meta Quest

To set up `XR_EXT_hand_tracking` support on Meta Quest HMDs in PCVR mode, depending on your project requirements (e.g. whether you rely on the Meta XR plugin or not), additional setup steps are required.

Meta Quest Link App

For Meta Quest headsets, enable the `Developer runtime features` under the `Settings > Beta` section inside the Meta Quest Link app:



Important

Enabling Developer runtime features in the Meta Quest Link requires a [Meta Developer Account](#). If you are not signed in using a Meta Developer Account, this option won't be shown to you inside Meta Quest Link.

Caution

Streaming to Meta Quest headsets from SteamVR is no longer supported because the migration to OpenXR has caused controller offsets for Meta Quest HMDs to break on SteamVR. One possible reason is that [SteamVR lists XR_FB_hand_tracking as an unsupported feature](#). Further investigation is needed to identify the exact underlying cause.

Meta XR Plugin

Caution

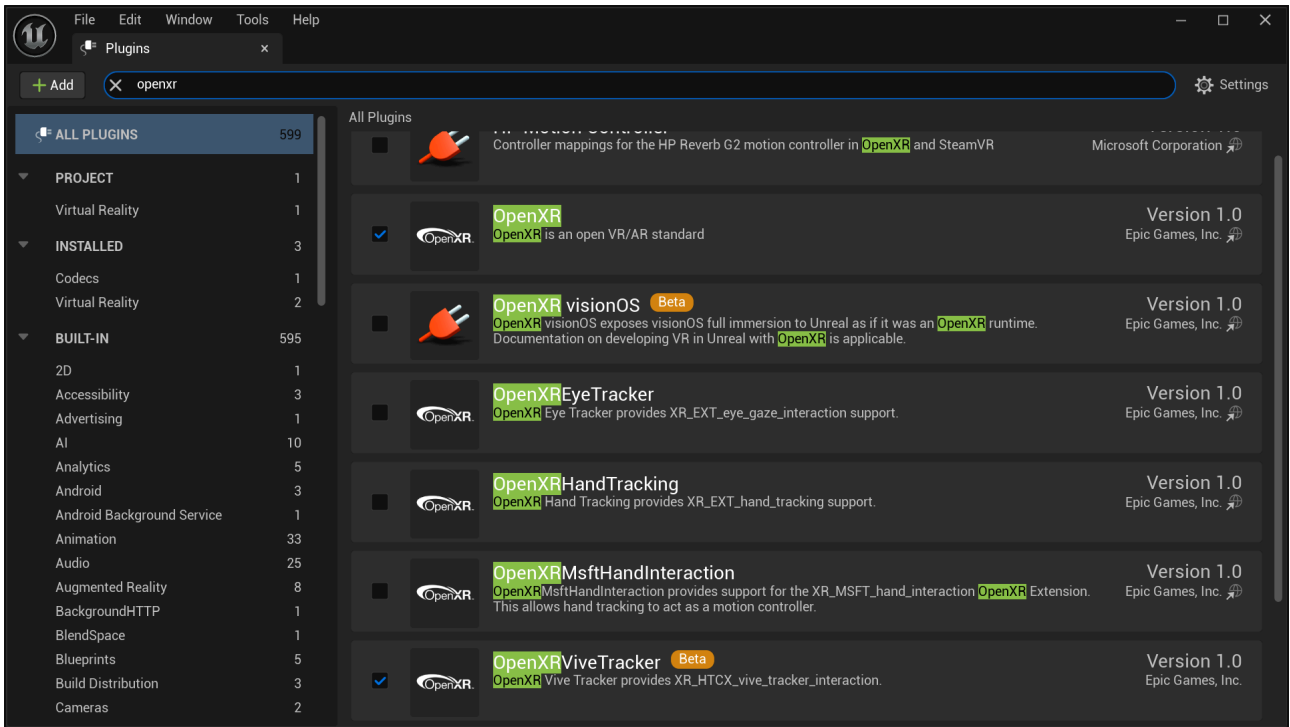
Please note that enabling the `Meta XR` plugin alongside the SenseGlove plugin will result in crashes or unexpected behavior. `Meta XR` plugin compatibility is being worked on and might be supported in the future.

HTC VIVE

To set up `XR_EXT_hand_tracking` support on HTC VIVE HMDs in PCVR mode, additional plugins or configuration steps are required.

OpenXRViveTracker Plugin

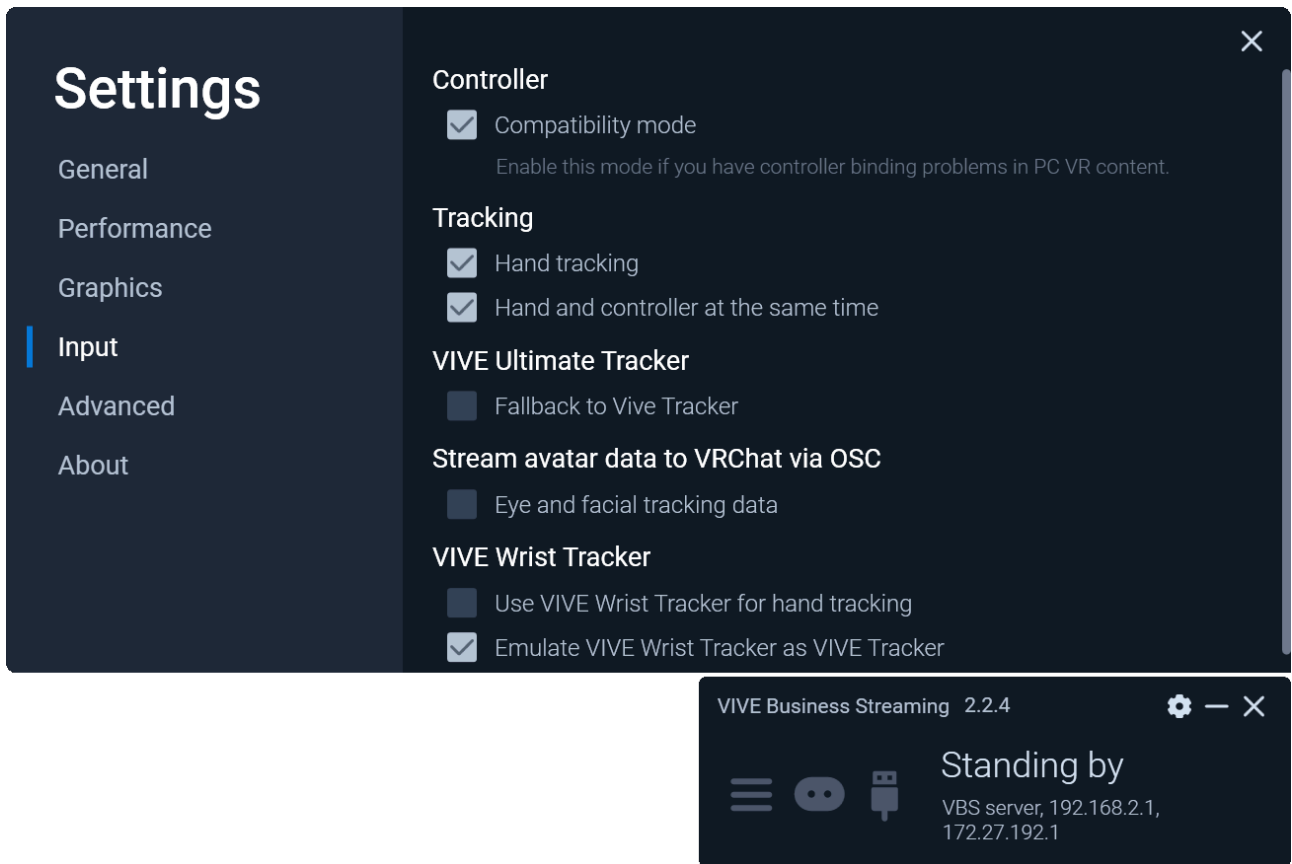
To enable VIVE Trackers support ensure the `openXRViveTracker` plugin is enabled by navigating to `Edit > Plugins` in the Unreal Editor menus. This plugin should be enabled, or wrist tracking won't function on VIVE devices at all.



The `OpenXRViveTracker` plugin implements the `XR_HTCX_vive_tracker_interaction` OpenXR extension which is necessary to use VIVE Trackers or to [emulate the VIVE Wrist Trackers as VIVE Trackers on Windows](#).

VIVE Business Streaming App

For VIVE headsets relying on the VIVE Business Streaming application, ensure the Hand Tracking settings under `Input` are enabled and `XR_HTCX_vive_tracker_interaction` is enabled for VIVE Wrist Trackers by enabling `Emulate VIVE Wrist Tracker as VIVE Tracker`:

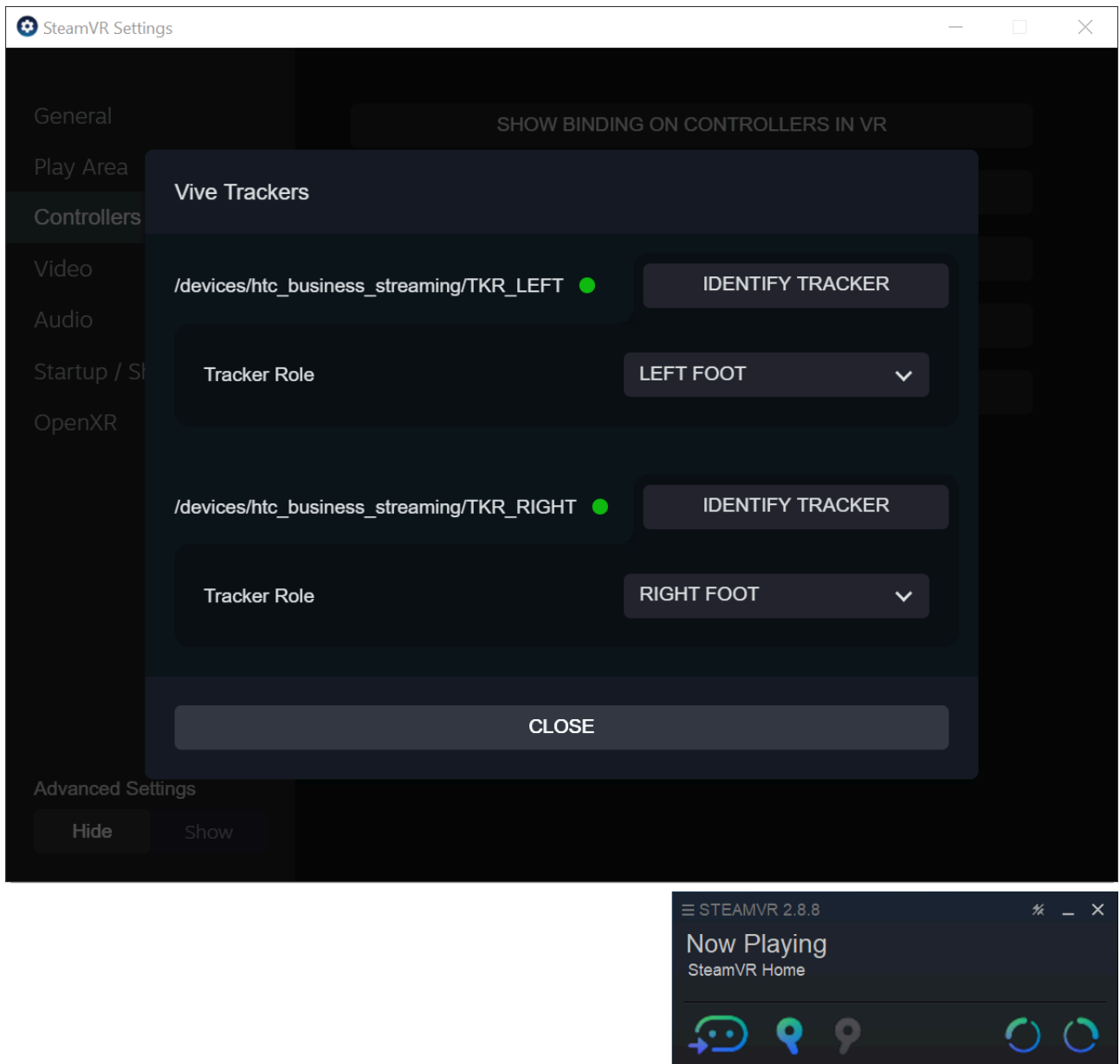


Note

Tracking and accessing `FXRMotionControllerData` output from SenseGlove devices do not require Hand and Body Tracking to be enabled on the HMD device. Enabling this feature is only necessary if you wish to use hand-tracking as a fallback option when no glove is connected to your PC.

SteamVR App

After enabling the [OpenXRViveTracker](#) plugin and enabling [Emulate VIVE Wrist Tracker as VIVE Tracker](#) for VIVE HMDs relying on the VIVE Business Streaming, you need to perform one final setup in the SteamVR app for the SenseGlove Unreal Engine Plugin to be able to retrieve the correct wrist-tracking offsets. Once you have paired your VIVE Trackers or VIVE Wrist Trackers, navigate to [SteamVR Settings > Controllers > MANAGE TRACKERS](#) and make sure your left tracker is set to `LEFT FOOT` and the right tracker is set to `RIGHT FOOT`:



SenseGlove Wrist Tracking Settings

Once you have set up everything, it's time to adjust the [SenseGlove Wrist Tracking Settings](#) inside the project-wide plugin's settings. For detailed information, please visit the [Wrist Tracking Hardware and HMD auto-detection configuration](#) section as well.

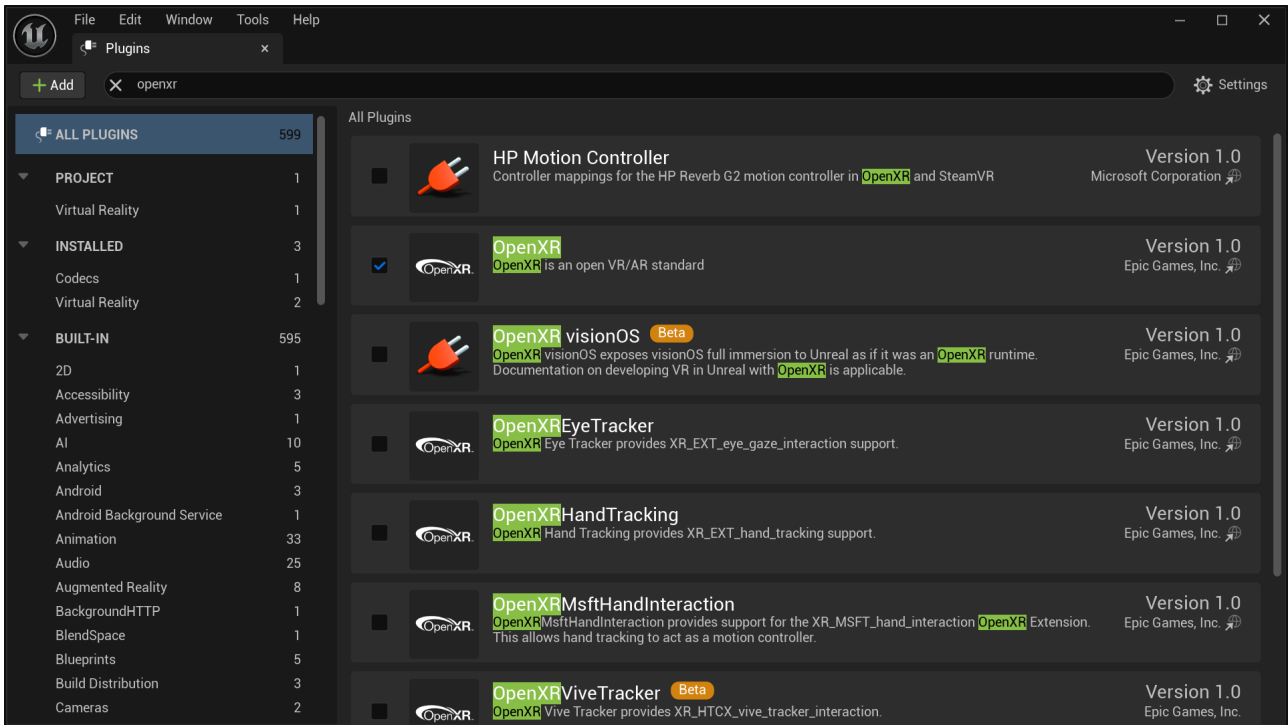
Enabling XR_EXT_hand_tracking OpenXR Extension on VR Headsets in Standalone Mode

Starting from version `v2.1.0`, the SenseGlove Unreal Engine Plugin requires the `XR_EXT_hand_tracking` OpenXR extension to function. If you are deploying your immersive 3D VR application to your VR headset in standalone mode, enabling `XR_EXT_hand_tracking` support, requires additional plugins and settings depending on the HMD's vendor or model.

Enabling OpenXR Plugin and Disabling OpenXRHandTracking Plugin

Regardless of the type or vendor of the HMD you have in mind for development or deployment purposes, the `openXR` plugin is required as a prerequisite. Also, ensure the `openXRHandTracking` is disabled as it conflicts with the SenseGlove Unreal Engine Plugin since both implement the same `XR_EXT_hand_tracking` OpenXR extension.

Though [enabling the SenseGlove Unreal Engine Plugin](#) should enable the `openXR` plugin automatically, it is recommended to ensure this plugin is enabled, and most importantly `openXRHandTracking` is disabled, by navigating to `Edit > Plugins` in the Unreal Editor menus.



The `OpenXRHandTracking` plugin implements the `XR_EXT_hand_tracking` OpenXR extension.

Meta Quest

To set up `XR_EXT_hand_tracking` support on Meta Quest HMDs in Standalone mode, depending on your project requirements (e.g. whether you rely on the Meta XR plugin or not), additional setup steps are required.

Important

Although, the SenseGlove plugin does not require the Meta XR plugin to function, and relying solely on the `OpenXR` and `OpenXRHandTracking` plugins would suffice for functional glove data retrieval using OpenXR, [hand-tracking as a fallback mechanism](#) won't work on Android without the Meta XR plugin availability.

Meta XR Plugin

Caution

Please note that enabling the `Meta XR` plugin alongside the SenseGlove plugin will result in crashes or unexpected behavior. `Meta XR` plugin compatibility is being worked on and might be supported in the future.

HTC VIVE

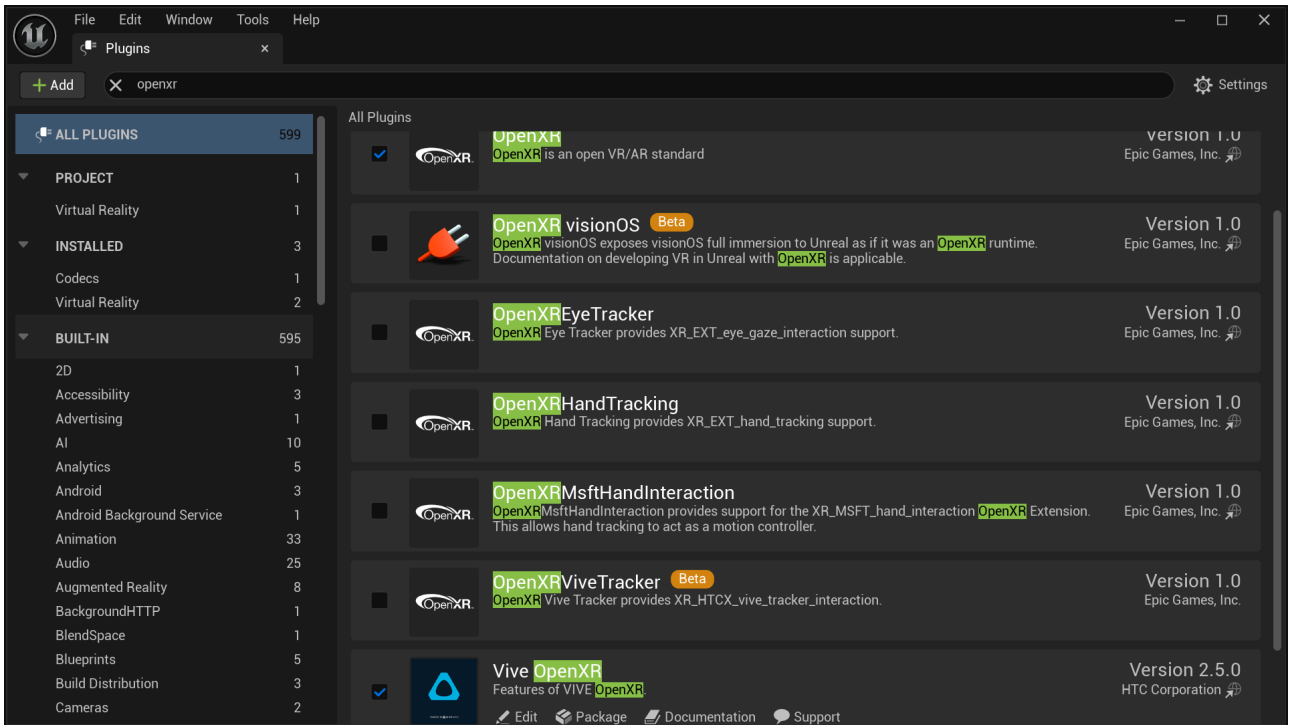
To set up `XR_EXT_hand_tracking` support on HTC VIVE HMDs in Standalone mode, additional plugins or configuration steps are required.

OpenXRViveTracker Plugin

Unlike the [PCVR-mode on Windows](#), the `openXRViveTracker` plugin is not required on Android since it only provides an implementation of the `XR_HTCX_vive_tracker_interaction` OpenXR extension which is necessary when we use VIVE Trackers on Windows or we [emulate the VIVE Wrist Trackers as VIVE Trackers on Windows](#). Instead, we require the `XR_HTCX_vive_wrist_tracker_interaction` OpenXR extension to be able to use VIVE Wrist Trackers on Android, which is provided by the [ViveOpenXR plugin](#). So, you can safely ignore enabling this plugin for Android standalone deployments.

ViveOpenXR Plugin

To enable VIVE Wrist Trackers support ensure the `ViveOpenXR` plugin is enabled by navigating to `Edit > Plugins` in the Unreal Editor menus. This plugin should be enabled, or wrist tracking won't function on VIVE devices at all.

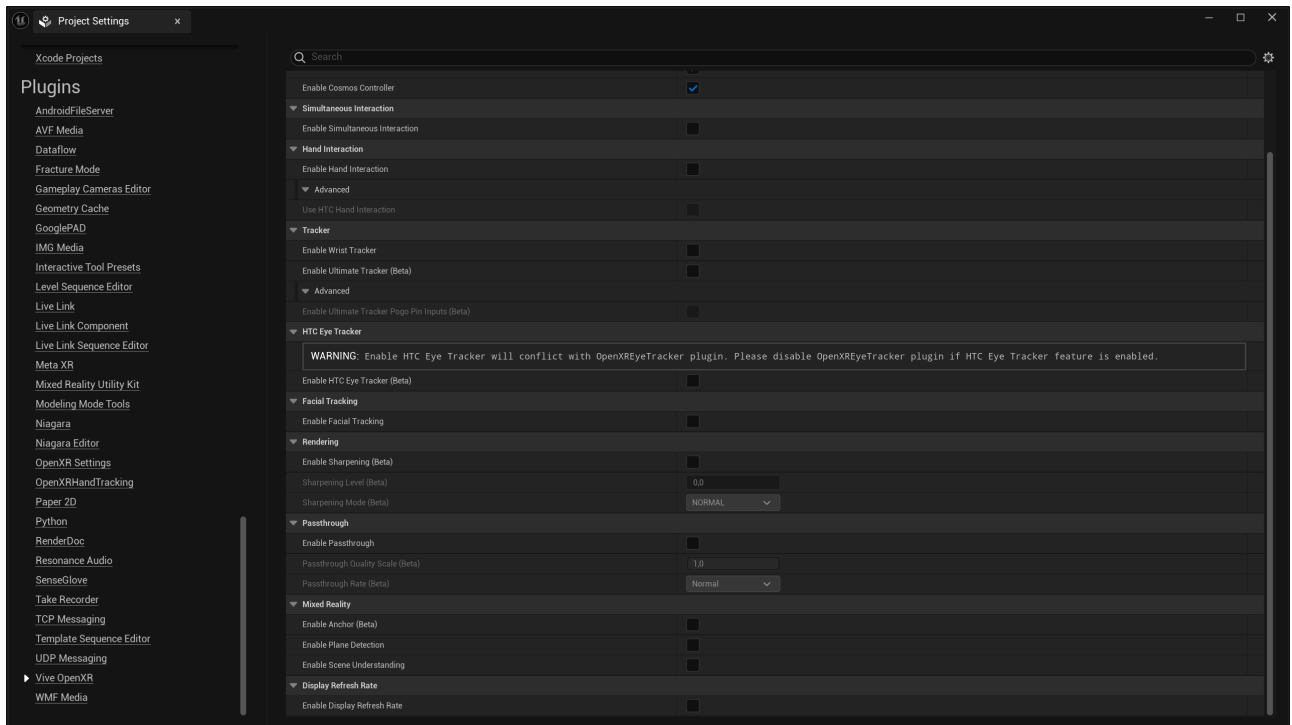
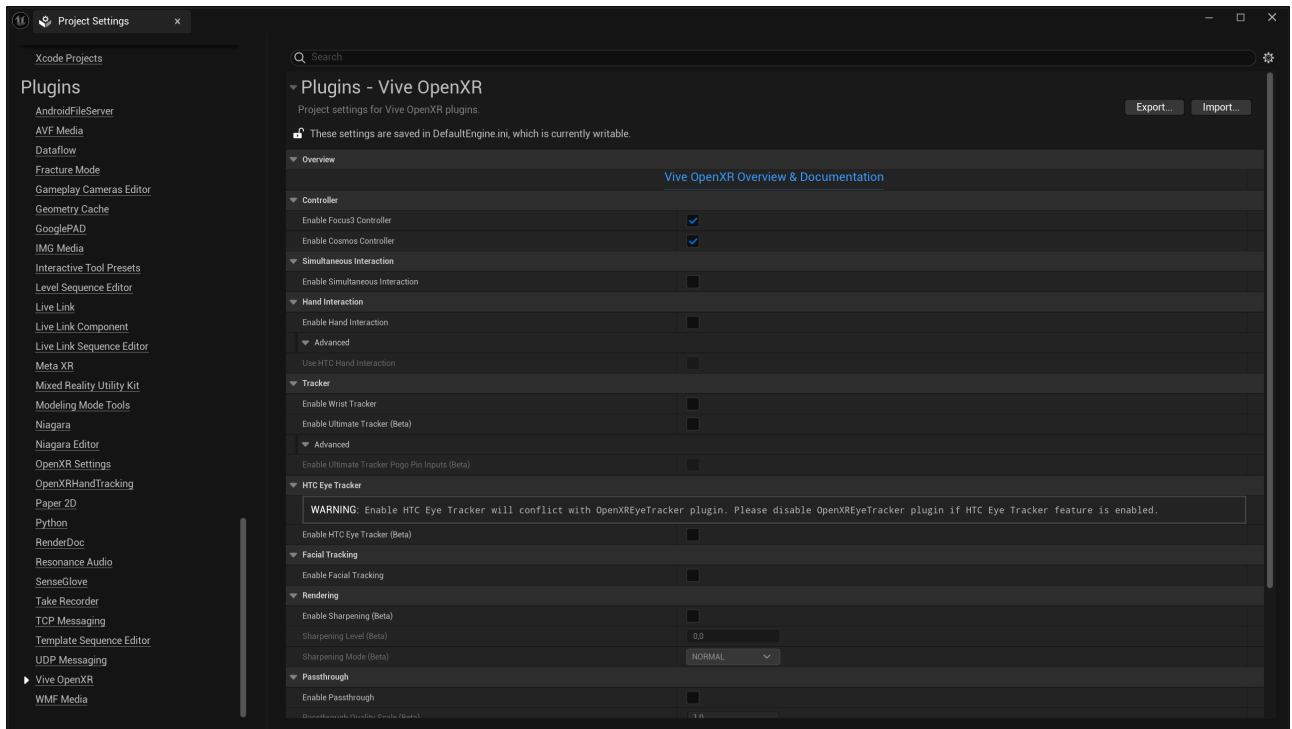


The `viveopenxr` plugin implements the `XR_HTCX_vive_wrist_tracker_interaction` OpenXR extension.

Important

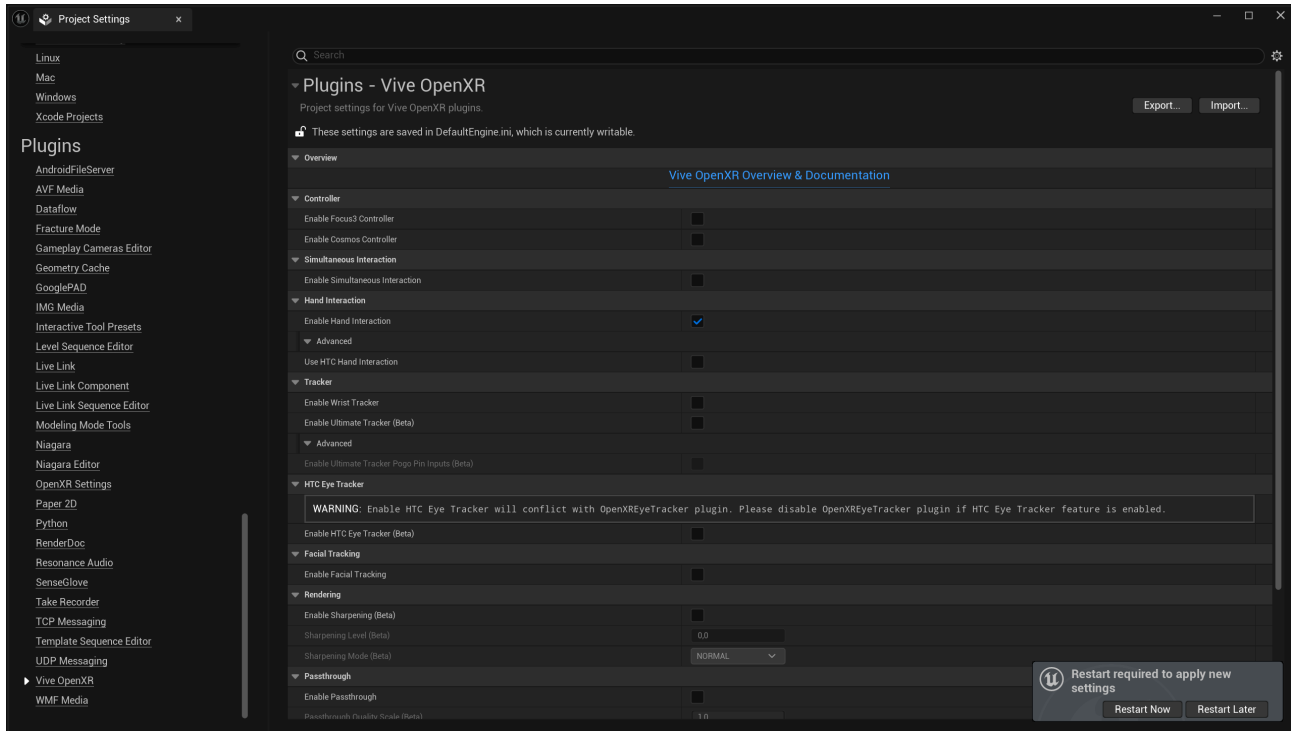
Without the `viveopenxr` plugin deploying an immersive 3D VR application to your HTC VIVE in Standalone mode won't be possible, whether you enable `bStartInVR`, or not. Without it your app will be deployed and recognized as a 2D app.

By default, the `viveopenxr` plugin settings located in `Edit > Project Settings > Plugins > Vive OpenXR` look something like these:



The following settings control the availability of hand-tracking when the ViveOpenXR plugin is enabled:

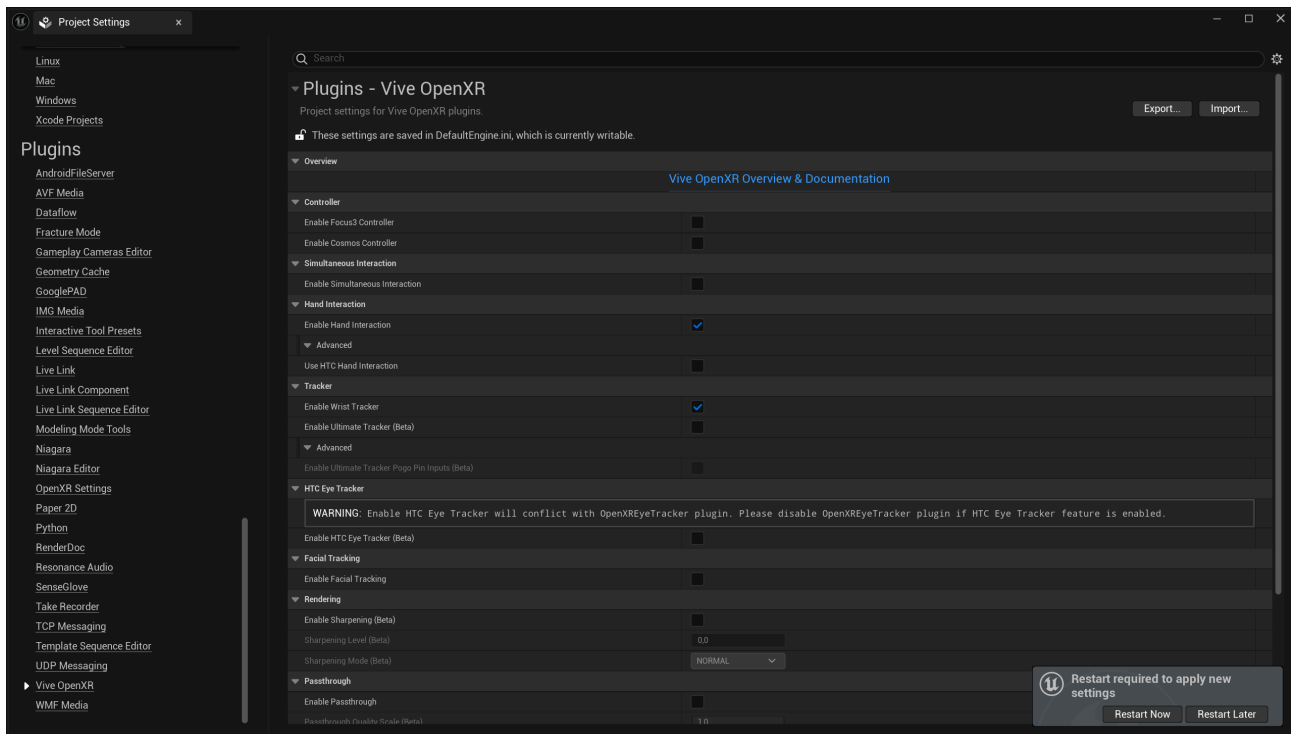
- **Enable Hand Interaction:** This enables the hand interactions with the OpenXR hand interaction extension `XR_HTC_hand_interaction`. Changing this setting will prompt you to restart the engine to apply the new settings. This setting should be enabled.



- **Use HTC Hand Interaction:** This selects which OpenXR hand interaction extension to use. If enabled, `XR_HTC_hand_interaction` will be used, effectively breaking SenseGlove glove and hand-tracking data output. If disabled, `XR_EXT_hand_interaction` will be used, which is compatible with the SenseGlove Unreal Engine Plugin. Changing this setting will prompt you to restart the engine to apply the new settings. This setting should be disabled.

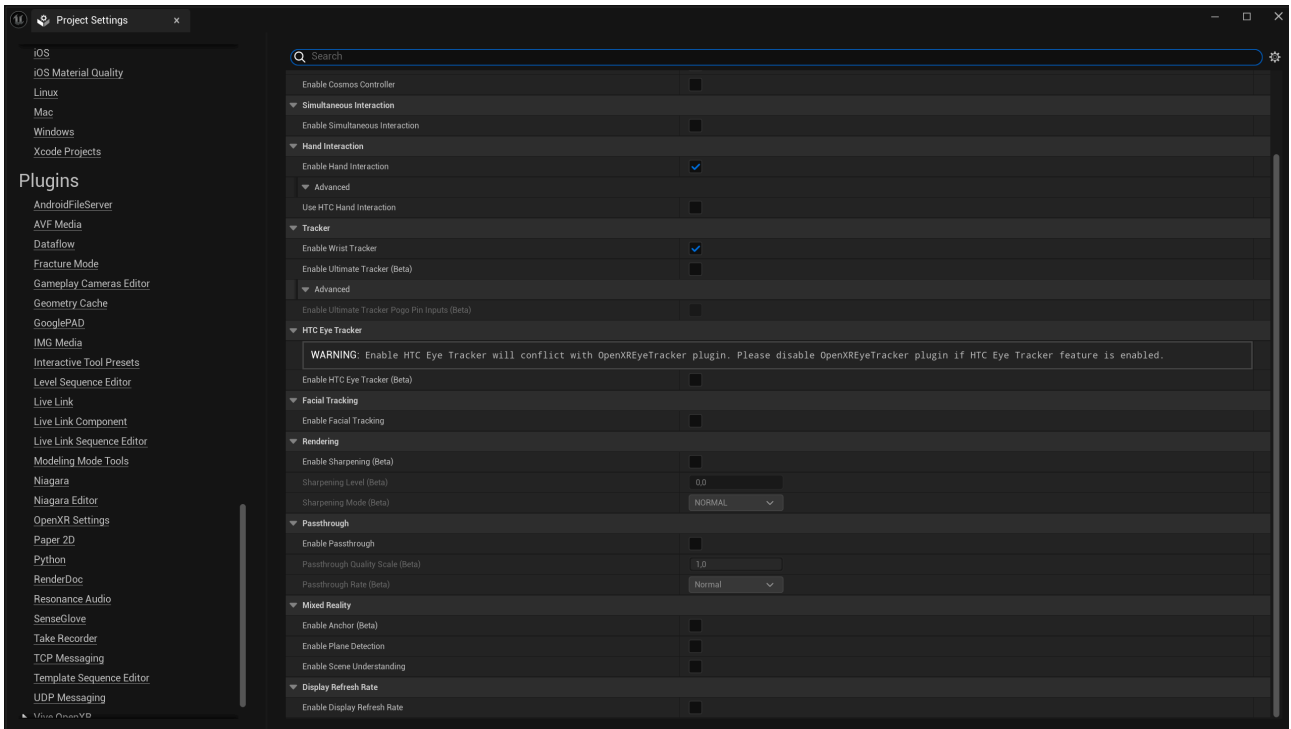
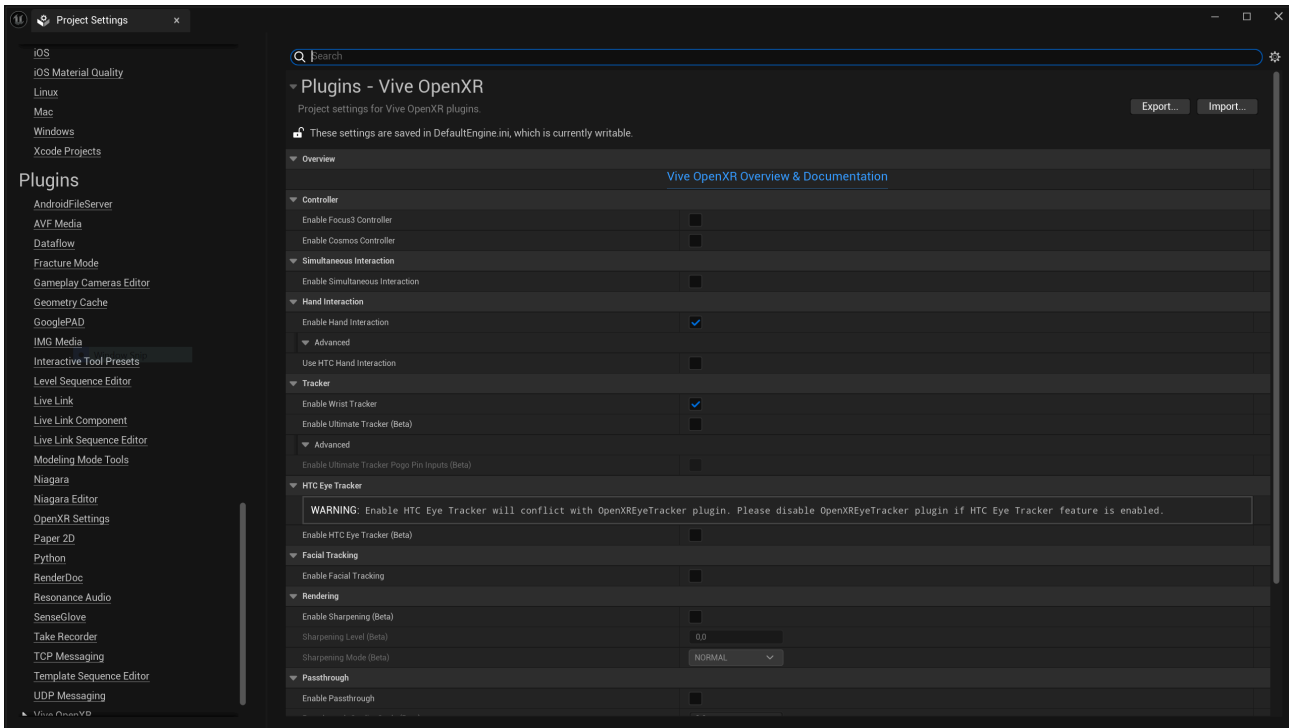
The following settings control the availability of wrist-tracking when the `ViveOpenXR` plugin is enabled:

- **Enable Wrist Tracker:** This option controls the `XR_HTC_vive_wrist_tracker_interaction` OpenXR extension. If enabled, in turn, it enables the use of HTC Wrist Tracker interaction profiles in OpenXR. Changing this setting will prompt you to restart the engine to apply the new settings.



- **Enable Ultimate Tracker (Beta):** This option controls the `XR_HTC_path_enumeration` and `XR_HTC_vive_xr_tracker_interaction` OpenXR extensions. If enabled, in turn, they enable the use of HTC Xr Tracker interaction profiles in OpenXR. Changing this setting will prompt you to restart the engine to apply the new settings.
- **Enable Ultimate Tracker Pogo Pin Inputs (Beta):** Enables or disables the input options for Unreal's Enhanced Input System. Changing this setting will prompt you to restart the engine to apply the new settings.

The following setup demonstrates a functional immersive 3D VR application with the minimum ViveOpenXR required features enabled to make it compatible with the SenseGlove Unreal Engine Plugin:



SenseGlove Wrist Tracking Settings

Once you have set up everything, it's time to adjust the [SenseGlove Wrist Tracking Settings](#) inside the project-wide plugin's settings. For detailed information, please visit [the Wrist Tracking Hardware and HMD auto-detection configuration section](#) as well.

Third-Party Tutorials: XR_EXT_hand_tracking Setup

Introduction to Virtual Reality, OpenXR Hand-Tracking, and Gesture Detection in Unreal Engine

A part of this comprehensive tutorial will guide you through setting up the OpenXR runtime and enabling developer runtime features:

Introduction to Virtual Reality, OpenXR Hand-Tracking, and ...



Unreal Engine OpenXR Hand-Tracking on Android with Meta XR (Quest 3S/3/Pro/2) and HTC VIVE OpenXR (Focus Vision/XR Elite/Focus 3) Plugins

A part of this comprehensive tutorial will guide you through setting up the Meta XR and VIVE OpenXR plugins for Android standalone-mode deployment:

Unreal Engine OpenXR Hand-Tracking on Android with Meta...



Setting Up the SenseGlove Default Classes

Setting up the default SenseGlove classes is recommended if you want to take full advantage of the quality-of-life features provided by the SenseGlove Unreal Engine Plugin. These features are designed to streamline the development process within the Unreal Engine environment. For instance, if you need a quick setup with a virtual hand mesh already integrated into a pawn, enabling you to get started with your project in just a few minutes, it is essential to configure the default classes and familiarize yourself with these classes.

If you wish to extend the functionality of these classes, you can do so by subclassing them. The default SenseGlove classes, which are prefixed with `SG`, include:

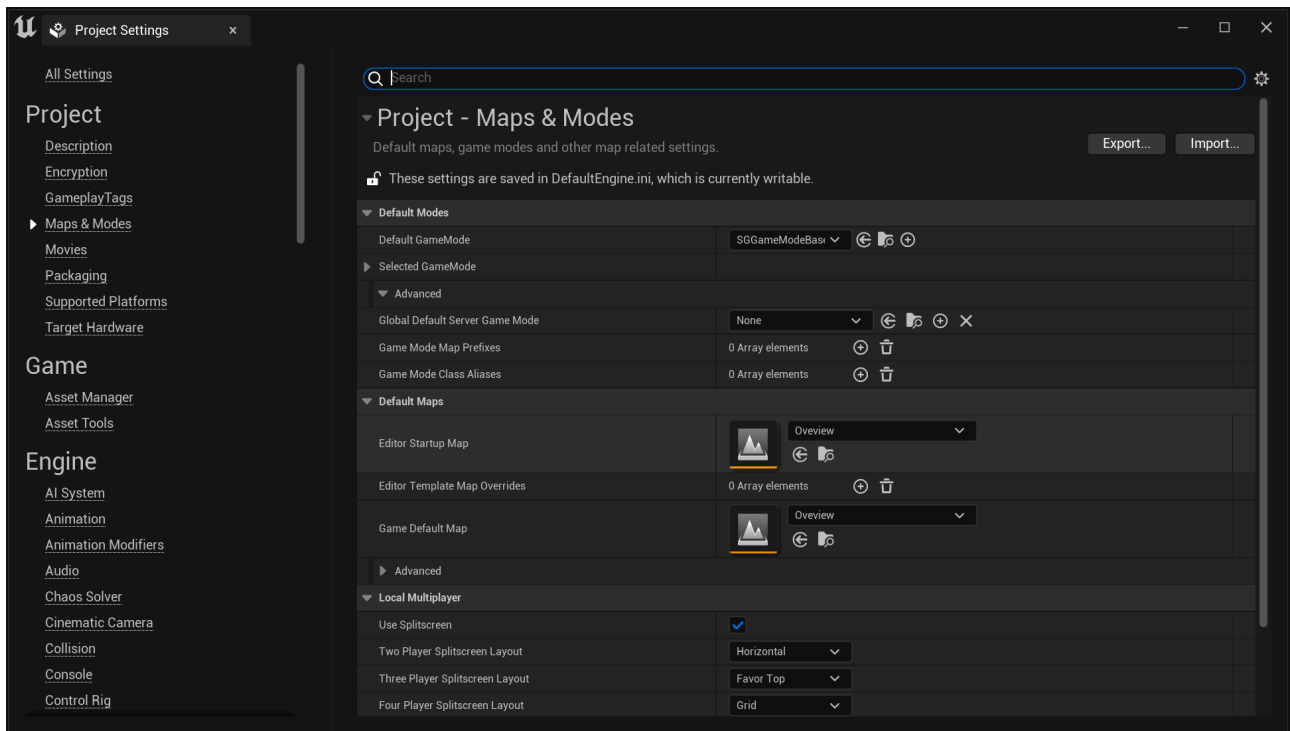
- [SGGameModeBase](#)
- [SGPawn](#)
- [SGPlayerController](#)
- [SGGameInstance](#)
- [SGGameUserSettings](#)

However, if you prefer a different approach or do not require the functionality provided by the default SenseGlove classes, you can opt to utilize individual components like `SGVirtualHandComponent`, `SGWristTrackerComponent`, etc., directly within your own actors. Alternatively, you can develop a completely custom system from scratch, leveraging the low-level SenseGlove [C++](#) or [Blueprint](#) APIs.

Additionally, you can [enforce setting the default SenseGlove classes during initialization](#) via [the plugin settings](#), if desired.

Setting Up SGGameModeBase

After [installing](#) and [enabling](#) the SenseGlove Unreal Engine Plugin, the easiest and most straightforward approach to get started is to just set the default GameMode to `SGGameModeBase` from `Edit > Project Settings... > Maps & Modes > Default Mode > Default GameMode`. By doing this, the `Default Pawn Class` is automatically set to `SGPawn`, and the `Player Controller Class` is set to `SGPlayerController`. This setup ensures that a SenseGlove pawn will automatically spawn when you hit the play button in the editor.



Tip

For greater control and customization, consider [extending the SGGameModeBase](#).

Note

Currently, setting `SGGameModeBase` or a subclass of it as the `Default GameMode` is not a strict requirement. Its primary function is to ensure that a default `SGPawn` and `SGPlayerController` are set. However, this might change in the future, and it could become a mandatory setting.

Important

While setting `SGGameModeBase` as the `Default GameMode` will automatically spawn the default `SGPawn` at `BeginPlay` and initiate communication with the SenseGlove devices, it will not display any virtual hands in your simulation by default. You might still need to configure the [Virtual Hand Meshes](#) and the [Wrist Tracking Hardware](#) separately.

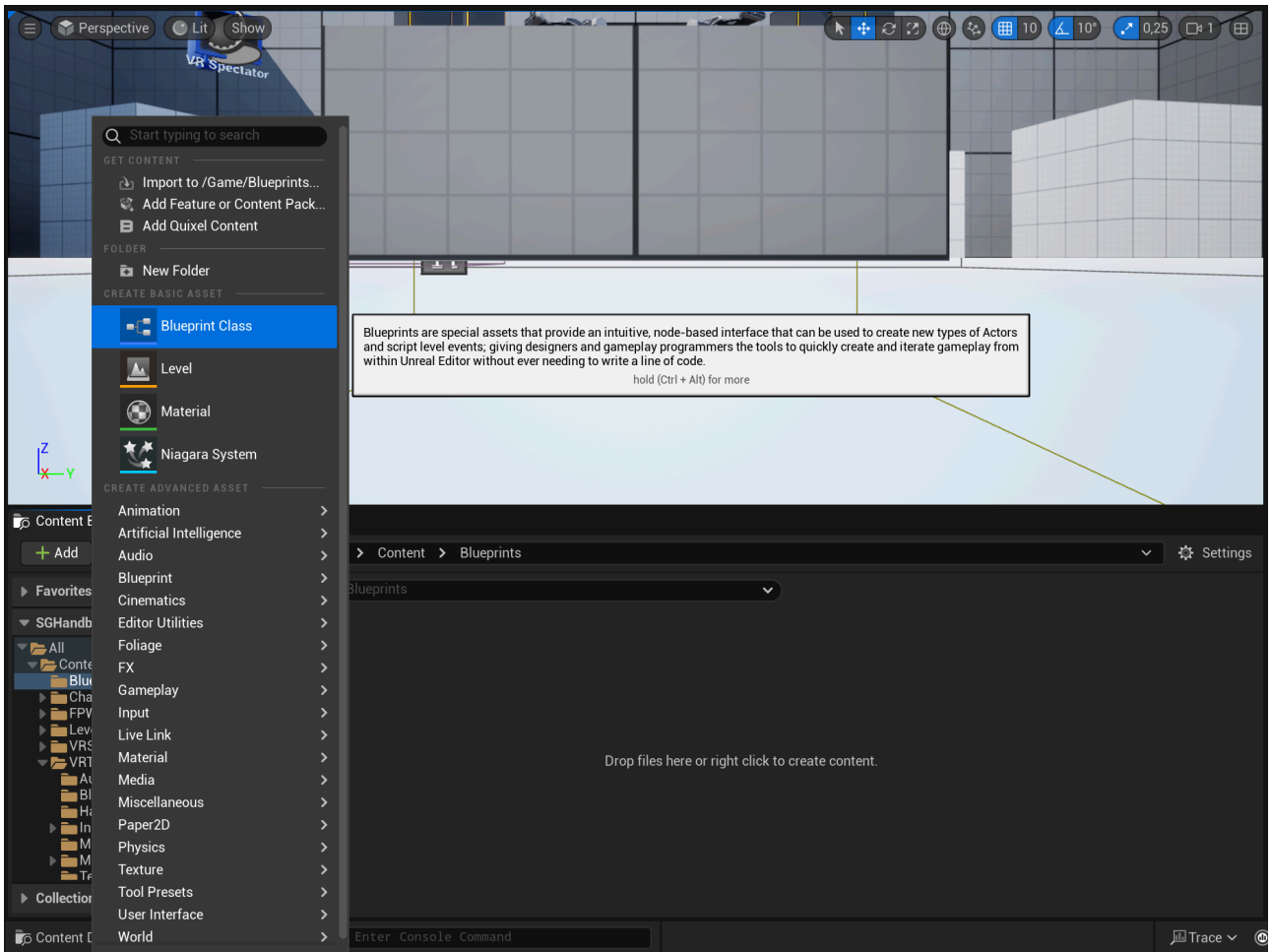
Important

Before starting the simulation in the editor, make sure that [SenseCom](#) is running and [XR_EXT_hand_tracking](#) is enabled. Without these, your simulation will not receive hand pose data from the SenseGlove devices.

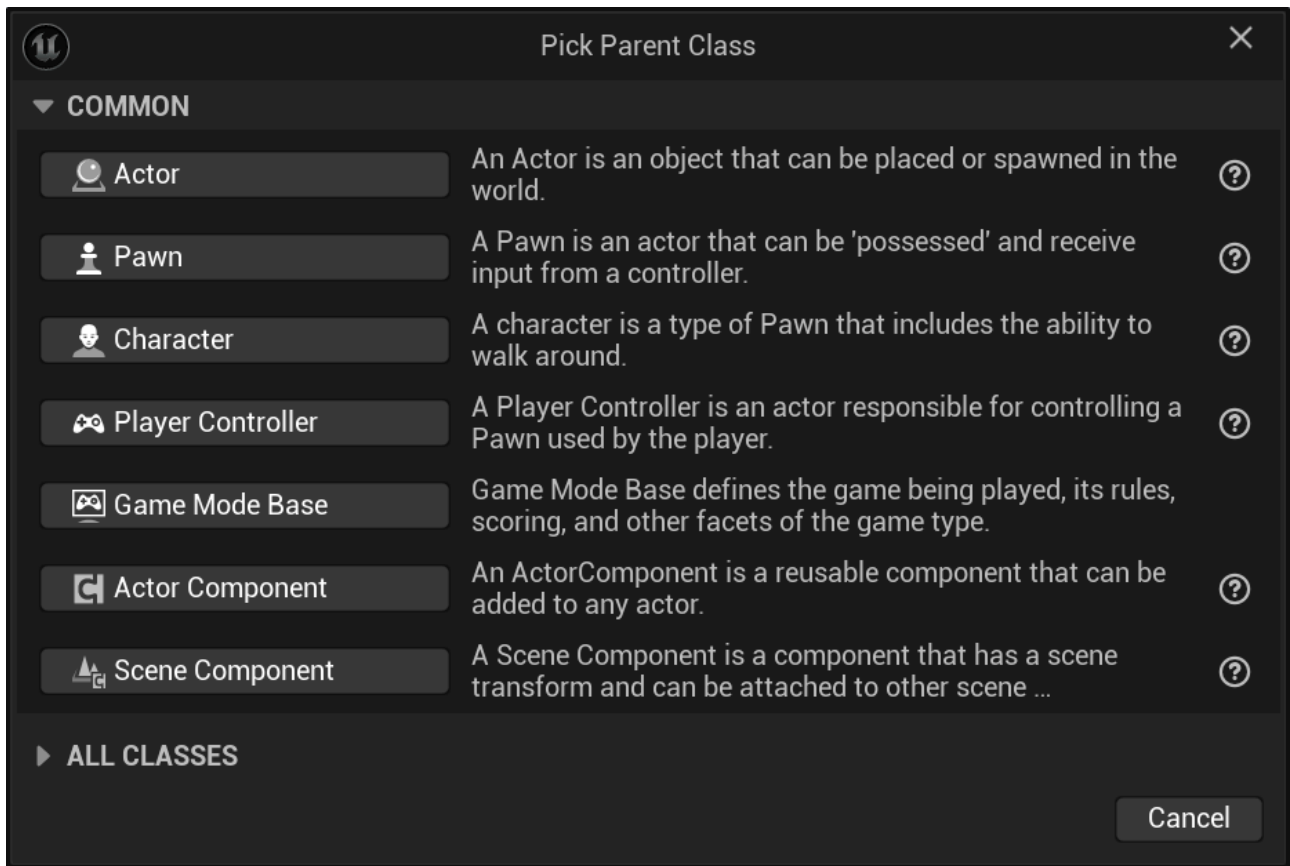
Extending SGGameModeBase

Follow these steps to extend and set up your own version of `SGGameModeBase` :

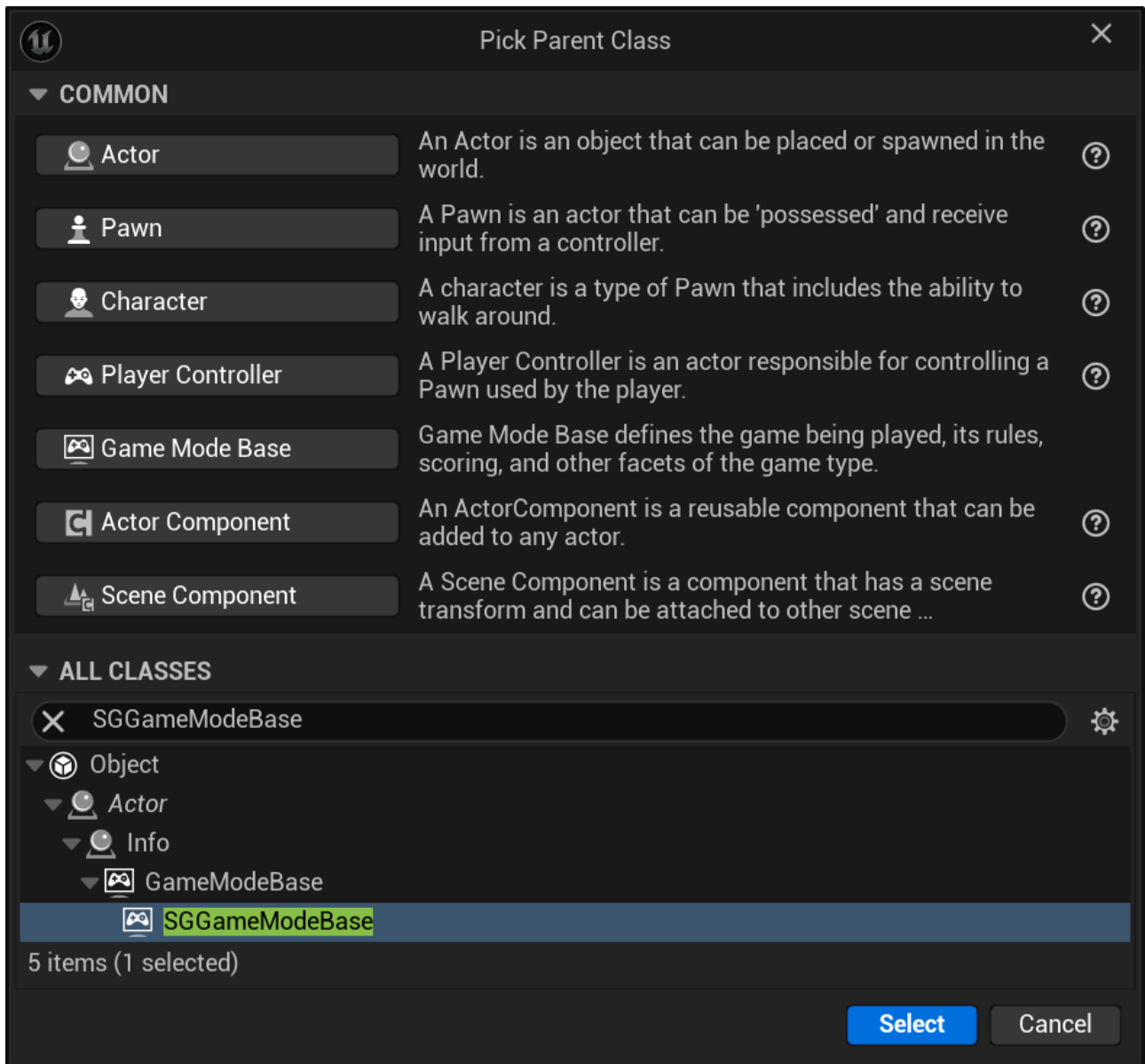
1. In the Content Browser, click the `+ Add` button, then select `Blueprint Class` from the menu . Alternatively, right-click inside the Content Browser and choose `Blueprint Class` from the context menu.



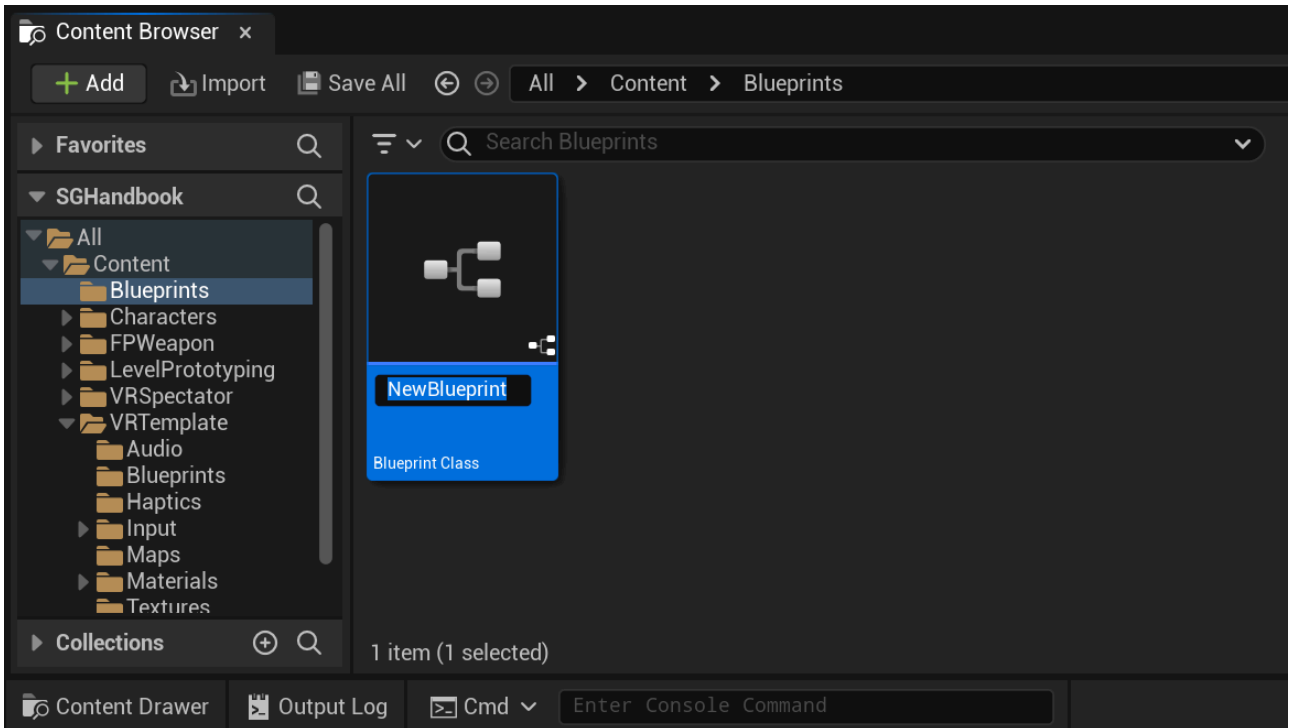
2. A dialog will appear asking you to choose a parent class. Click on the ALL CLASSES section to expand the list of available classes.



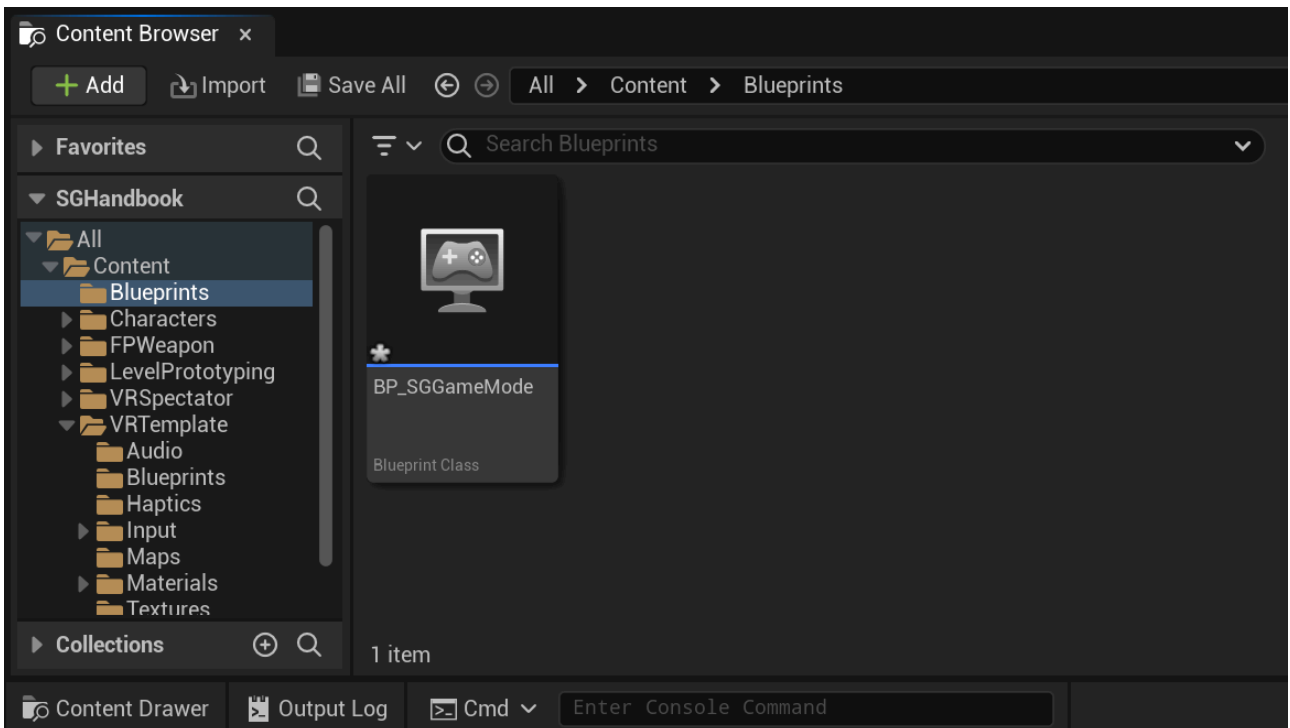
3. In the expanded `ALL CLASSES` section, start typing `SGGameModeBase` in the Search box. When `SGGameModeBase` appears, select it and click the `Select` button to create your new Blueprint class based on it.



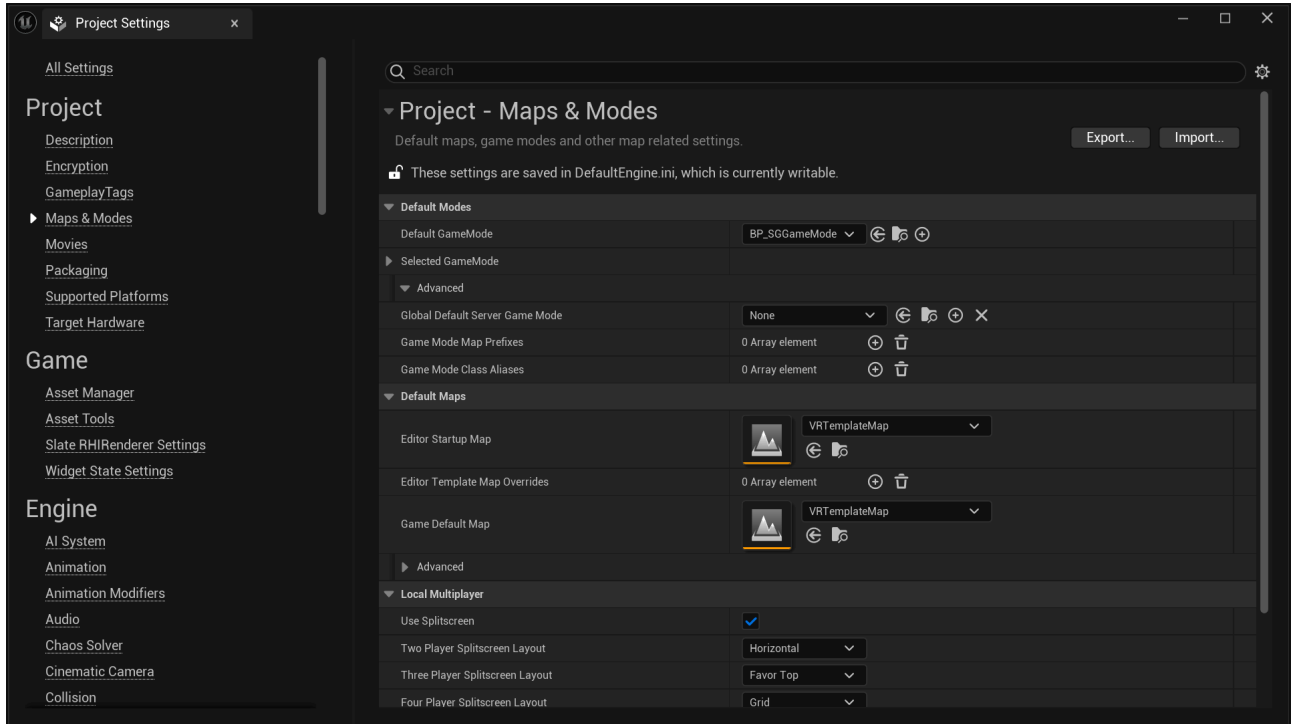
- After returning to the Content Browser, the Unreal Editor will prompt you to rename `NewBlueprint` to your desired class name. You can rename the class at any time by pressing `F2` or by right-clicking on it and selecting `Rename` from the context menu.



5. Once you have renamed the `NewBlueprint` class to your desired name, click on `Save All` to save the new class to disk.

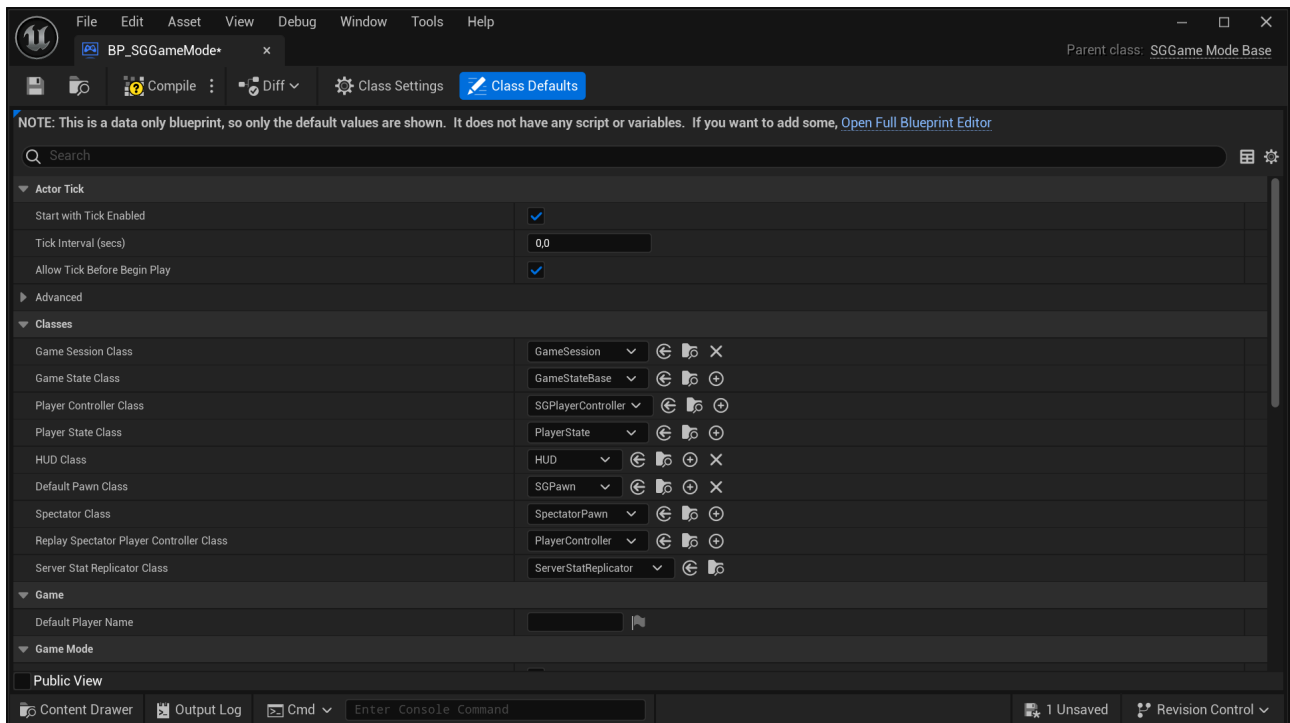


6. Finally, set your newly created subclass of `SGGameModeBase` as the Default `GameMode`. You can do this by navigating to `Project Settings > Project > Maps & Modes > Default Modes > Default GameMode`.



Setting Up SGPawn

Depening on the Unreal Engine version and your project's type and configuration, you might be able to set SGPawn as the Default Pawn Class by navigating to Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Default Pawn class . However, regardless of the engine version or project type and configuration, you can always configure this by opening your [Default GameMode](#) and setting the Default Pawn class directly from there. Once set, click on the [Compile](#) button and save your game mode Blueprint asset.



Tip

For greater control and customization, consider [extending the SGPawn](#).

Caution

Setting SGPawn or a subclass of it as the Default Pawn Class without setting [SGPlayerController](#) or a subclass of it as the default [Player Controller Class](#)

will cause the `SGPawn` to not function properly. So, it's a strict requirement.

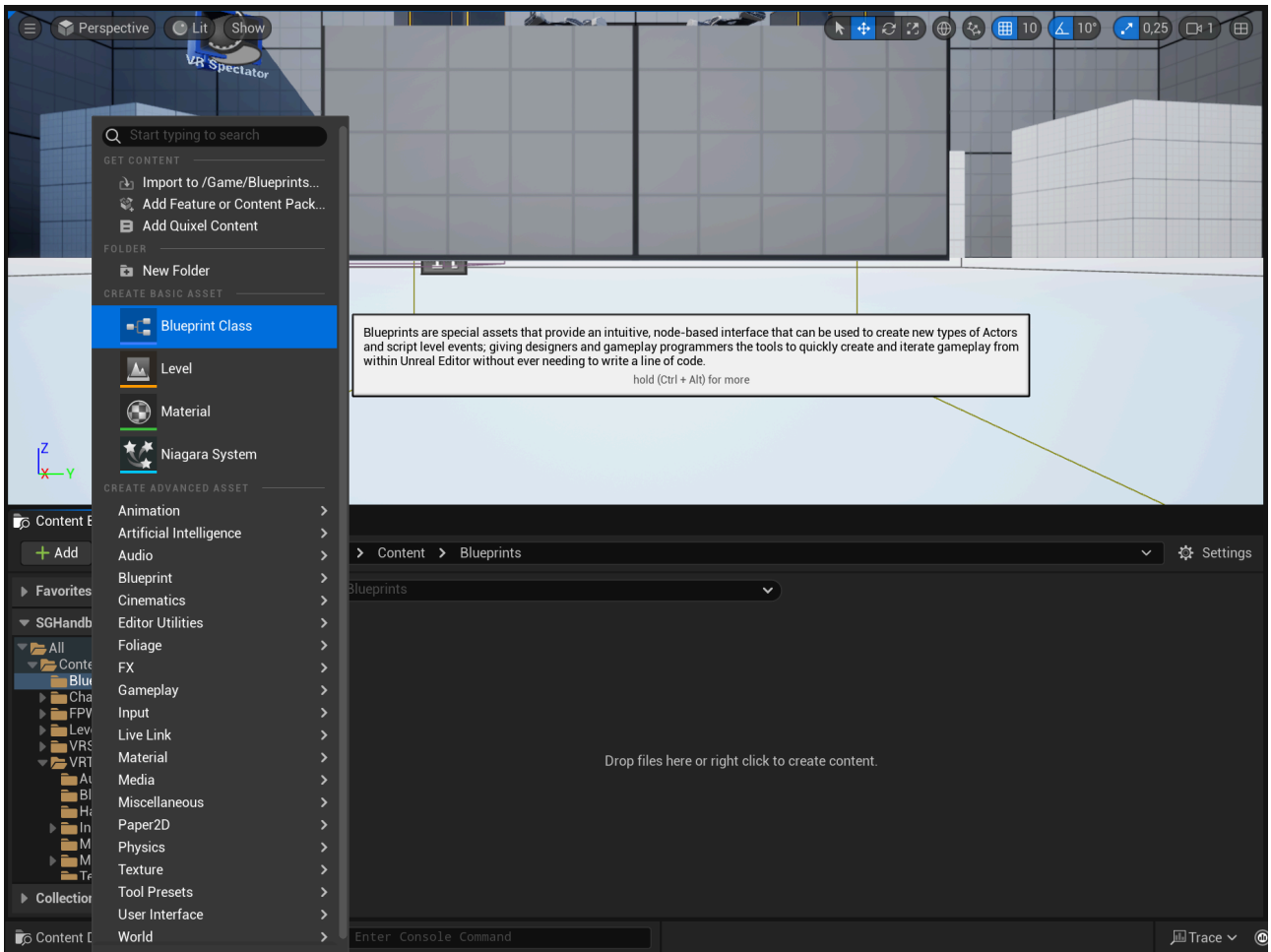
Important

To have a fully functional `SGPawn`, simply setting it up is not enough. You still need to [setup the Virtual Hand Meshes](#) and [setup the Wrist Tracking Hardware](#).

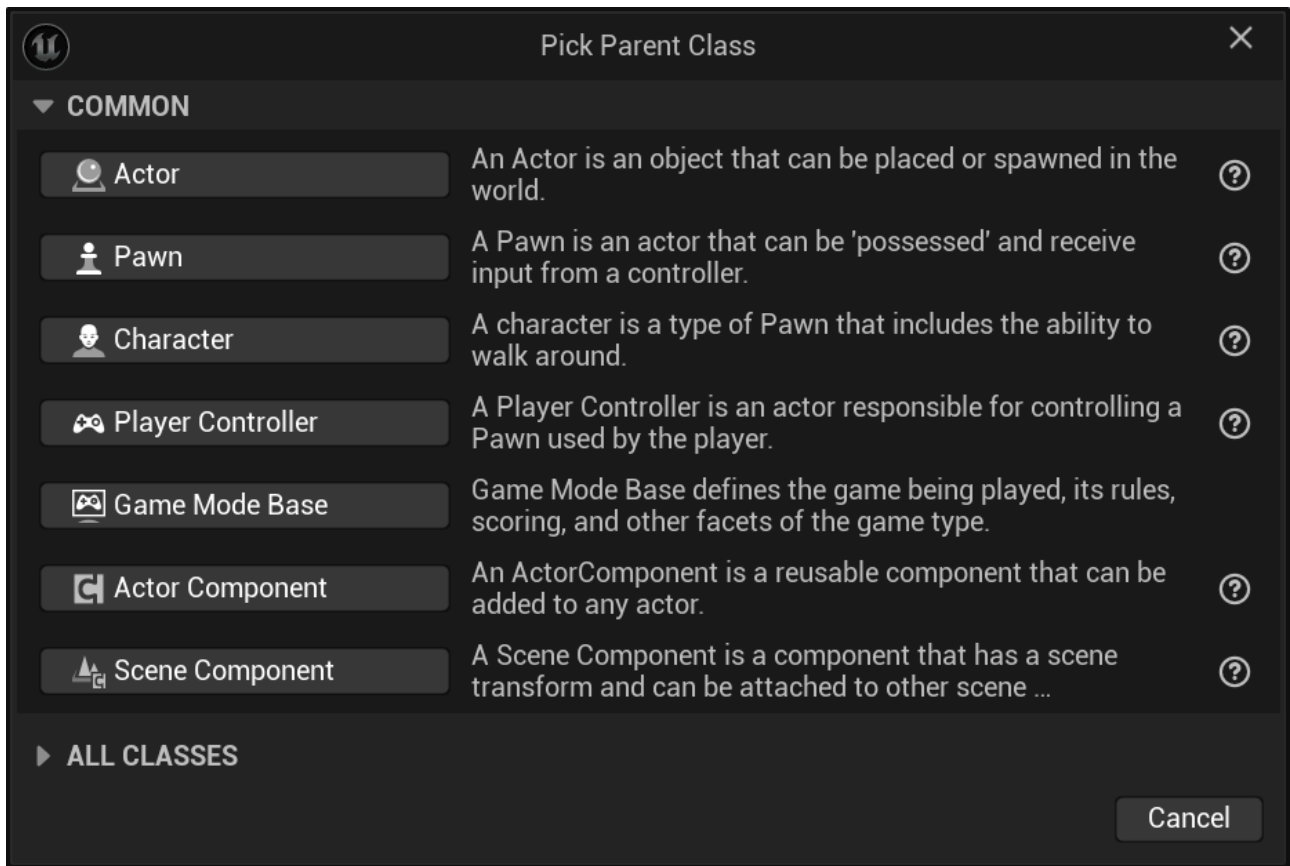
Extending SGPawn

Follow these steps to extend and set up your own version of `SGPawn` :

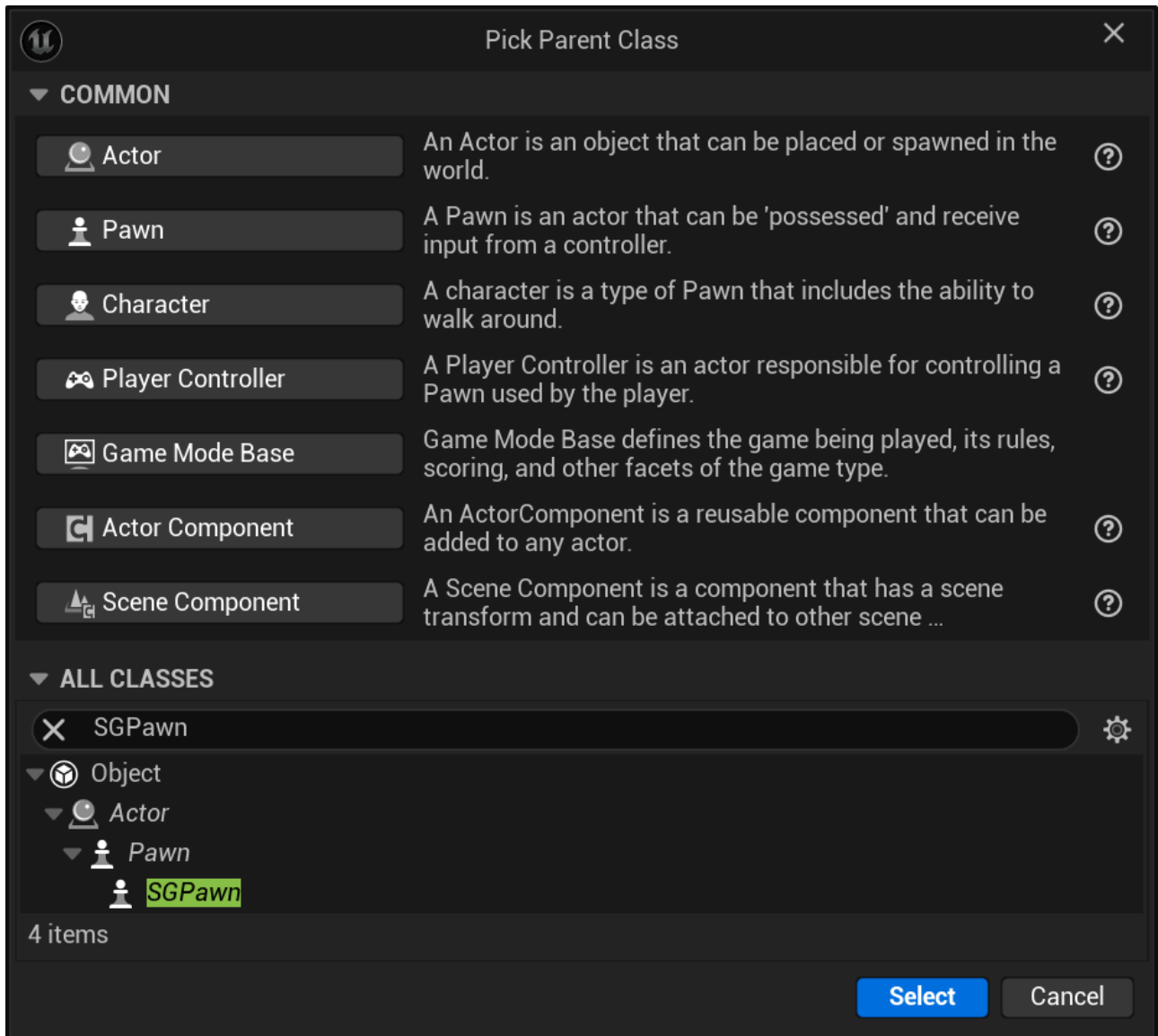
1. In the Content Browser, click the `+ Add` button, then select `Blueprint Class` from the menu. Alternatively, right-click inside the Content Browser and choose `Blueprint Class` from the context menu.



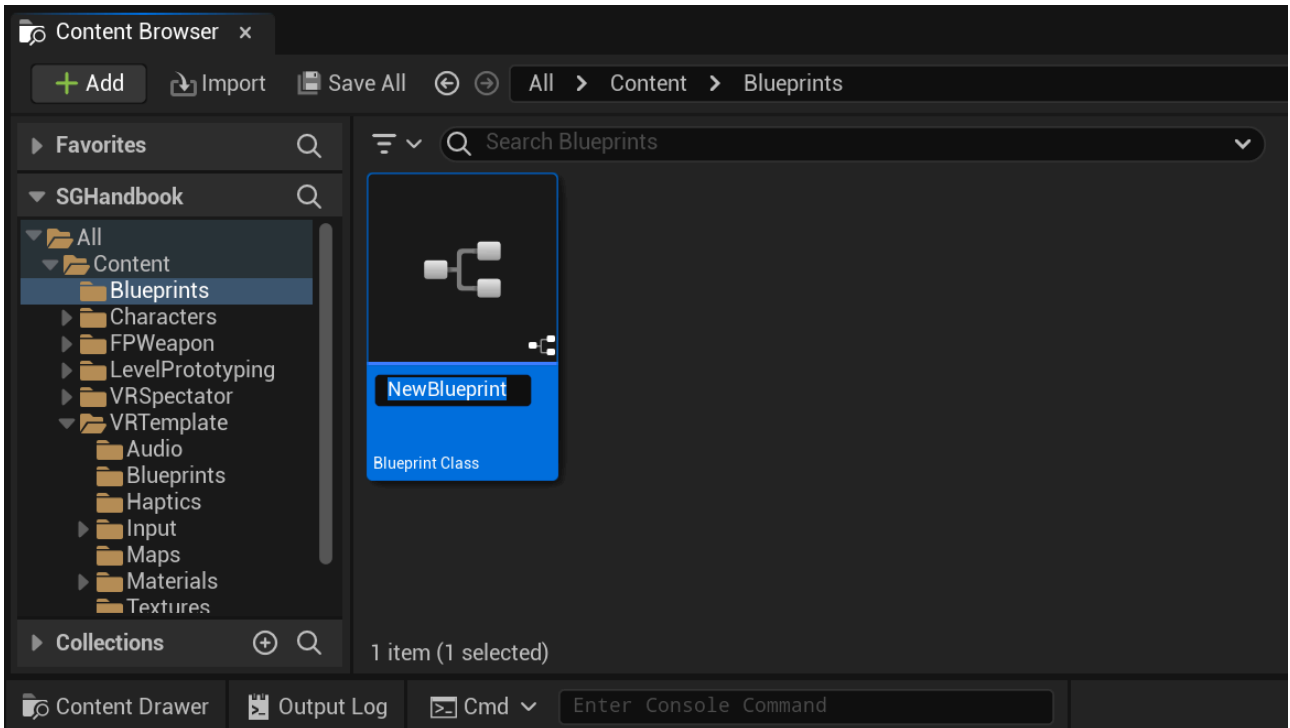
2. A dialog will appear asking you to choose a parent class. Click on the ALL CLASSES section to expand the list of available classes.



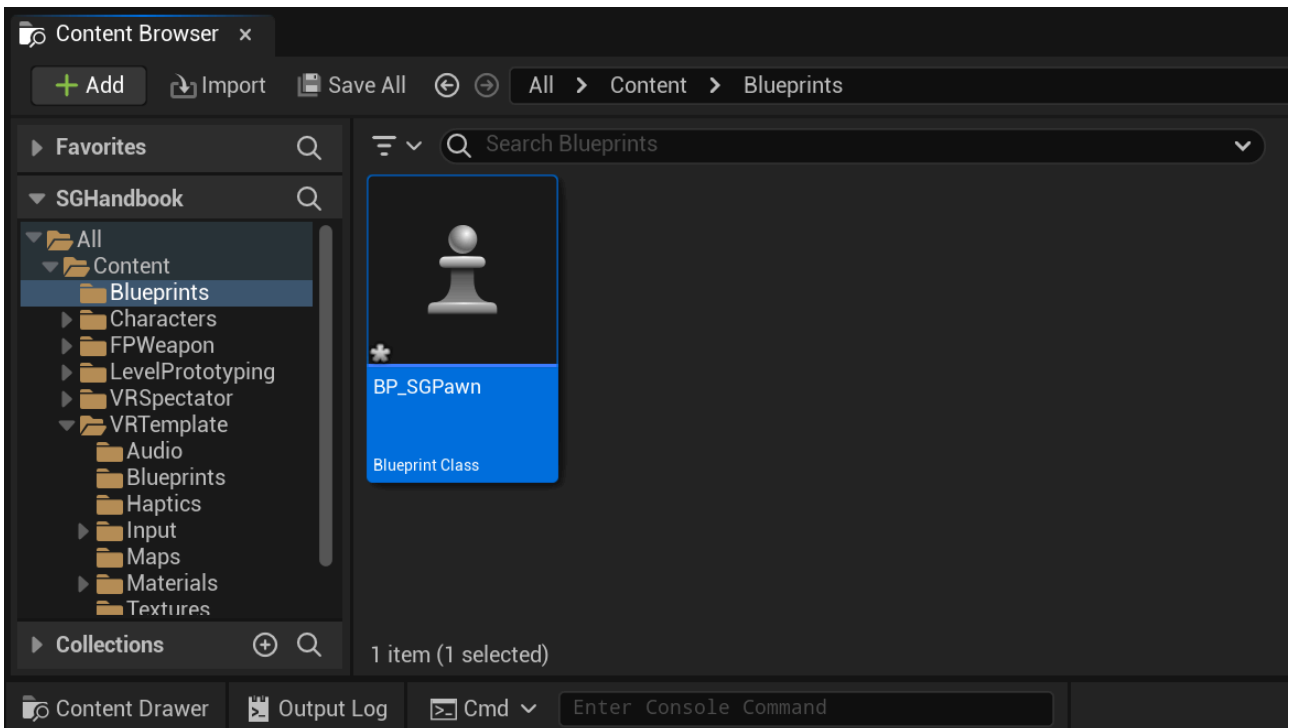
3. In the expanded `ALL CLASSES` section, start typing `SGPawn` in the Search box. When `SGPawn` appears, select it and click the `Select` button to create your new Blueprint class based on it.



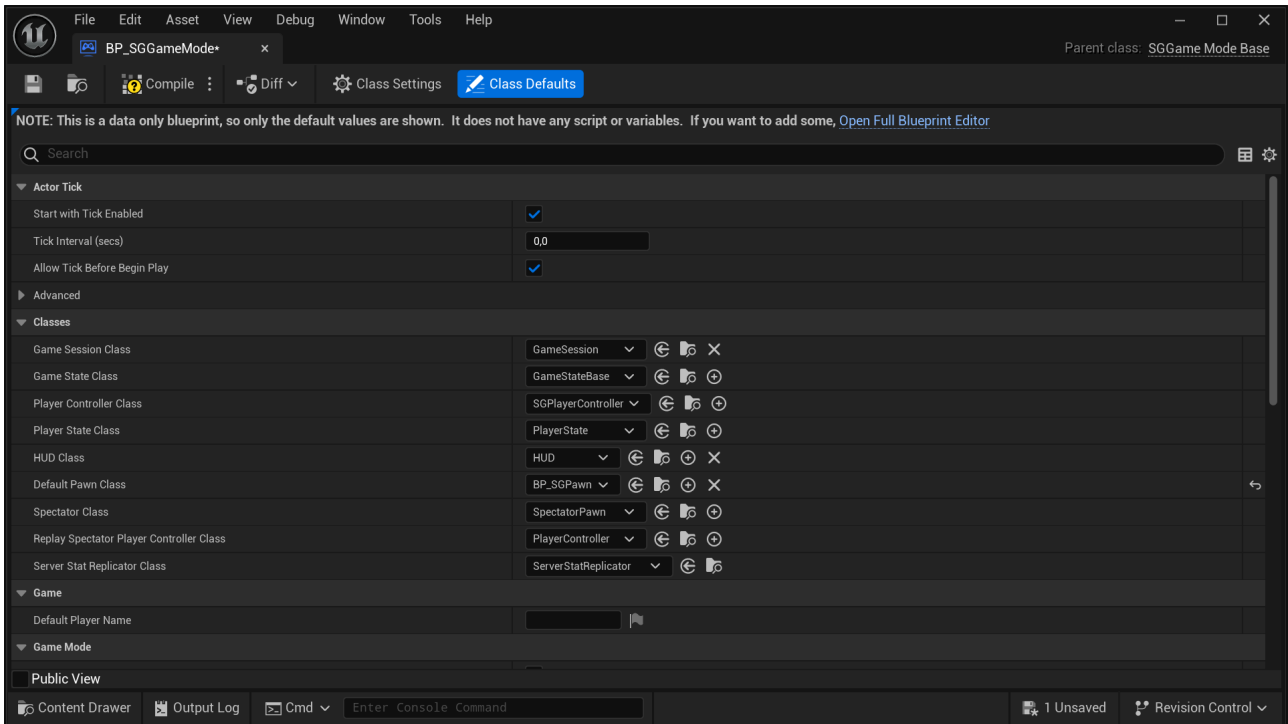
- After returning to the Content Browser, the Unreal Editor will prompt you to rename `NewBlueprint` to your desired class name. You can rename the class at any time by pressing `F2` or by right-clicking on it and selecting `Rename` from the context menu.



5. Once you have renamed the `NewBlueprint` class to your desired name, click on `Save All` to save the new class to disk.



6. Finally, set your newly created subclass of `SGPawn` as the `Default Pawn Class`. Depending on the Unreal Engine version and your project's type and configuration, you might be able to do this by navigating to `Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Default Pawn Class`. However, regardless of the engine version or project type and configuration, you can always configure this by opening your [Default GameMode](#) and setting the `Default Pawn Class` directly from there. Once set, click on the `Compile` button and save your game mode Blueprint asset.



Important

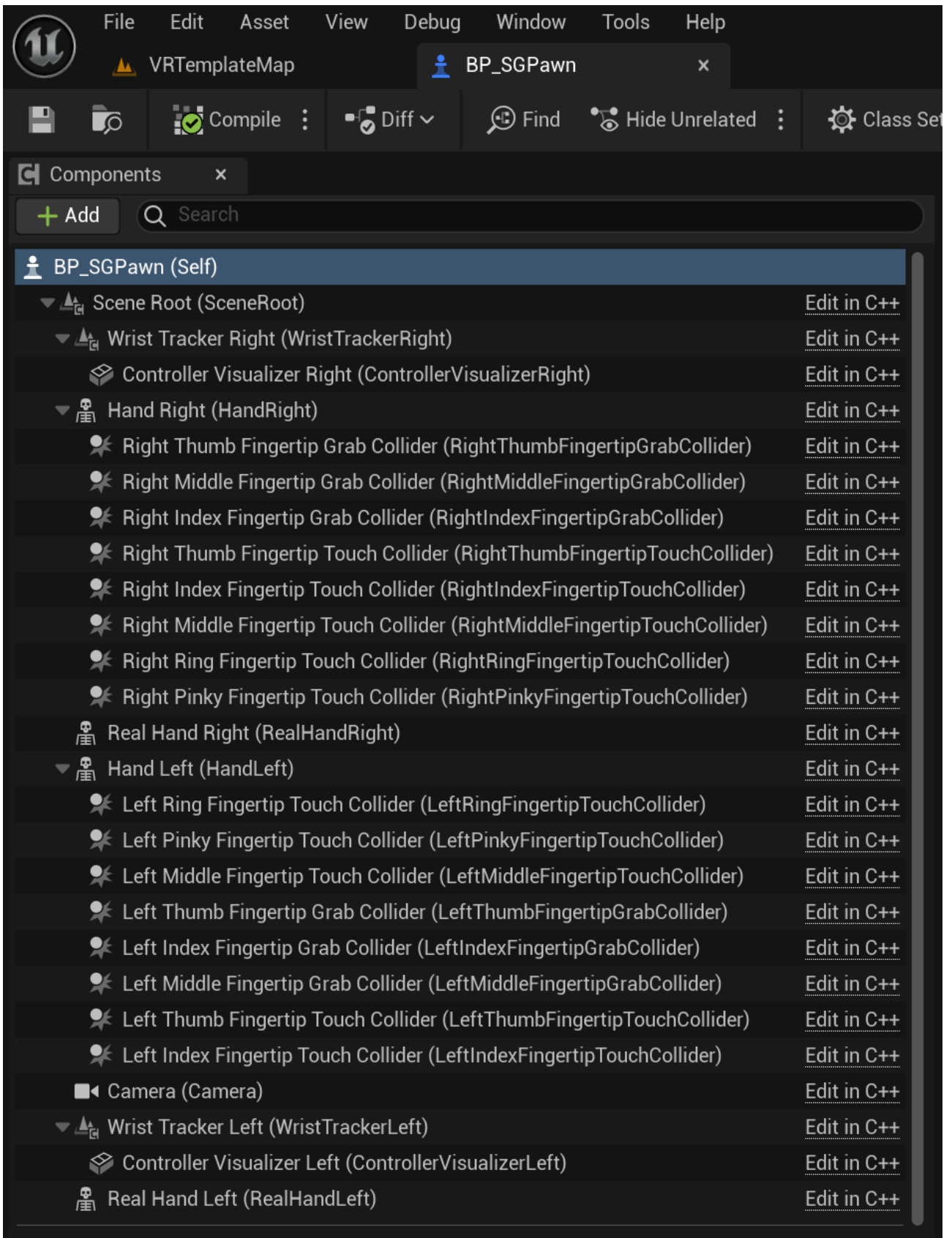
To have a fully functional `SGPawn`, simply setting it up is not enough. You still need to [setup the Virtual Hand Meshes](#) and [setup the Wrist Tracking Hardware](#).

Customizing SGPawn

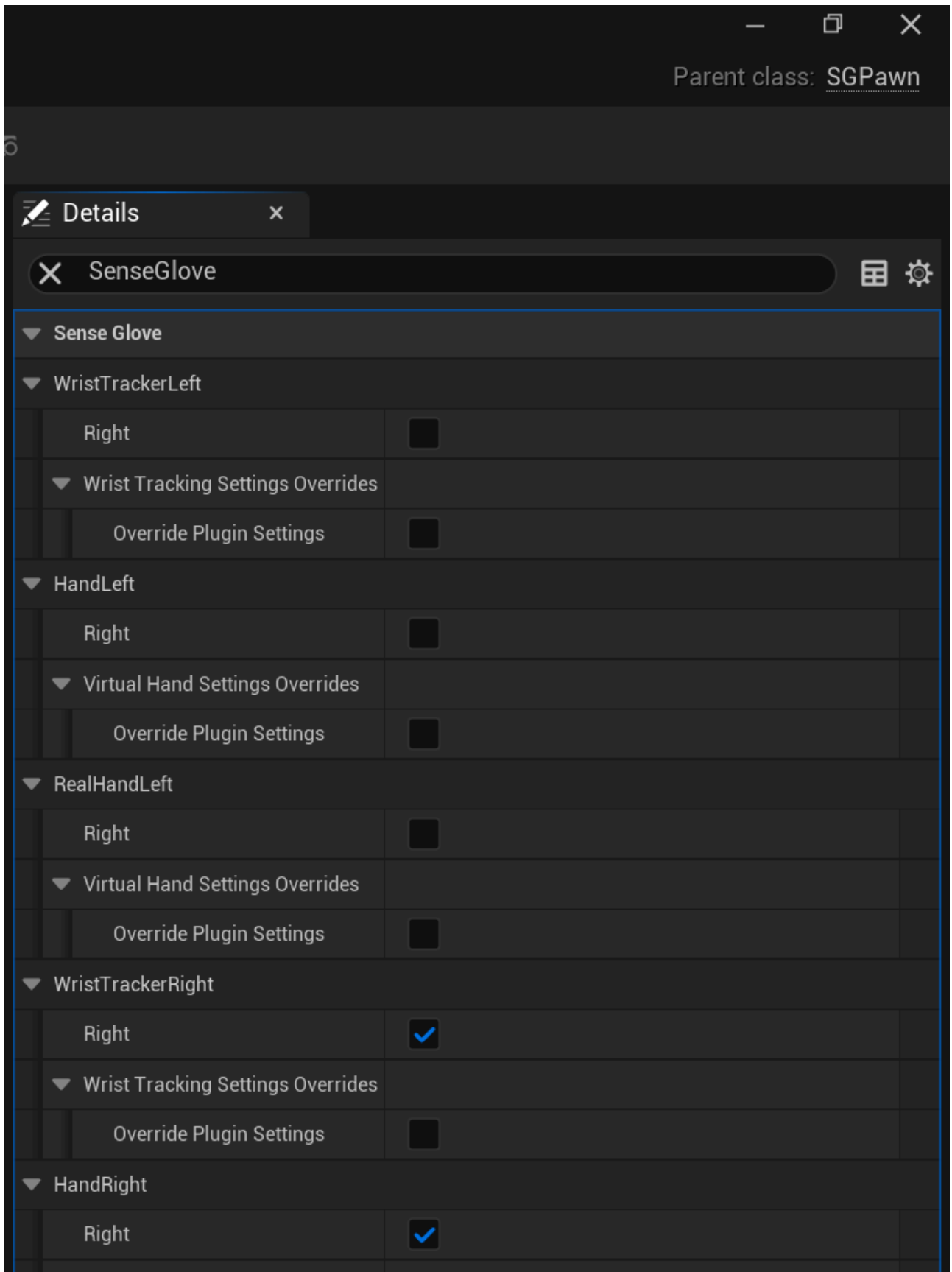
Customizing the `SGPawn` after subclassing is straightforward and flexible.

The `SGPawn` class includes several key subcomponents:

- `Wrist Tracker Left` and `Wrist Tracker Right` of type `SGWristTrackerComponent`.
- `HandLeft` and `HandRight` of type `SGVirtualHandComponent` and represent the virtual hand models visible to the user in the simulation.
- `RealHandLeft` and `RealHandRight` of type `SGVirtualHandComponent`. By default, these are hidden and represent the real hands within the simulation. These components are useful if you need to separate the rendering of the virtual hands from the real hands. For instance, the virtual hands typically have collisions and cannot pass through objects, while the real hands are not constrained in this way.



Also, it's possible to filter the properties for these SenseGlove components inside the `Details` panel inside the `SGPawn` Blueprint Editor by typing the word `SenseGlove` inside `Search` box of the `Details` panel.

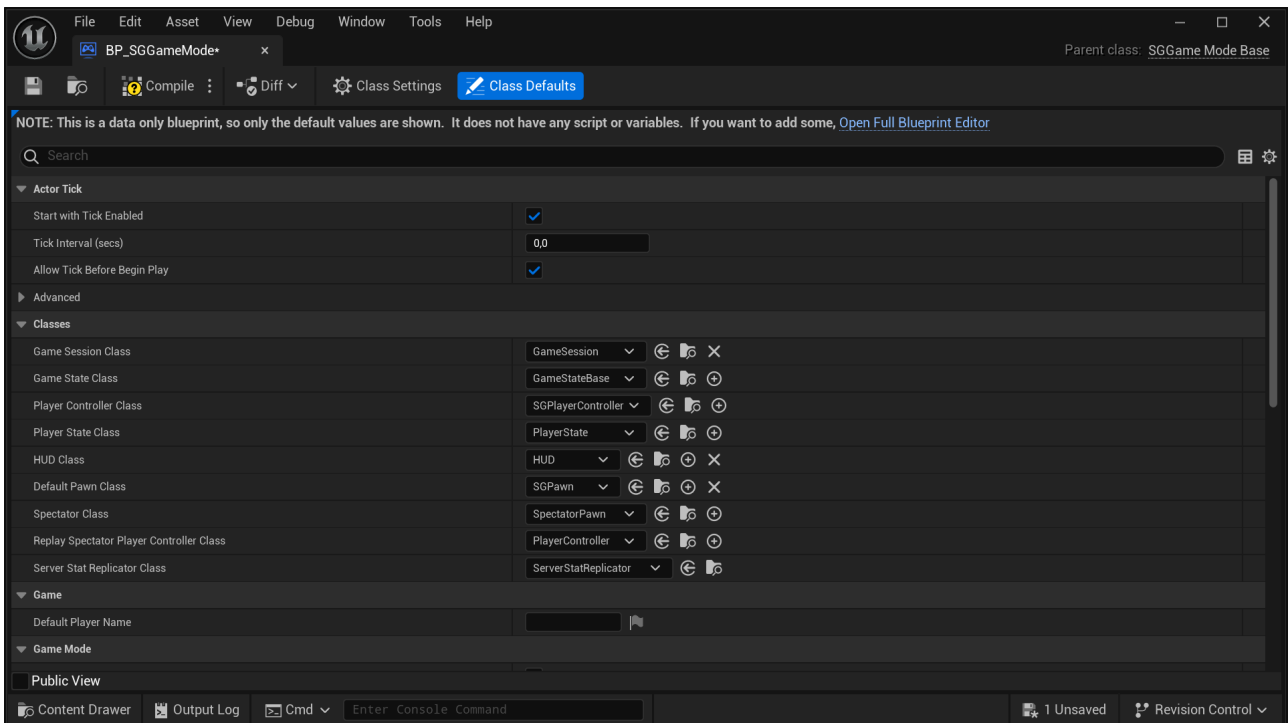


| | | |
|-----------------------------------|-------------------------------------|--|
| ▼ Virtual Hand Settings Overrides | | |
| Override Plugin Settings | <input type="checkbox"/> | |
| ▼ RealHandRight | | |
| Right | <input checked="" type="checkbox"/> | |
| ▼ Virtual Hand Settings Overrides | | |
| Override Plugin Settings | <input type="checkbox"/> | |

Please visit [how to setup the Virtual Hand Meshes](#), [The Virtual Hand Mesh Settings](#), and [how to setup the Wrist Tracking Hardware](#) sections for more information.

Setting Up SGPlayerController

Depening on the Unreal Engine version and your project's type and configuration, you might be able to set `SGPlayerController` as the default `Player Controller Class` by navigating to `Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Player Controller Class`. However, regardless of the engine version or project type and configuration, you can always configure this by opening your `Default GameMode` and setting the default `Player Controller Class` directly from there. Once set, click on the `compile` button and save your game mode Blueprint asset.



Tip

For greater control and customization, consider [extending the SGPlayerController](#).

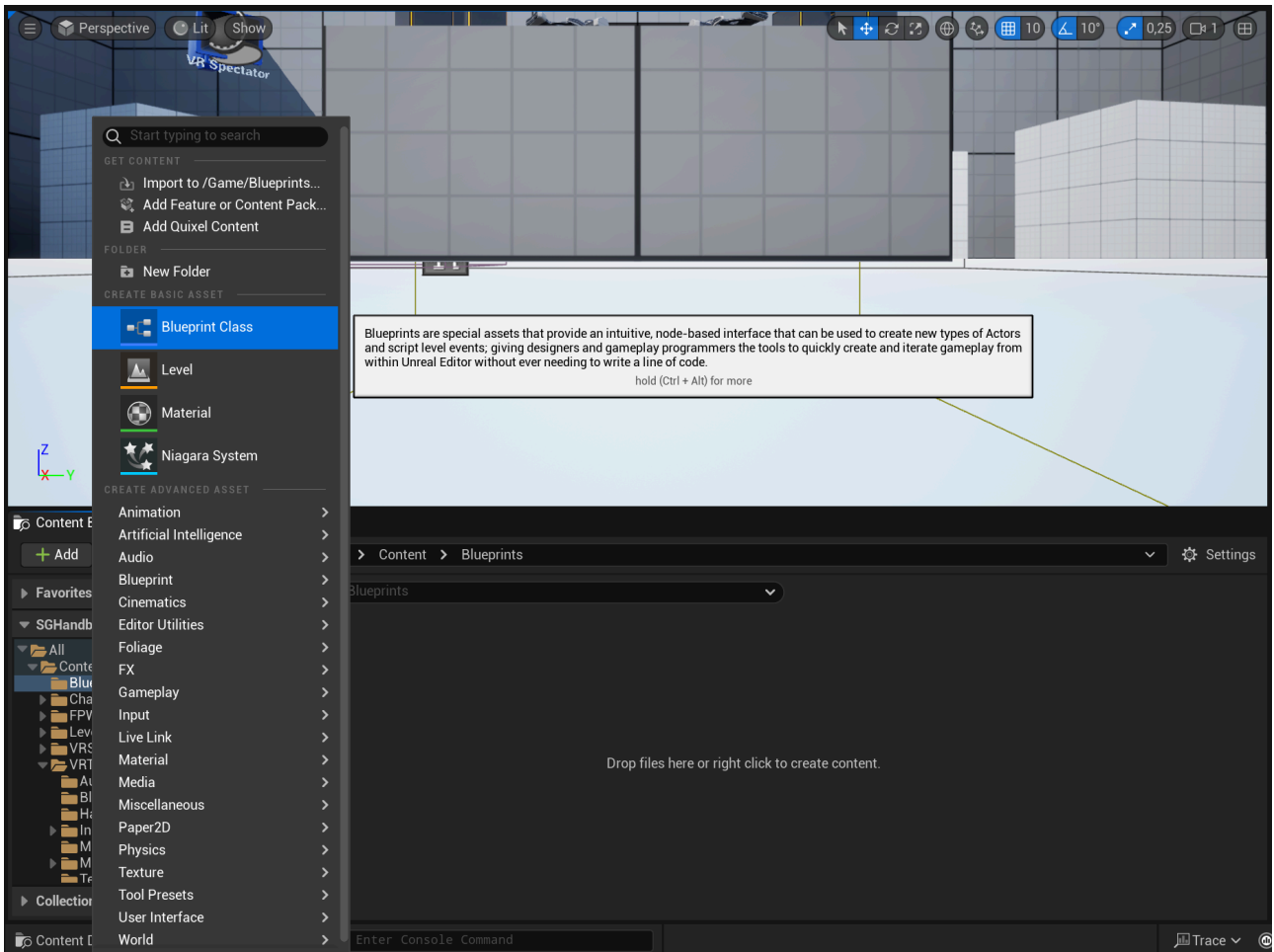
Caution

Setting `SGPlayerController` or a subclass of it as the default `Player Controller` class without setting `SGPawn` or a subclass of it as the `Default Pawn Class` will cause your simulation or editor to crash. So, it's a strict requirement.

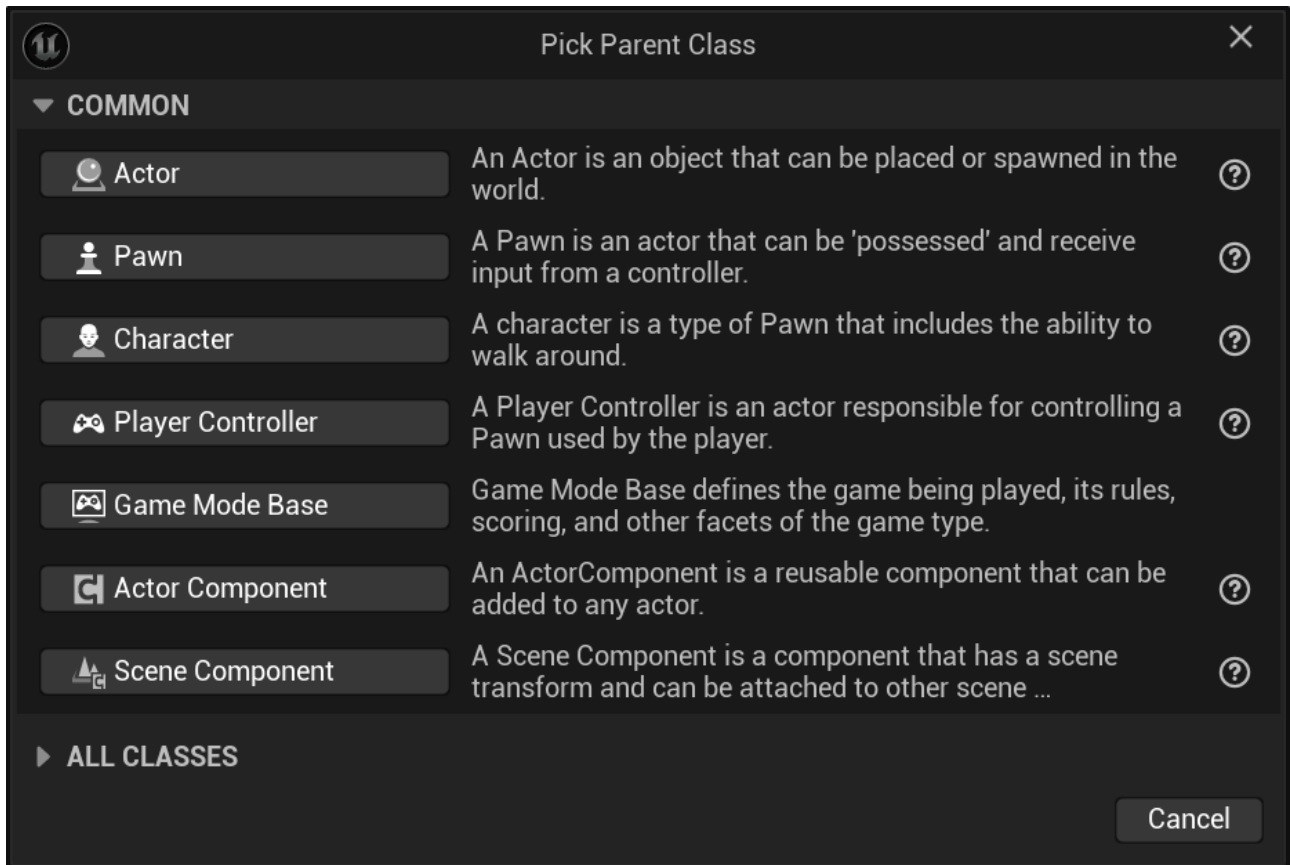
Extending SGPlayerController

Follow these steps to extend and set up your own version of `SGPlayerController` :

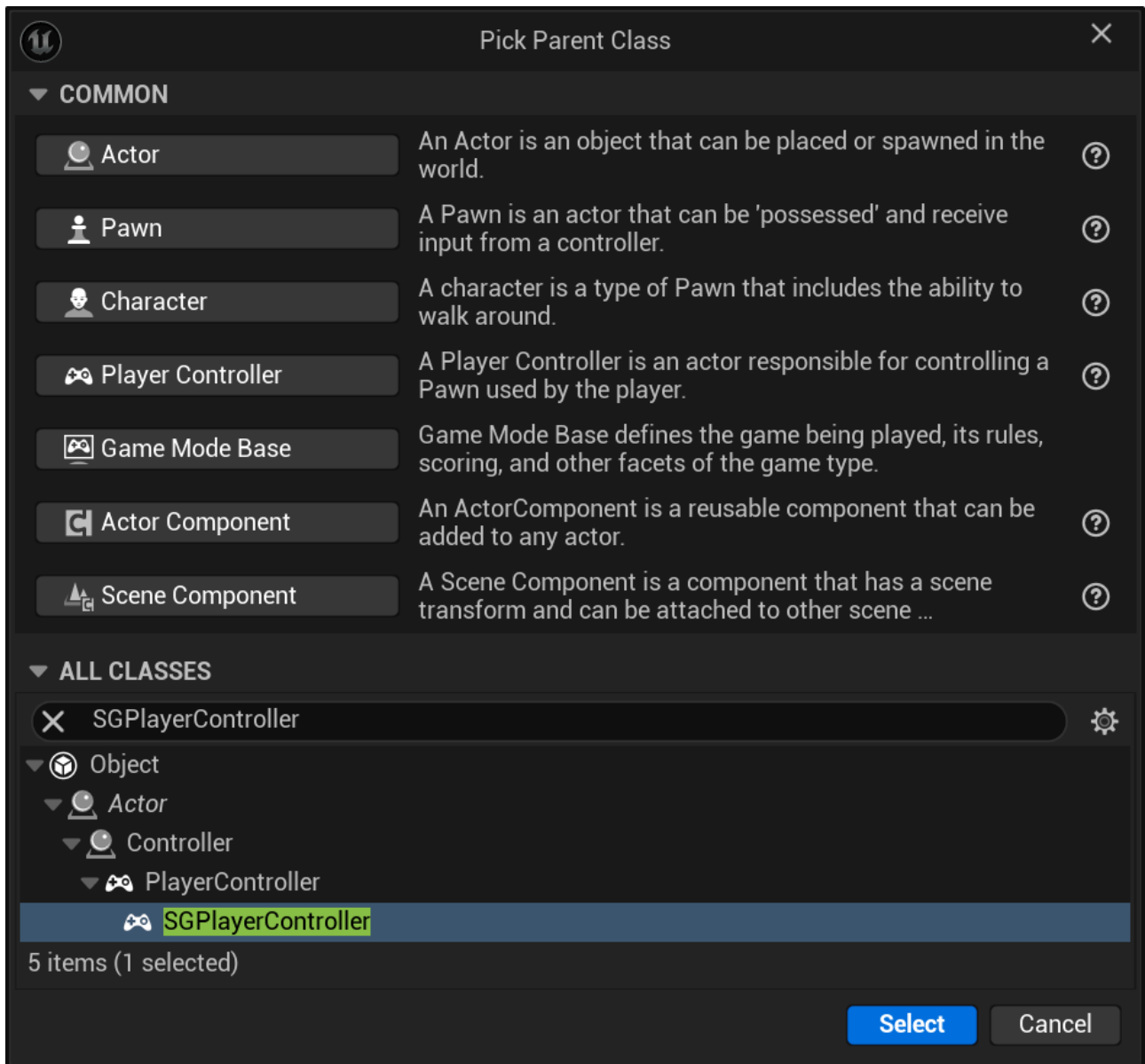
1. In the Content Browser, click the **+ Add** button, then select `Blueprint Class` from the menu. Alternatively, right-click inside the Content Browser and choose `Blueprint Class` from the context menu.



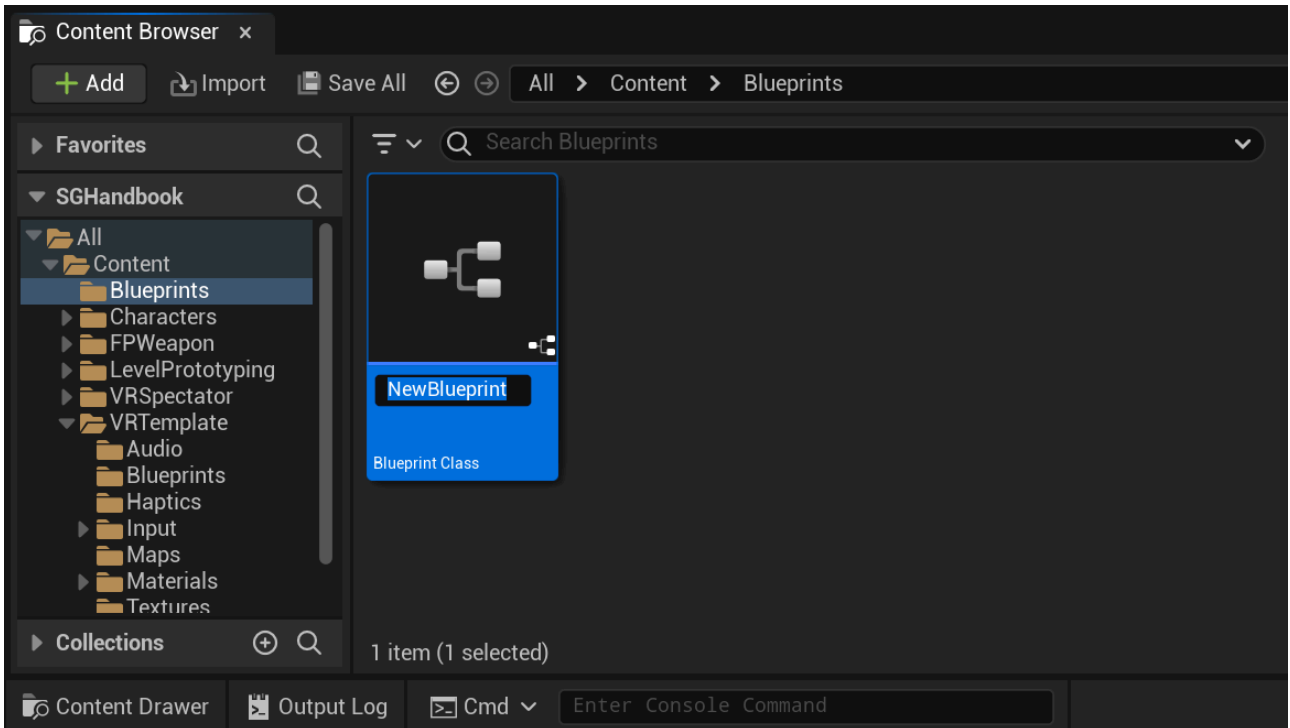
2. A dialog will appear asking you to choose a parent class. Click on the **ALL CLASSES** section to expand the list of available classes.



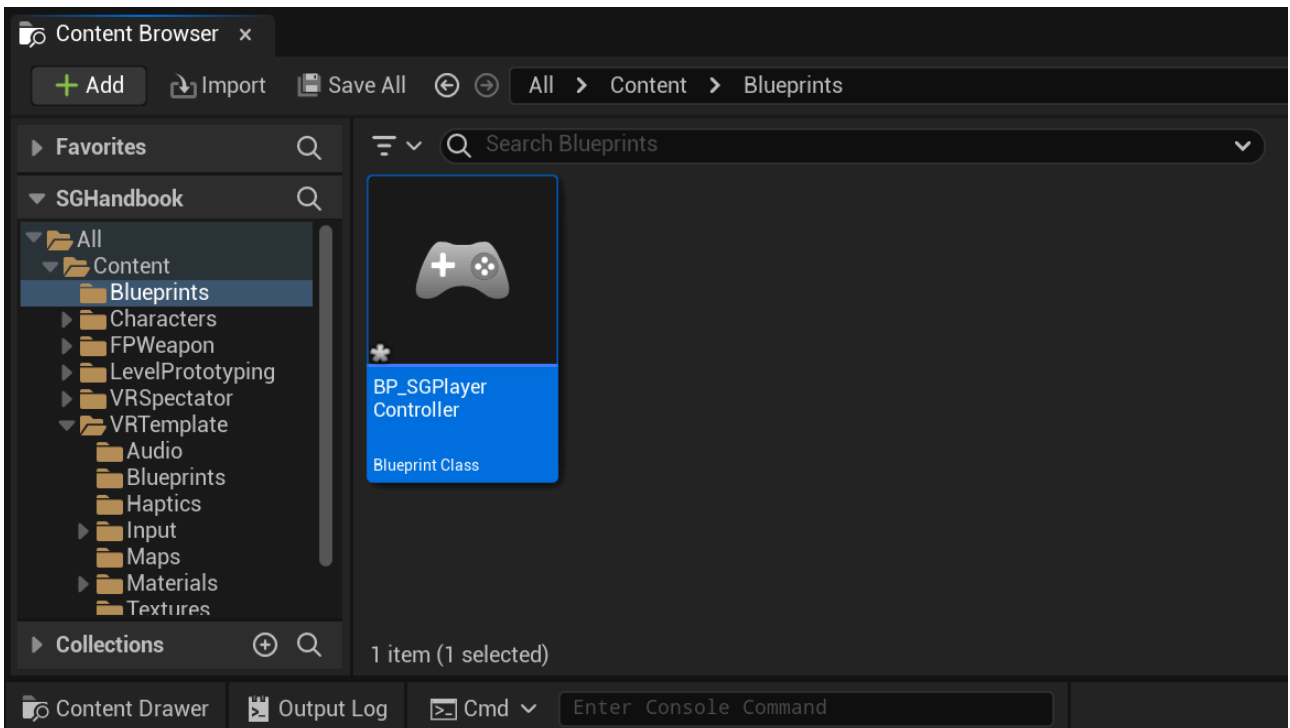
3. In the expanded **ALL CLASSES** section, start typing `SGPlayerController` in the Search box. When `SGPlayerController` appears, select it and click the **Select** button to create your new Blueprint class based on it.



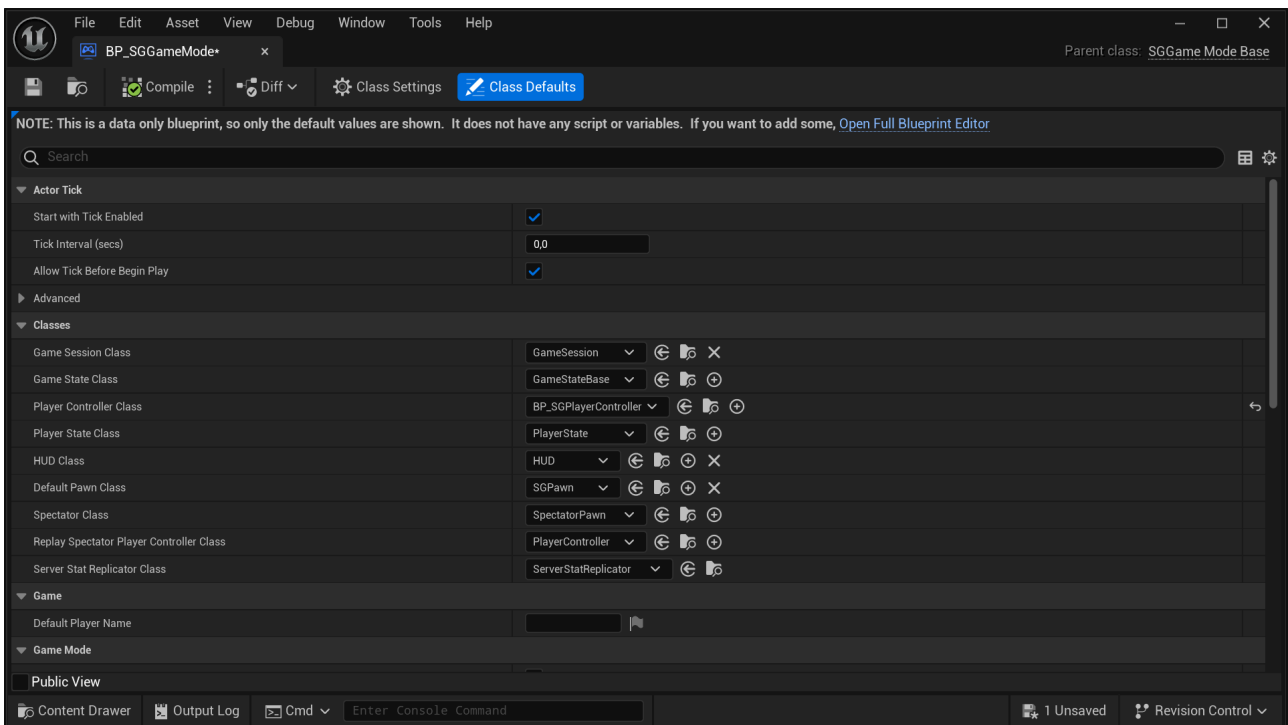
- After returning to the Content Browser, the Unreal Editor will prompt you to rename `NewBlueprint` to your desired class name. You can rename the class at any time by pressing `F2` or by right-clicking on it and selecting `Rename` from the context menu.



5. Once you have renamed the `NewBlueprint` class to your desired name, click on `Save All` to save the new class to disk.

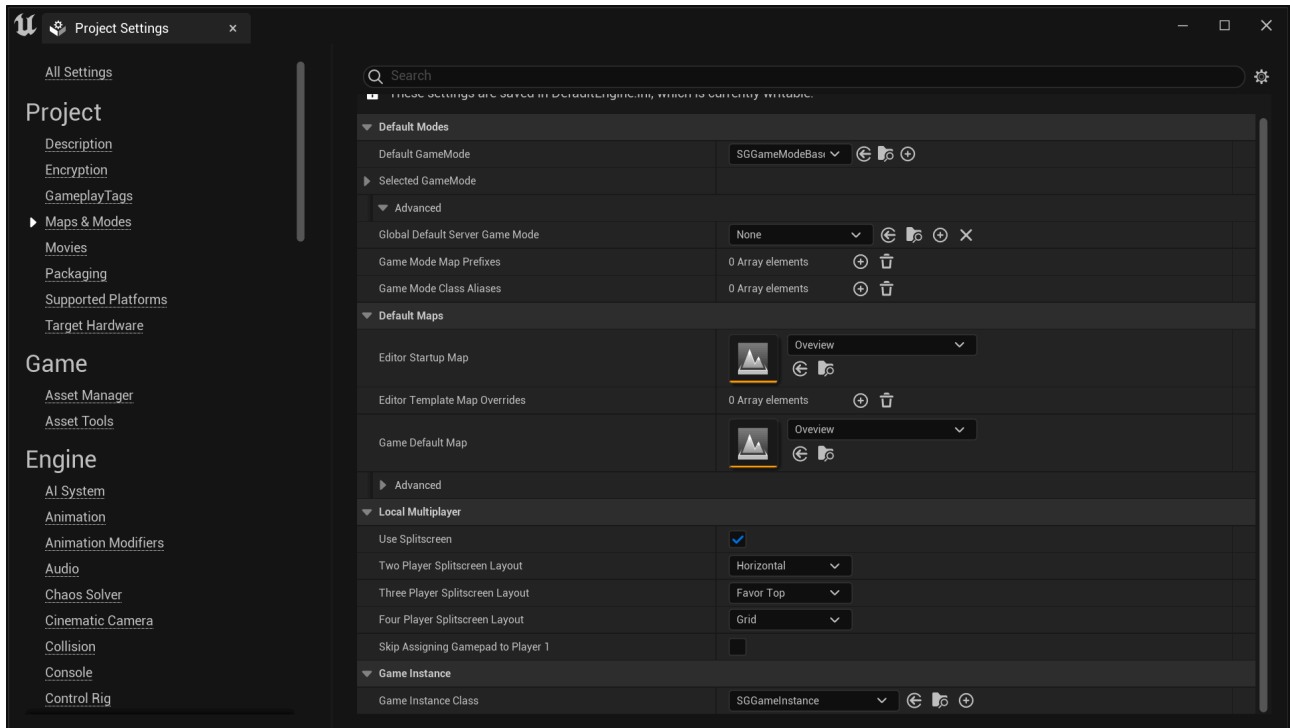


6. Finally, set your newly created subclass of `SGPlayerController` as the default Player Controller Class. Depending on the Unreal Engine version and your project's type and configuration, you might be able to do this by navigating to Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Player Controller Class. However, regardless of the engine version or project type and configuration, you can always configure this by opening your **Default GameMode** and setting the default Player Controller class directly from there. Once set, click on the **Compile** button and save your game mode Blueprint asset.



Setting Up SGGameInstance

Setting `SGGameInstance` as the default `Game Instance Class` is very straightforward. You can do this by navigating to `Project Settings > Project > Maps & Modes > Game Instance > Game Instance Class`.



Tip

For greater control and customization, consider [extending the SGGameInstance](#).

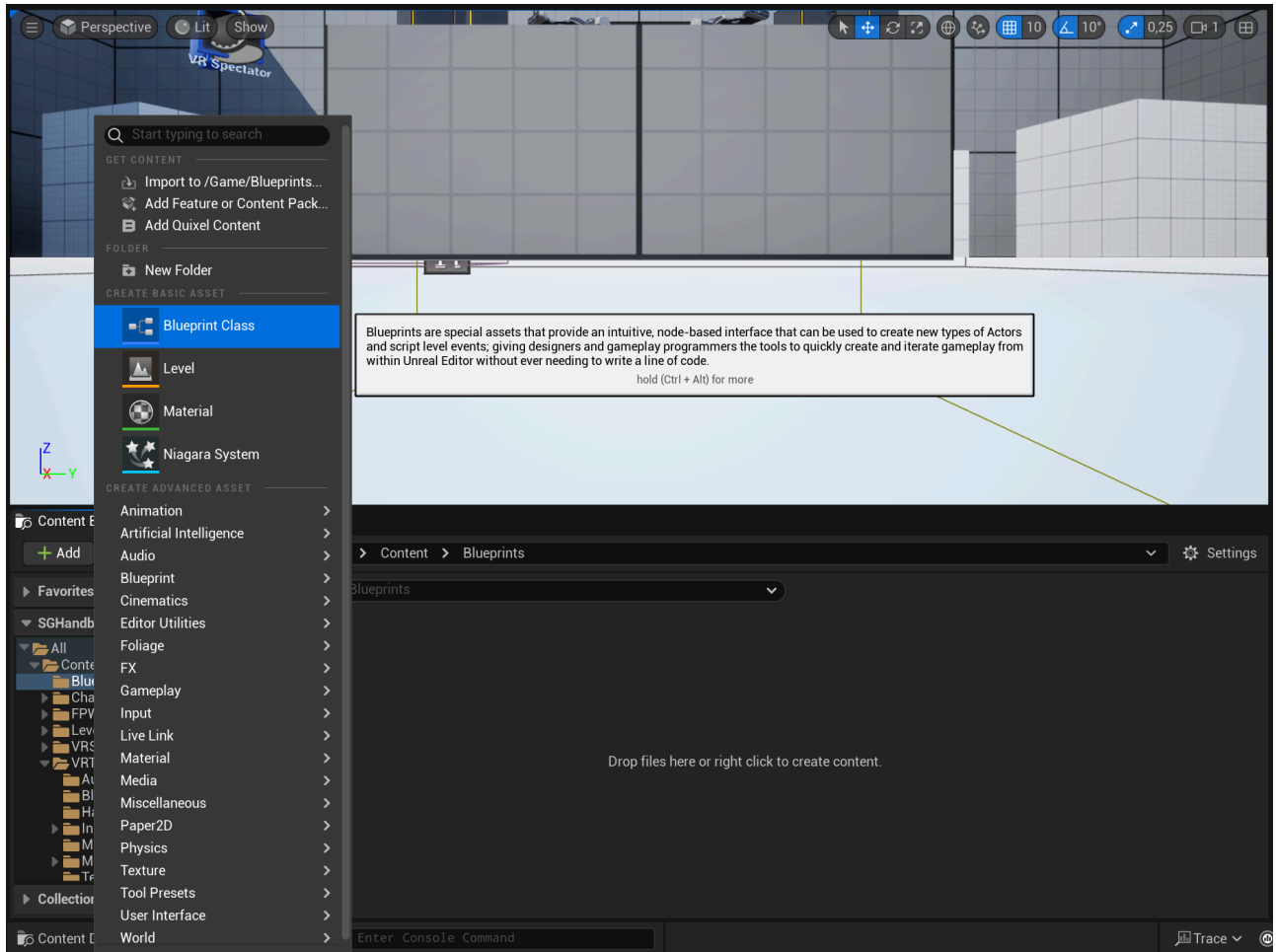
Important

Currently, setting `SGGameModeBase` or a subclass of it as the default `Game Instance Class` is not a strict requirement. However, if you intend to use any [SenseGlove console command](#) it becomes mandatory. If not set, SenseGlove console commands will not be recognized by Unreal Engine.

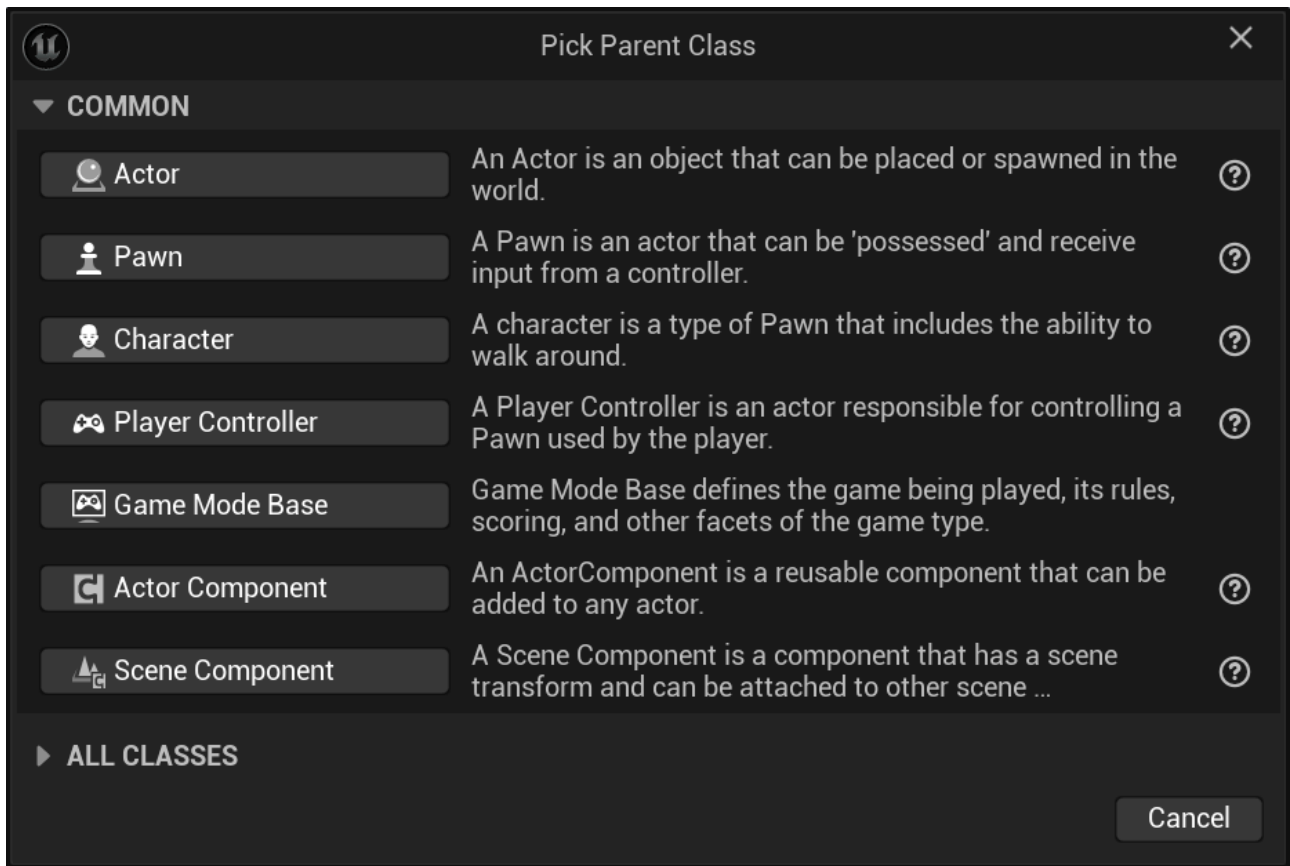
Extending SGameInstance

Follow these steps to extend and set up your own version of `SGameInstance` :

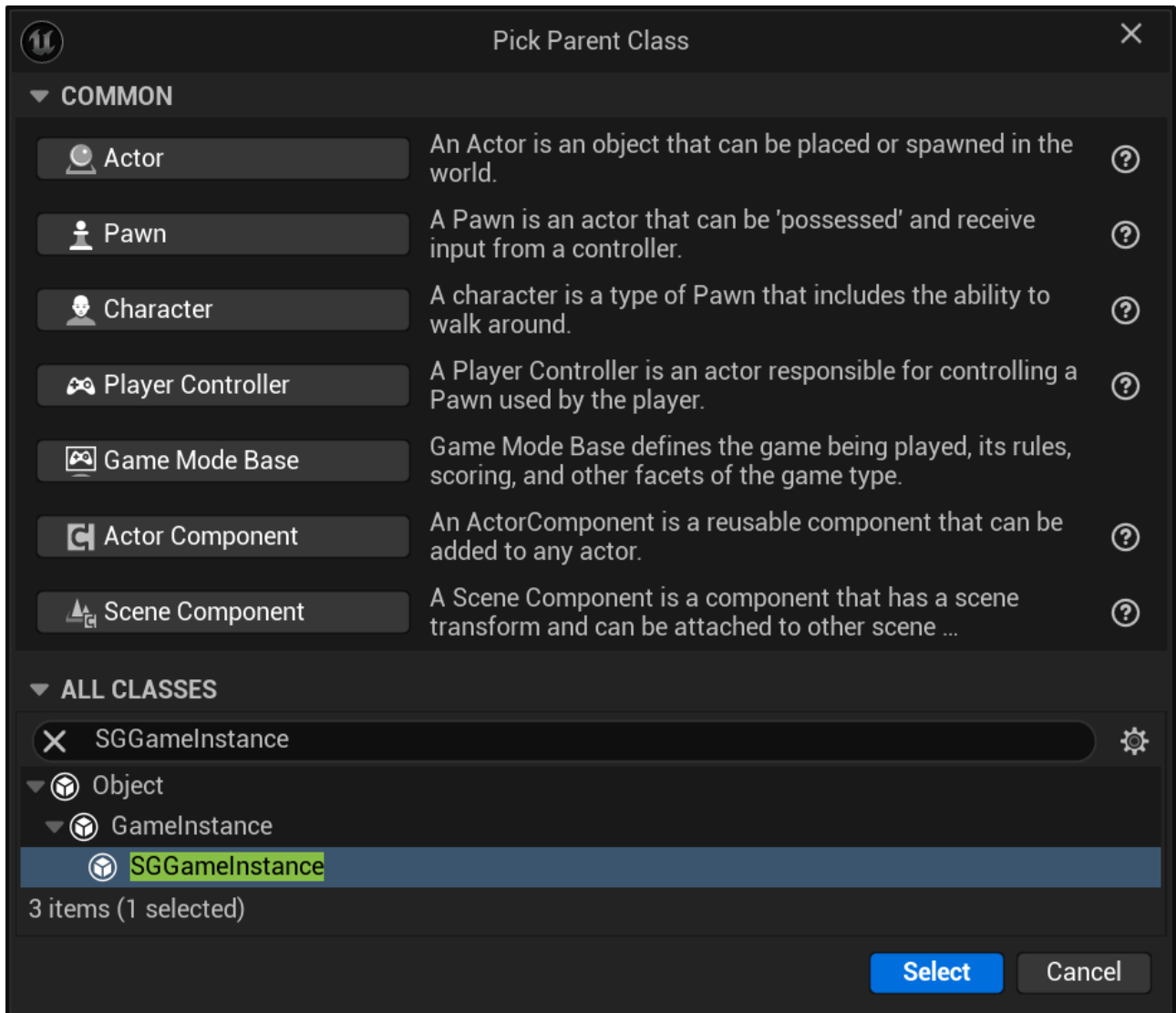
1. In the Content Browser, click the + Add button, then select `Blueprint Class` from the menu . Alternatively, right-click inside the Content Browser and choose `Blueprint Class` from the context menu.



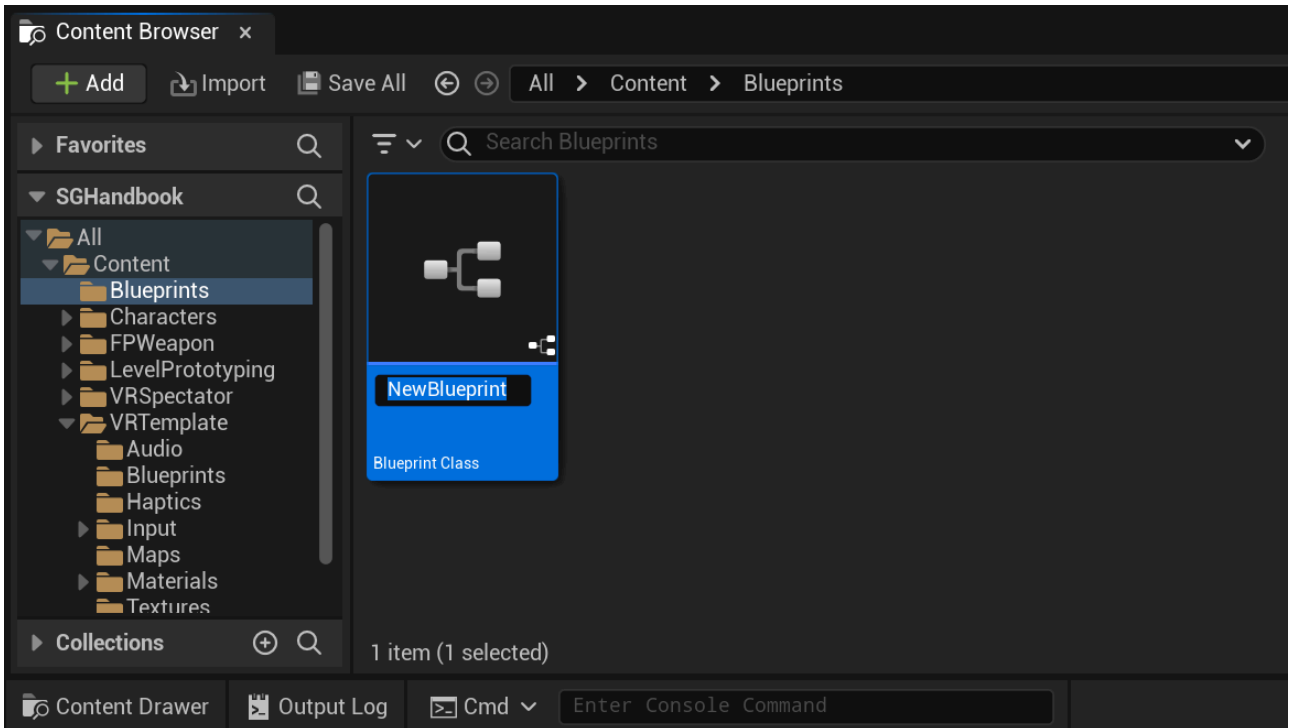
2. A dialog will appear asking you to choose a parent class. Click on the `ALL CLASSES` section to expand the list of available classes.



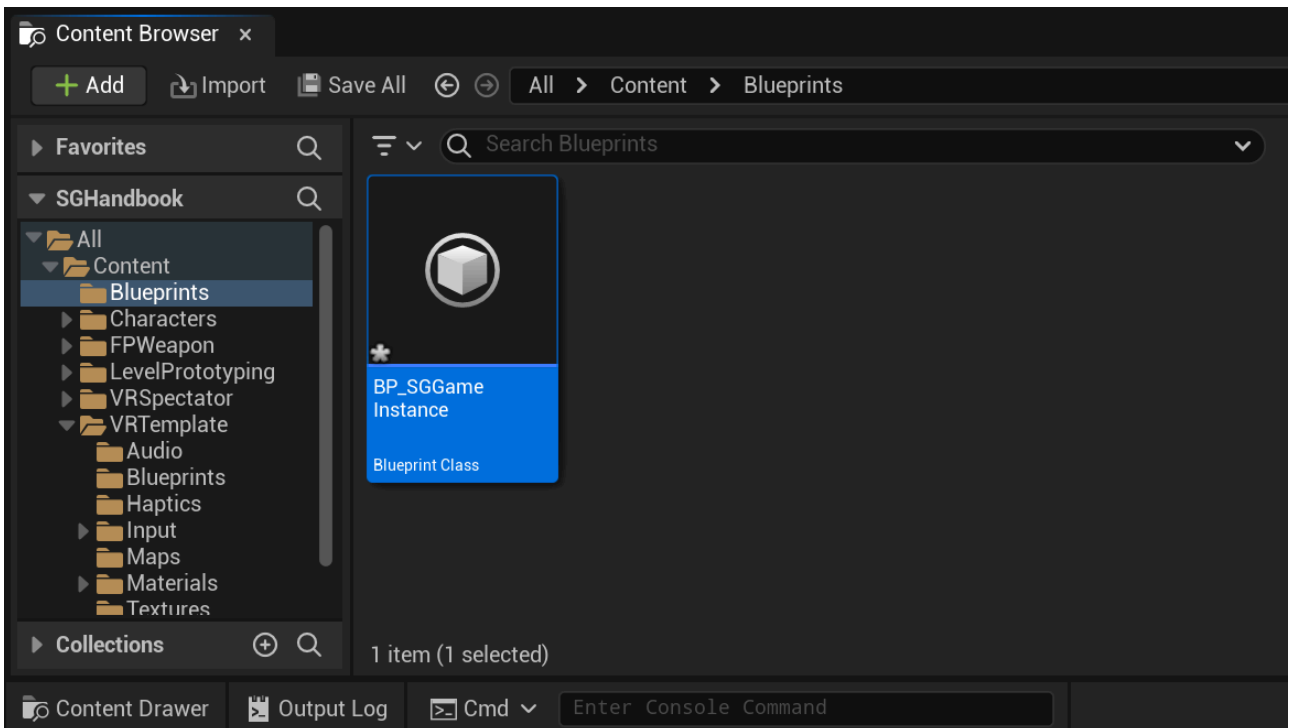
3. In the expanded `ALL CLASSES` section, start typing `SGGameInstance` in the Search box. When `SGGameInstance` appears, select it and click the `Select` button to create your new Blueprint class based on it.



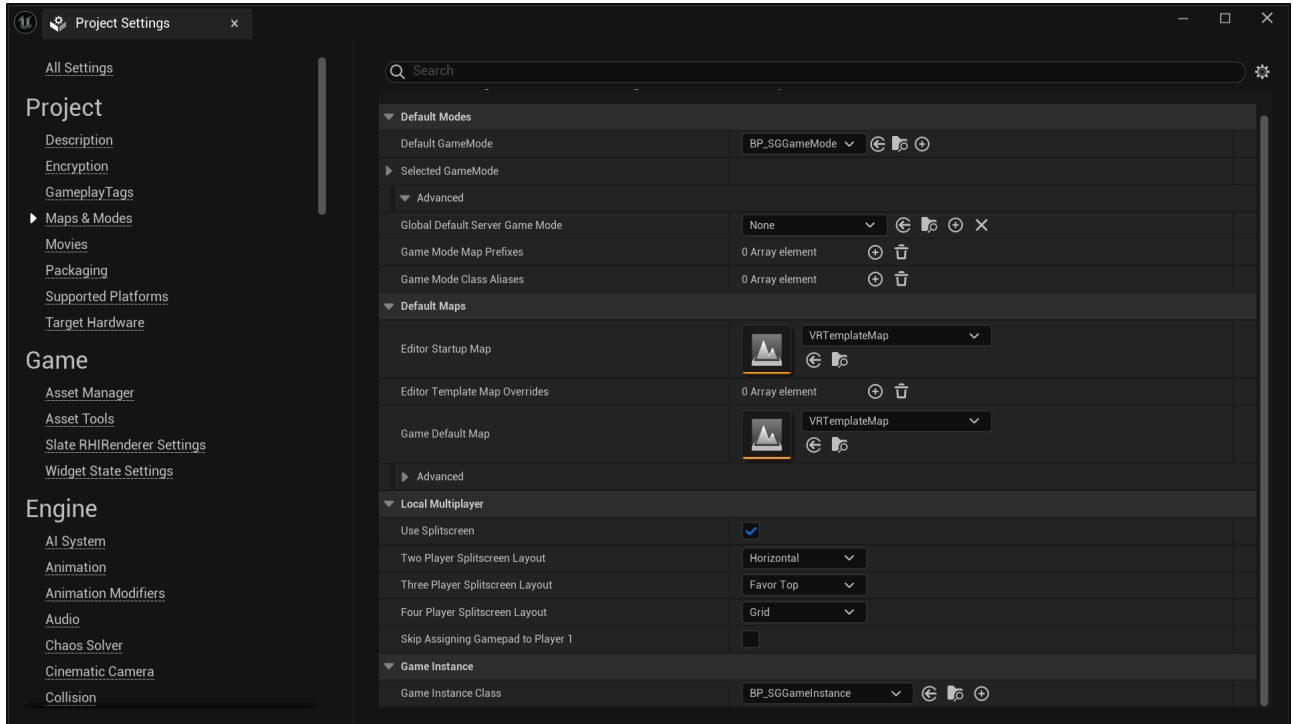
- After returning to the Content Browser, the Unreal Editor will prompt you to rename `NewBlueprint` to your desired class name. You can rename the class at any time by pressing `F2` or by right-clicking on it and selecting `Rename` from the context menu.



5. Once you have renamed the `NewBlueprint` class to your desired name, click on `Save All` to save the new class to disk.

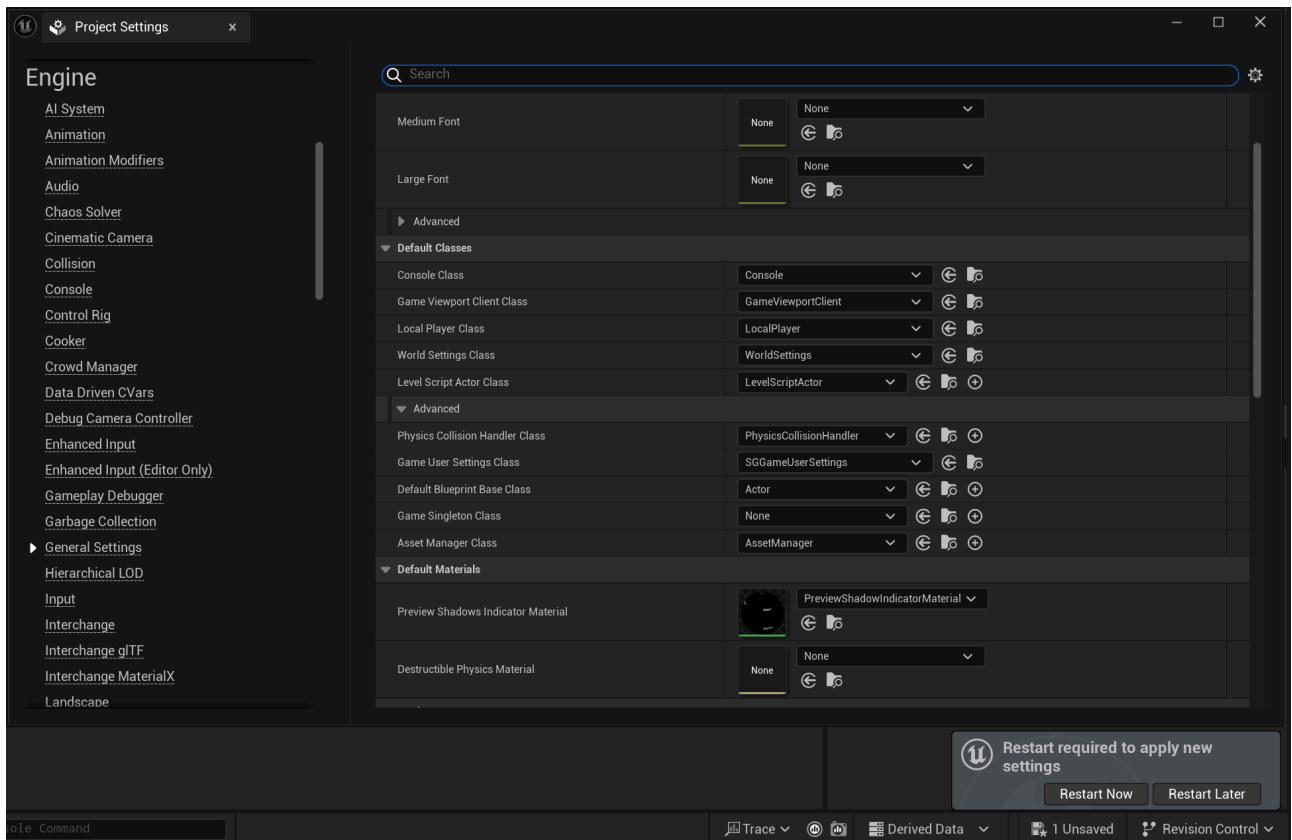


6. Finally, set your newly created subclass of `SGGameInstance` as the default `Game Instance Class`. You can do this by navigating to `Project Settings > Project > Maps & Modes > Game Instance > Game Instance Class`.



Setting Up SGGameUserSettings

Setting `SGGameUserSettings` as the default Game User Settings Class is very straightforward. You can do this by navigating to Project Settings > Engine > General Settings > Default Classes > Advanced > Game User Settings Class. Once you change the default Game User Settings Class the Unreal Editor will prompt you with Restart required to apply new settings. For the changes to take effect, click on the Restart Now button and wait for the editor to reopen.



Tip

For greater control and customization, consider [extending the SGGameUserSettings](#).

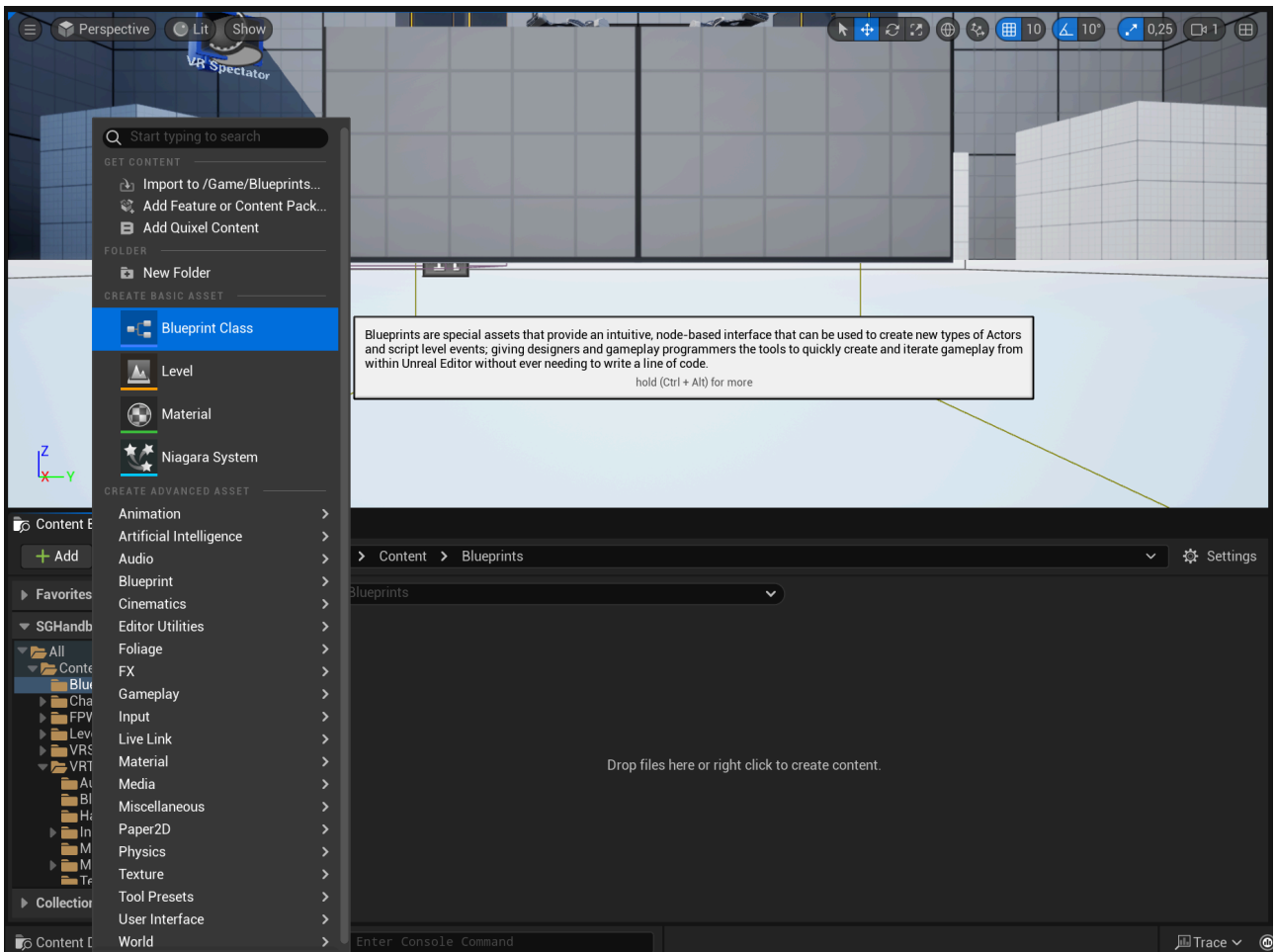
Important

Currently, setting `SGGameUserSettings` or a subclass of it as the default `Game User Settings Class` is not a strict requirement. However, if you intend to use any [SGGameUserSettings-related SenseGlove console command](#) it becomes mandatory. If not set, calling any `SGGameUserSettings`-related SenseGlove console command will cause your simulation or editor to crash.

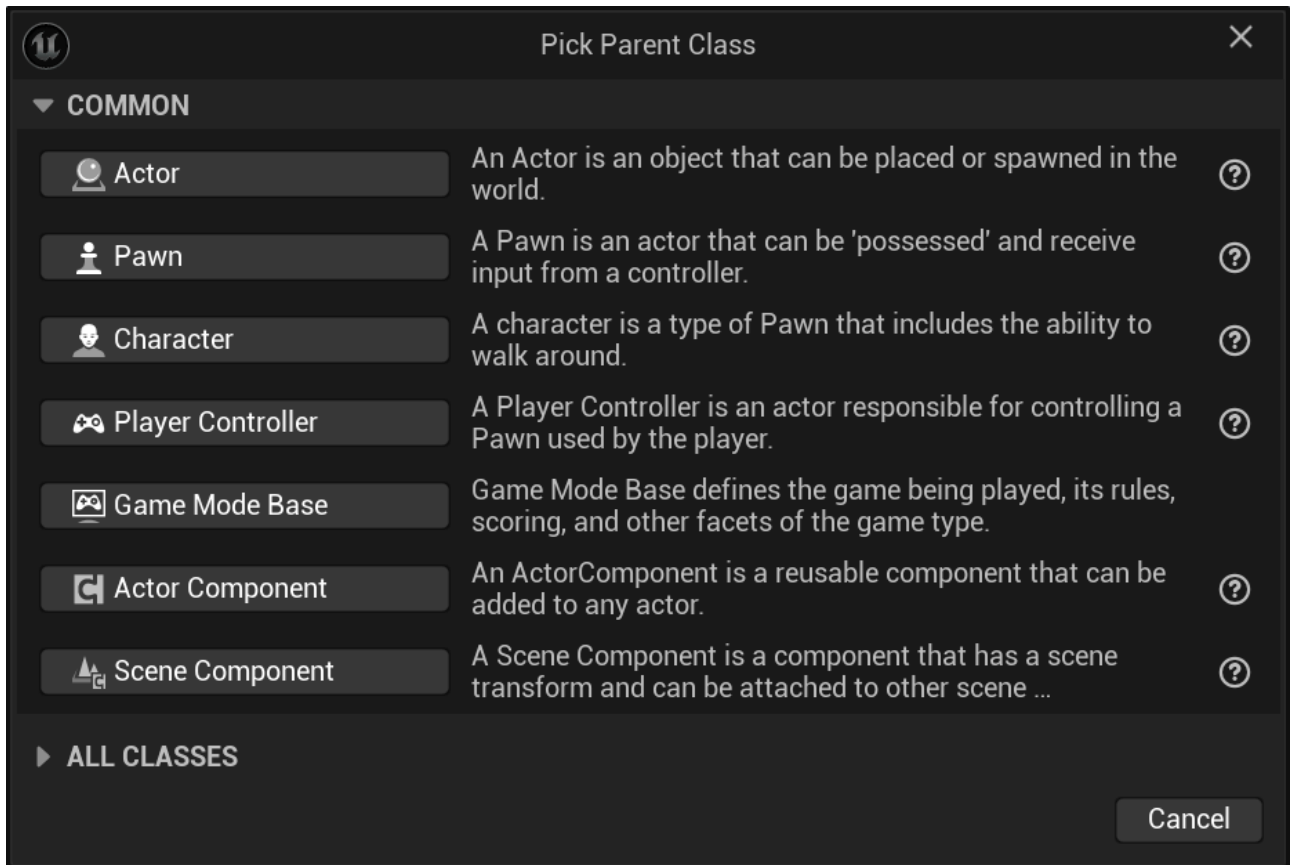
Extending SGGameUserSettings

Follow these steps to extend and set up your own version of `SGGameUserSettings` :

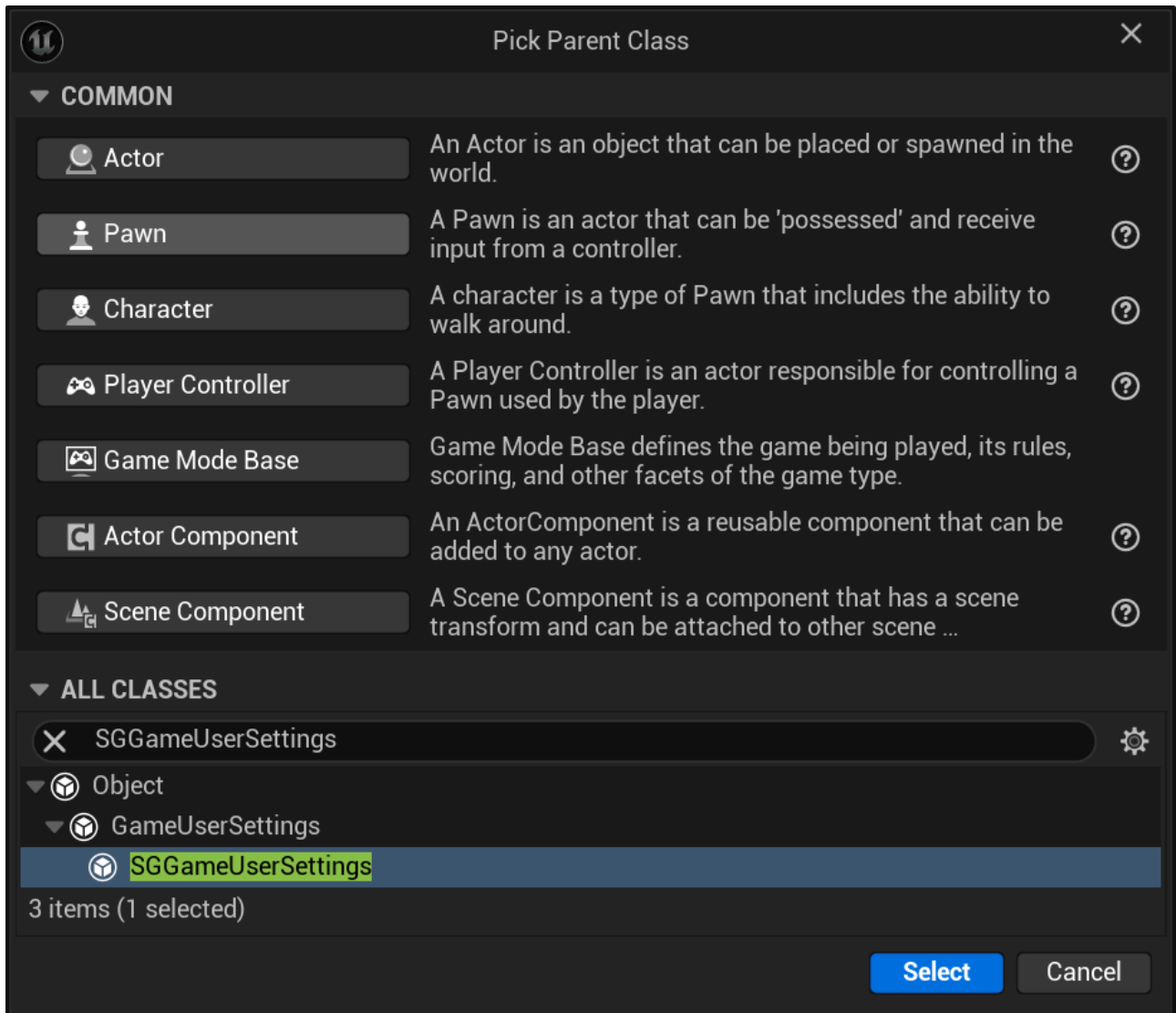
1. In the Content Browser, click the `+ Add` button, then select `Blueprint Class` from the menu . Alternatively, right-click inside the Content Browser and choose `Blueprint Class` from the context menu.



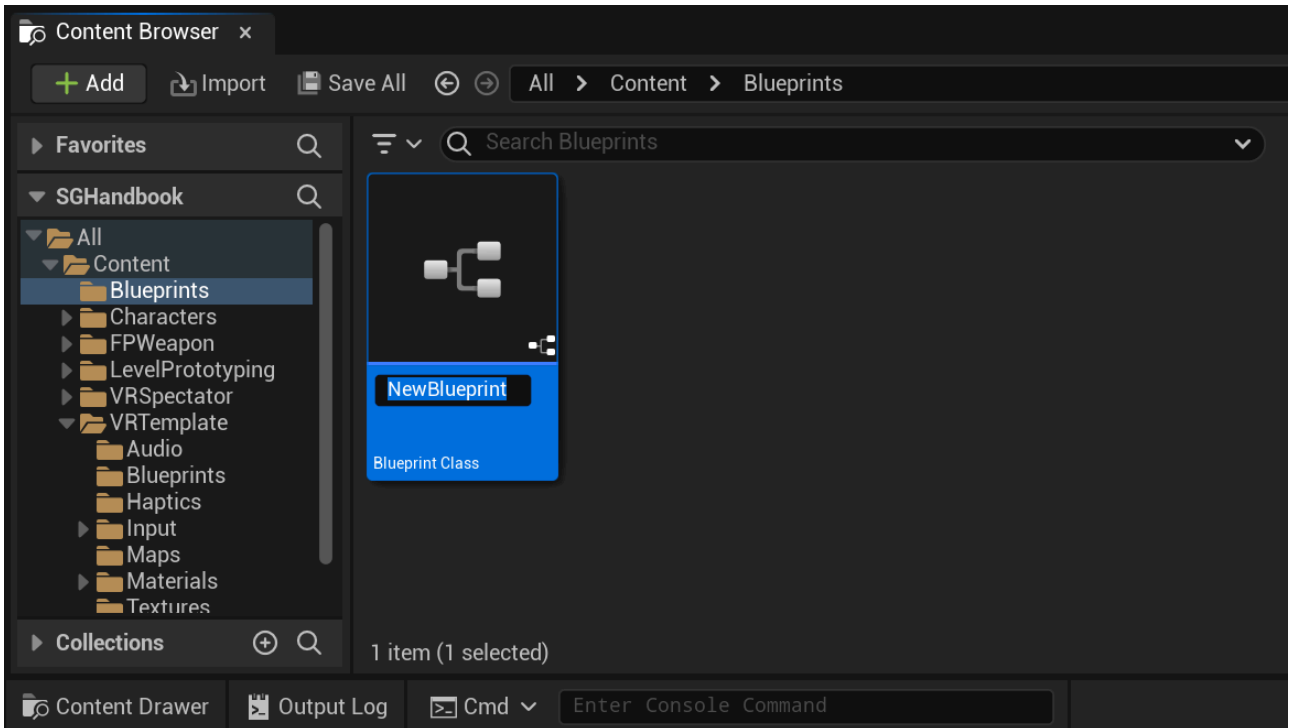
2. A dialog will appear asking you to choose a parent class. Click on the **ALL CLASSES** section to expand the list of available classes.



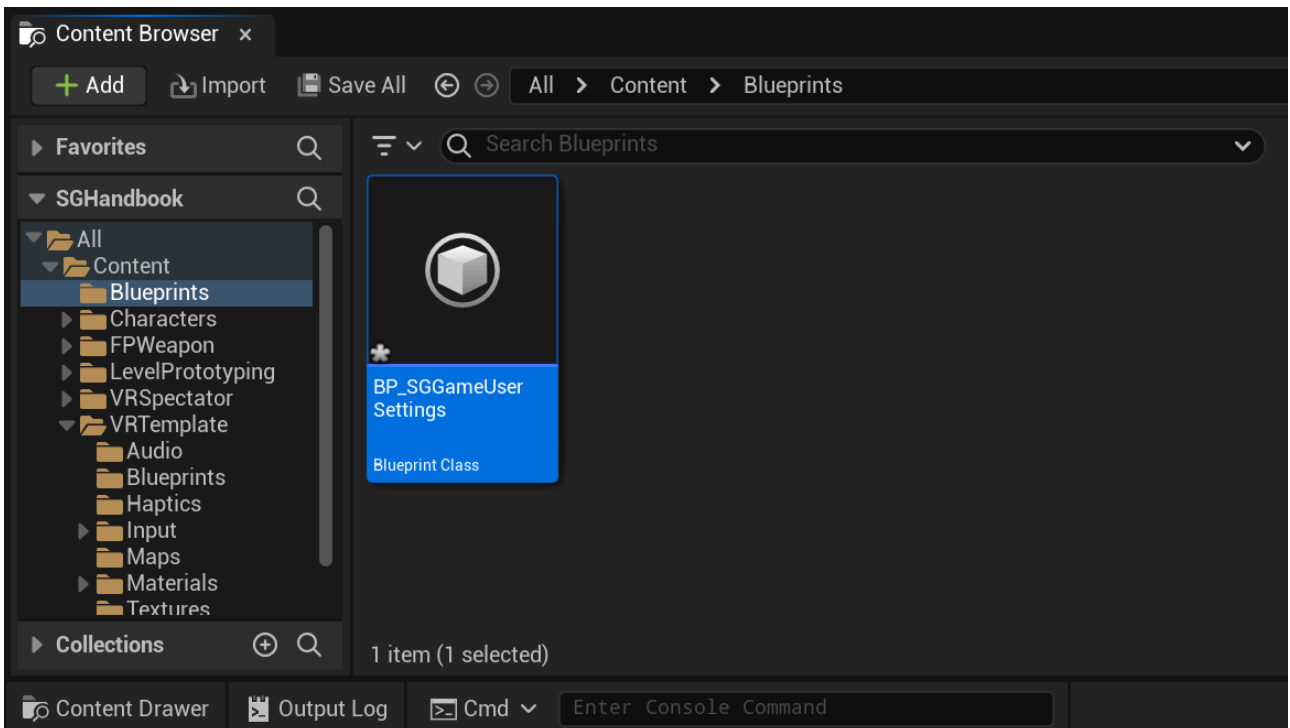
3. In the expanded **ALL CLASSES** section, start typing `SGGameUserSettings` in the Search box. When `SGGameUserSettings` appears, select it and click the **Select** button to create your new Blueprint class based on it.



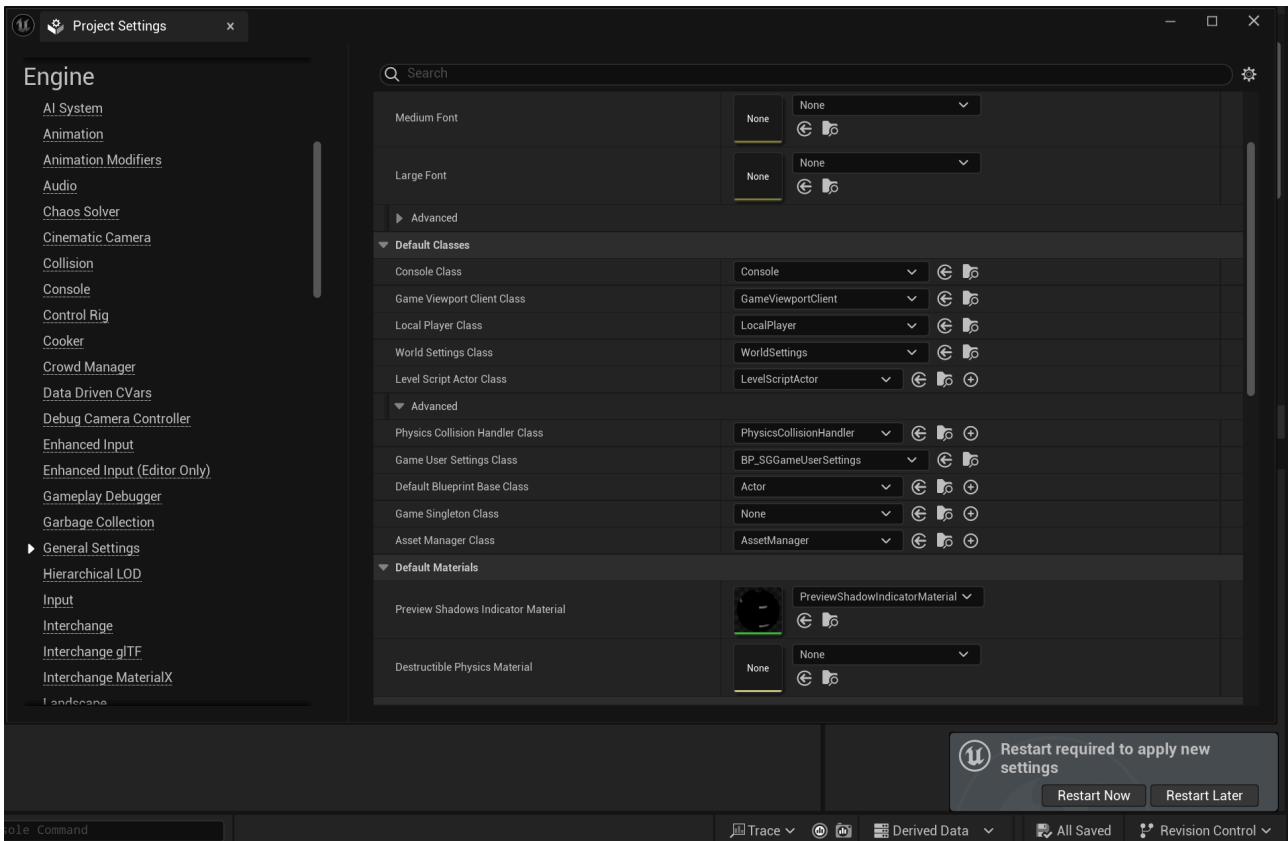
- After returning to the Content Browser, the Unreal Editor will prompt you to rename `NewBlueprint` to your desired class name. You can rename the class at any time by pressing `F2` or by right-clicking on it and selecting `Rename` from the context menu.



5. Once you have renamed the `NewBlueprint` class to your desired name, click on `Save All` to save the new class to disk.



6. Finally, set your newly created subclass of `SGGameUserSettings` as the default Game User Settings Class. You can do this by navigating to Project Settings > Engine > General Settings > Default Classes > Advanced > Game User Settings Class. Once you change the default Game User Settings Class the Unreal Editor will prompt you with Restart required to apply new settings. For the changes to take effect, click on the Restart Now button and wait for the editor to reopen.



Setting Up the Virtual Hand Meshes

Setting up Virtual Hand Meshes involves two key steps:

1. Importing the virtual hand meshes into your project.
2. Configuring the virtual hand settings.

In this section we focus on the first part. For detailed information on step two, please visit [the Virtual Hand configuration section](#).

Compatible Virtual Hand Meshes

The SenseGlove Unreal Engine Plugin is compatible with any virtual hand mesh that adheres to the Epic rig and bone structure. Additionally, the virtual hand meshes must be exported with specific settings to meet all requirements. If you're planning to model and rig your own virtual hand meshes, the [Epic FBX Skeletal Mesh Pipeline](#) is a useful starting point.

However, if you're looking to get up and running with the SenseGlove Unreal Engine Plugin quickly, the process is much simpler. Unreal Engine has included two sets of compatible virtual hand models with the Unreal Engine VR Template since version 5.1. This guide will walk you through how to export these virtual hand models from the VR Template and import them into your VR simulation.

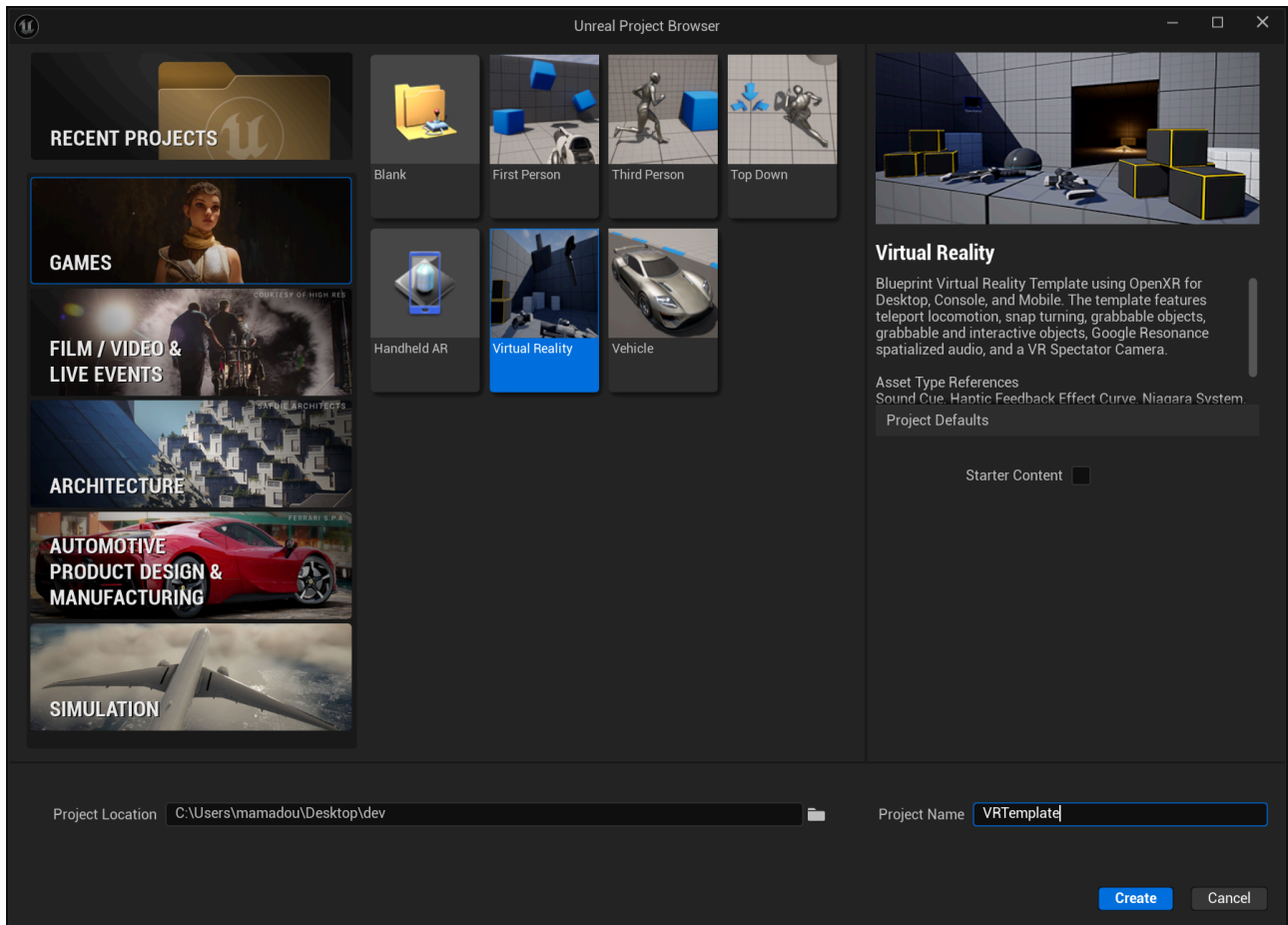
Caution

While it is possible to migrate the virtual hand meshes directly from the Content Browser of the VR Template, this approach is not recommended. As part of the setup process, it is necessary to configure the SenseGlove Grab and Touch sockets. Although it's possible to set up these sockets manually, [as demonstrated in one of our older tutorials](#), we no longer recommend doing so. Since version [v2.1.0](#) of the SenseGlove Unreal Engine Plugin, we've included a tool that automates the socket setup with a single click, eliminating the need for the tedious manual process.

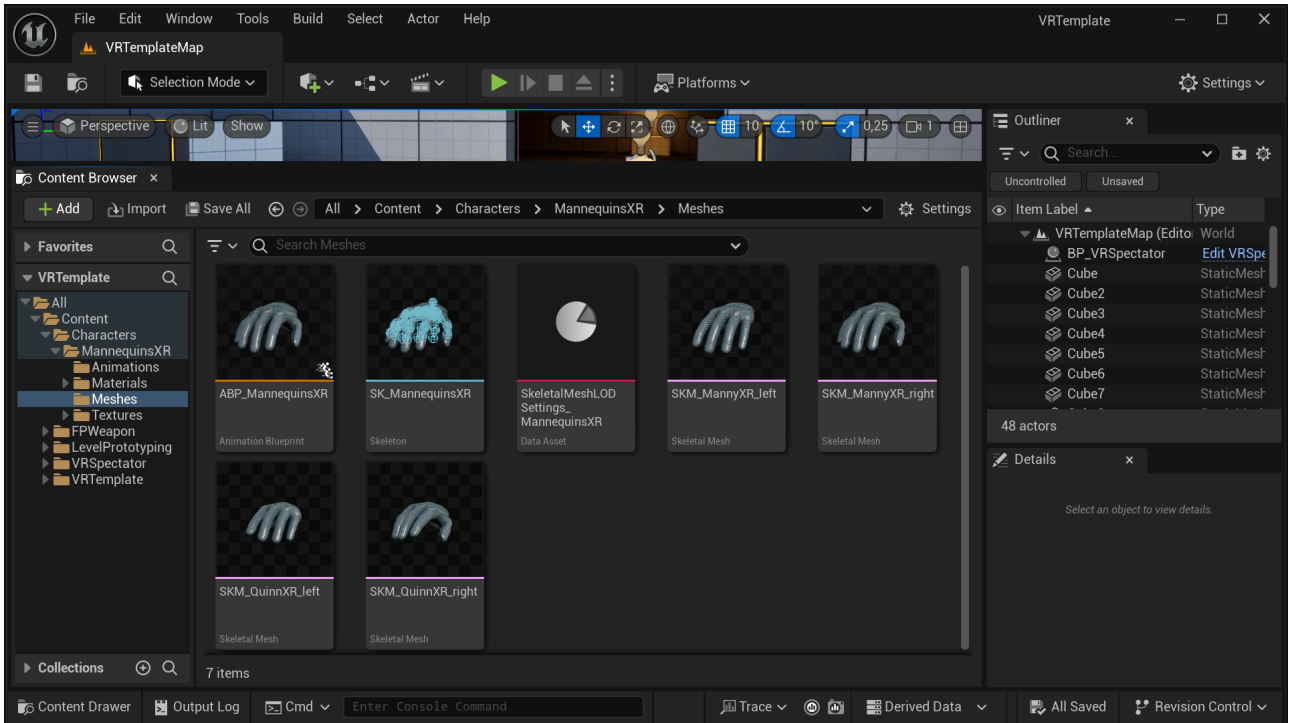
Unfortunately, the SenseGlove Sockets Editor tool does not support skeletal meshes that share their skeleton. This is the case with the hand models included in the VR Template. Because of this limitation, we will be reimporting the virtual hand meshes with separate skeletons to ensure full compatibility with the SenseGlove Sockets Editor.

Exporting the Virtual Hand Meshes from the VRTemplate

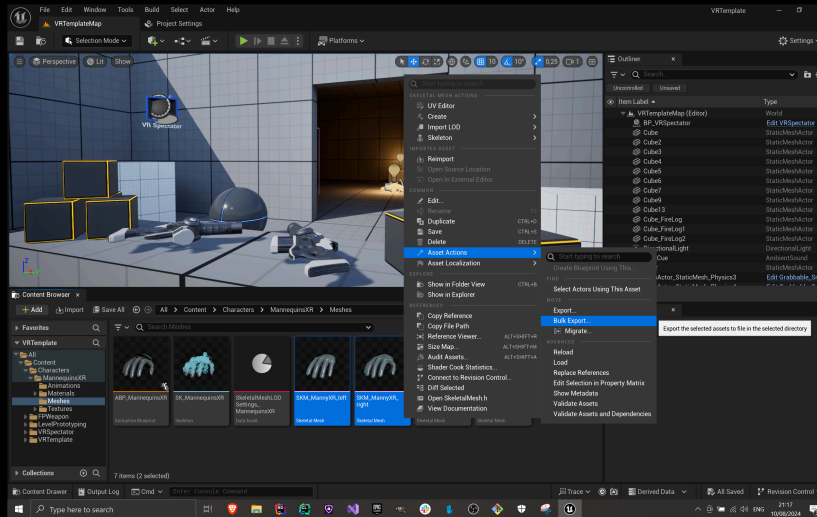
1. Start by creating a new Unreal Engine project using the VR Template. In the Unreal Project Browser, select **GAMES > Virtual Reality**.



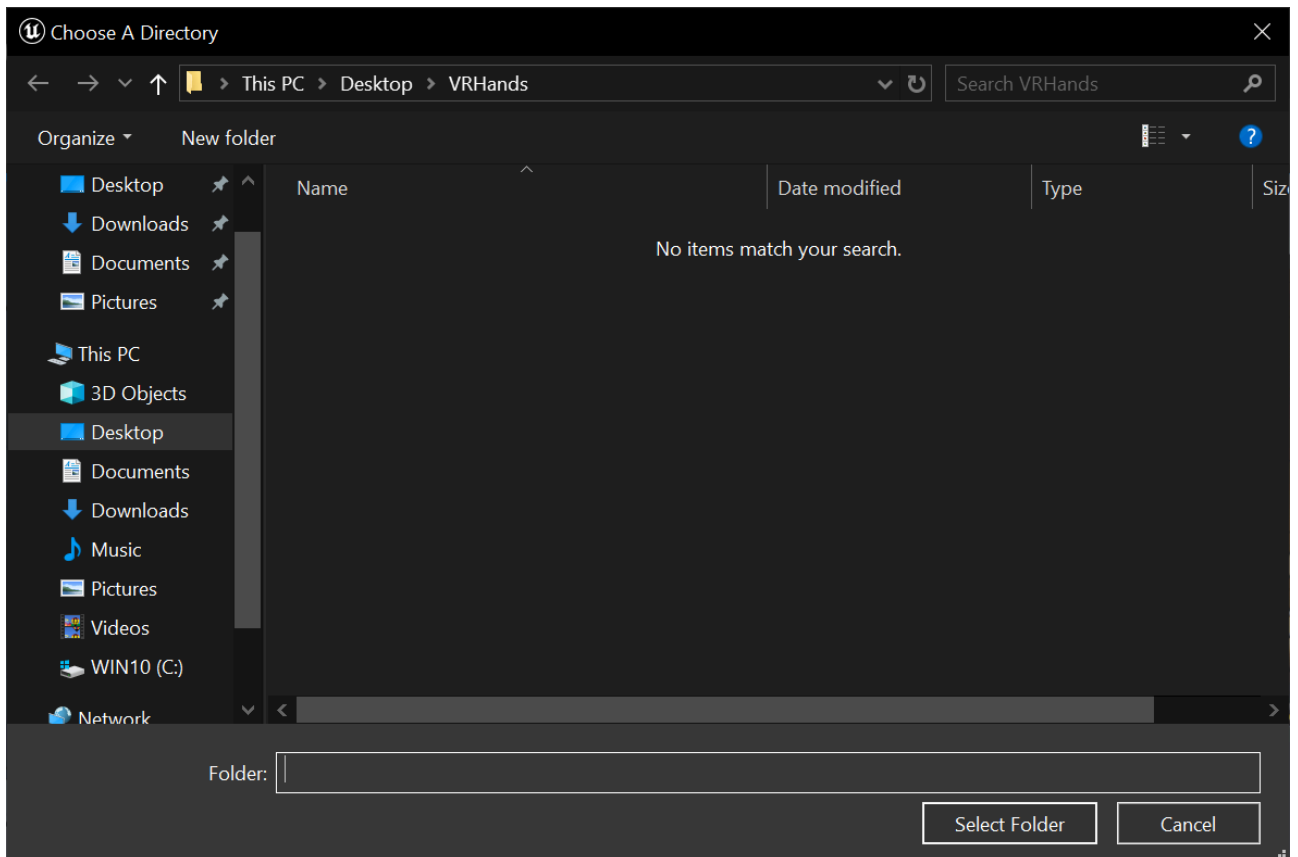
- Once the Unreal Editor opens with your new project, navigate to the Content Browser. Go to **All > Content > Characters > MannequinsXR > Meshes**. Here, you'll find two sets of virtual hand meshes: **SDKM_MannyXR_left** and **SDKM_MannyXR_right** (male hands), and **SDKM_QuinnXR_left** and **SDKM_QuinnXR_right** (female hands).





- Choose the pair of hand meshes you want to export. Right-click on them, then select **Asset Actions** followed by **Bulk Export...** from the context menu.



4. In the file dialog that appears, choose a folder to save the exported hands, and click the **select Folder** button to export the meshes in FBX format.



5. The Unreal Editor will then display the `FBX Export Options` dialog. Leave the default settings unchanged and click `Export All` to proceed.

FBX Export Options

Reset to Default

Current File: C:/Users/mamadou/Desktop/VRHands/Game/Characters/MannequinsXR/Meshes/SKM

| | | |
|---------------------------------|-------------------------------------|---|
| ▼ Exporter | | |
| Fbx Export Compatibility | FBX 2013 | ▼ |
| ▼ Advanced | | |
| ASCII | <input type="checkbox"/> | |
| Force Front XAxis | <input type="checkbox"/> | |
| ▼ Mesh | | |
| Vertex Color | <input checked="" type="checkbox"/> | |
| Level Of Detail | <input checked="" type="checkbox"/> | |
| ▼ Static Mesh | | |
| Collision | <input checked="" type="checkbox"/> | |
| Export Source Mesh | <input type="checkbox"/> | |
| ▼ Skeletal Mesh | | |
| Export Morph Targets | <input checked="" type="checkbox"/> | |
| ▼ Animation | | |
| Export Preview Mesh | <input type="checkbox"/> | |
| Map Skeletal Motion to Root | <input type="checkbox"/> | |
| Export Local Time | <input checked="" type="checkbox"/> | |
| ▼ Advanced | | |
| Bake Camera and Light Animation | Bake Transforms | ▼ |
| Bake Actor Animation | None | ▼ |

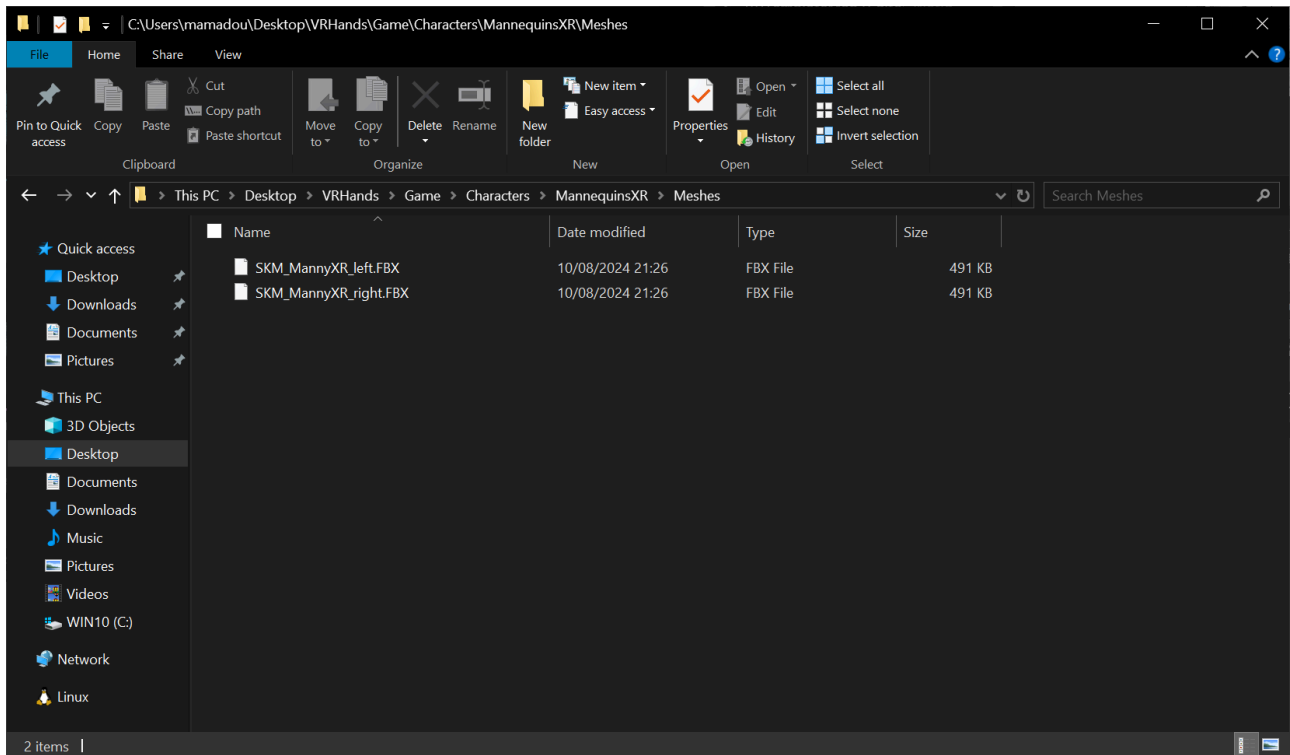
Export AllExportCancel All

Tip

If you're unsure whether the options are set to their defaults, you can click the **Reset to Default** button in the top-right corner of the dialog to restore the default settings.

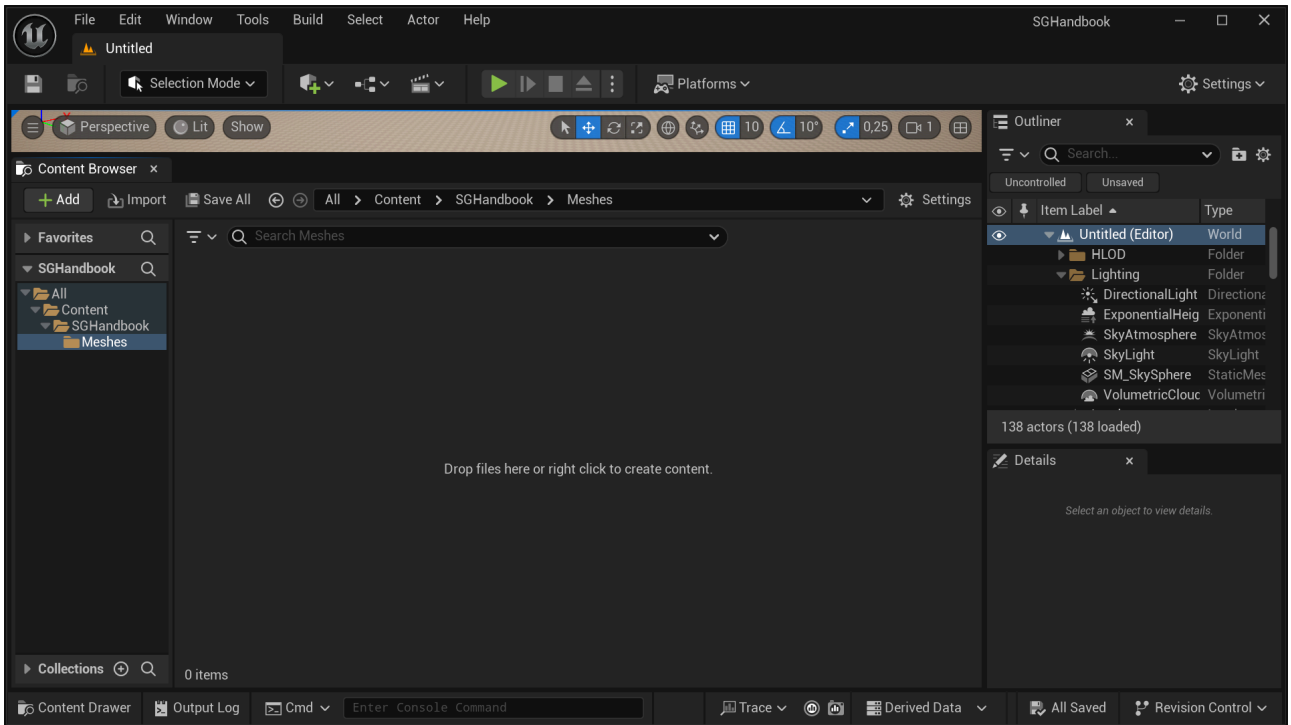
6. After exporting, you can find the FBX files for both hands in the directory you selected:

`/path/you/chose/for/bulk/export/Game/Characters/MannequinsXR/Meshes/`

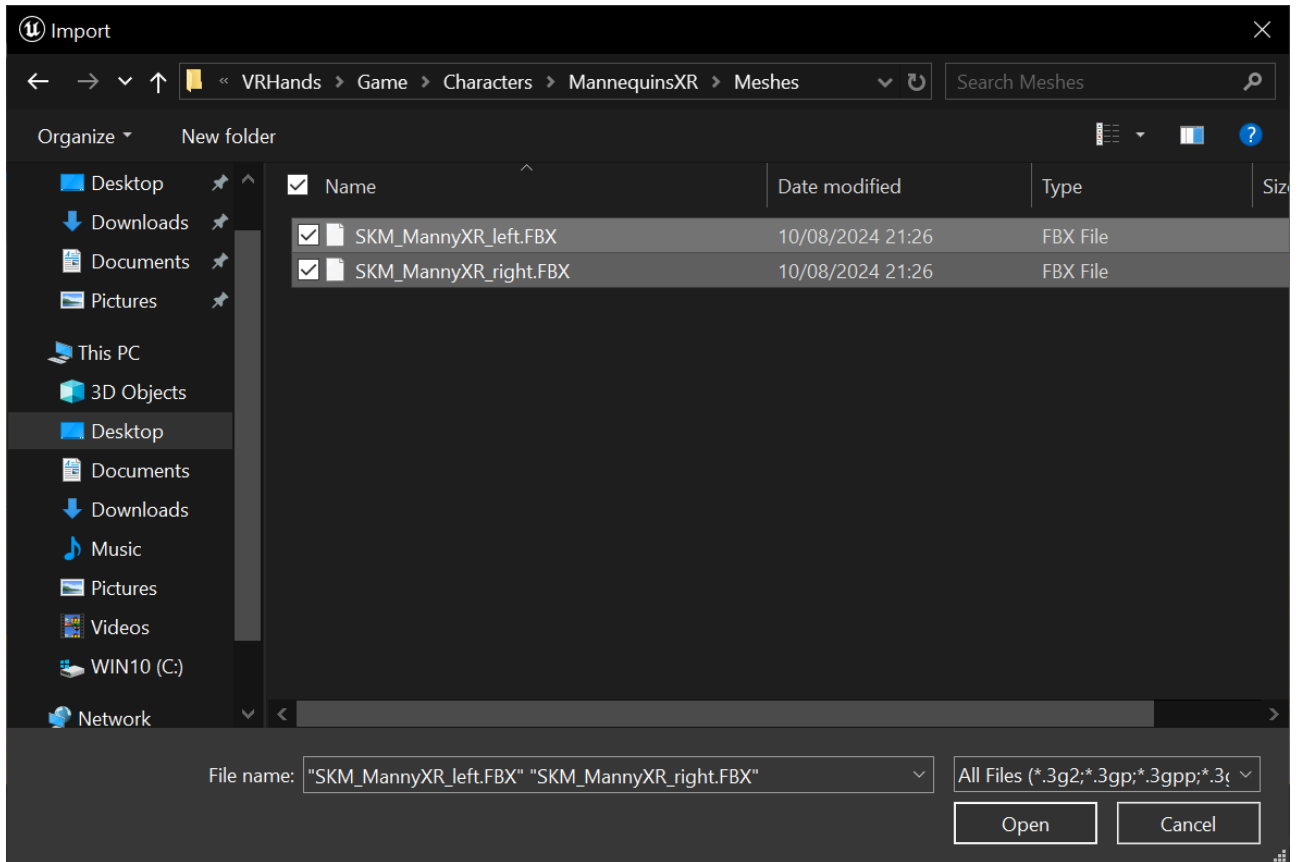


Importing the Virtual Hand Meshes into Your Own Project



1. Start by creating a new folder inside your project's Content Browser. Navigate to that folder, then press the **Import** button next to the **+ Add** button at the top of the Content Browser.




2. In the `Import` dialog that appears, navigate to the folder containing the virtual hand meshes. Select both FBX files and click the `Open` button.



3. The Unreal Editor will display the FBX Import options dialog. Leave the default settings unchanged and click Import All to proceed.





 **FBX Import Options** 

Import Skeletal Mesh 

Reset to Default

Current Asset: /Game/SGHandbook/Meshes/SKM_MannyXR_left

▼ Mesh

| | | |
|---------------------|-------------------------------------|--|
| Skeletal Mesh | <input checked="" type="checkbox"/> |  |
| Import Mesh | <input checked="" type="checkbox"/> |  |
| Import Content Type | Geometry and Skinning Weights. ▼ | |
| Skeleton | <div>None</div> | <div>None ▼</div> <div> </div> |

▶ Advanced

▼ Animation

| | | |
|-------------------|--------------------------|--|
| Import Animations | <input type="checkbox"/> | |
| Animation Length | Exported Time ▼ | |

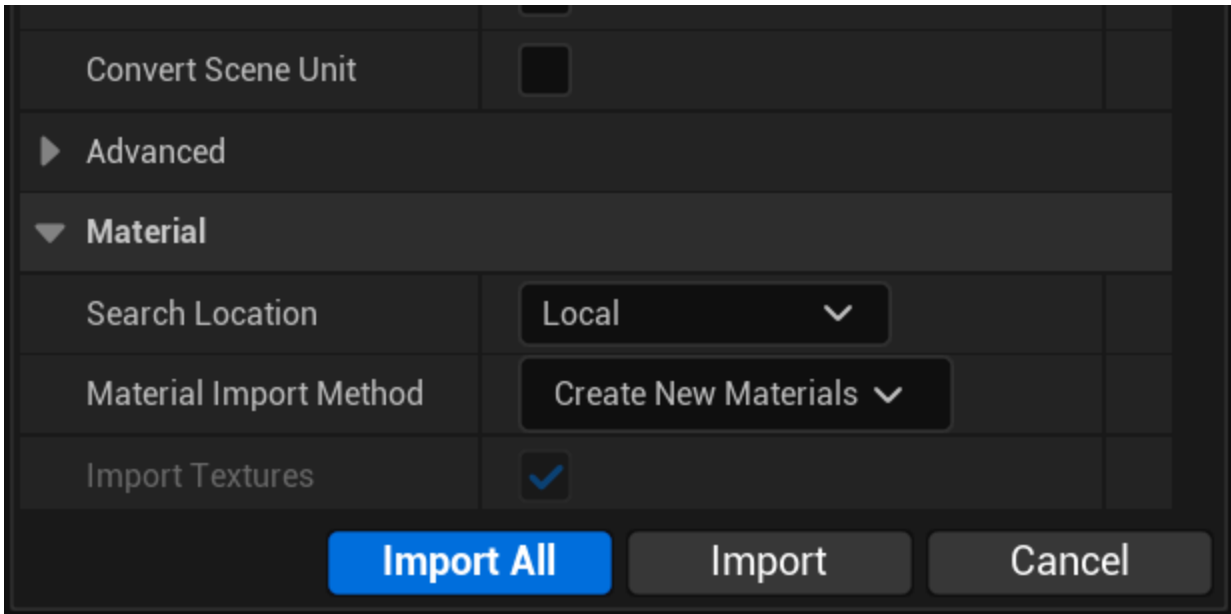
▶ Advanced

▼ Transform

| | | | | |
|----------------------|-------|-------|-------|--|
| ▶ Import Translation | 0,0 | 0,0 | 0,0 | |
| ▶ Import Rotation | 0,0 ° | 0,0 ° | 0,0 ° | |
| Import Uniform Scale | 1,0 | | | |

▼ Miscellaneous

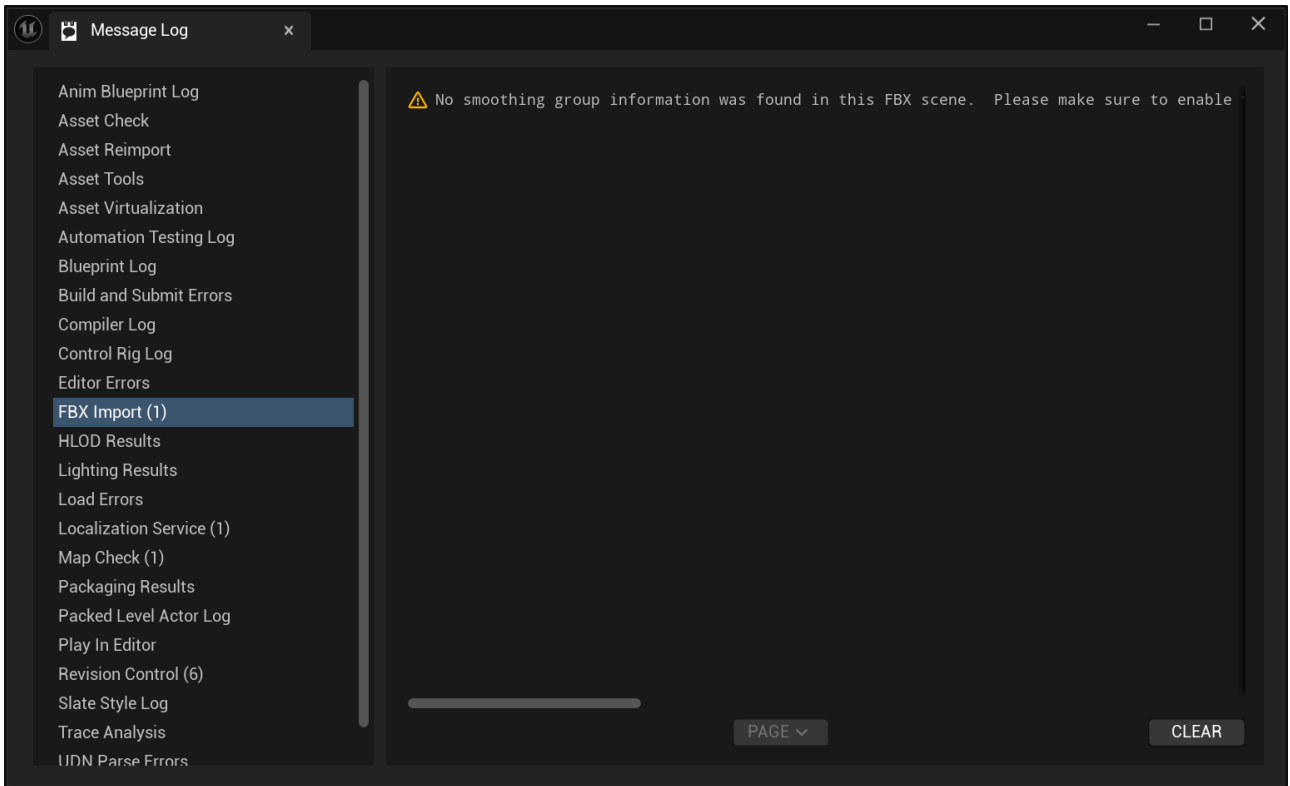
| | | |
|-------------------|-------------------------------------|--|
| Convert Scene | <input checked="" type="checkbox"/> | |
| Force Front XAxis | <input type="checkbox"/> | |



Tip

If you're unsure whether the options are set to their defaults, you can click the **Reset to Default** button in the top-right corner of the dialog to restore the default settings.

4. After the import process is done, a dialog will display the import logs. Any errors or warnings encountered during the import process will be shown here.

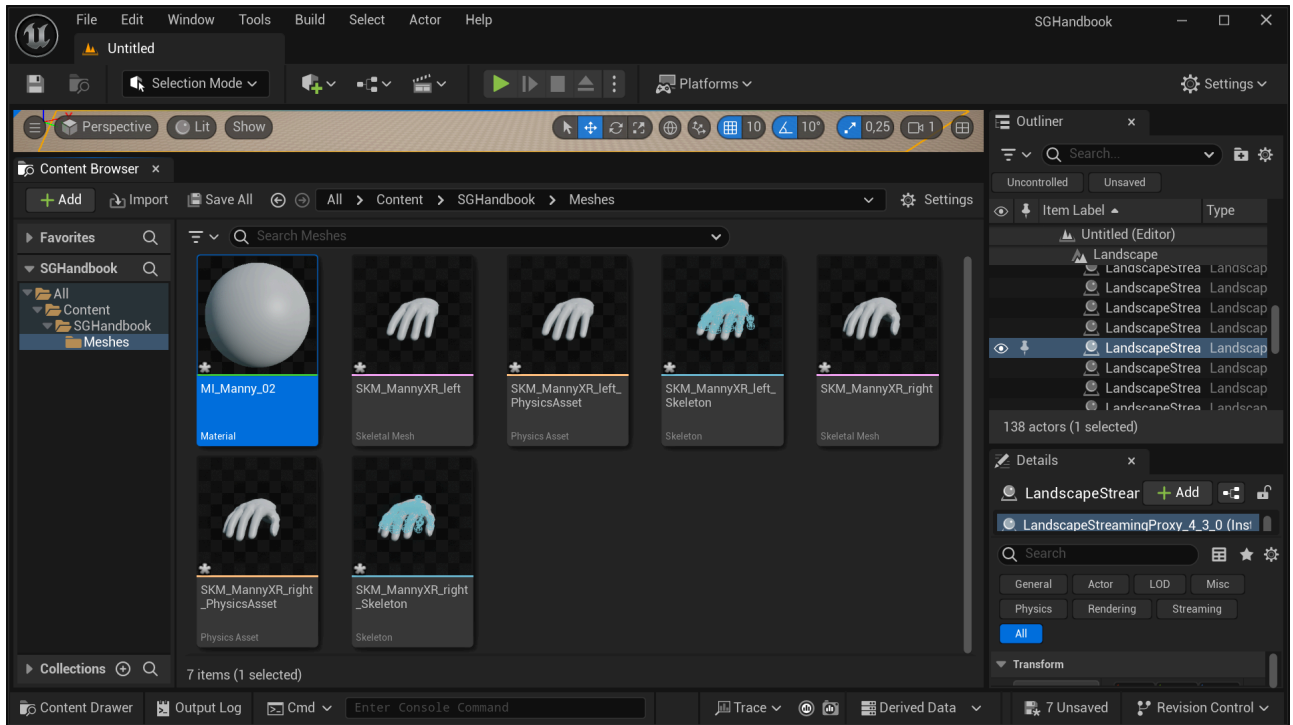


Note

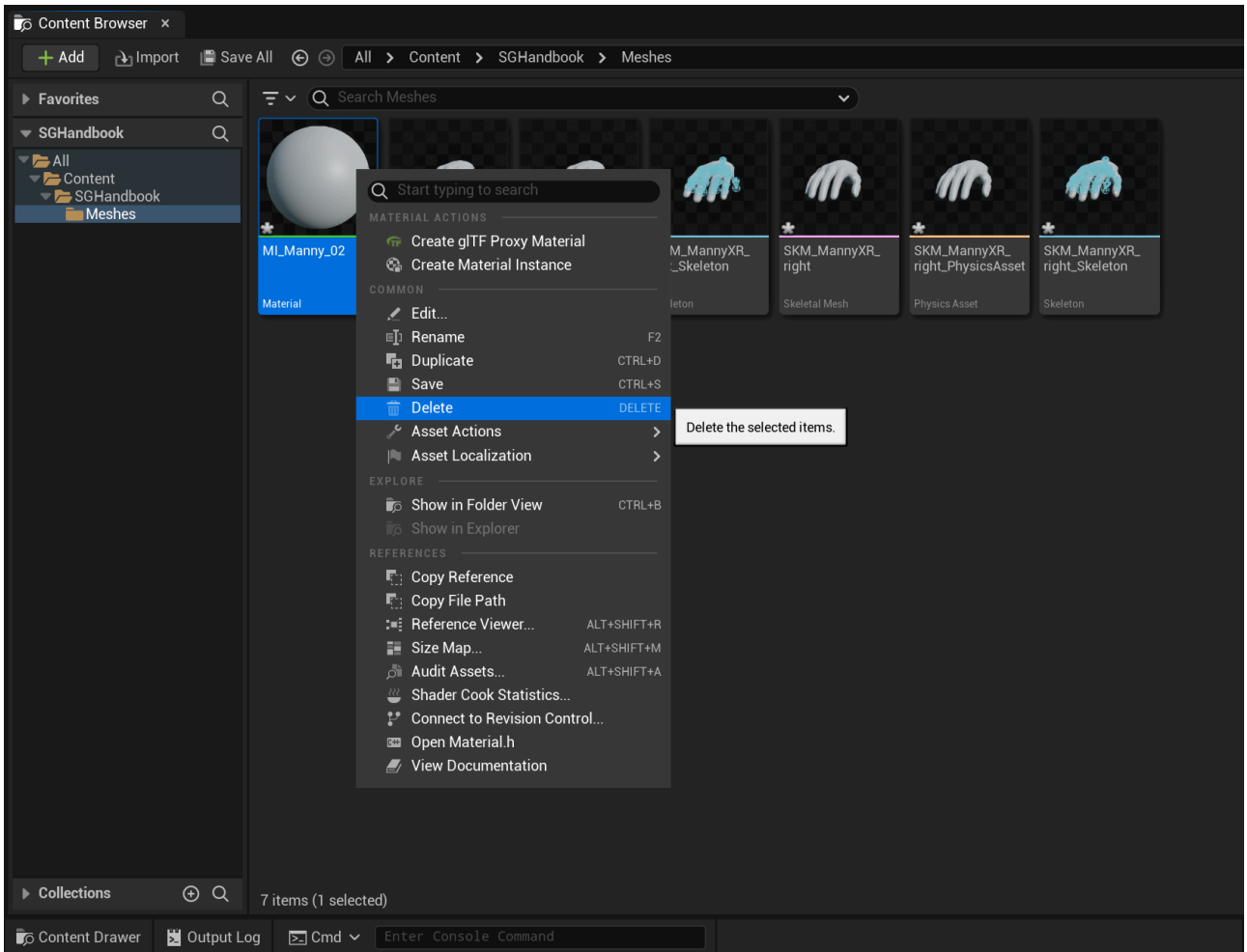
The following warning can be safely ignored:

FBXImport: Warning: No smoothing group information was found in this FBX scene. Please make sure to enable the 'Export Smoothing Groups' option in the FBX Exporter plug-in before exporting the file. Even for tools that don't support smoothing groups, the FBX Exporter will generate appropriate smoothing data at export-time so that correct vertex normals can be inferred while importing.

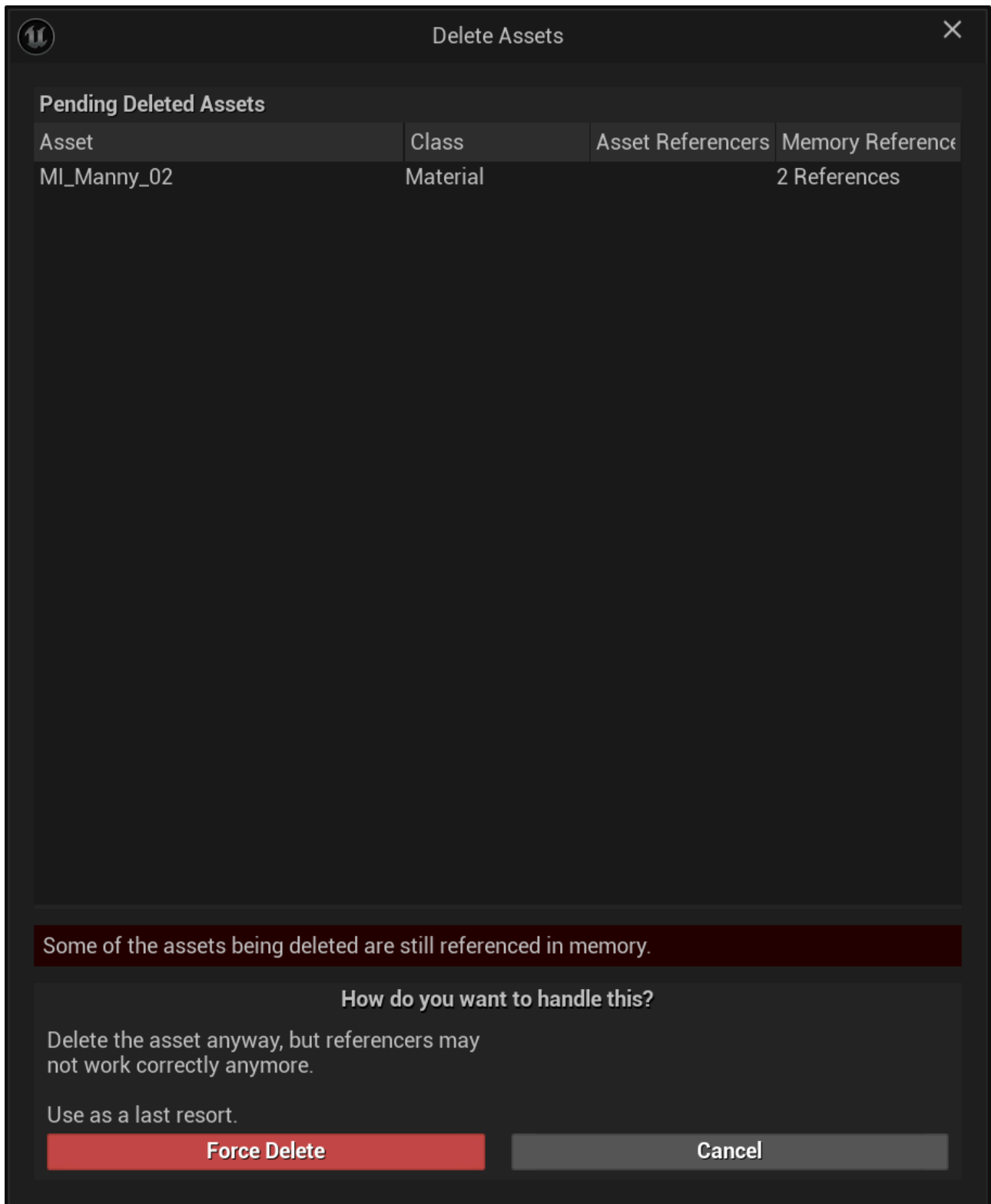
5. The imported virtual hand meshes should now appear in the folder you selected in the Content Browser. Unreal Engine will create a Skeletal Mesh, a Skeleton, and a Physics Asset for each imported mesh, along with a default Material asset shared between both virtual hand meshes.



6. You can choose to keep or modify the default material. However, since the SenseGlove Unreal Engine Plugin provides a default material, we choose to delete the default material created by Unreal Engine during the import process. We'll assign the SenseGlove default material to the imported virtual hand meshes in the next steps. Right-click on the default material and select `Delete`.



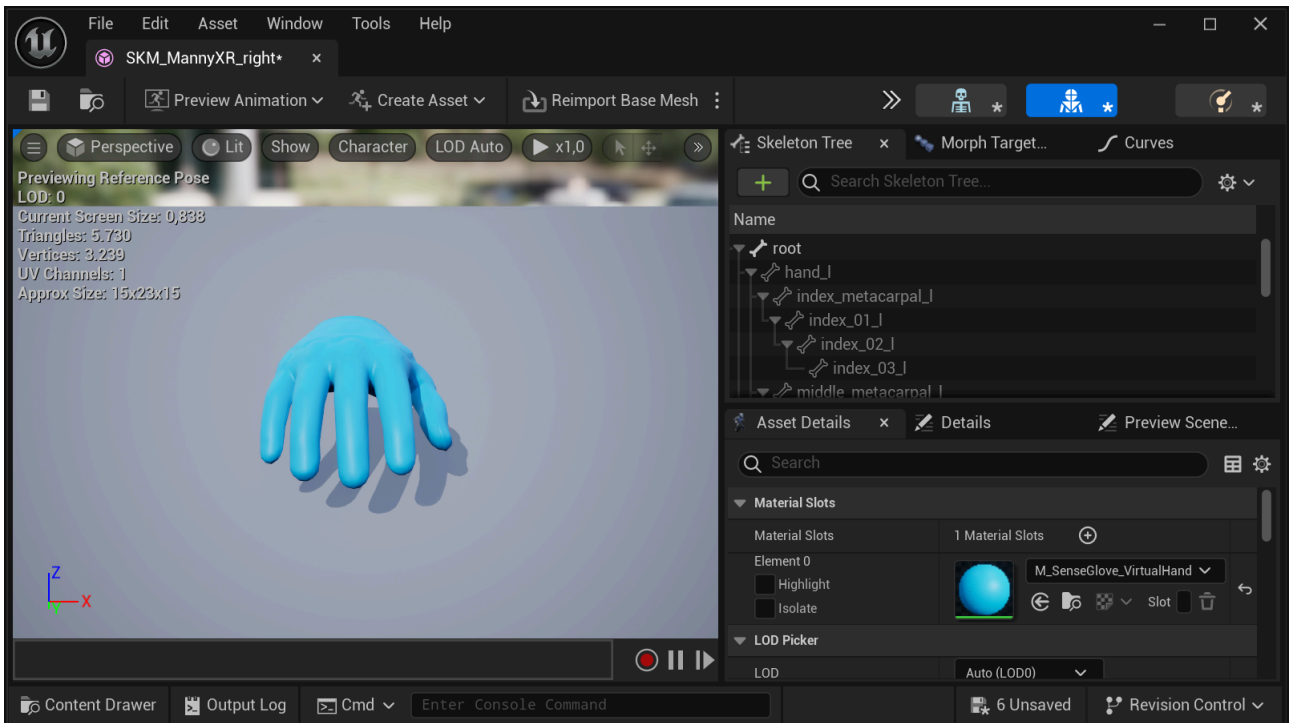
7. In the `Delete Assets` dialog, click `Force Delete` to confirm the deletion of the default material.



8. Open the Skeletal Mesh asset for the left hand and assign the `M_SenseGlove_VirtualHand` material from the Asset Details panel.



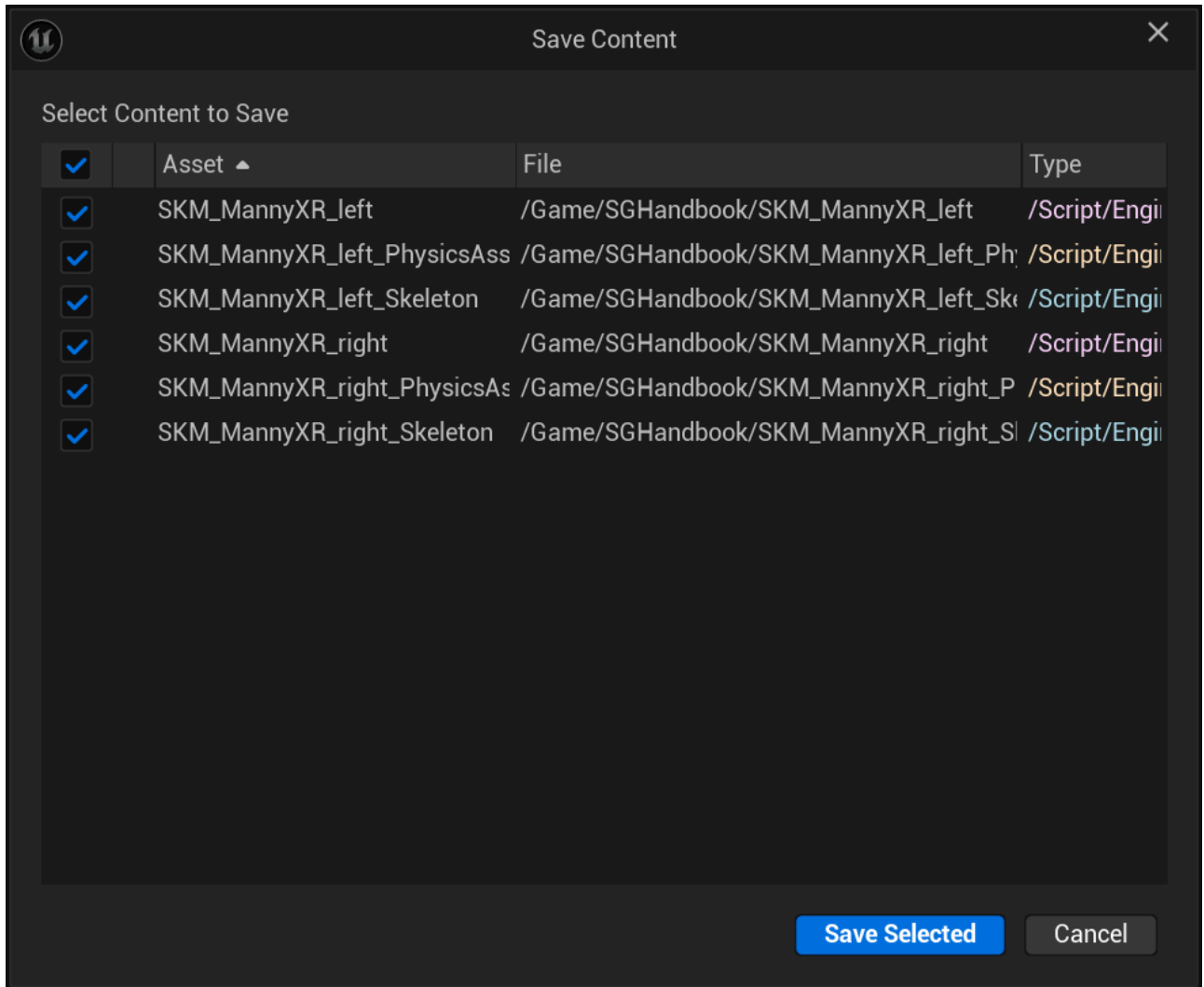
- Repeat the process for the Skeletal Mesh asset of the right hand, and assign the `M_SenseGlove_VirtualHand` material in the Asset Details panel.



- Return to the Content Browser by closing all asset windows and click the **save all** button to save all imported virtual hand mesh assets to disk.

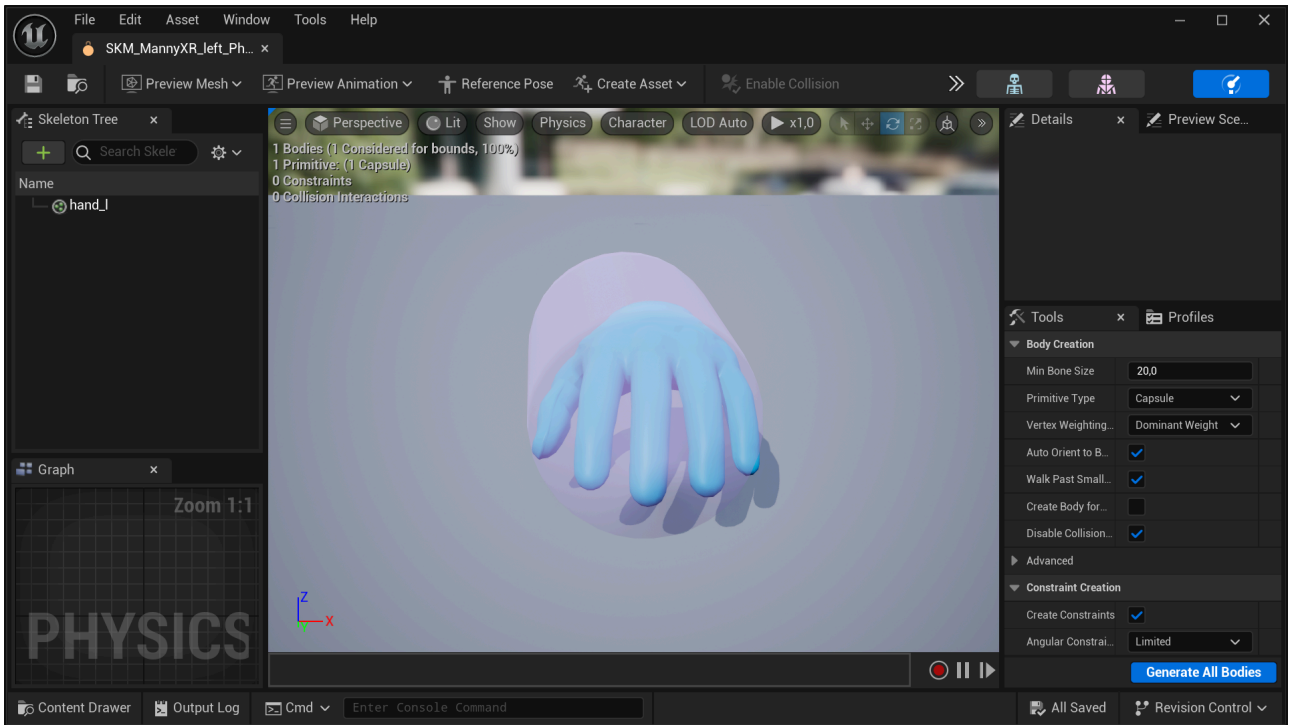


- In the **save content** dialog, choose **save selected** to confirm the saving all action.

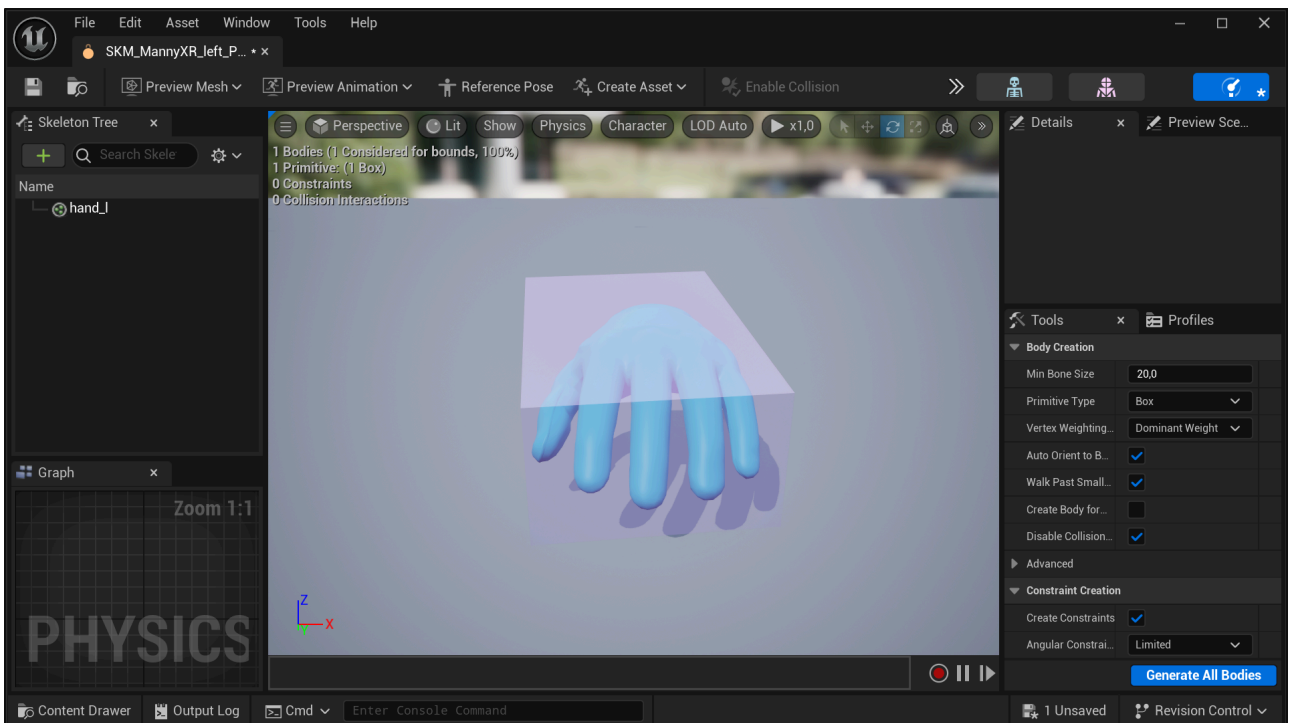


Setting up the Rigid Bodies

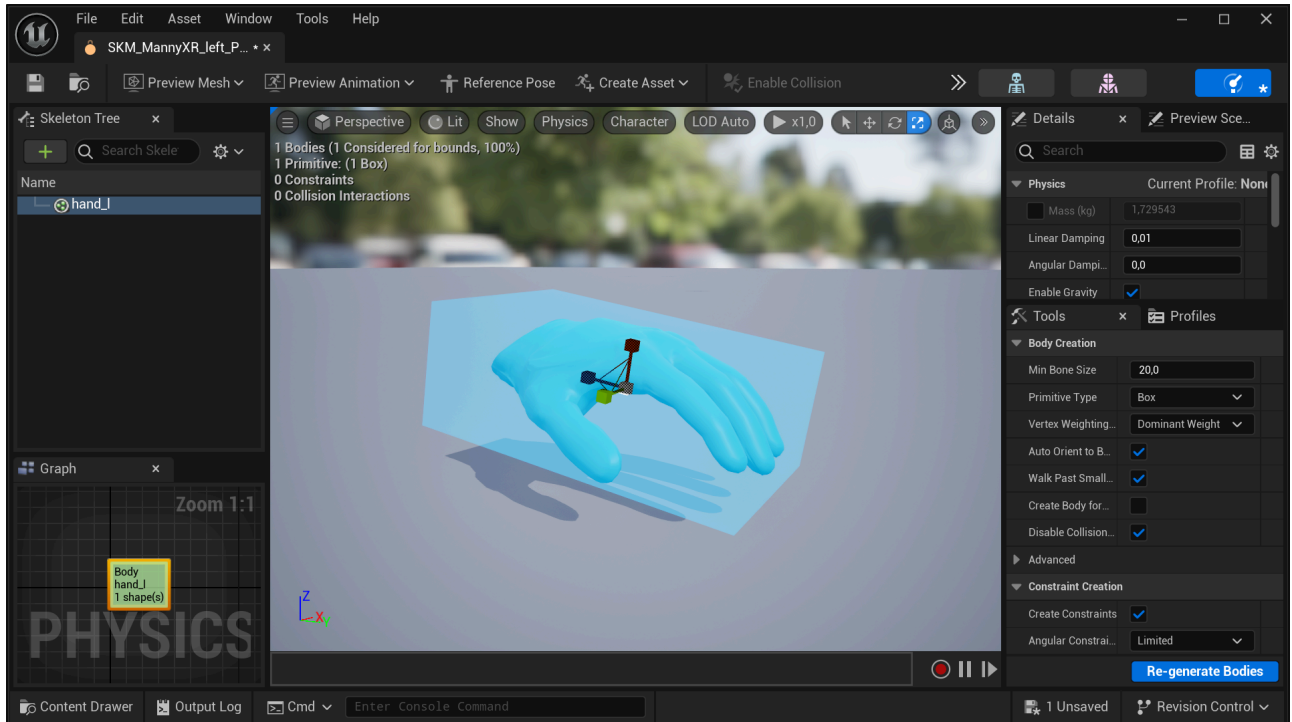
1. Open the Physics Asset for the left virtual hand mesh by double-clicking it in the Content Browser. This will open the PhAT (Physics Asset Tool) editor, where the virtual hand mesh for the left hand will appear with a default physics body, usually shaped as a capsule.



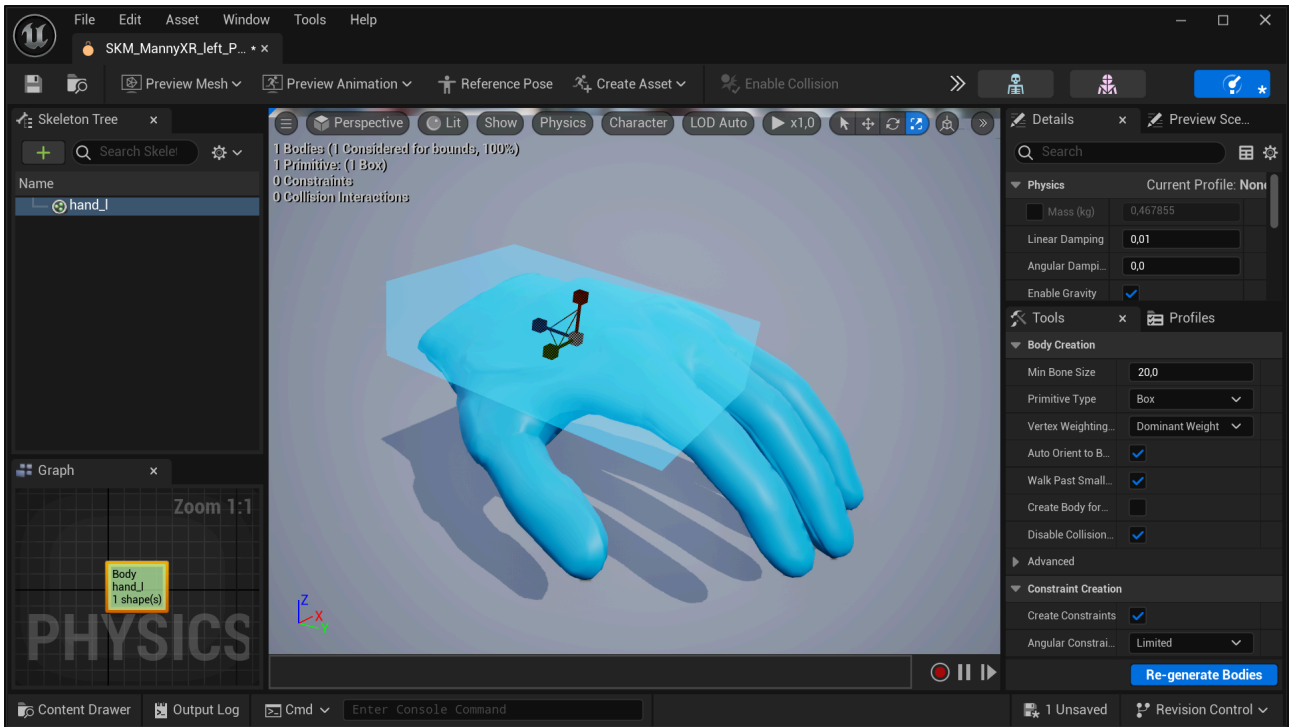
2. In the Tools panel, under the Body Creation section, locate the Primitive Type dropdown and select Box instead of the default Capsule shape. Then, click the Generate All Bodies button at the bottom of the Tools panel to create a new physics body.



3. After generating the new body, some adjustments are required for optimal interactions inside your VR simulations. Press the **r** key on your keyboard to enter scaling mode and use the arrows to resize the physics body. To reposition the body, press the **w** key to switch to translation mode. For adjusting the rotation, press the **e** key. Toggle between these modes as needed to fine-tune the physics body to your requirements.



4. You can always revisit and adjust the rigid body later after testing its impact in your VR simulations. For now, save the asset and close the PhAT editor.



5. Repeat the same procedure for the right virtual hand mesh.

Note

An older yet still relevant [video tutorial](#) demonstrating a similar procedure is also available.

Setting up throwing objects and physics settings for the rea...



Setting up the SenseGlove Grab and Touch Sockets

To ensure the Grab/Release and Touch systems function correctly, multiple sockets must be set up on each virtual hand mesh with precise locations and rotations. Before version [v2.1.0](#) of the SenseGlove Unreal Engine Plugin, this was a manual and time-consuming process. However, with the [v2.1.0](#) release, the plugin now includes the SenseGlove Sockets Editor, a built-in tool specifically designed for this task.

Note

If for any reason you still prefer to manually set up the sockets, [a detailed video tutorial](#) is available.

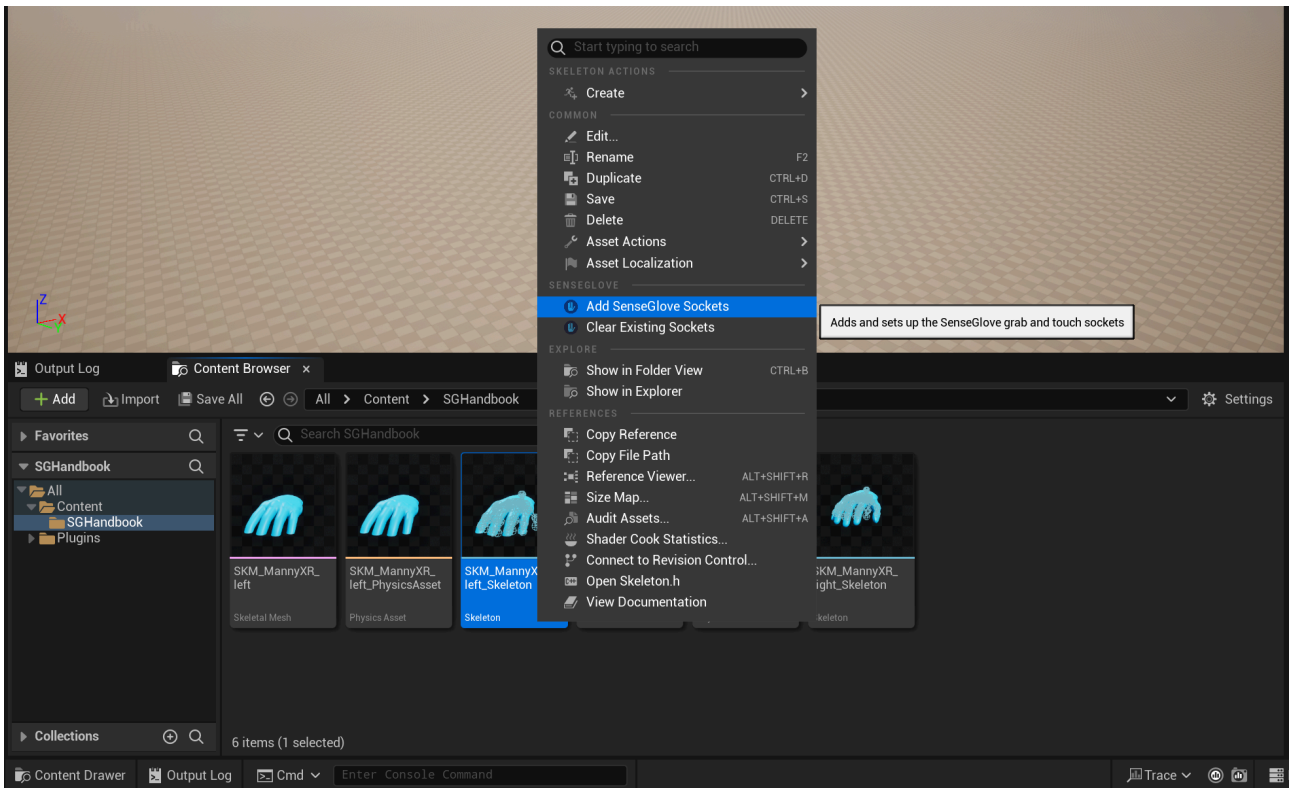
SenseGlove UE Tutorial 07 | Setting up Grabbing & Haptic F...



Accessing the SenseGlove Sockets Editor

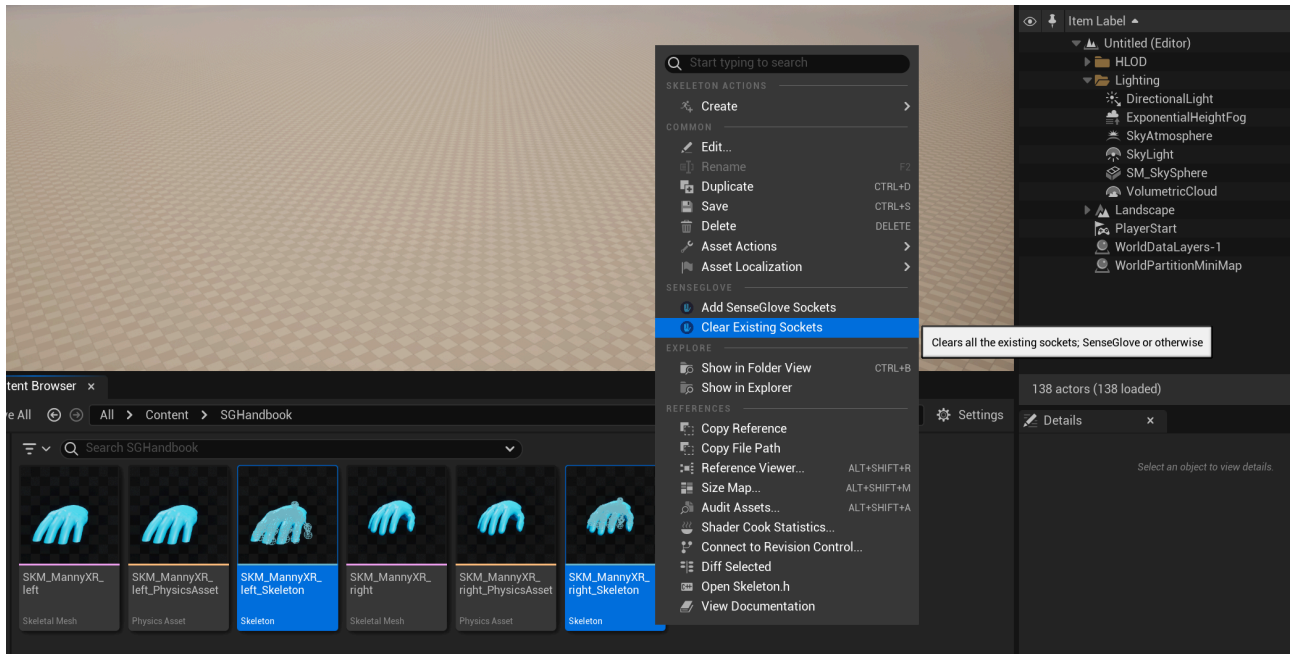
The SenseGlove Sockets Editor can be utilized in three ways:

1. By right-clicking on any Skeleton or Skeletal Mesh asset inside the Unreal Content Browser.

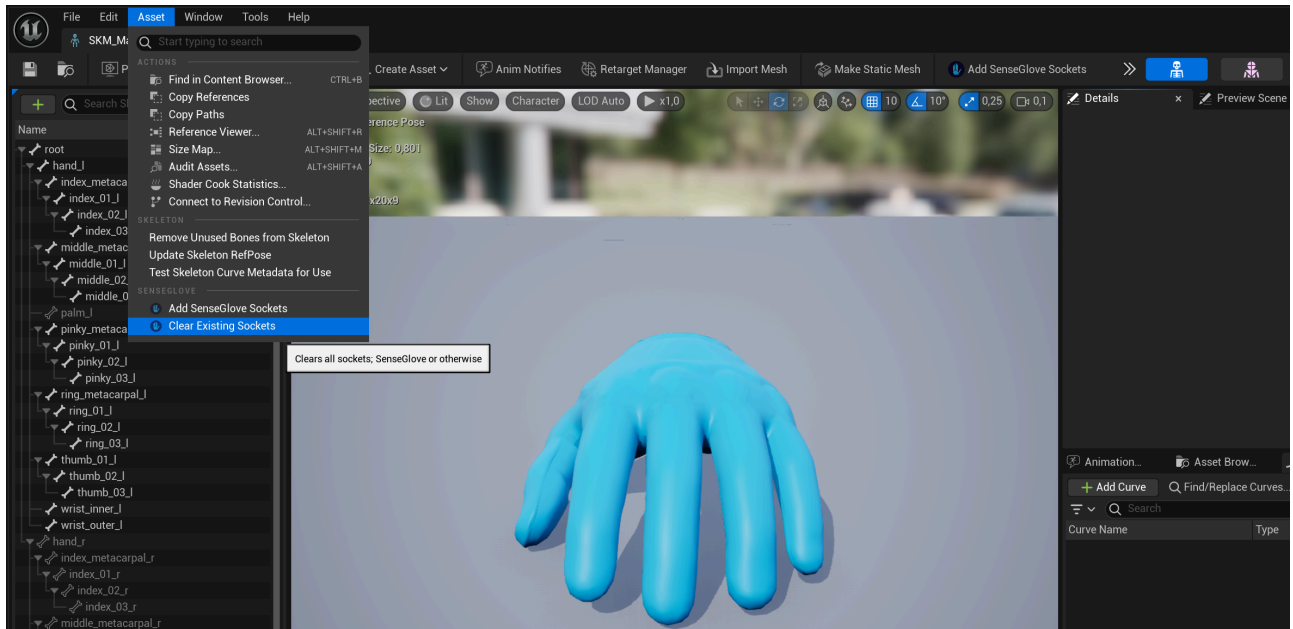


Tip

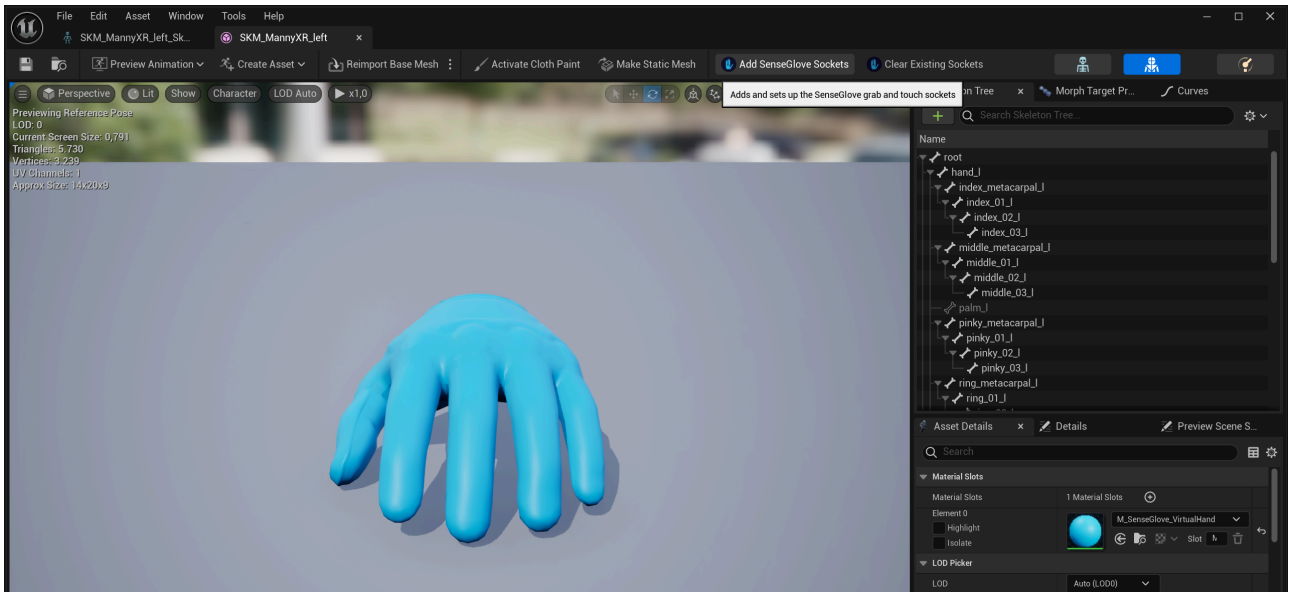
You can also perform Sockets Editor actions in bulk by selecting multiple assets of the same type and right-clicking on one of them. Note that if the selected assets are not all of the same type, Sockets Editor actions will not appear (e.g. selecting assets of type Skeletons and Skeletal Meshes together).



2. From the **Asset** menu in the Skeleton Editor or Skeletal Mesh Editor for any open Skeleton or Skeletal Mesh asset.



3. From the Skeleton Editor or Skeletal Mesh Editor toolbar for any open Skeleton or Skeletal Mesh asset.



The SenseGlove Sockets Editor currently offers two actions:

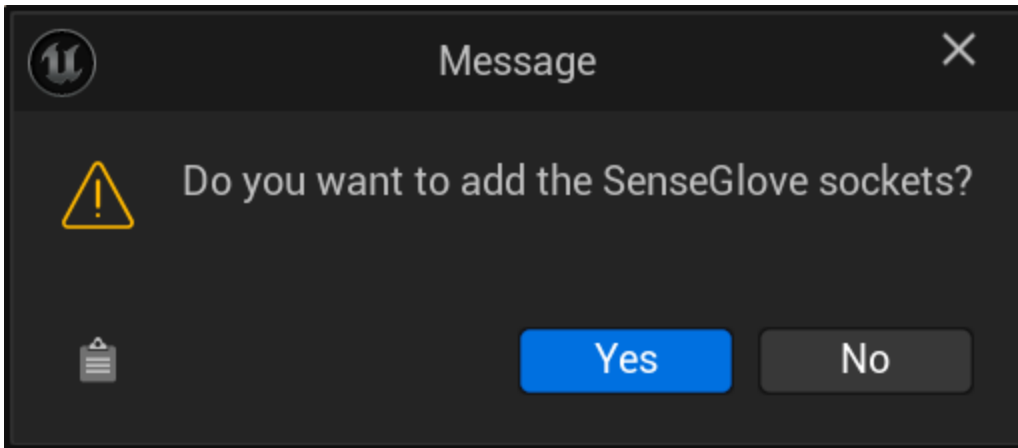
1. **Add SenseGlove Sockets** : which adds and sets up the SenseGlove grab and touch sockets to any virtual hand mesh that adheres to the Epic rig and bone structure.
2. **Clear Existing Sockets** : which destructively clears all existing sockets; SenseGlove or otherwise, from any mesh.

Important

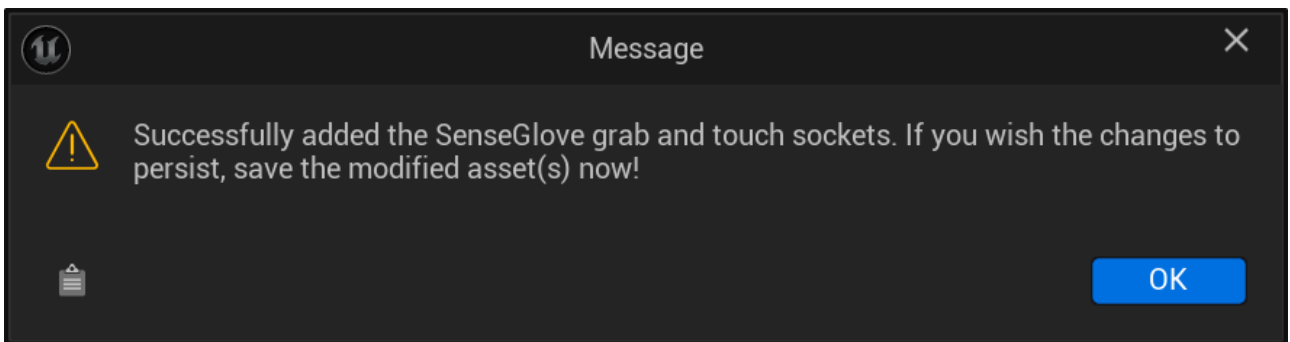
Simply performing any of these actions won't permanently modify your assets. In fact, if you close the Unreal Editor without saving your assets first, all changes performed by the SenseGlove Sockets Editor will be lost forever. This is by design and the plugin will leave this final choice to the user. So, in order to apply the changes permanently, you must save the assets manually.

Adding the SenseGlove Sockets

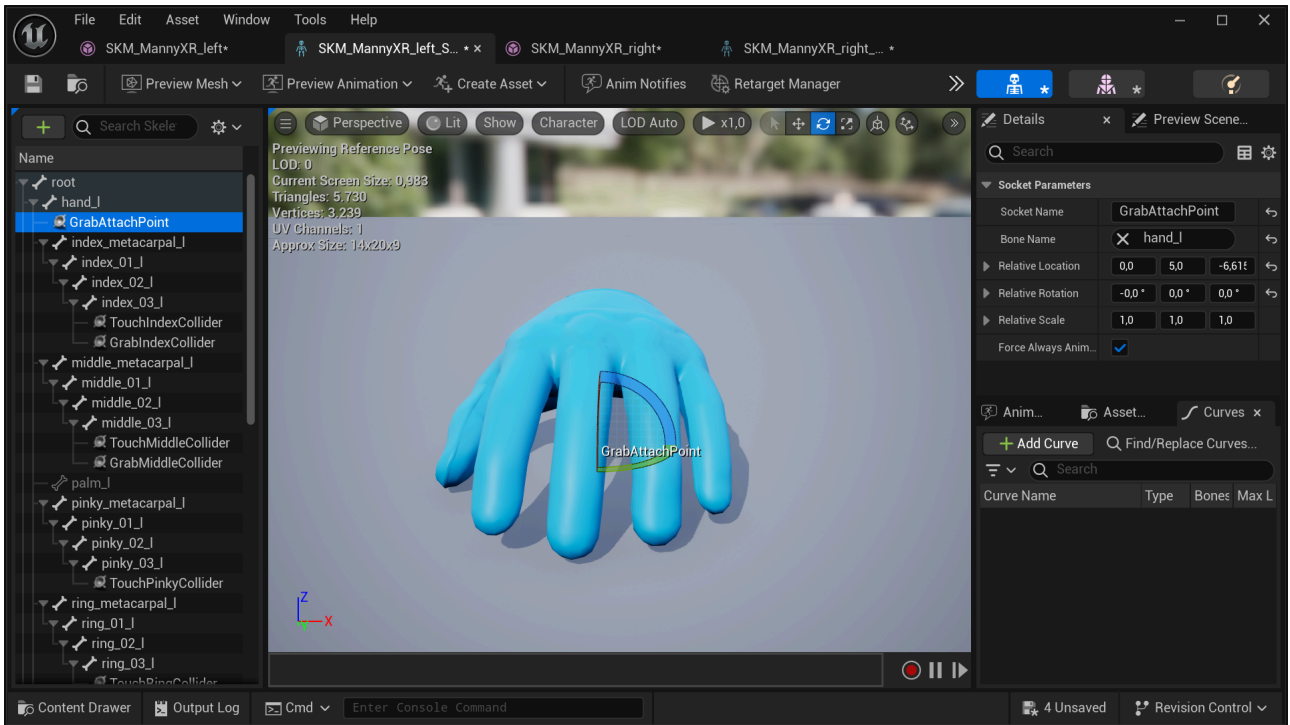
When you invoke the **Add SenseGlove Sockets** action, the Sockets Editor will prompt you for confirmation:



If it succeeds at adding the standard SenseGlove sockets, you will receive a confirmation message:



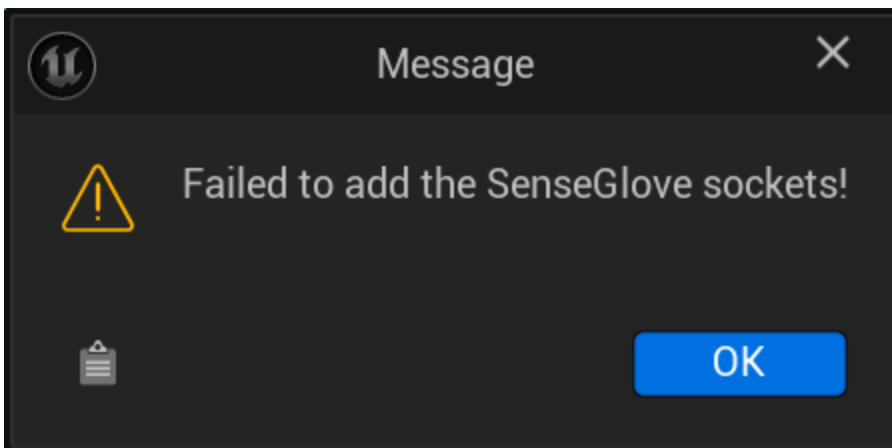
After closing the dialog, the editors for the affected Skeleton and Skeletal Mesh assets will open, displaying the newly added sockets:

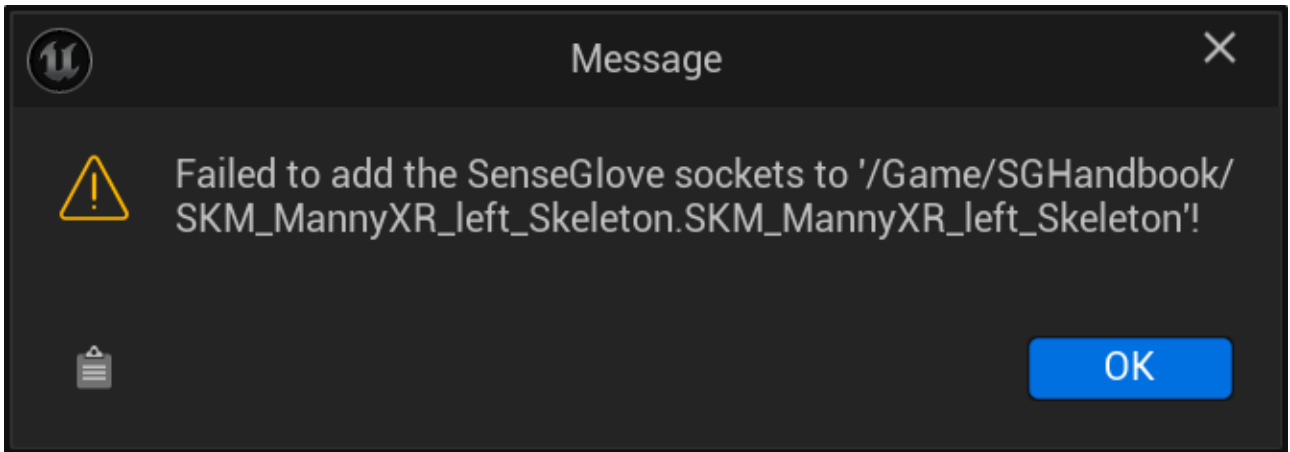


To ensure the changes persist, save the assets to disk.

Note

The Add SenseGlove Sockets action can fail for various reasons, so it's important to investigate and identify the cause if an issue arises.





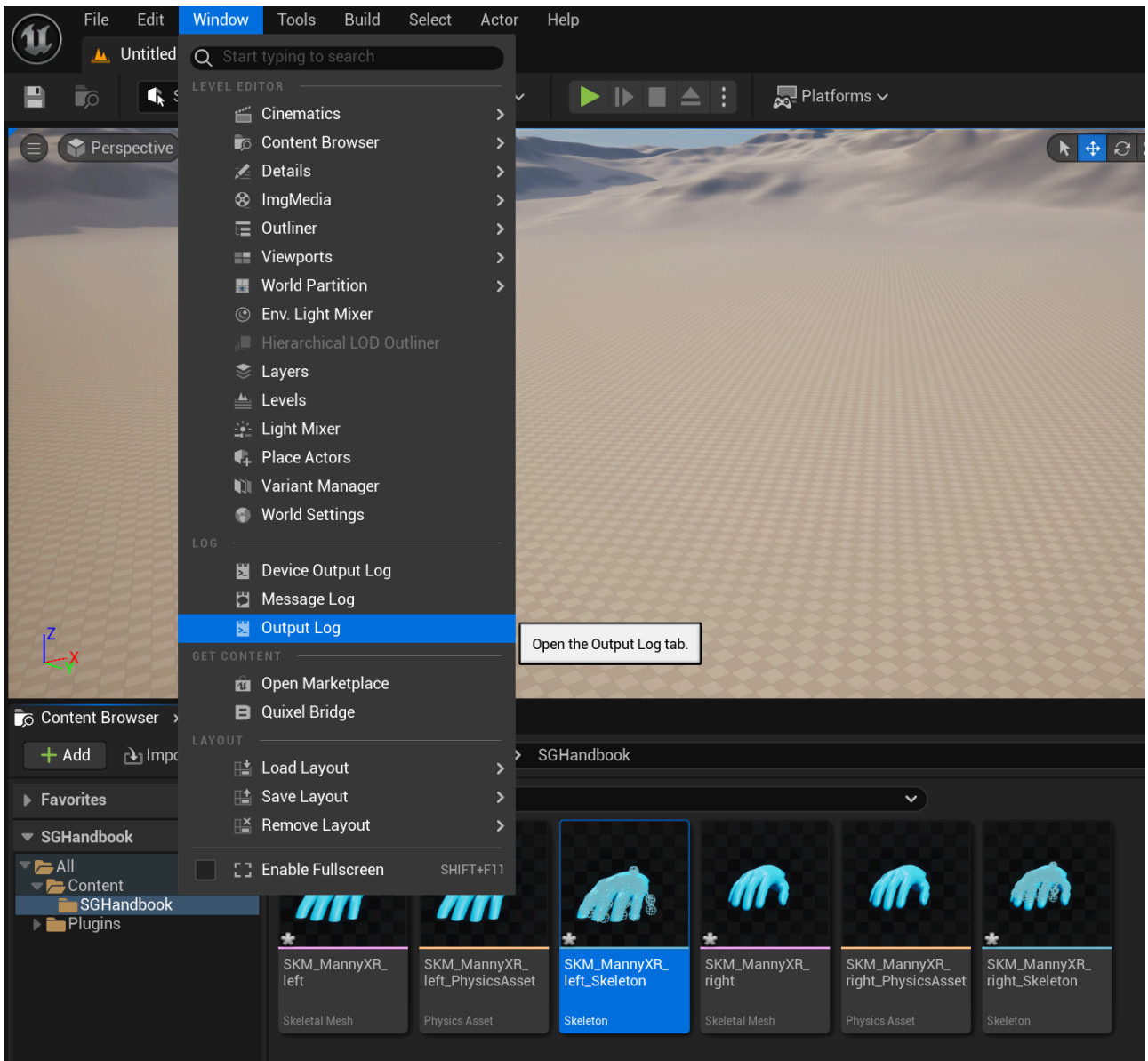
Important

A common cause of failure is that the SenseGlove sockets have already been set up, or the meshes you're using already have the necessary sockets. In this case, consider using the [Clear Existing Sockets](#) action first.

Caution

Another common cause of failure is if your virtual hand meshes share a skeleton. As noted in [the Compatible Virtual Hand Meshes section](#), the SenseGlove Sockets Editor does not support skeletal meshes that share their skeleton. You may need to [export](#) and [re-import](#) the virtual hand meshes in a compatible manner first.

In any case, the SenseGlove Sockets Editor reports all failures in the Unreal Editor logs. To view and investigate the logs, simply head to the `Window` menu and click on `Output Log`:

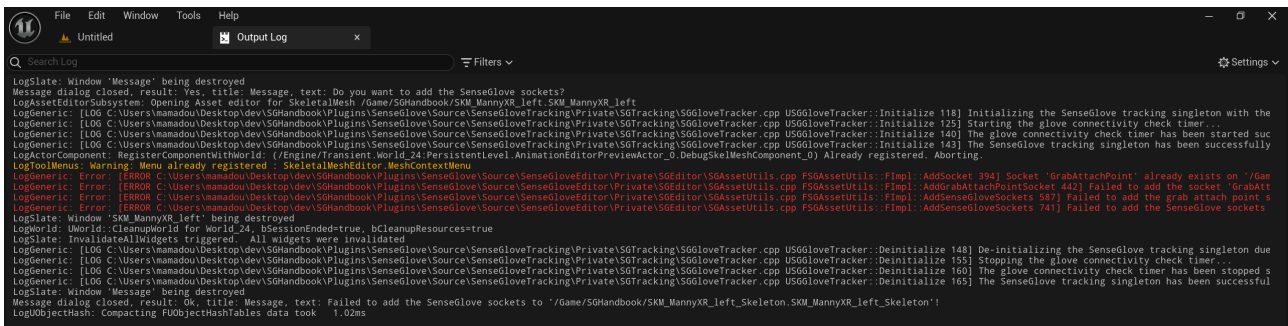


For example, in the following screenshots the following errors are stated: Socket 'GrabAttachPoint' already exists on '/Game/SGHandbook/SKM_MannyXR_left.SKM_MannyXR_left'; refuse to add a duplicate! .

```

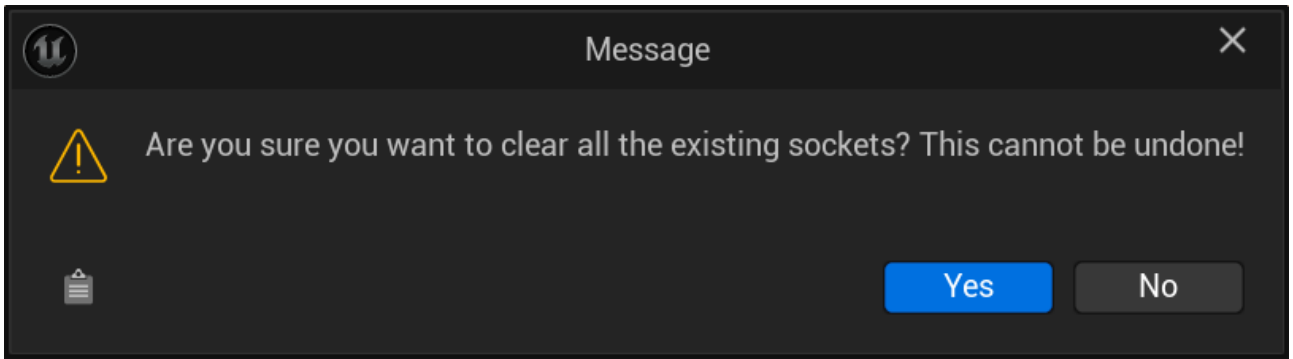
LogGeneric: Error: [ERROR
C:\Users\mamadou\Desktop\dev\SGHandbook\Plugins\SenseGlove\Source\SenseGloveE
ditor\Private\SGEditor\SGAssetUtils.cpp FSGAssetUtils::FImpl::AddSocket 394]
Socket 'GrabAttachPoint' already exists on
'/Game/SGHandbook/SKM_MannyXR_left.SKM_MannyXR_left'; refuse to add a
duplicate!
LogGeneric: Error: [ERROR
C:\Users\mamadou\Desktop\dev\SGHandbook\Plugins\SenseGlove\Source\SenseGloveE
ditor\Private\SGEditor\SGAssetUtils.cpp
FSGAssetUtils::FImpl::AddGrabAttachPointSocket 442] Failed to add the socket
'GrabAttachPoint' to '/Game/SGHandbook/SKM_MannyXR_left.SKM_MannyXR_left'!
LogGeneric: Error: [ERROR
C:\Users\mamadou\Desktop\dev\SGHandbook\Plugins\SenseGlove\Source\SenseGloveE
ditor\Private\SGEditor\SGAssetUtils.cpp
FSGAssetUtils::FImpl::AddSenseGloveSockets 587] Failed to add the grab attach
point socket to asset '/Game/SGHandbook/SKM_MannyXR_left.SKM_MannyXR_left'!
LogGeneric: Error: [ERROR
C:\Users\mamadou\Desktop\dev\SGHandbook\Plugins\SenseGlove\Source\SenseGloveE
ditor\Private\SGEditor\SGAssetUtils.cpp
FSGAssetUtils::FImpl::AddSenseGloveSockets 741] Failed to add the SenseGlove
sockets to the asset '/Game/SGHandbook/SKM_MannyXR_left.SKM_MannyXR_left'!

```

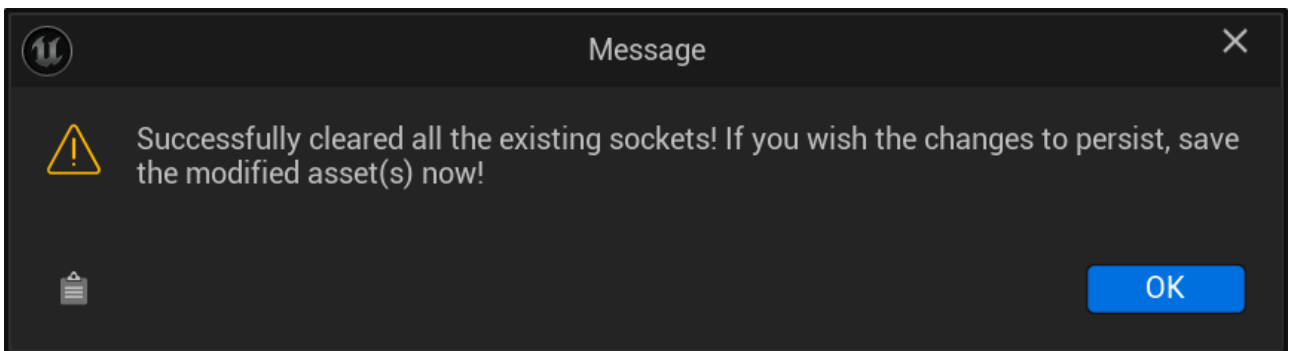


Clearing All Existing Sockets

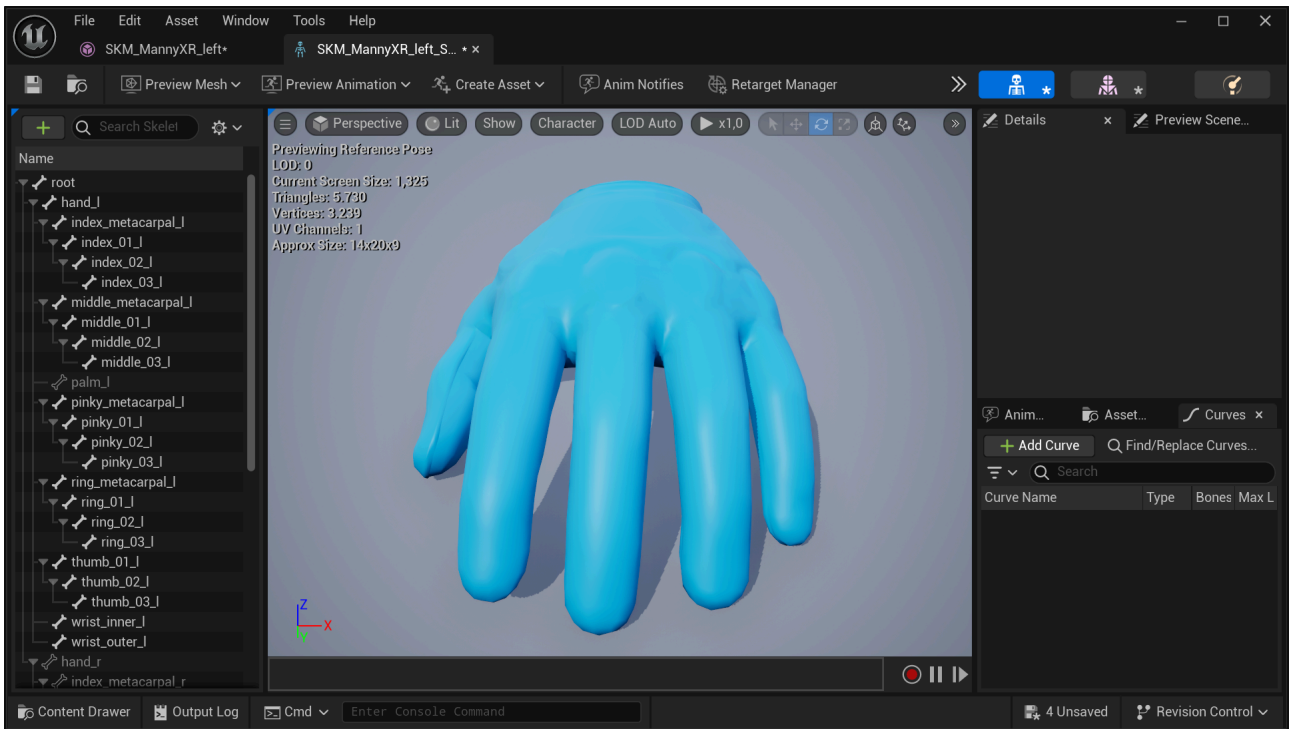
When you invoke the **Clear Existing Sockets** action, the Sockets Editor will ask for your confirmation:



If successful, you will receive a message indicating all the existing sockets have been cleared:



After closing the dialog, the editors for the affected Skeleton and Skeletal Mesh assets will open, displaying the affected assets with all sockets cleared:



Configuring the SGPawn and Plugin Virtual Hand Mesh Settings

The final step in setting up the virtual hand meshes is to configure the `SGPawn` and `Plugin Virtual Hand Mesh Settings` to ensure they utilize the newly created virtual hand meshes.

Please visit [Setting Up SGPawn](#), [The Virtual Hand Mesh Settings](#), and [how to setup the Wrist Tracking Hardware](#) sections for more information.

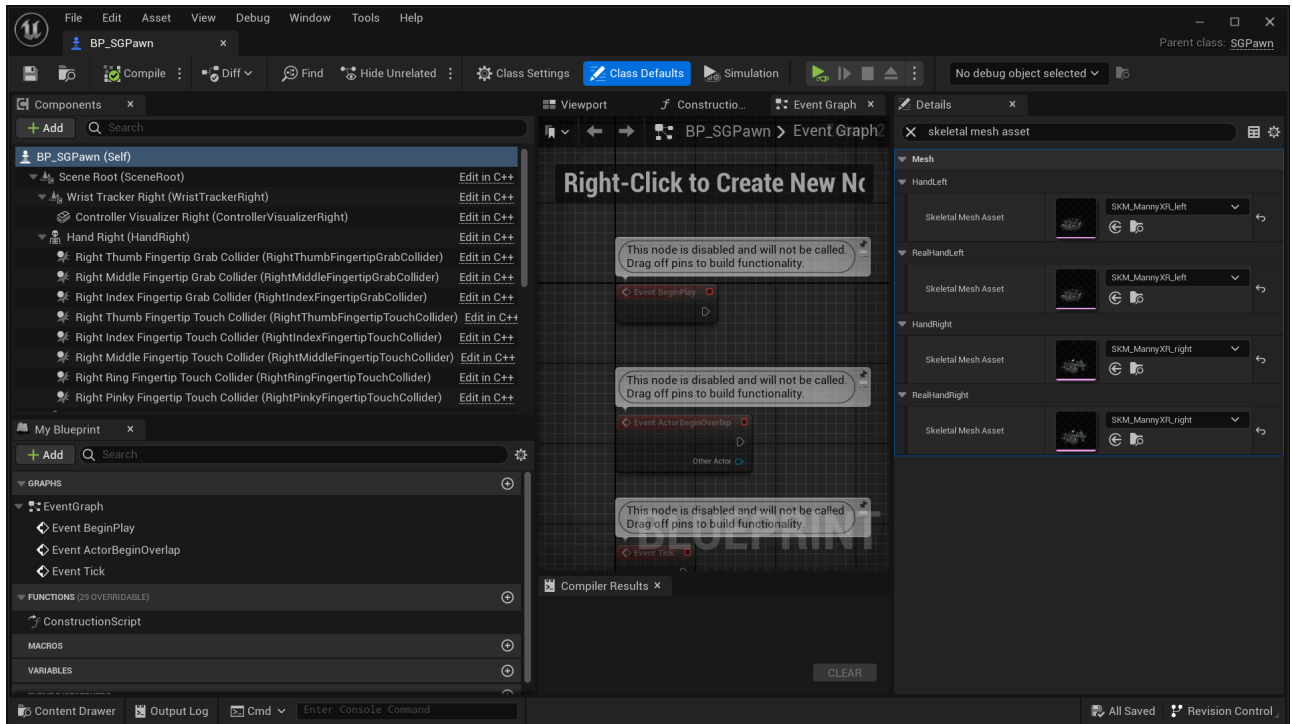
SGPawn Configuration

In the `SGPawn` Blueprint class, make sure to assign the appropriate `Skeletal Mesh Asset` to the following components:

- `HandLeft`
- `HandRight`

- RealHandLeft
- RealHandRight

This ensures that the correct hand meshes are used for both virtual and real hands.

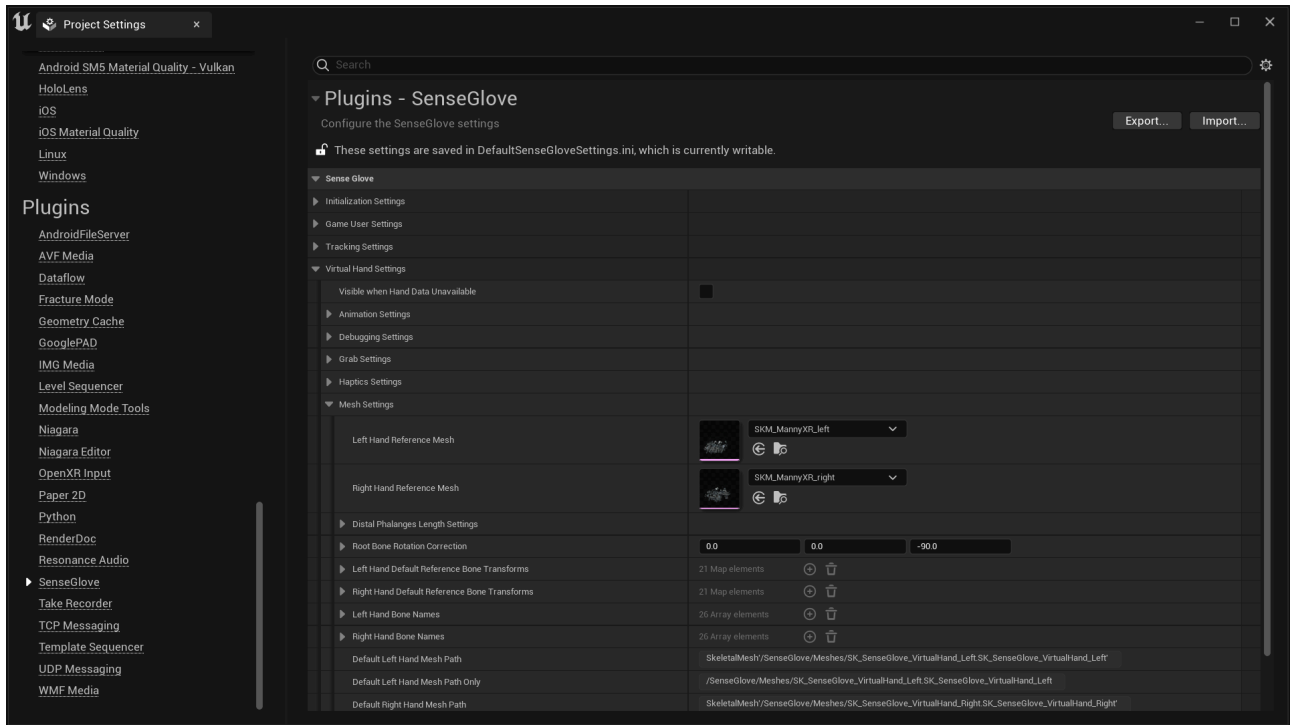


Plugin Virtual Hand Mesh Settings

Next, navigate to Project Settings > Plugins > SenseGlove > Virtual Hand Settings > Mesh Settings and specify the correct left and right-hand meshes for:

- Left Hand Reference Mesh
- Right Hand Reference Mesh

This configuration guarantees that the tracking system correctly interprets the bone transforms of the virtual hand meshes when generating `FXRMotionControllerData`. Additionally, it allows the animation system to accurately use these bone transforms when processing `FXRMotionControllerData` and animating the virtual hand meshes.



Setting Up the Wrist Tracking Hardware

To enable the SenseGlove Unreal Engine Plugin to track the gloves position and rotation in the world, you need to specify a positional tracking hardware, referred to as Wrist Tracking Hardware within the plugin. By default, if the Wrist Tracking Hardware is not explicitly set, the plugin will attempt to automatically detect it by identifying your Head-mounted display (HMD) hardware. However, this auto-detection feature may not be entirely reliable, as it is still experimental, and it may occasionally fail.

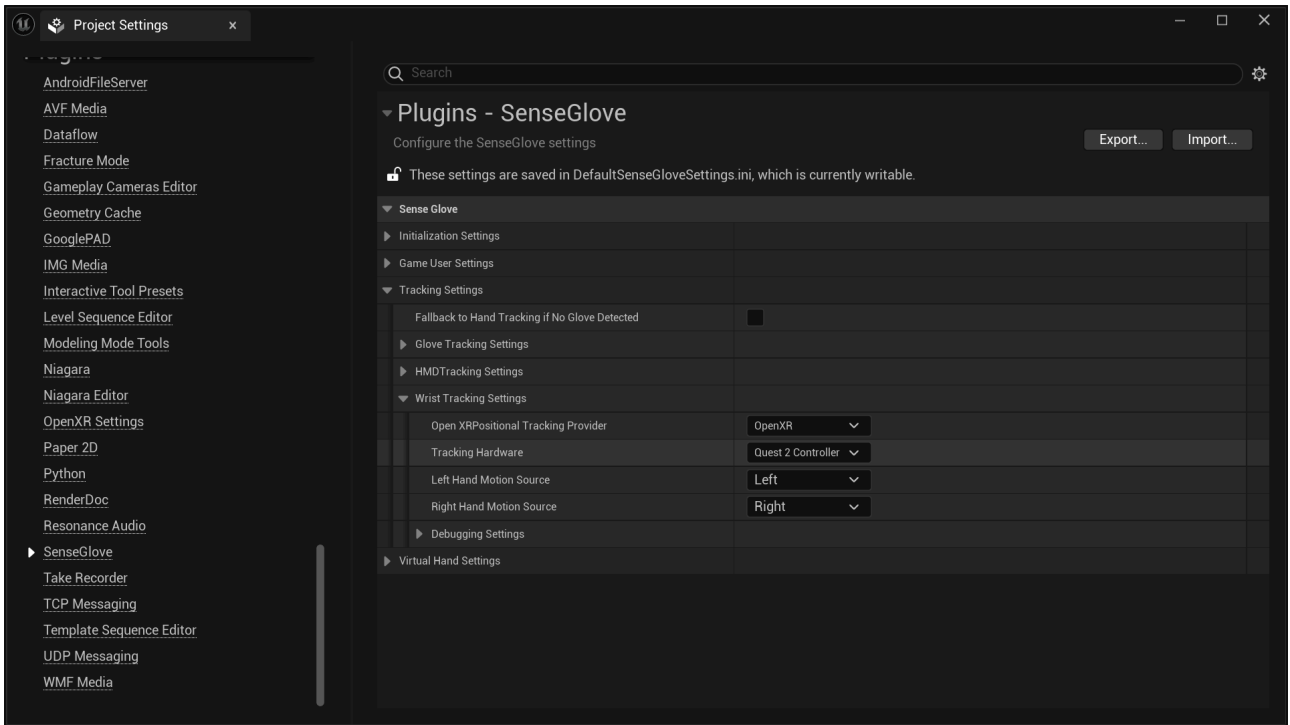
For detailed information, please visit [the Wrist Tracking Hardware and HMD auto-detection configuration section](#).

Prerequisites

Before you even consider setting up the Wrist Tracking Settings for the SenseGlove Unreal Engine Plugin, please make sure that you have already taken all the necessary steps in the [Enabling XR_EXT_hand_tracking OpenXR Extension on VR Headsets](#) section for [PCVR](#) or [Standalone](#) modes. Otherwise, there's no guarantee that the plugin can access the location data from the wrist-tracking hardware of your choice. So, as the first troubleshooting measure, we always recommend double-checking the relevant prerequisite guides above.

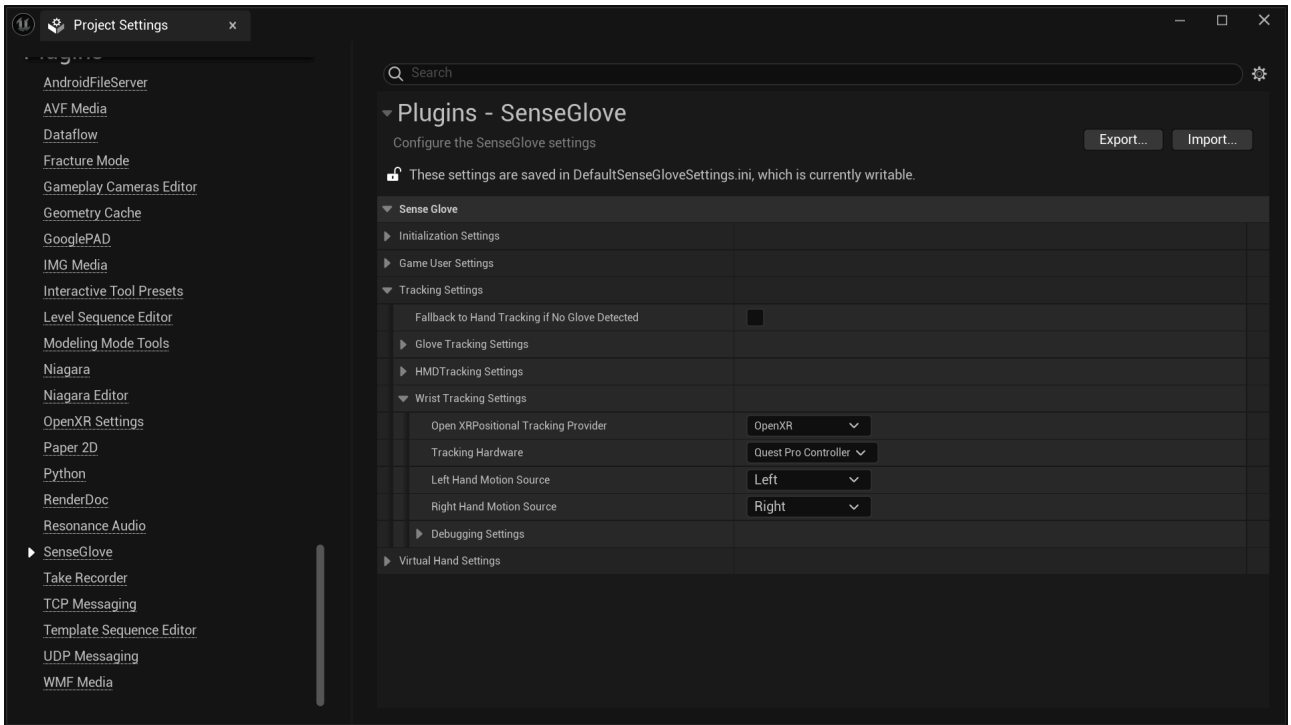
Meta Quest 2 Controller

For the Meta Quest 2, whether in PCVR or Standalone mode, the functional wrist-tracking settings looks something like this:



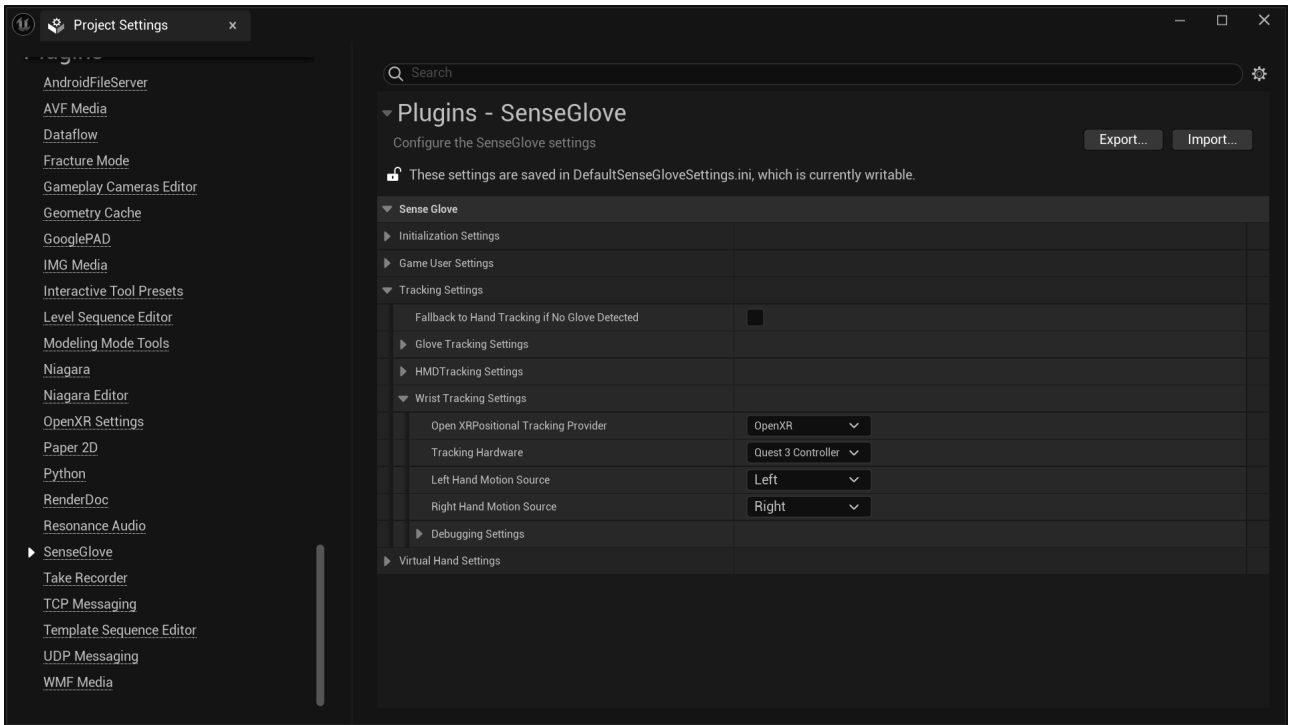
Meta Quest Pro Controller

For the Meta Quest 3, whether in PCVR or Standalone mode, the functional wrist-tracking settings looks something like this:



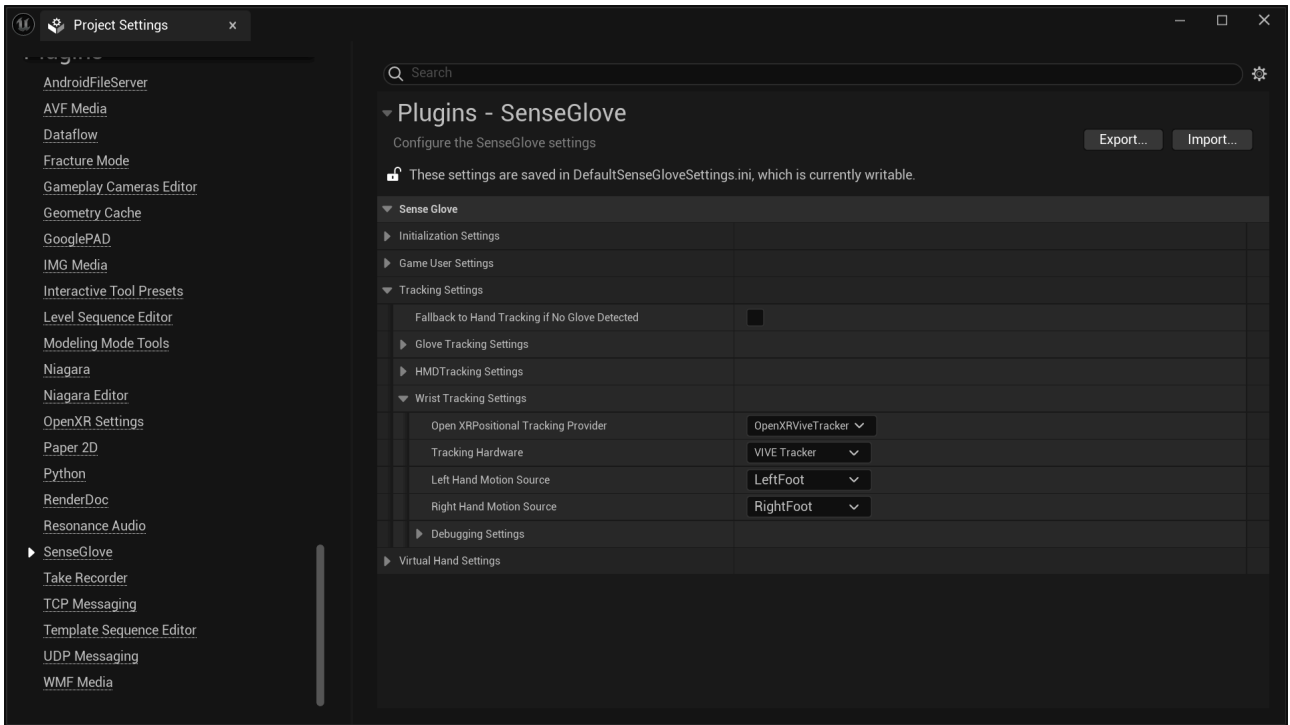
Meta Quest 3 Controller

For the Meta Quest 3, whether in PCVR or Standalone mode, the functional wrist-tracking settings looks something like this:



HTC VIVE Tracker

For the HTC VIVE Pro using VIVE Trackers, which only supports the PCVR mode, the functional wrist-tracking settings looks something like this:

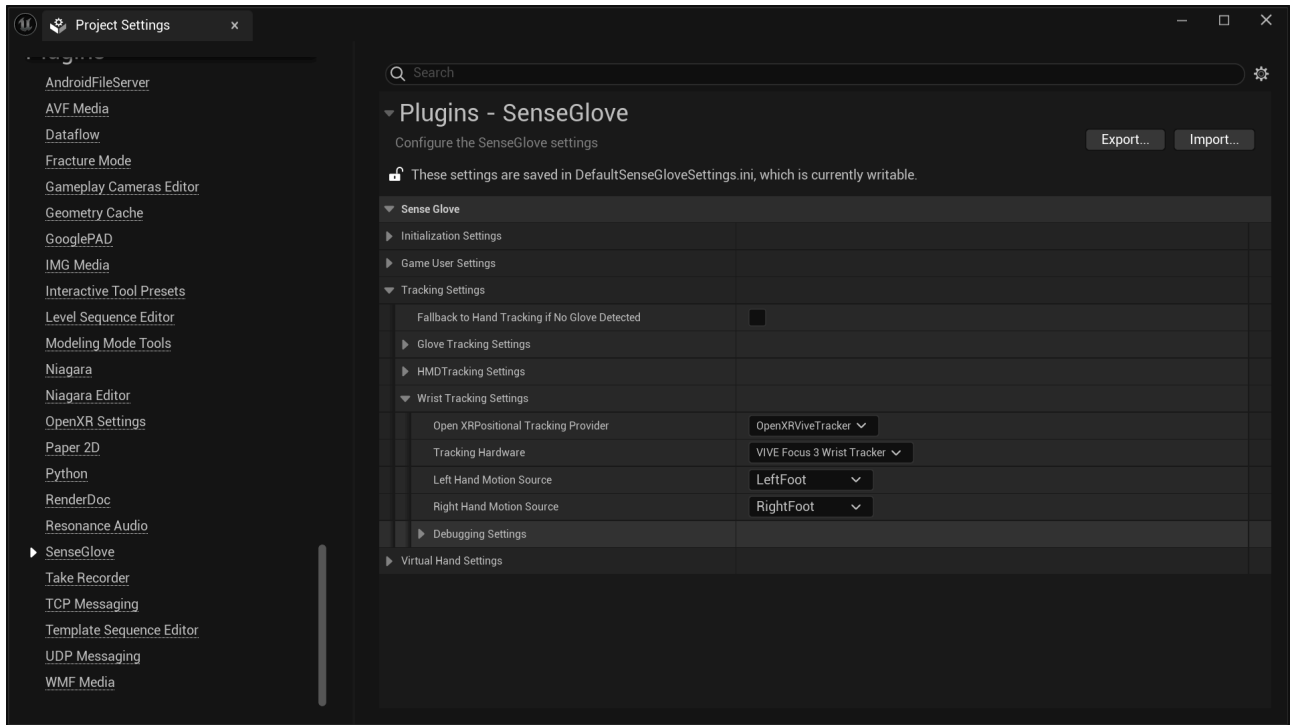


HTC VIVE Focus 3 Wrist Tracker

The wrist-tracking settings for the HTC VIVE Focus Vision, VIVE XR Elite, and VIVE Focus 3, when using VIVE Wrist Trackers, will vary depending on the platform and configuration in use.

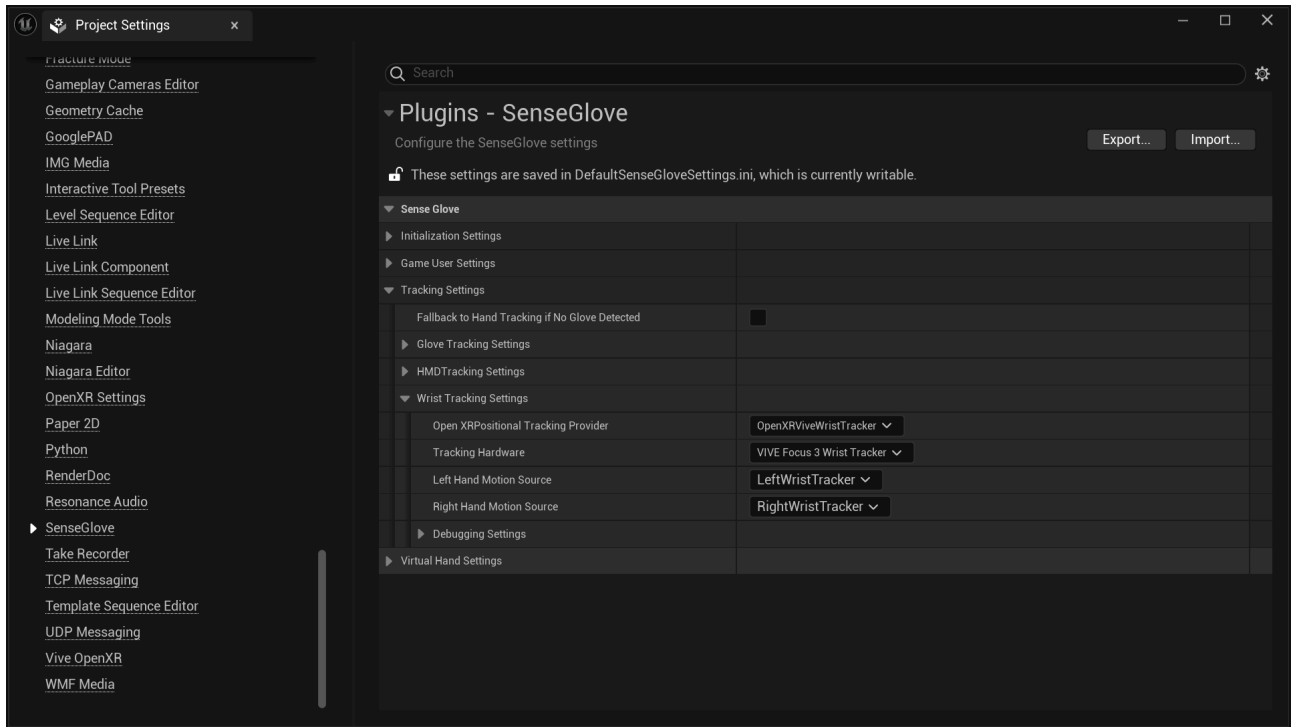
PCVR Mode

When running in PCVR mode, the functional wrist-tracking settings looks something like this:



Standalone Mode

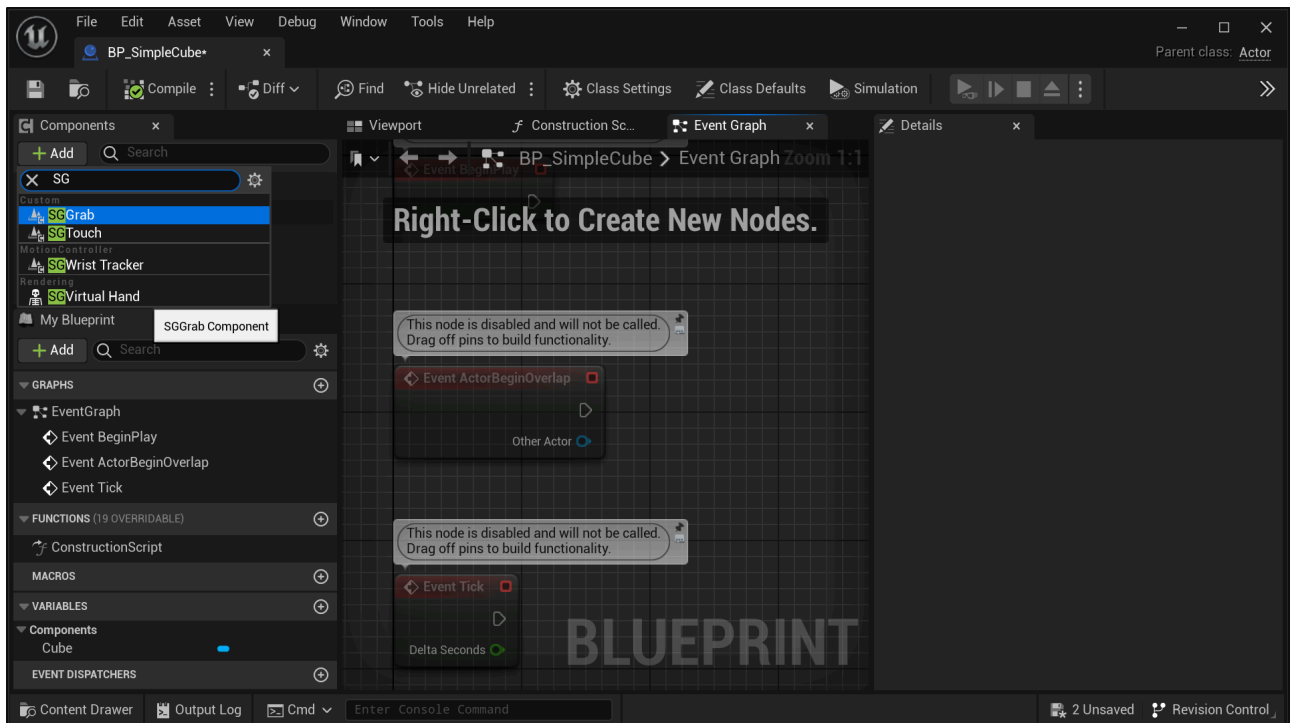
When running in Standalone mode, the functional wrist-tracking settings looks something like this:



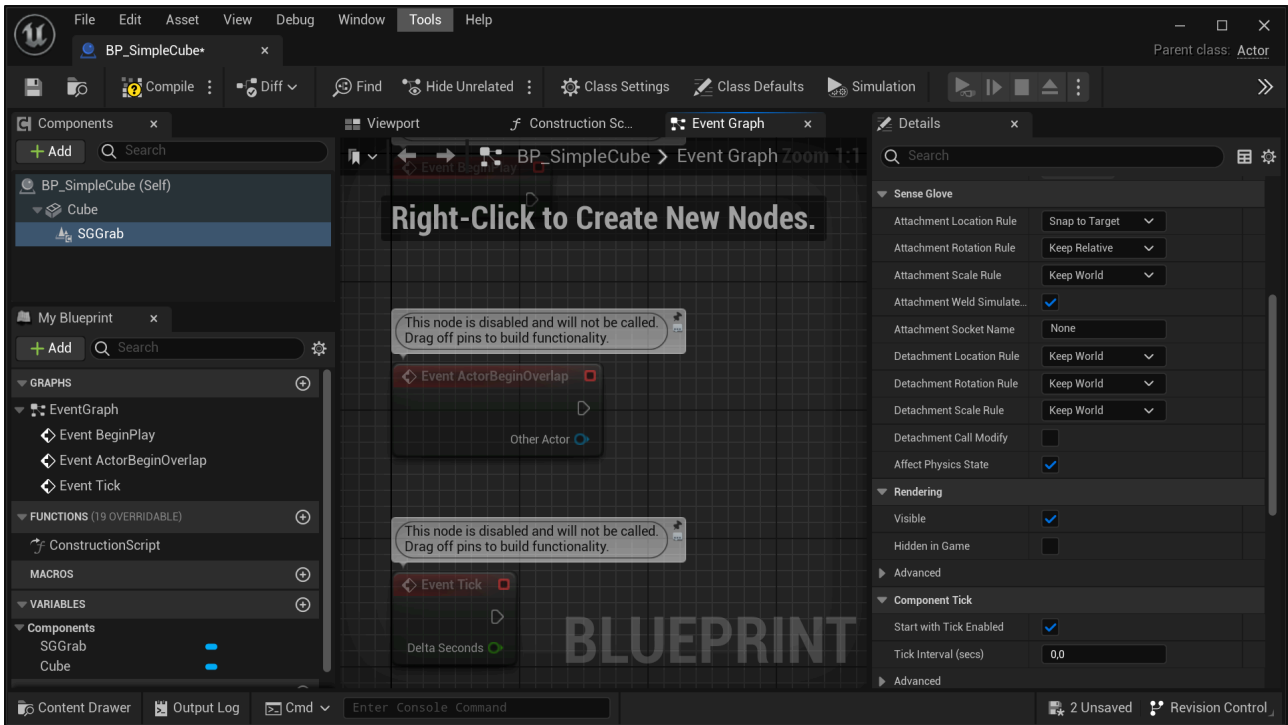
Setting up the Grab/Release System

Setting up the SenseGlove Grab/Release System involves two main steps. The first step, configuring the virtual hand meshes for both real and virtual hands, is handled automatically by the plugin. The second step, which is also straightforward, involves setting up any existing actor in the Unreal Blueprint Editor that you want to respond to with haptic feedback when your SenseGlove device comes into contact with it:

1. Open any existing actor in the Unreal Blueprint Editor that you would like to respond to with haptic feedback when your SenseGlove device comes into contact with it.
2. In the **Components** panel, click the **+ Add** button, then type **SGGrab** into the **Search Components** input field. Once found, click on **SGGrab** to add it to the current actor. You can rename the **sgGrab** component to your desired name.



3. With the **sgGrab** component selected in the **Components** panel, navigate to the **Details** panel. Under the **SenseGlove** section, adjust the settings for the grab/release system to suit your needs.



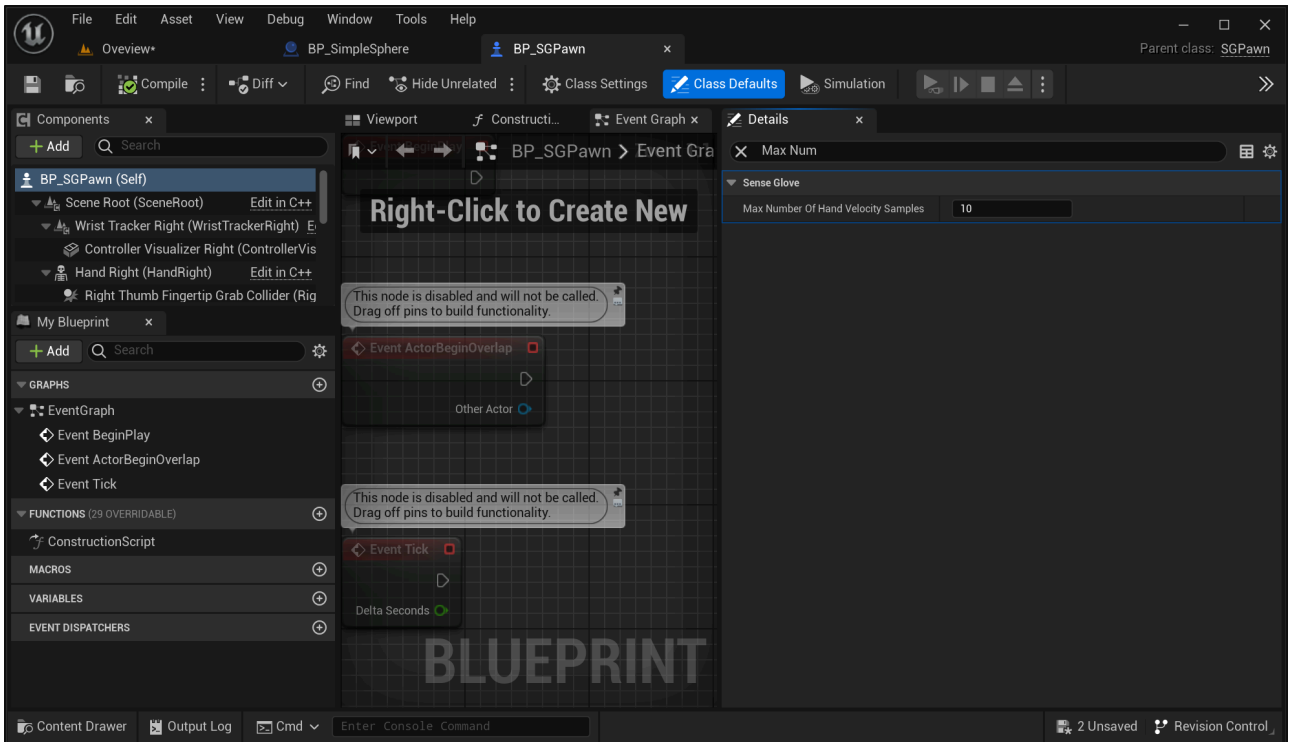
Note

Any property prefixed with `Attachment` is a parameter directly passed to Unreal's `FAttachmentTransformRules` during the grab process, while any property prefixed with `Detachment` is a parameter directly passed to Unreal's `FDetachmentTransformRules` during the release process.

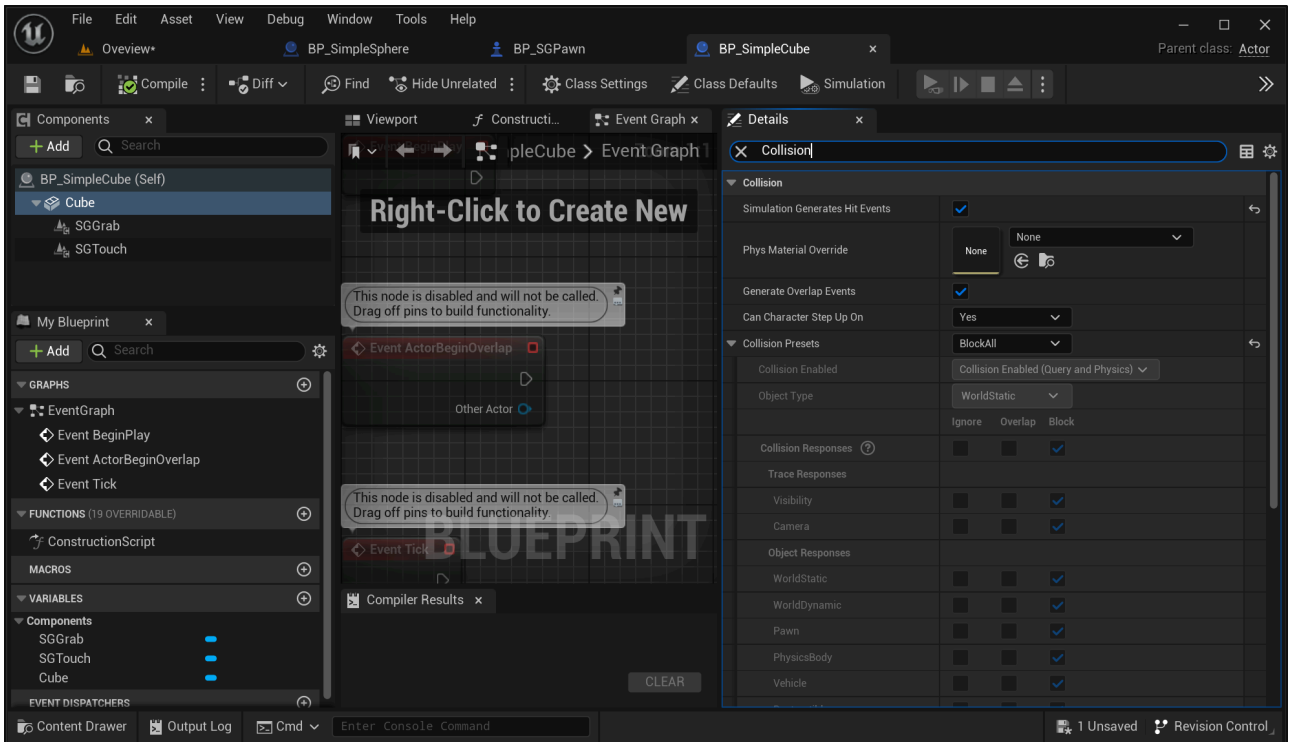
Caution

If `AttachmentSocketName` is unspecified, or incorrect the grabbable object will be attached to the root bone of the virtual hand mesh, which probably is not ideal.

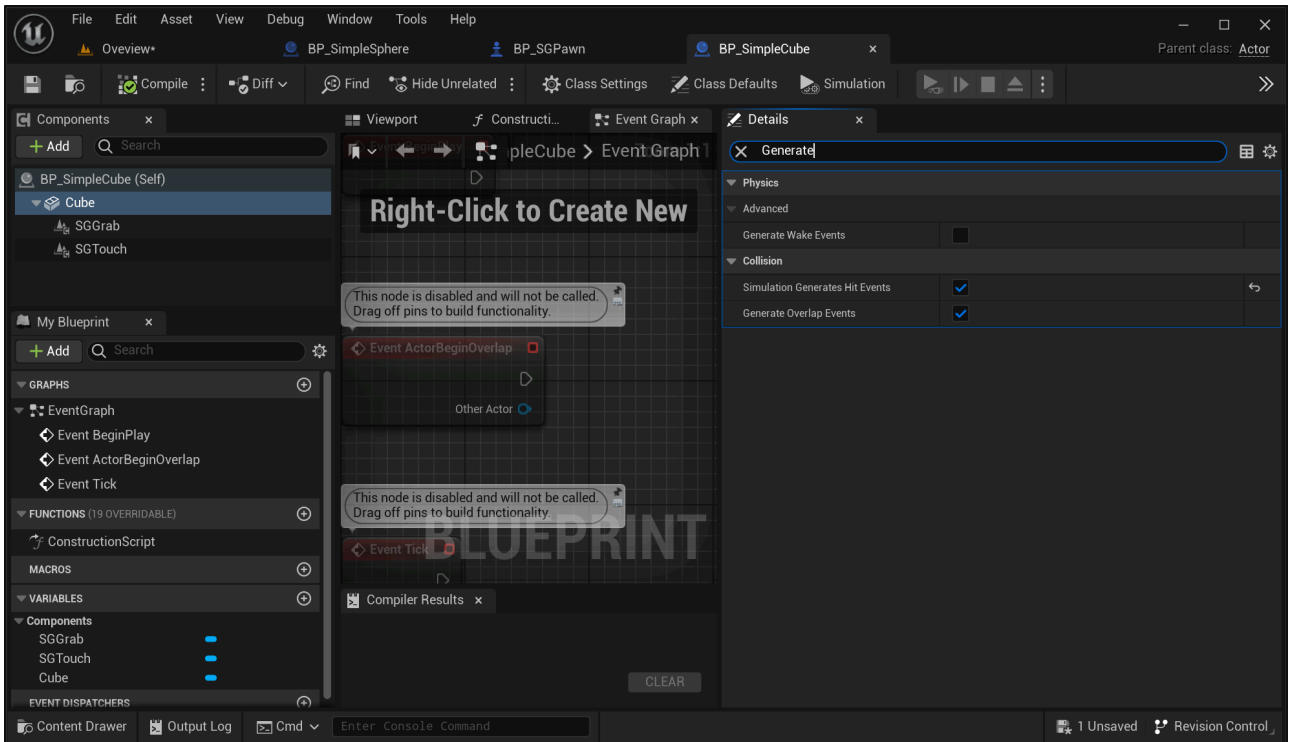
4. A key setting for the release system is located within your `SGPawn` instance. In the `Details` panel for your `SGPawn`, find the `Max Number of Hand Velocity Samples` setting and adjust it according to your needs. This setting determines the velocity of objects released from the hands by averaging the specified number of frames. Optimizing this value depends on the framerate of your simulation at runtime.



- One last aspect of the grabbable actors to take into account for the grab system to function properly is the collision settings of their mesh components. If you'd like to prevent the virtual hand meshes from passing through a grabbable actor, it's necessary to set the `Collision Presets` to `Block All` inside the `Details` panel for the actor's mesh components.



6. Additionally, enabling **Simulation Generates Hit Events** and **Generate Overlap Events** on the actors mesh components is mandatory. These settings are crucial for notifying the grab system when the virtual hand meshes come into contact with the actor.



Video Tutorials

The following tutorials, though for much older releases of the plugin, still provide in-depth guidance on the same process:

- [Setting up Grabbing and Haptic Feedback functionalities \(SGBasicDemo\)](#)

SenseGlove UE Tutorial 07 | Setting up Grabbing & Haptic F...



- [SGBasicDemo: setup throwing objects and physics settings for the real and virtual hands](#)

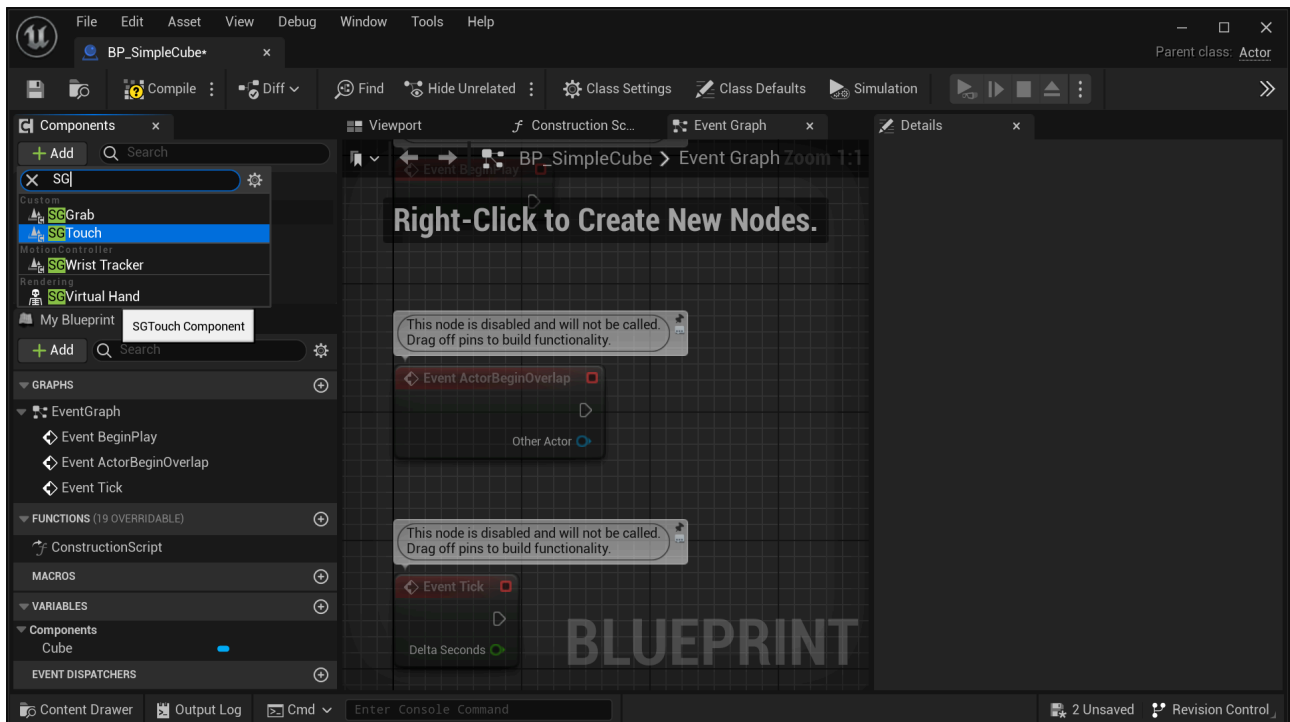
Setting up throwing objects and physics settings for the rea...



Setting up the Touch System

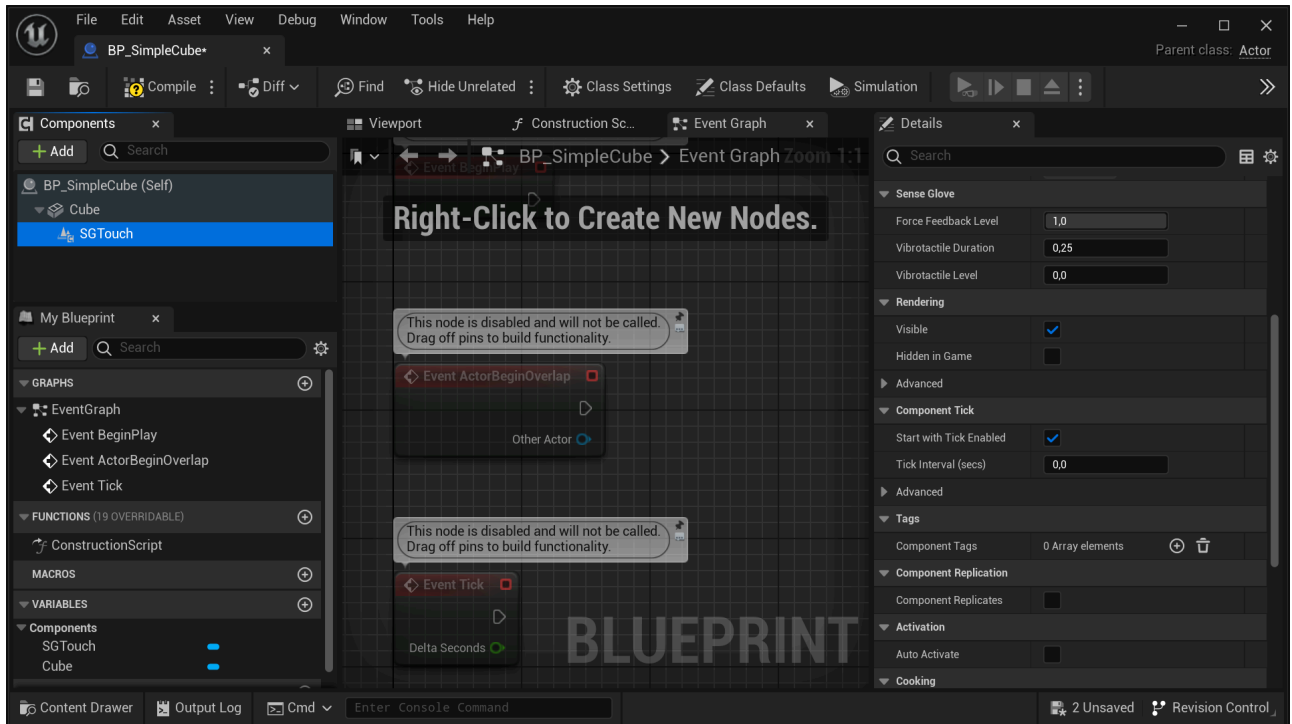
Configuring the SenseGlove Touch System involves two key steps. The first step, which is automatically handled by the plugin, is configuring the virtual hand meshes for both real and virtual hands. The second step, which is also straightforward, involves setting up any existing actor in the Unreal Blueprint Editor that you want to respond to with haptic feedback when your SenseGlove device comes into contact with it:

1. Open any existing actor in the Unreal Blueprint Editor that you would like to respond to with haptic feedback when your SenseGlove device comes into contact with it.
2. In the **Components** panel, click the **+ Add** button, then type **sgTouch** into the **Search Components** input field. Once found, click on **sgTouch** to add it to the current actor. You can rename the **sgTouch** component to your desired name.

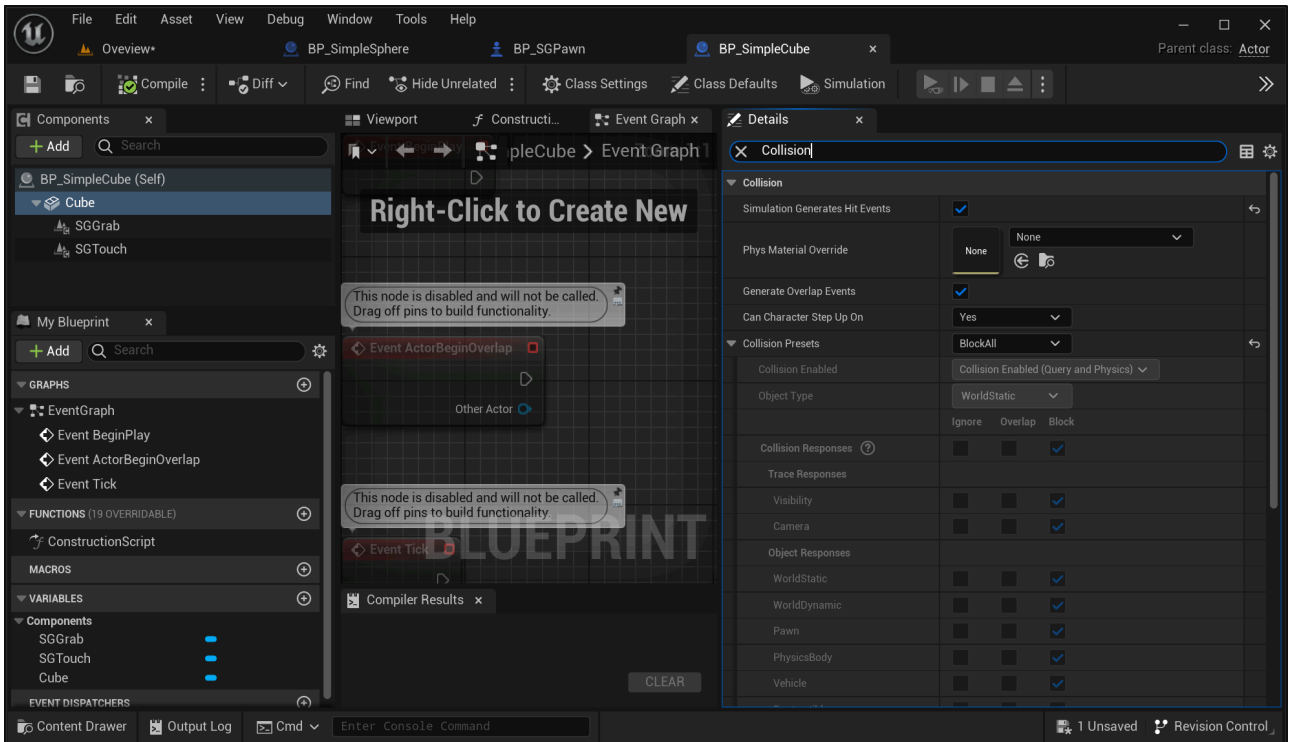


3. With the **sgTouch** component selected in the **Components** panel, navigate to the **Details** panel. Under the **SenseGlove** section, adjust the settings for the touch

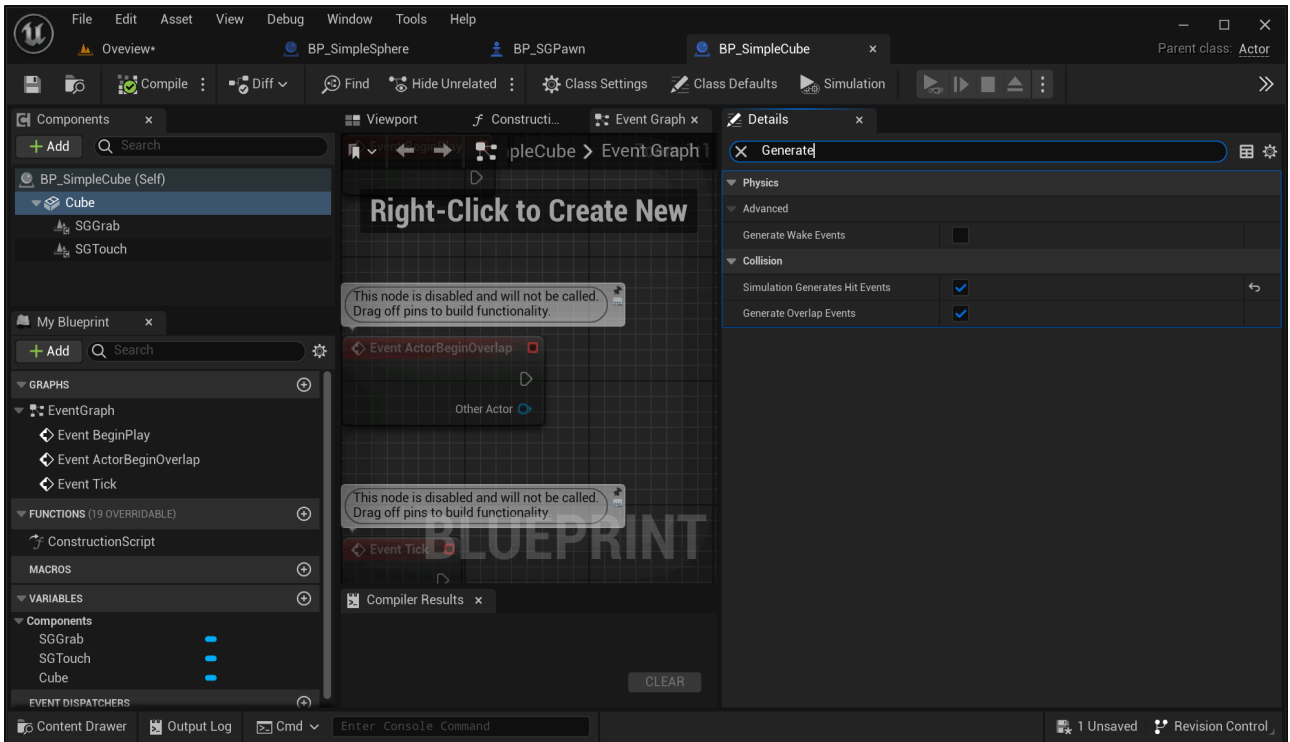
system to suit your needs.



4. One last aspect of the touchable actors to take into account for the touch system to function properly is the collision settings of their mesh components. If you'd like to prevent the virtual hand meshes from passing through a touchable actor, it's necessary to set the `Collision Presets` to `Block All` inside the `Details` panel for the actor's mesh components.



5. Additionally, enabling **Simulation Generates Hit Events** and **Generate Overlap Events** on the actors mesh components is mandatory. These settings are crucial for notifying the touch system when the virtual hand meshes come into contact with the actor.



Video Tutorials

The following tutorials, though for much older releases of the plugin, still provide in-depth guidance on the same process:

- [Setting up Grabbing and Haptic Feedback functionalities \(SGBasicDemo\)](#)

SenseGlove UE Tutorial 07 | Setting up Grabbing & Haptic F...



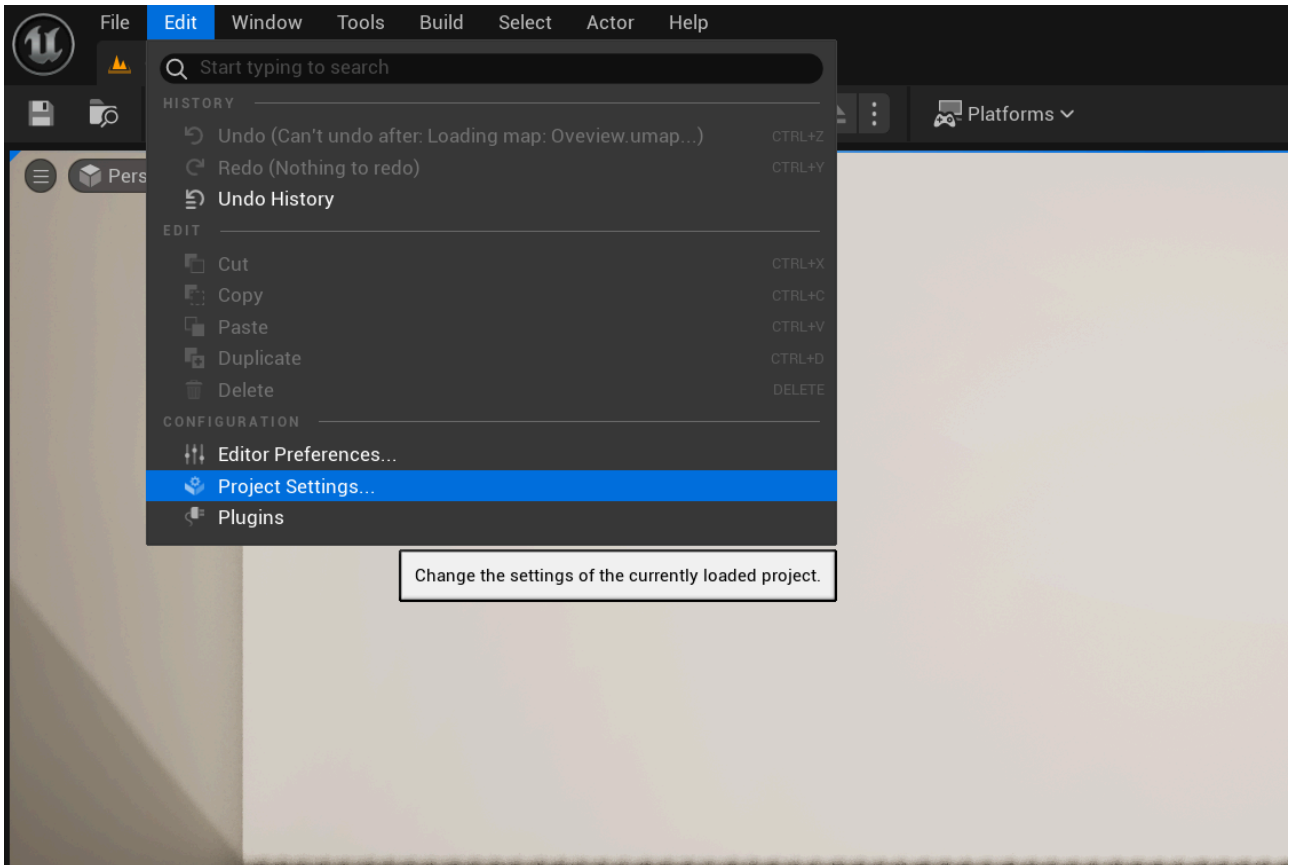
- [SGBasicDemo: setup throwing objects and physics settings for the real and virtual hands](#)

Setting up throwing objects and physics settings for the rea...

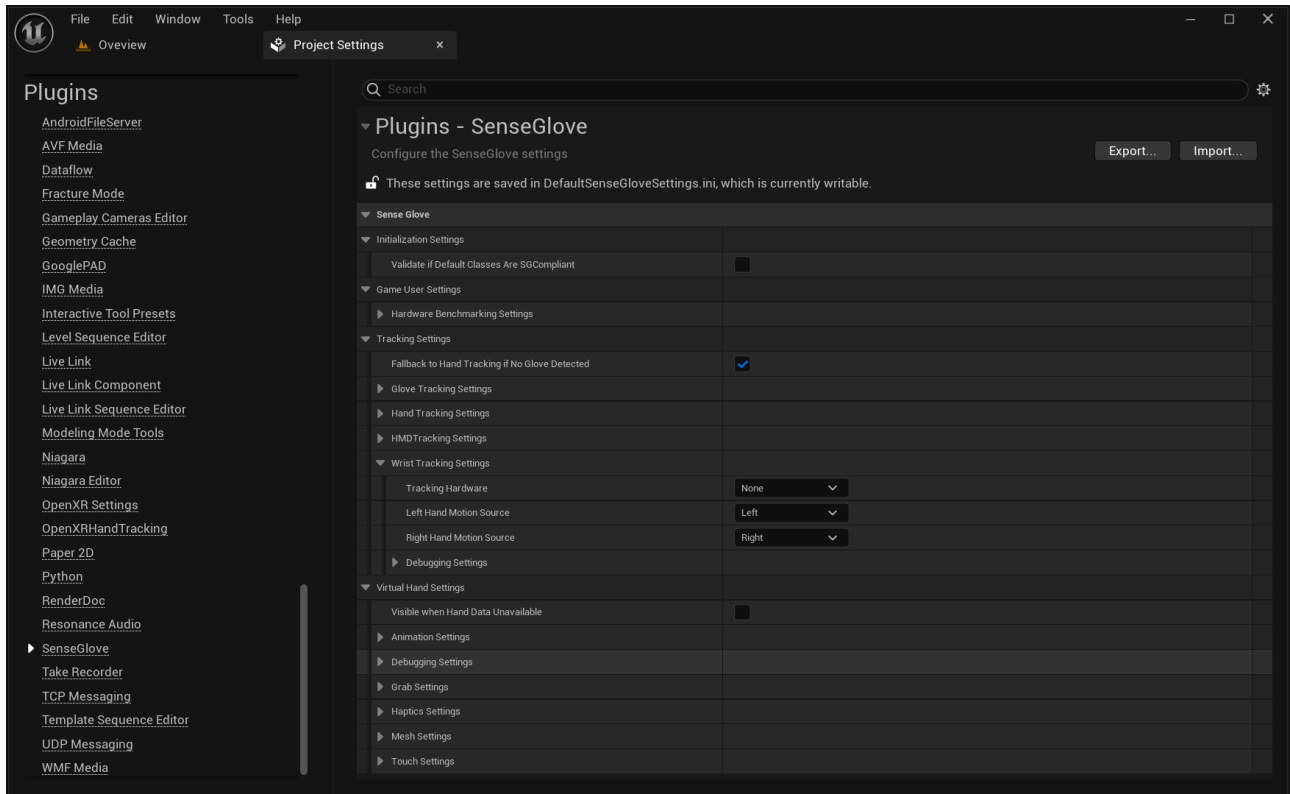


The Plugin Settings

Once the [SenseGlove Unreal Engine Plugin](#) is enabled the plugin settings can be accessed through `Edit > Project Setting...` inside your project's Unreal Editor.



The SenseGlove Unreal Engine Plugin offers fine-grained control over various aspects of its functionality through its settings system. It also allows you to override specific settings from subcomponents when possible. In the following sections, we will explore the settings and the override system in detail.



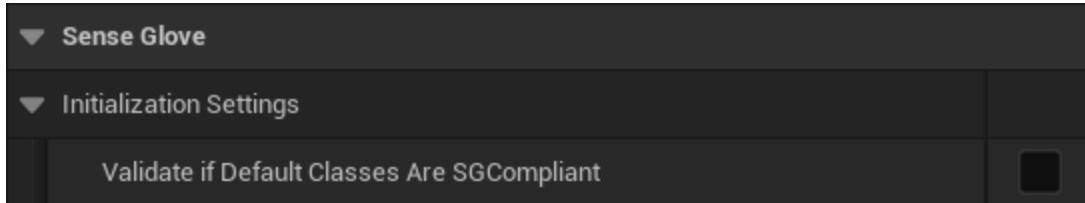
Settings Categories

The plugin settings are organized into four main categories, and each of those might contain its own sub-categories. These main categories are as follows:

- The Initialization Settings
- The Game User Settings
- The Tracking Settings
- The Virtual Hand Settings

The Plugin Initialization Settings

The Initialization Settings section is designed to control how the SenseGlove Unreal Engine Plugin is initialized, allowing you to customize its behavior to suit your project's needs.



bValidateIfDefaultClassesAreSGCompliant

If enabled, the plugin tries to check and validate whether the default for classes such as `GameMode`, `GameInstance`, etc. are indeed SenseGlove classes or SenseGlove-derived classes. If not, it attempts to set them. If you don't like this behavior for whatever reason, consider disabling this option.

By default, this option is disabled.

Caution

Due to the current initialization mechanism, setting the default classes might occasionally fail. Therefore, it's essential to verify that the default classes have been correctly set. You can do this by checking the following sections in the project settings:

- Project Settings > Project > Maps & Modes > Default Modes > Default GameMode
- Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Default Pawn Class
- Project Settings > Project > Maps & Modes > Default Modes > Selected GameMode > Player Controller Class

- Project Settings > Project > Maps & Modes > Game Instance > Game Instance Class
- Project Settings > Engine > General Settings > Default Classes > Advanced > Game User Settings Class

For more information visit [the SenseGlove default classes](#).

The Game User Settings

The Game User Settings control the behavior of the SenseGlove instance of [UGameUserSettings](#). The `USGGameUserSettings` class extends the functionality of `UGameUserSettings` to provide enhanced customization options specifically for applications that utilize the SenseGlove Unreal Engine Plugin.

| Game User Settings | | |
|--------------------------------|---------------|------|
| Hardware Benchmarking Settings | | |
| | Work Scale | 10.0 |
| | CPUMultiplier | 1.0 |
| | GPUMultiplier | 1.0 |

The Hardware-benchmarking Settings

The settings in this section are utilized by the `USGameUserSettings::SetEngineScalabilitySettings()` method when the `Scalability` parameter is set to `ESGEngineScalabilitySettings::Auto`. When the engine scalability settings set to auto the graphics settings are determined by running a hardware benchmark by calling the `UGameUserSettings::RunHardwareBenchmark()`. The settings listed here are basically the parameters passed to `UGameUserSettings::RunHardwareBenchmark()`.

| Game User Settings | |
|--------------------------------|------|
| Hardware Benchmarking Settings | |
| Work Scale | 10.0 |
| CPUMultiplier | 1.0 |
| GPUMultiplier | 1.0 |

WorkScale

The `WorkScale` parameter determines the intensity of the benchmark test. Higher values result in more intensive testing, which can help achieve more accurate scalability settings.

The default value is 10.

CPUMultiplier

The `CPUMultiplier` parameter allows you to adjust the impact of CPU performance on the benchmark results. Increasing this value will emphasize CPU performance more heavily in determining scalability settings.

The default value is 1.0f .

GPUMultiplier

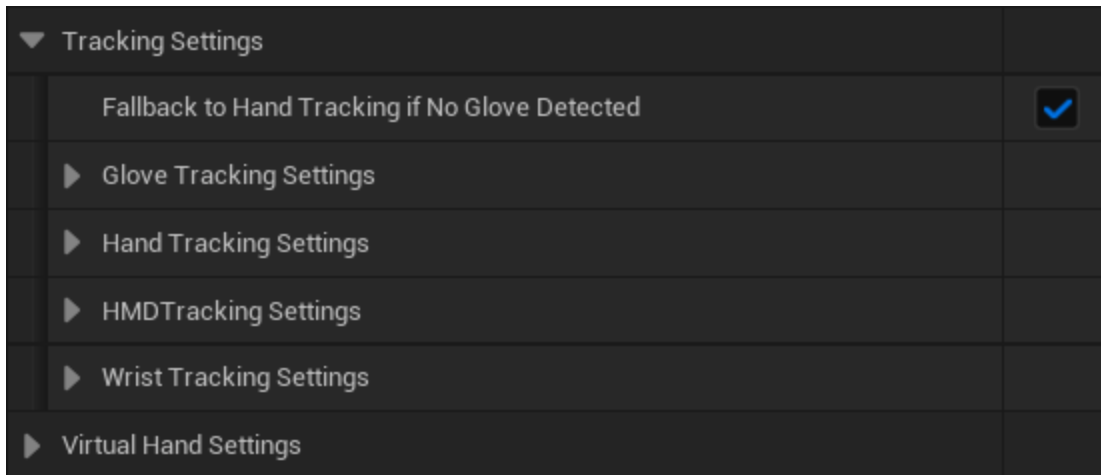
The `GPUMultiplier` parameter lets you modify the influence of GPU performance on the benchmark outcomes. A higher value will increase the weight of GPU performance in setting scalability.

The default value is 1.0f .

The Tracking Settings

The tracking settings are primarily used by the SenseGlove `Tracking` module and are divided into various subsections, each focusing on a specific aspect of tracking. These subsections, along with the other settings directly provided by this section, provide comprehensive control over the tracking functionalities. The subsections are as follows:

- [The Glove-tracking Settings](#)
- [The Hand-tracking Settings](#)
- [The HMD-tracking Settings](#)
- [The Wrist-tracking Settings](#)



bFallbackToHandTrackingIfNoGloveDetected

Determines whether to fallback to hand-tracking, or not, when no SenseGlove device is detected:

- If disabled, only a real glove will be tracked.
- If enabled, the plugin will fall back to hand-tracking when it's available and supported by the HMD device.

Note

Disabling this option hides the hand-tracking settings section, while enabling it makes the hand-tracking settings visible.

Glove Tracking Settings

Provides the tracking settings related to SenseGlove devices.

Hand Tracking Settings

The settings in this section only affects the hand-tracking functionality when it's enabled and available. When enabled the bare hands can be used instead of SenseGlove devices to interact within the VR simulation, of course without the haptics feedback provided by the SenseGlove devices.

Important

If you don't see the hand-tracking settings, ensure that the option `bFallbackToHandTrackingIfNoGloveDetected` is checked.

HMD Tracking Settings

Provides the tracking settings related to head-mounted displays (HDMs) and their auto-detection functionality.

Wrist Tracking Settings

Provides the tracking settings applicable to wrist-tracking hardware.

The Glove-tracking Settings

Provides the tracking settings related to SenseGlove devices.

| | |
|--|--------------------------|
| ▼ Tracking Settings | |
| Fallback to Hand Tracking if No Glove Detected | <input type="checkbox"/> |
| ▼ Glove Tracking Settings | |
| Glove Connectivity Check Interval | 0.125 |
| ▶ HMDTracking Settings | |
| ▶ Wrist Tracking Settings | |

GloveConnectivityCheckInterval

The interval in which the tracking module checks for glove connectivity.

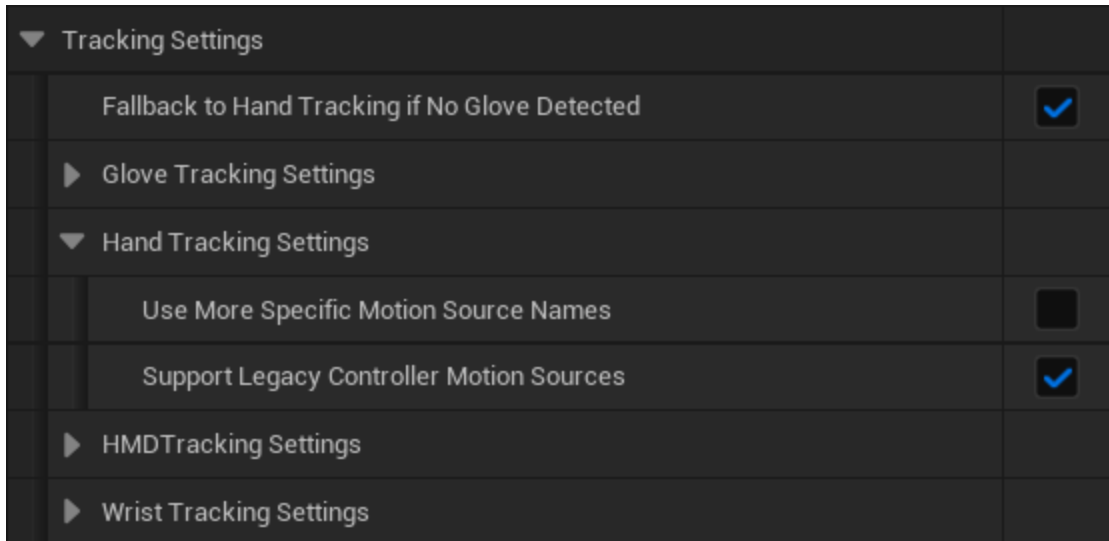
The default is `16.666666f` which means `60` times per second.

The Hand-tracking Settings

The settings in this section only affects the hand-tracking functionality when it's enabled and available. When enabled the bare hands can be used instead of SenseGlove devices to interact within the VR simulation, of course without the haptics feedback provided by the SenseGlove devices.

Important

If you don't see the hand-tracking settings, ensure that the option `bFallbackToHandTrackingIfNoGloveDetected` is checked.



bUseMoreSpecificMotionSourceNames

If disabled, (the default) the motion sources for hand tracking will be of the form `[Left|Right][Keypoint]`. If enabled, they will be of the form `HandTracking[Left|Right][Keypoint]`. It is recommended to be enabled to avoid collisions between motion sources from different device types.

bSupportLegacyControllerMotionSources

If enabled, hand tracking supports the `Left` and `Right` legacy motion sources. If disabled, it does not. It is recommended to be disabled unless you need legacy compatibility in older unreal projects.

The HMD-tracking Settings

Provides the tracking settings related to head-mounted displays (HDMs) and their auto-detection functionality.

| | |
|--|--|
| ▼ Tracking Settings | |
| Fallback to Hand Tracking if No Glove Detected | <input type="checkbox"/> |
| ▶ Glove Tracking Settings | |
| ▼ HMDTracking Settings | |
| Vive HMDDetection Priority | Focus Vision (1st), XR Elite (2nd), Focus3 (3rd) ▼ |
| ▶ Wrist Tracking Settings | |

ViveHMDDetectionPriority

Determines which VIVE HMD to prioritize for detection, as the current detection mechanism cannot differentiate between HTC VIVE Focus Vision, HTC VIVE XR Elite, and HTC VIVE Focus 3.

The following values are possible:

```

/*
 * The HTC VIVE HMD detection priority for HTC devices that we cannot
 distinguish.
 */
UENUM(BlueprintType)
enum class ESGViveHMDDetectionPriority : uint8
{
    /* First try to detect HTC VIVE Focus Vision, then XR Elite, and then
    Focus 3. */
    FocusVision_XRElite_Focus3 UMETA(DisplayName = "Focus Vision (1st), XR
    Elite (2nd), Focus3 (3rd)"),

    /* First try to detect HTC VIVE Focus Vision, then Focus 3, and then XR
    Elite. */
    FocusVision_Focus3_XRElite UMETA(DisplayName = "Focus Vision (1st),
    Focus3 (2nd), XR Elite (3rd)"),

    /* First try to detect HTC VIVE XR Elite, then Focus Vision, and then
    Focus 3. */
    XRElite_FocusVision_Focus3 UMETA(DisplayName = "XR Elite (1st), Focus
    Vision (2nd), Focus3 (3rd)"),

    /* First try to detect HTC VIVE XR Elite, then Focus 3, and then Focus
    Vision. */
    XRElite_Focus3_FocusVision UMETA(DisplayName = "XR Elite (1st), Focus3
    (2nd), Focus Vision (3rd)"),

    /* First try to detect HTC VIVE Focus 3, then Focus Vision, and then XR
    Elite. */
    Focus3_FocusVision_XRElite UMETA(DisplayName = "Focus3 (1st), Focus
    Vision (2nd), XR Elite (3rd)"),

    /* First try to detect HTC VIVE Focus 3, then XR Elite, and then Focus
    Vision. */
    Focus3_XRElite_FocusVision UMETA(DisplayName = "Focus3 (1st), XR Elite
    (2nd), Focus Vision (3rd)"),
};

```

The Wrist-tracking Settings

Provides the tracking settings applicable to wrist-tracking hardware.

OpenXRPositionalTrackingProvider

Specifies the type of OpenXR provider to use in order to extract the positional tracking data from the underlying XR system. If set to None, the plugin attempts to set this automatically by considering a combination of approaches including, the current value of `TrackingHardware` specified below, the platform it's targeted at, the available OpenXR plugins, along with HMD auto-detection mechanism to specify a compatible OpenXR tracking provider. Please note that the OpenXR provider depends on the combination of plugins, platform, and the settings you use. For example, it is possible to use a Vive Focus 3 Wrist Tracker on Microsoft Windows along with the Epic `OpenXRViveTracker` plugin and check the option `Emulate VIVE Wrist Tracker as VIVE Tracker` inside the VIVE Business Streaming application's Input settings. In that case, the correct OpenXR positional tracking provider to use would be `openXRViveTracker`. However, using the official ViveOpenXR plugin on Android, the correct OpenXR provider would be `OpenXRViveWristTracker`.

Caution

HMD auto-detection is currently an experimental feature and may fail because HMD vendors occasionally change the properties utilized by the plugin for HMD detection. If you encounter issues, such as incorrect tracker offsets, it is recommended to explicitly specify the tracking hardware.

Caution

Due to highly experimental nature of the HMD auto-detection feature, the HTC VIVE Focus Vision, HTC VIVE Focus 3, and HTC VIVE XR Elite cannot be distinguished from each other in the current iteration. However, since the tracker devices and offsets for all these headsets are the same, this should not

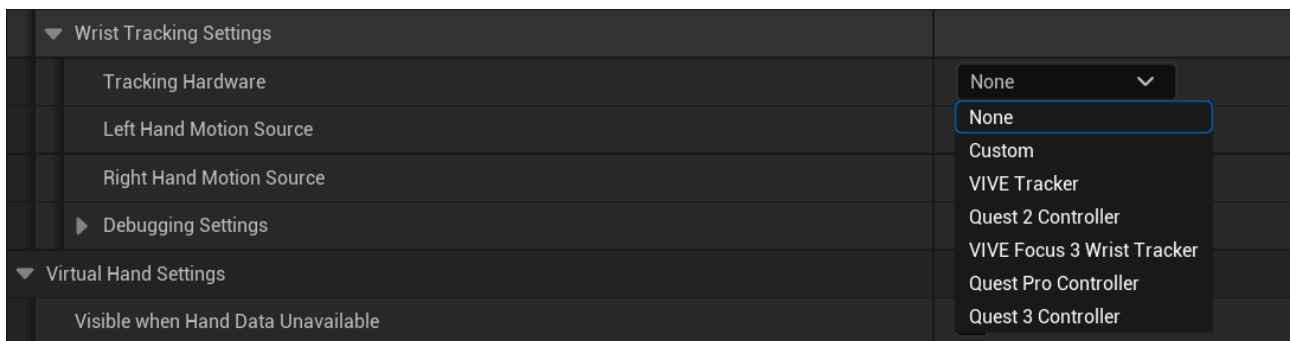
affect the performance or any functionality. The order in which the HMD is detected can be specified through the [HMD-tracker setting](#) `ViveHMDDetectionPriority`.

TrackingHardware

Specifies the type of tracking hardware to use. If set to `None`, the plugin attempts at HMD auto-detection to automatically specify a compatible tracking hardware. If set to `Custom`, any desired location and rotation can be specified.

At the moment the following hardware are supported:

- Quest 2 Controllers
- Quest 3 Controllers
- Quest Pro Controllers
- VIVE Focus 3 Wrist Trackers
- VIVE Trackers



Caution

HMD auto-detection is currently an experimental feature and may fail because HMD vendors occasionally change the properties utilized by the plugin for HMD detection. If you encounter issues, such as incorrect tracker offsets, it is recommended to explicitly specify the tracking hardware.

Caution

Due to highly experimental nature of the HMD auto-detection feature, the HTC VIVE Focus Vision, HTC VIVE Focus 3, and HTC VIVE XR Elite cannot be distinguished from each other in the current iteration. However, since the tracker devices and offsets for all these headsets are the same, this should not affect the performance or any functionality. The order in which the HMD is detected can be specified through the [HMD-tracker setting](#) `ViveHMDDetectionPriority`.

TrackingHardwareLocationOffsetLeftHand

Sets a custom location offset for left hand's wrist-tracking hardware.

Note

This setting is visible and valid only if TrackingHardware is set to `Custom`.

TrackingHardwareLocationOffsetRightHand

Sets a custom location offset for right hand's wrist-tracking hardware.

Note

This setting is visible and valid only if TrackingHardware is set to `Custom`.

TrackingHardwareRotationOffsetLeftHand

Sets a custom rotation offset for left hand's wrist-tracking hardware.

Note

This setting is visible and valid only if TrackingHardware is set to `Custom`.

TrackingHardwareRotationOffsetRightHand

Sets a custom rotation offset for right hand's wrist-tracking hardware.

Note

This setting is visible and valid only if TrackingHardware is set to `Custom`.

LeftHandMotionSource

Determines the motion source for the left hand. For Oculus HMDs, this is usually `Left`, and for VIVE HMDs using VIVE Wrist Trackers, [VIVE Business Streaming](#), and [SteamVR](#), it's typically `LeftFoot`. For the [openXRvive plugin on Android Standalone Mode](#) using the VIVE Wrist Trackers, this typically is `LeftWristTracker`.

Note

For VIVE devices using SteamVR, the motion source hardware for the left hand can be specified by the user through the SteamVR app.

RightHandMotionSource

Determines the motion source for the right hand. For Oculus HMDs, this is usually `Right`, and for VIVE HMDs using VIVE Wrist Trackers, [VIVE Business Streaming](#), and [SteamVR](#), it's typically `RightFoot`. For the [openXRvive plugin on Android Standalone Mode](#) using the VIVE Wrist Trackers, this typically is `RightWristTracker`.

Note

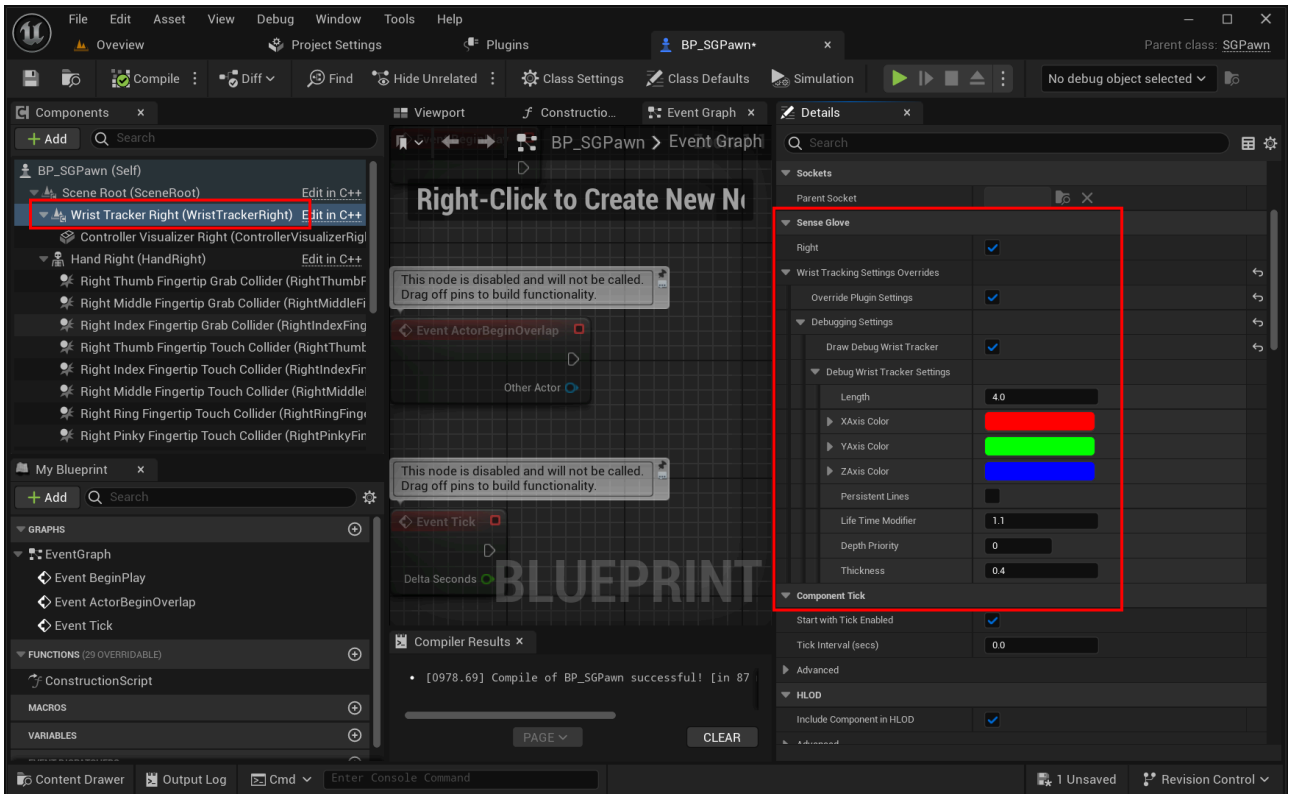
For VIVE devices using SteamVR, the motion source hardware for the right hand can be specified by the user through the SteamVR app.

DebuggingSettings

Provides [debugging options](#) for visually debugging the wrist tracker.

Overriding the Wrist-tracking Settings from the Wrist Tracker Component

It's possible to override some of the wrist tracker settings through the details panel of any specific Wrist Tracker Component. When overridden by enabling the `SenseGlove > Wrist Tracking Settings Override > Override Plugin Settings` option inside the details panel, these settings take precedence over the plugin's global settings.



The Wrist-tracking Debugging Settings

Provides debugging options for visually debugging the wrist tracker.

| | | |
|---------------------|--|-------------------------------------|
| ▼ Tracking Settings | | |
| | Fallback to Hand Tracking if No Glove Detected | <input type="checkbox"/> |
| | ▶ Glove Tracking Settings | |
| | ▶ HMDTracking Settings | |
| | ▼ Wrist Tracking Settings | |
| | Tracking Hardware | None ▼ |
| | Left Hand Motion Source | Left ▼ |
| | Right Hand Motion Source | Right ▼ |
| | ▼ Debugging Settings | |
| | Draw Debug Wrist Tracker | <input checked="" type="checkbox"/> |
| | ▼ Debug Wrist Tracker Settings | |
| | Length | 4.0 |
| | ▶ XAxis Color | <div></div> |
| | ▶ YAxis Color | <div></div> |
| | ▶ ZAxis Color | <div></div> |
| | Persistent Lines | <input type="checkbox"/> |
| | Life Time Modifier | 1.1 |
| | Depth Priority | 0 |
| | Thickness | 0.4 |
| | ▶ Virtual Hand Settings | |

bDrawDebugWristTracker

If enabled, visualizes the debug wrist trackers where possible.

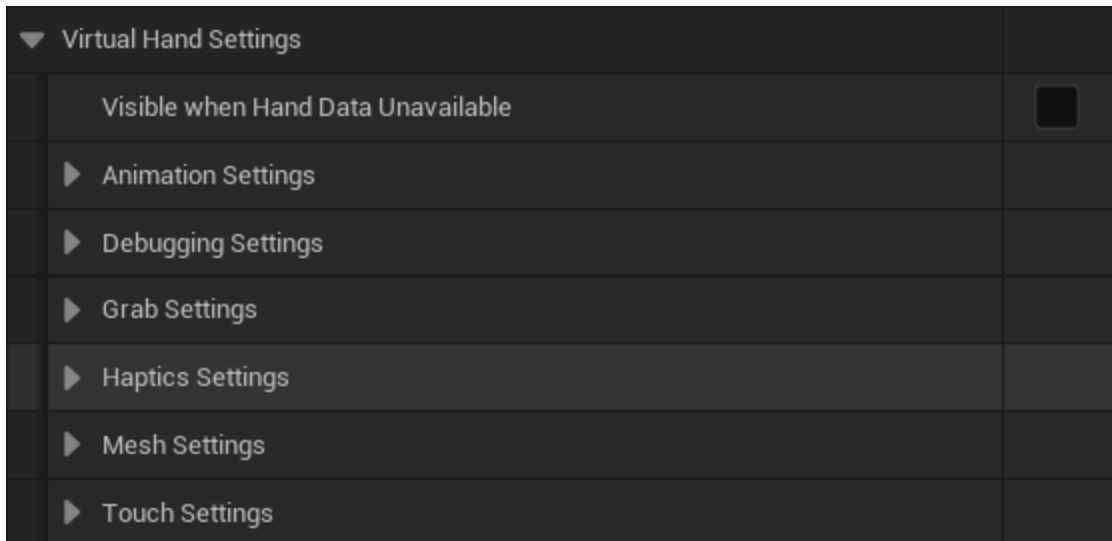
DebugWristTrackerSettings

Visible and valid only if `bDrawDebugGizmo` is enabled.

The Virtual Hand Settings

The Virtual Hand Settings are utilized by various SenseGlove modules such as `Debug`, `Editor`, `Tracking`, and the main module. These settings are divided into several subsections, each focusing on a specific aspect of the virtual hand functionality. Together with the settings provided directly in this section, they offer comprehensive control over any system or component that utilizes the virtual hand. The subsections are as follows:

- [The Animation Settings](#)
- [The Debugging Settings](#)
- [The Grab Settings](#)
- [The Haptics Settings](#)
- [The Mesh Settings](#)
- [The Touch Settings](#)



bVisibleWhenHandDataUnavailable

Used by the Virtual Hand Component to determine its visibility when no hand data, either from a SenseGlove or hand-tracking, is available. If enabled, the virtual hand mesh remains visible even when no data is available. By default, this setting is

disabled, providing users of the simulation with a clear indicator that no hand data is currently available.

Animation Settings

Controls how the virtual hand model is animated by the animation system.

Debugging Settings

Primarily used for visually debugging low-level hand data. When enabled, the Virtual Hand Component visualizes a debug virtual hand by drawing all individual hand joints.

Grab Settings

Utilized by the SenseGlove Sockets Editor to automatically generate the hand sockets required by the Grab system to function.

The `SGPawn` also utilizes these settings to set up the grab colliders on the virtual hand components.

Haptics Settings

Utilized by the haptics system.

Mesh Settings

Utilized by the SenseGlove `Tracking` module to account for the current virtual hand mesh when generating hand pose data, resulting in more accurate glove or hand data representation and also smoother animations.

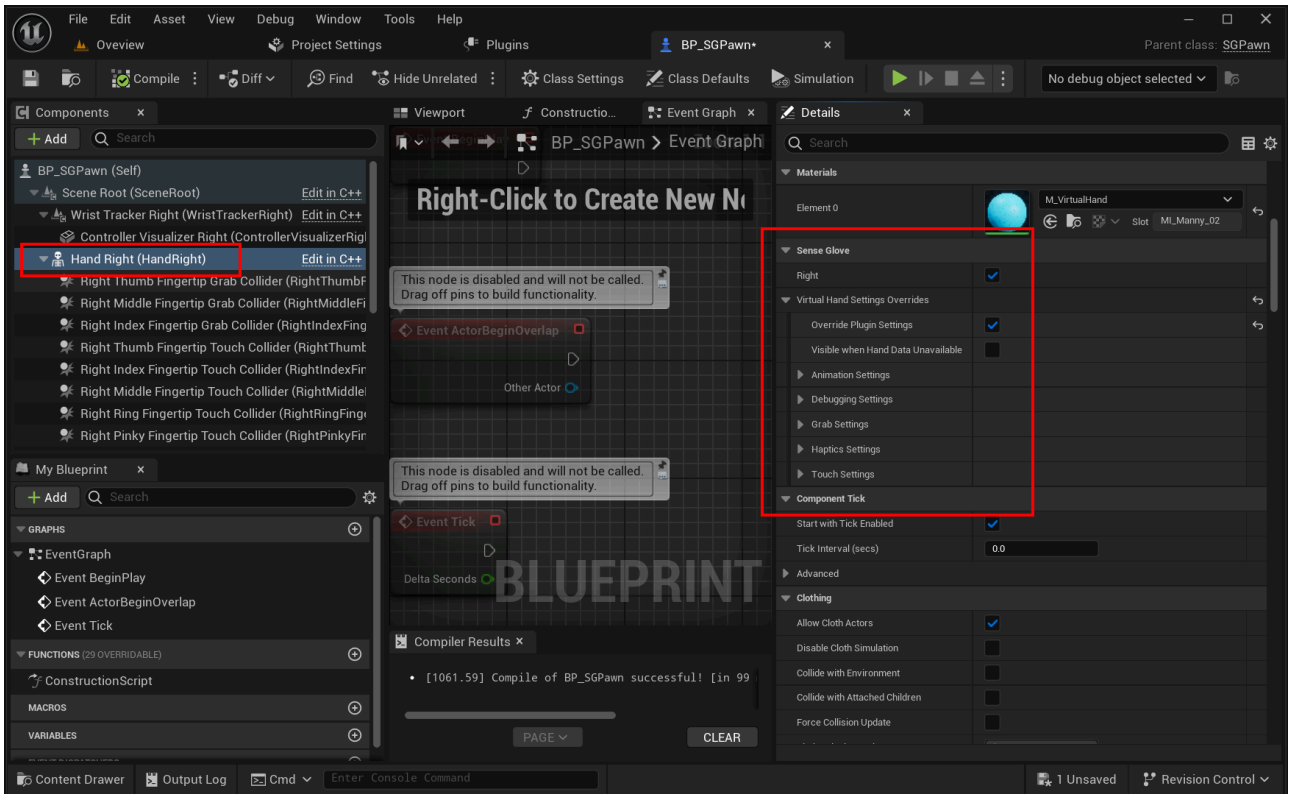
Touch Settings

Utilized by the SenseGlove `Sockets Editor` to automatically generate the hand sockets required by the Touch system to function.

The `SGPawn` also utilizes these settings to set up the touch colliders on the virtual hand components.

Overriding the Virtual Hand Settings from the Wrist Tracker Component

It's possible to override some of the virtual hand settings through the details panel of any specific Virtual Hand Component. When overridden by enabling the `SenseGlove > Virtual Hand Settings Override > Override Plugin Settings` option inside the details panel, these settings take precedence over the plugin's global settings.



The Virtual Hand Animation Settings

Controls how the virtual hand model is animated by the animation system.

| | |
|---|--|
| ▼ Virtual Hand Settings | |
| Visible when Hand Data Unavailable | <input type="checkbox"/> |
| ▼ Animation Settings | |
| ▶ Animation Bone Rotation Correction Offset | <input type="text" value="90.0 °"/> <input type="text" value="0.0 °"/> <input type="text" value="90.0 °"/> |
| Should Animation Apply Bone Location | <input checked="" type="checkbox"/> |
| ▶ Debugging Settings | |
| ▶ Grab Settings | |
| ▶ Haptics Settings | |
| ▶ Mesh Settings | |
| ▶ Touch Settings | |

AnimationBoneRotationCorrectionOffset

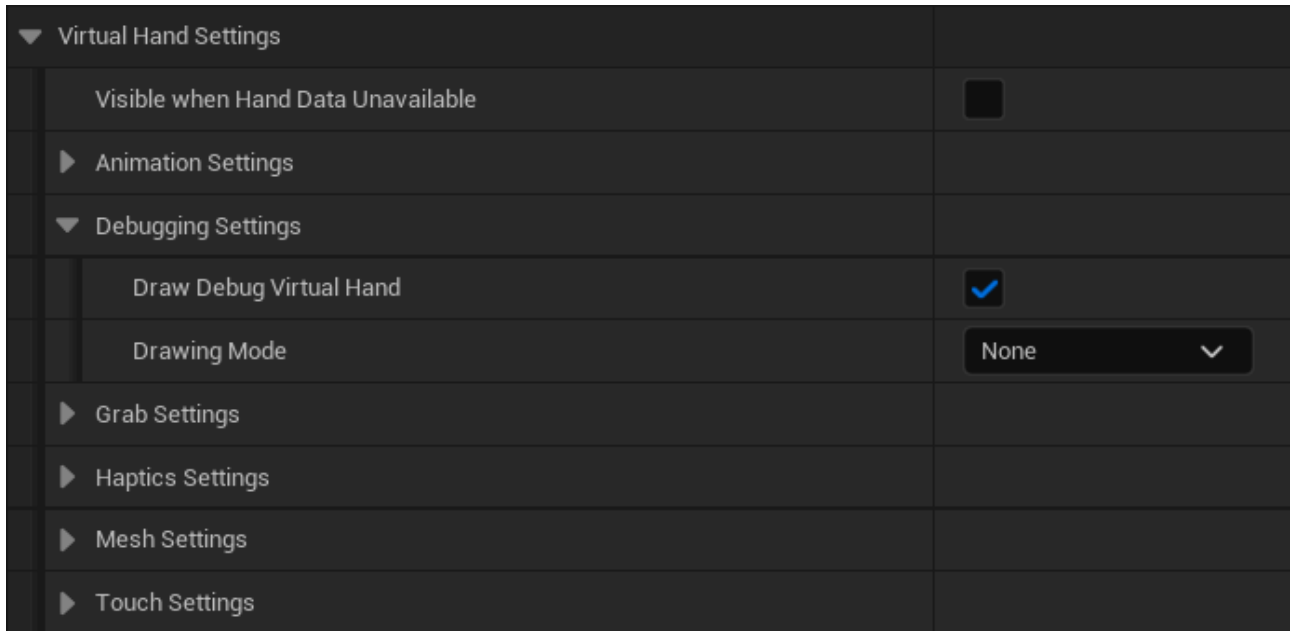
Specifies the offset to apply to each bone's rotation when translating hand pose data to the virtual hand bones. This is useful if the virtual hand mesh was imported with an initial rotation. For example, the virtual hand model shipped with Unreal Engine's VRTemplate typically has an initial 90.0f degrees rotation on the yaw axis. By default, this option has been set up with the Unreal Engine's VRTemplate virtual hand model in mind.

bShouldAnimationApplyBoneLocation

When enabled, the animation system applies the joint locations to the current virtual hand mesh bones in addition to the joint rotation. Otherwise, only the joint rotations are applied, and joint locations are ignored, leaving the bone locations untouched on the virtual hand mesh when animating it. Enabling this option typically improves the virtual hand animation. By default, this option is enabled.

The Virtual Hand Debugging Settings

Primarily used for visually debugging low-level hand data. When enabled, the Virtual Hand Component visualizes a debug virtual hand by drawing all individual hand joints.



bDrawDebugVirtualHand

If enabled, visualizes the debug virtual hand where possible.

DrawingMode

Determines the virtual hand drawing mode. If set to `CubicJoints`, for every joint a debug cube will be drawn. If set to `GizmoJoints`, for every joint a debug gizmo will be drawn.




DebugCubicHandSettings

Visible and valid only if `bDrawDebugVirtualHand` is enabled and `DrawingMode` has been set to `ESGDebugVirtualHandDrawingMode::CubicJoints`.

| | |
|------------------------------------|-------------------------------------|
| ▼ Virtual Hand Settings | |
| Visible when Hand Data Unavailable | <input type="checkbox"/> |
| ▶ Animation Settings | |
| ▼ Debugging Settings | |
| Draw Debug Virtual Hand | <input checked="" type="checkbox"/> |
| Drawing Mode | Cubic Joints ▼ |
| ▼ Debug Cubic Hand Settings | |
| ▶ Extent | 0.5 0.5 0.5 |
| ▶ Color | <div></div> |
| Persistent Lines | <input type="checkbox"/> |
| Life Time Modifier | 1.1 |
| Depth Priority | 0 |
| Thickness | 0.2 |
| ▶ Grab Settings | |
| ▶ Haptics Settings | |
| ▶ Mesh Settings | |
| ▶ Touch Settings | |

DebugGizmoHandSettings

Visible and valid only if `bDrawDebugVirtualHand` is enabled and `DrawingMode` has been set to `ESGDebugVirtualHandDrawingMode::GizmoJoints`.

| | | |
|-------------------------|------------------------------------|---|
| ▼ Virtual Hand Settings | | |
| | Visible when Hand Data Unavailable | <input type="checkbox"/> |
| | ▶ Animation Settings | |
| | ▼ Debugging Settings | |
| | Draw Debug Virtual Hand | <input checked="" type="checkbox"/> |
| | Drawing Mode | Gizmo Joints ▼ |
| | ▼ Debug Gizmo Hand Settings | |
| | Length | 1.0 |
| | ▶ XAxis Color |  |
| | ▶ YAxis Color |  |
| | ▶ ZAxis Color |  |
| | Persistent Lines | <input type="checkbox"/> |
| | Life Time Modifier | 1.1 |
| | Depth Priority | 0 |
| | Thickness | 0.25 |
| | ▶ Grab Settings | |
| | ▶ Haptics Settings | |
| | ▶ Mesh Settings | |
| | ▶ Touch Settings | |

The Virtual Hand Grab Settings

Utilized by the SenseGlove Sockets Editor to automatically generate the hand sockets required by the Grab system to function.

The `SGPawn` also utilizes these settings to set up the grab colliders on the virtual hand components.

| | | |
|--------------------------------------|------------------------------------|--------------------------|
| ▼ Virtual Hand Settings | | |
| | Visible when Hand Data Unavailable | <input type="checkbox"/> |
| ▶ | Animation Settings | |
| ▶ | Debugging Settings | |
| ▼ Grab Settings | | |
| | Grab Attach Point Socket Name | GrabAttachPoint |
| ▼ Grab Attach Point Socket Transform | | |
| | Location | 0.0 5.0 -6.61557 |
| | Rotation | -0.0 0.0 0.0 |
| | Scale | 1.0 1.0 1.0 |
| ▶ | Default Collider Size | 0.04 0.04 0.04 |
| | Thumb Collider Socket Name | GrabThumbCollider |
| | Index Collider Socket Name | GrabIndexCollider |
| | Middle Collider Socket Name | GrabMiddleCollider |
| ▶ | Haptics Settings | |
| ▶ | Mesh Settings | |
| ▶ | Touch Settings | |

GrabAttachPointSocketName

The default socket name for the grab attach point, usually located at the palm of the hand.

GrabAttachPointSocketTransform

The default socket transform (location, rotation, scale) for the grab attach point, usually located at the palm of the hand.

DefaultColliderSize

The default collider size for the fingers' grab colliders.

ThumbColliderSocketName

The default socket name for the thumb finger's grab collider, usually located at the tip of the thumb finger.

IndexColliderSocketName

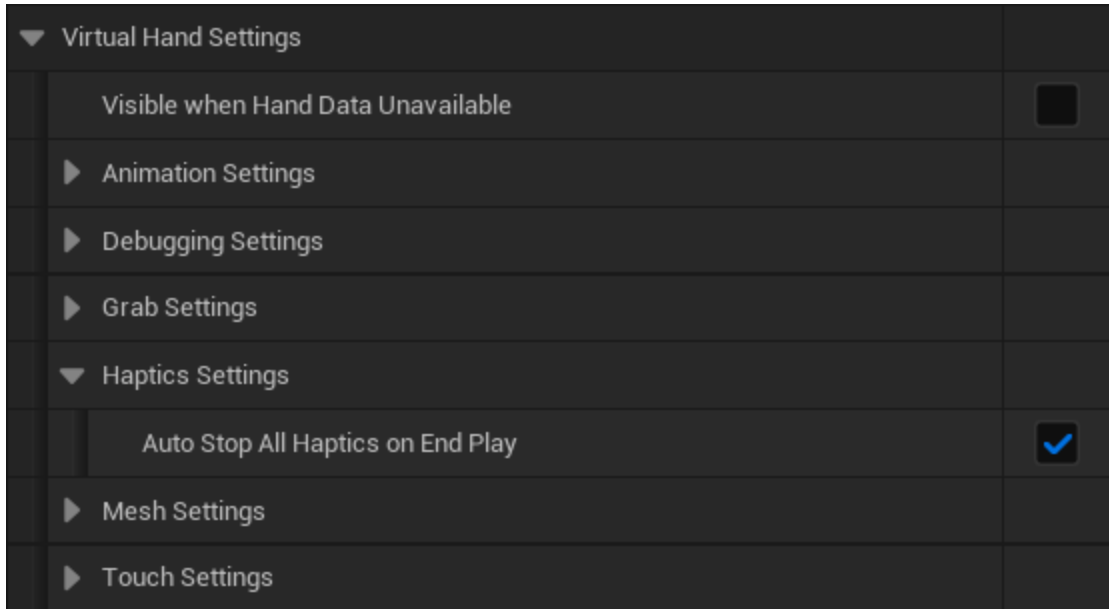
The default socket name for the index finger's grab collider, usually located at the tip of the index finger.

MiddleColliderSocketName

The default socket name for the middle finger's grab collider, usually located at the tip of the middle finger.

The Virtual Hand Haptics Settings

Utilized by the haptics system.



bAutoStopAllHapticsOnEndPlay

Forces all haptics to stop automatically on the `EndPlay` event. This is useful for situations where the simulation has ended, but ongoing haptic feedback might remain active on the glove indefinitely. By default, this setting is enabled.

The Virtual Hand Mesh Settings

Utilized by the SenseGlove `Tracking` module to account for the current virtual hand mesh when generating hand pose data, resulting in more accurate glove or hand data representation and also smoother animations.

| | |
|--|--|
| ▼ Virtual Hand Settings | |
| Visible when Hand Data Unavailable | <input type="checkbox"/> |
| ▶ Animation Settings | |
| ▶ Debugging Settings | |
| ▶ Grab Settings | |
| ▶ Haptics Settings | |
| ▼ Mesh Settings | |
| Left Hand Reference Mesh | <div>None</div> <div>None</div> <div>🔄 📄</div> |
| Right Hand Reference Mesh | <div>None</div> <div>None</div> <div>🔄 📄</div> |
| ▼ Distal Phalanges Length Settings | |
| Thumb | 2.4 |
| Index | 2.4 |
| Middle | 2.4 |
| Ring | 2.4 |
| Little | 2.4 |
| ▶ Root Bone Rotation Correction | <div>0.0 °</div> <div>0.0 °</div> <div>-90.0 °</div> |
| ▶ Left Hand Default Reference Bone Transforms | 21 Map elements <div>⊕ 🗑</div> |
| ▶ Right Hand Default Reference Bone Transforms | 21 Map elements <div>⊕ 🗑</div> |
| ▶ Left Hand Bone Names | 26 Array elements <div>⊕ 🗑</div> |
| ▶ Right Hand Bone Names | 26 Array elements <div>⊕ 🗑</div> |
| Default Left Hand Mesh Path | SkeletalMesh/SenseGlove/Meshes/SK_SenseGlove_VirtualHand_Left.SK_SenseGlove_VirtualHand_Left |
| Default Left Hand Mesh Path Only | /SenseGlove/Meshes/SK_SenseGlove_VirtualHand_Left.SK_SenseGlove_VirtualHand_Left |
| Default Right Hand Mesh Path | SkeletalMesh/SenseGlove/Meshes/SK_SenseGlove_VirtualHand_Right.SK_SenseGlove_VirtualHand_Right |
| Default Right Hand Mesh Path Only | /SenseGlove/Meshes/SK_SenseGlove_VirtualHand_Right.SK_SenseGlove_VirtualHand_Right |
| ▶ Touch Settings | |

LeftHandReferenceMesh

The virtual hand model for the left hand is to be used by the SenseGlove `Tracking` module to generate all the 26 joint data present in the `FXRMotionControllerData`. The main reason the `Tracking` module requires a virtual hand mesh as a reference is the SenseGlove Hand Pose format only provides 15 joints. So, the remaining joint data for `FXRMotionControllerData` are calculated from a virtual hand mesh

compatible with the Epic rig and also the values specified by `DistalPhalangesLengthSettings` . Furthermore, when calculating the existing joints data, their current locations and rotations are taken into account in calculating the resulting `FXRMotionControllerData` .

By default, no virtual hand mesh is set.

Caution

If no virtual hand mesh is set, the `Tracking` module will fall back to hard-coded values extracted from the standard virtual hand model shipped by Unreal Engine `VRTemplate`. This may result in distorted hand mesh while animating a hand in case a different hand mesh other than the default Epic virtual hand mesh is being set on the virtual hand components.

RightHandReferenceMesh

The virtual hand model for the right hand is to be used by the SenseGlove `Tracking` module to generate all the 26 joint data present in the `FXRMotionControllerData` . The main reason the `Tracking` module requires a virtual hand mesh as a reference is the SenseGlove Hand Pose format only provides 15 joints. So, the remaining joint data for `FXRMotionControllerData` are calculated from a virtual hand mesh compatible with the Epic rig and also the values specified by `DistalPhalangesLengthSettings` . Furthermore, when calculating the existing joints data, their current locations and rotations are taken into account in calculating the resulting `FXRMotionControllerData` .

By default, no virtual hand mesh is set.

Caution

If no virtual hand mesh is set, the `Tracking` module will fall back to hard-coded values extracted from the standard virtual hand model shipped by Unreal Engine `VRTemplate`. This may result in distorted hand mesh while animating a hand in case a different hand mesh other than the default Epic virtual hand mesh is being set on the virtual hand components.

DistalPhalangesLengthSettings

The length of distal phalanges that cannot be retrieved from any virtual hand mesh compliant with the Epic standard rig. Also, the SenseGlove Hand Pose format does not provide these. This is used by SenseGlove Tracking module to calculate an `FXRMotionControllerData` the all 26 joints. The values you specify here depend on the shape of the virtual hand mesh and the defaults are approximated for the virtual hand model shipped with the Unreal Engine VRTemplate.

RootBoneRotationCorrection

Used mostly by the SenseGlove Tracking module and `SGPawn` to offset for any initial rotation during the virtual hand mesh import process. This is the case for example with the virtual hand model shipped with Unreal Engine's VRTemplate, which typically has an initial -90.0° degrees rotation on the `Yaw` axis. By default, this option has been set up with the Unreal Engine's VRTemplate virtual hand model in mind.

LeftHandDefaultReferenceBoneTransforms

Read-only and for internal use only.

RightHandDefaultReferenceBoneTransforms

Read-only and for internal use only.

LeftHandBoneNames

Read-only and for internal use only.

RightHandBoneNames

Read-only and for internal use only.

DefaultLeftHandMeshPath

Read-only and for internal use only.

DefaultLeftHandMeshPathOnly

Read-only and for internal use only.

DefaultRightHandMeshPath

Read-only and for internal use only.

DefaultRightHandMeshPathOnly

Read-only and for internal use only.

The Virtual Hand Touch Settings

Utilized by the SenseGlove Sockets Editor to automatically generate the hand sockets required by the Touch system to function.

The `SGPawn` also utilizes these settings to set up the touch colliders on the virtual hand components.

| Virtual Hand Settings | | | |
|------------------------------------|--|--------------------------|------|
| Visible when Hand Data Unavailable | | <input type="checkbox"/> | |
| ▶ Animation Settings | | | |
| ▶ Debugging Settings | | | |
| ▶ Grab Settings | | | |
| ▶ Haptics Settings | | | |
| ▶ Mesh Settings | | | |
| ▼ Touch Settings | | | |
| ▶ Default Collider Size | | 0.04 | 0.04 |
| Thumb Collider Socket Name | | TouchThumbCollider | |
| Index Collider Socket Name | | TouchIndexCollider | |
| Middle Collider Socket Name | | TouchMiddleCollider | |
| Ring Collider Socket Name | | TouchRingCollider | |
| Pinky Collider Socket Name | | TouchPinkyCollider | |

DefaultColliderSize

The default collider size for the fingers' touch colliders.

ThumbColliderSocketName

The default socket name for the thumb finger's touch collider, usually located at the tip of the thumb finger.

IndexColliderSocketName

The default socket name for the index finger's touch collider, usually located at the tip of the index finger.

MiddleColliderSocketName

The default socket name for the middle finger's touch collider, usually located at the tip of the middle finger.

RingColliderSocketName

The default socket name for the ring finger's touch collider, usually located at the tip of the ring finger.

PinkyColliderSocketName

The default socket name for the pinky finger's touch collider, usually located at the tip of the pinky finger.

Overriding The Plugin Settings

The override system allows you to customize and override the global settings for the SenseGlove Unreal Engine Plugin through specific subcomponents where applicable. This feature enables more precise control over the behavior of individual components within your project.

The SenseGlove Virtual Hand Component

The Virtual Hand Component provides the ability to override certain aspects of the global plugin settings, allowing for tailored interactions and behaviors specific to virtual hands. For more details, refer to [the Virtual Hand Settings section](#).

The SenseGlove Wrist Tracker Component

The Wrist Tracker Component enables overriding of specific global plugin settings, providing flexibility in wrist tracking configurations. For additional information, see [the Wrist-tracker Settings section](#).

The SenseGlove Console Commands

The SenseGlove Unreal Engine Plugin offers a variety of utility console commands to enhance your development experience.

Important

To ensure the SenseGlove console commands are registered and recognized by Unreal Engine, set the default Game Instance class to `SGGameInstance` or a subclass of it. This can be done through: `Project Settings > Project > Maps & Modes > Game Instance > Game Instance Class`. Failing to do so will result in the error: `Command not recognized: SG_*` in the logs. For more details, refer to [SGGameInstance](#).

SGGameUserSettings Console Commands

Caution

Before running any of the following console commands, ensure that the default Game User Settings class is set to `SGGameUserSettings` or a subclass of it. This can be configured via: `Project Settings > Engine > General Settings > Default Classes > Advanced > Game User Settings Class`. Failure to set this correctly will cause your simulation or editor to crash upon calling any of the following console commands. For more information, refer to [SGGameUserSettings](#).

SG_GetEngineScalabilitySettings

This console command prints the current Engine Scalability Settings to the logs.

SG_SetEngineScalabilitySettings

This console command sets the Engine Scalability Settings for both the current game and the editor. It accepts a `scalability` parameter with the following valid values:

- Low
- Medium
- High
- Epic
- Cinematic
- Auto

Note

The `Auto` option is used for benchmarking purposes. It will adjust the engine scalability settings to one of the other levels based on the benchmarking results.

Deploying to Android (Standalone)

Epic Games provides official documentation for setting up Unreal projects targeting Android:

- [Setting Up Android SDK and NDK for Unreal](#)
- [Android Quick Start](#)

Here are a few important notes to consider:

- Since SenseGlove provides native libraries built for Android, it's crucial to consult the [Platform Support Matrix](#) before deciding to deploy your project to Android.
- Currently, all third-party native libraries are built against Android NDK API Level 29 .
- On Meta Quest devices, building against Android SDK API Level 29 or 32 has been tested and is supported.
- A [video tutorial on deploying to Oculus Quest devices and Android](#) is also available.

SenseGlove UE Tutorial 06 | Deploying to Quest 2 and Andro...



Caution

As of the v2.1.0 release of the SenseGlove Unreal Engine Plugin, the `XR_EXT_hand_tracking` OpenXR extension is required for the plugin to function. Without this OpenXR extension, the plugin won't output any glove data. Unreal Engine provides `XR_EXT_hand_tracking` support through the `OpenXR` and `OpenXRHandTracking` plugins. However, for this to function on Android in standalone mode in conjunction with other plugins such as `Meta XR` or `ViveOpenXR` plugins, or [hand-tracking as a fallback mechanism when no glove data is available](#), extra configuration steps and considerations are required.

Third-Party Tutorials

This [Android Standalone Mode Deployment tutorials series](#) covers how to build and deploy Unreal Engine 5.5 Projects APK to Android and Meta Quest 3S/3/Pro/2 in standalone mode. Furthermore, it covers the how-to on enabling OpenXR hand-tracking on Android with Meta XR (Quest 3S/3/Pro/2) and HTC VIVE OpenXR (Focus Vision/XR Elite/Focus 3) plugins.

Third-Party Tutorials: Android Standalone Mode Deployment

Build & Deploy Unreal Engine 5.5 Projects APK to Android & Meta Quest 3S/3/Pro/2 in Standalone Mode

This video will guide you through the process of building and deploying an Unreal Engine 5.5 project (or any version newer than 4.24) to Android Standalone Mode for Meta Quest 2 and Quest 3 devices. The steps outlined here should also apply to other Android-based VR headsets.

It will show you where and how to download and install the necessary prerequisites, such as the Android SDK, NDK, Java Development Kit (JDK), and Microsoft Visual Studio. Next, it will configure both the development environment and Unreal Engine for a successful build. Finally, it will walk you through deploying your project to your VR headset and troubleshooting common errors to ensure a smooth experience.

Build & Package Unreal Engine 5.5 APK to Android & Meta Q...



Unreal Engine OpenXR Hand-Tracking on Android with Meta XR (Quest 3S/3/Pro/2) and HTC VIVE OpenXR (Focus Vision/XR Elite/Focus 3) Plugins

The OpenXR hand-tracking provided by Epic won't work out of the box on Android when projects are deployed in standalone mode to HMDs such as Meta Quest or HTC VIVE devices.

In this tutorial you'll learn how to deploy your Unreal Engine projects to Android with functional hand-tracking on the following head-mounted displays:

- Meta Quest 3S
- Meta Quest 3
- Meta Quest Pro
- Meta Quest 2
- HTC VIVE Focus Vision
- HTC VIVE XR Elite
- HTC VIVE Focus 3

Unreal Engine OpenXR Hand-Tracking on Android with Meta...



Upgrade Guide

The transition from v2.0.x to v2.1.x introduces [numerous changes](#), including several breaking changes. The effort required to upgrade your project will vary depending on its complexity and which features of the SenseGlove Unreal Engine Project you are using. However, if you are working with a simple Blueprint project like [SGBasicDemo](#), the upgrade process is quite straightforward. We successfully upgraded SGBasicDemo to [SGBasicDemo-OpenXR](#) by following the procedure outlined below.

These are the notable changes that might affect your project:

- The SenseGlove Virtual Hand and Wrist Tracker components no longer rely on the SenseGlove Hand Pose data from the underlying SenseGlove API. Instead, they use `FXRMotionControllerData`.
- The virtual hand animation system has been revamped to use `FXRMotionControllerData` and no longer relies on SenseGlove Hand Angles. This means the virtual hand meshes are animated using world space transforms instead of parent bone space transforms.
- The Allbreaker virtual hand meshes have been removed and are no longer supported as they are incompatible with the new OpenXR tracking and animation system.

Caution

Please consult the [changelog](#) before upgrading your project to see if any change affects or breaks your current project.

Note

For upgrading older versions of the plugin to v2.0.0, [a YouTube tutorial](#) is available.

SGBasicDemo v2: upgrading your projects to the SenseGlov...



1. Remove the existing `Plugins/SenseGlove` folder from your project.
2. Obtain the latest `v2.1.x` version of the plugin either from [the Epic Games Launcher](#) or [Microsoft Azure DevOps Repositories](#) and place it in the `Plugins/SenseGlove` folder that you've just removed.
3. It might be best to clean up and remove the following folders from your project before generating the project files or attempting to open your project with the Unreal Editor. This might prevent a certain class of build issues:
 - `Binaries`
 - `Intermediate`
 - `Saved`
4. Build your project using your favorite IDE if it's a C++ project, or open your project's `.uproject` file with the Unreal Editor and wait for the Editor to build the necessary binaries and open the project.
5. Remove the Allbreaker virtual hand meshes if you are using them, as they are no longer compatible with the new animation system.
6. [Import and set up a set of compatible virtual hand meshes](#) such as the `VRTemplate` virtual hand meshes, and configure the materials, rigid bodies, and

the [SenseGlove Grab and Touch Sockets](#) using the [SenseGlove Sockets Editor](#).

7. Set up the [SGPawn](#) to use the new virtual hand meshes for the `HandLeft` , `HandRight` , `RealHandLeft` , and `RealHandRight` components.
8. Adjust the [Virtual Hand Mesh Settings](#) and ensure the `Left Hand Reference Mesh` and `Right Hand Reference Mesh` are set correctly.
9. Check and adjust the [Virtual Hand Animation Settings](#) as needed.
10. You might also want to [set up the Wrist Tracking Hardware](#) to use the new experimental HMD auto-detection feature. This allows the plugin to automatically configure the wrist tracking hardware at runtime, rather than limiting your builds to a specific HMD.
11. Set up the [SGGameInstance](#) and [SGGameUserSettings](#) if you want to use the new [SenseGlove console commands](#) or take advantage of the [Engine Scalability Settings](#) to achieve higher framerates in your project.
12. Additionally, the latest release introduces the ability to use hand-tracking as an alternative to SenseGlove hardware—albeit without haptic feedback—for rapid development and testing. It's also recommended to enable the [Fallback to HandTracking if No Glove Detected](#) feature to seamlessly switch to hand-tracking when a glove isn't connected.
13. If all steps have been followed correctly, your project should now be fully compatible with the new plugin release.

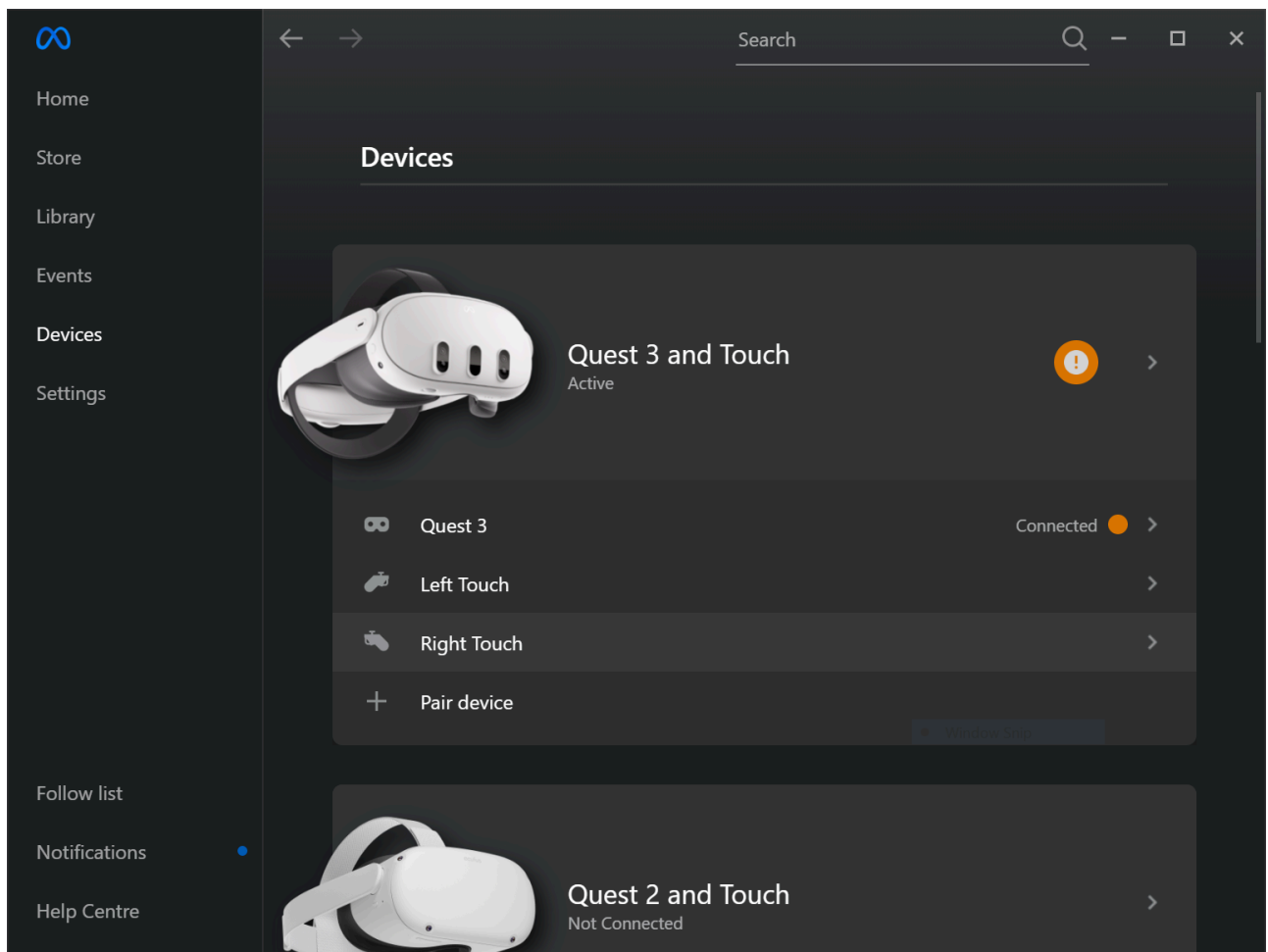
Optimizing Your Project for Higher FPS

Enhancing the performance and framerate of Unreal Engine VR applications, whether running standalone or streaming from a PC, can sometimes be challenging depending on the nature of your project. This guide will walk you through generic strategies that can significantly boost your project's performance and framerate with minimal effort.

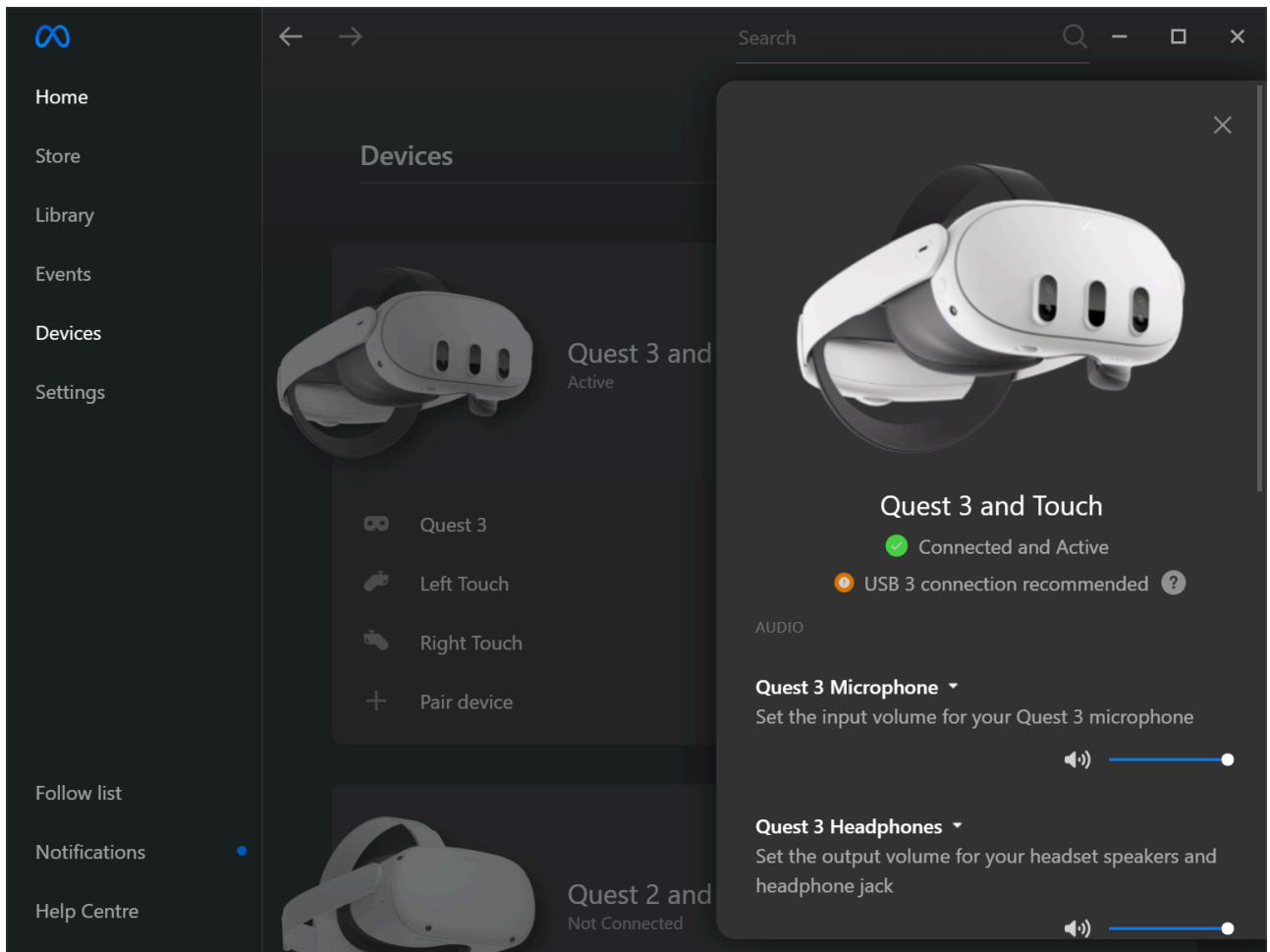
Meta Quest Link Advanced Graphics Preferences

When streaming from a PC to Meta Quest devices, the default refresh rate is set at 72 Hz . However, you can increase this to 120 Hz , which not only enhances the refresh rate but also reduces the rendering resolution, potentially improving performance. Follow these steps to make the adjustment:

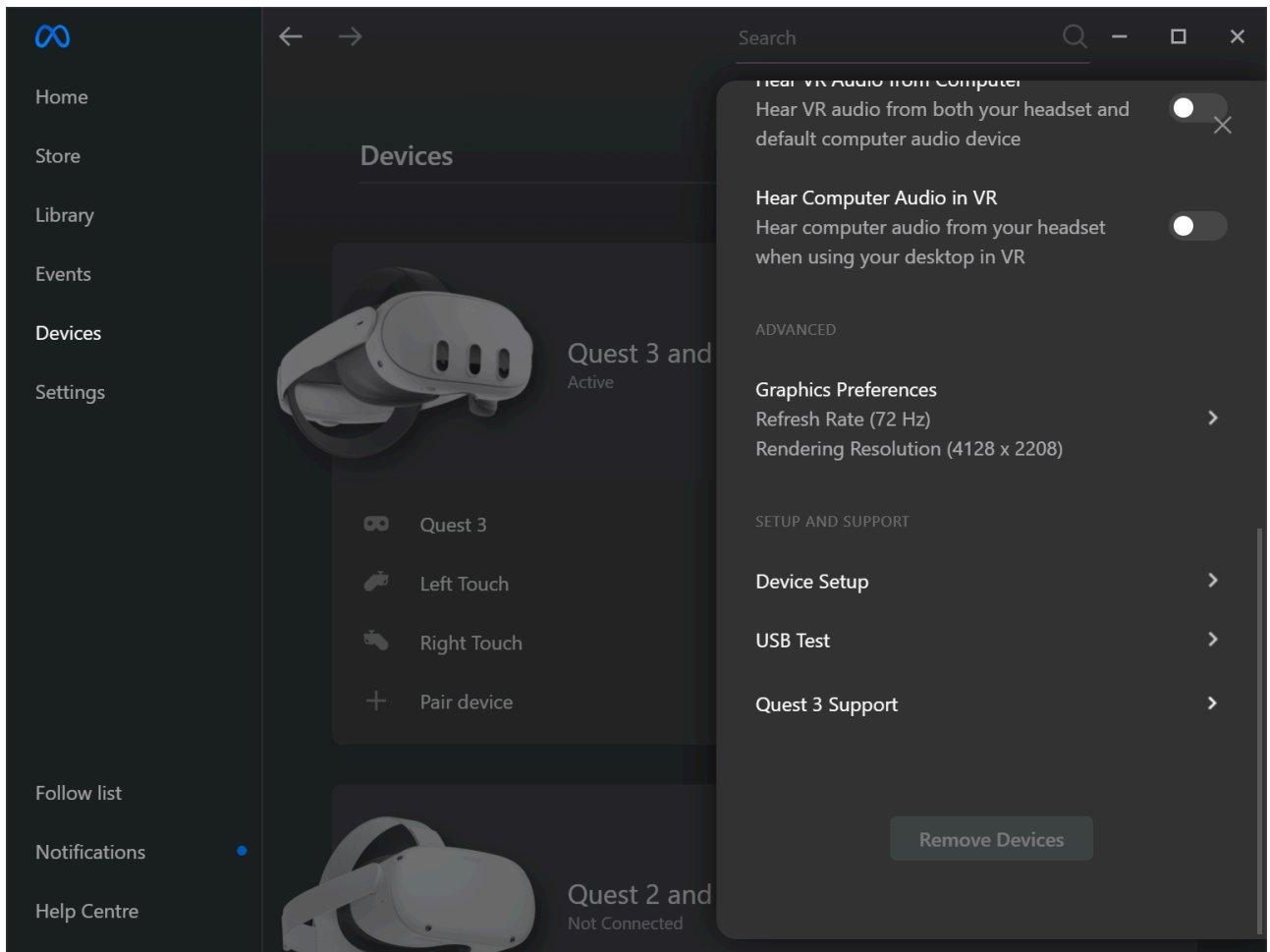
1. Open the Meta Quest Link app and navigate to the `Devices` tab.



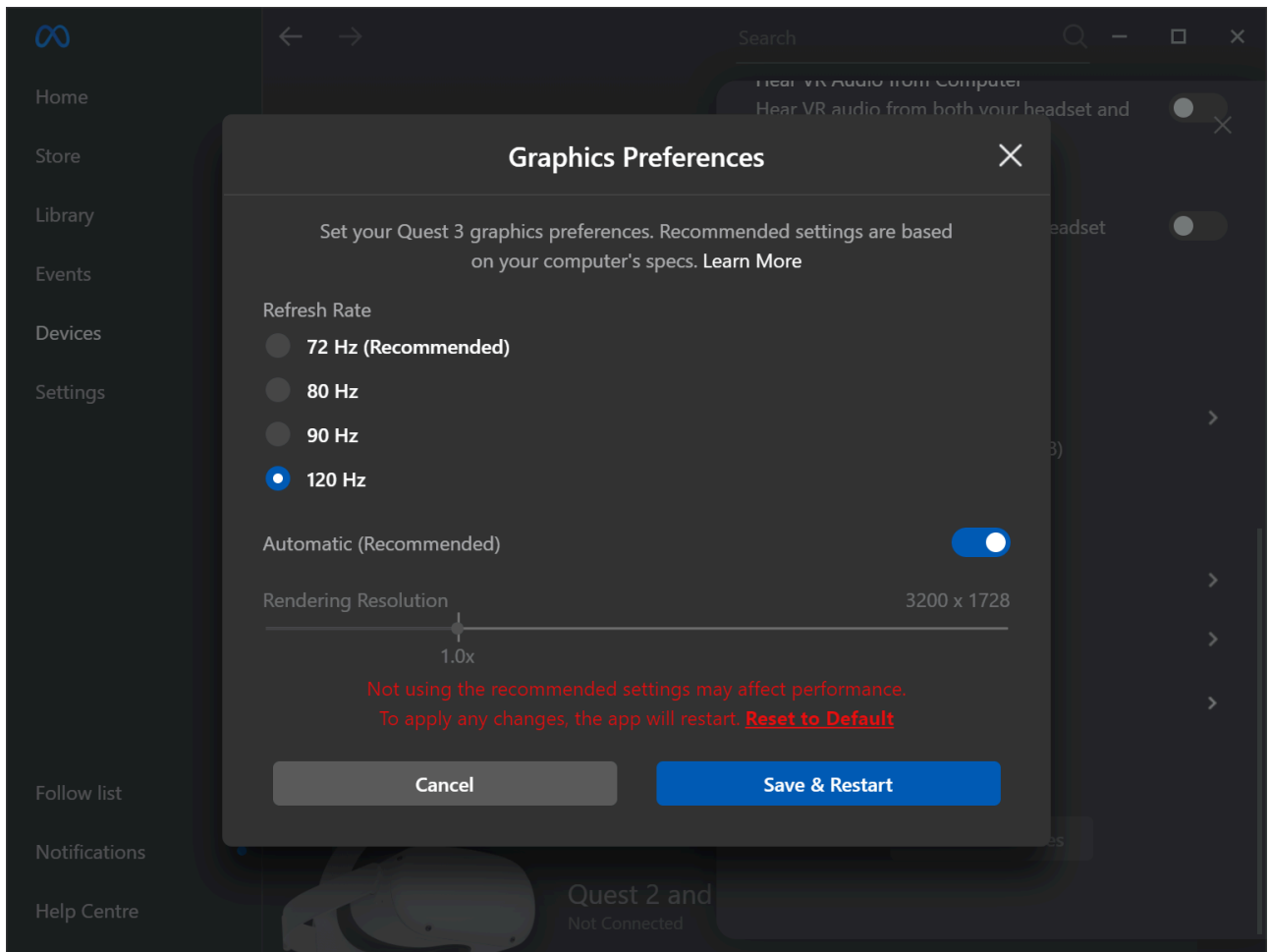
2. Choose the device for which you would like to tweak the refresh rate.



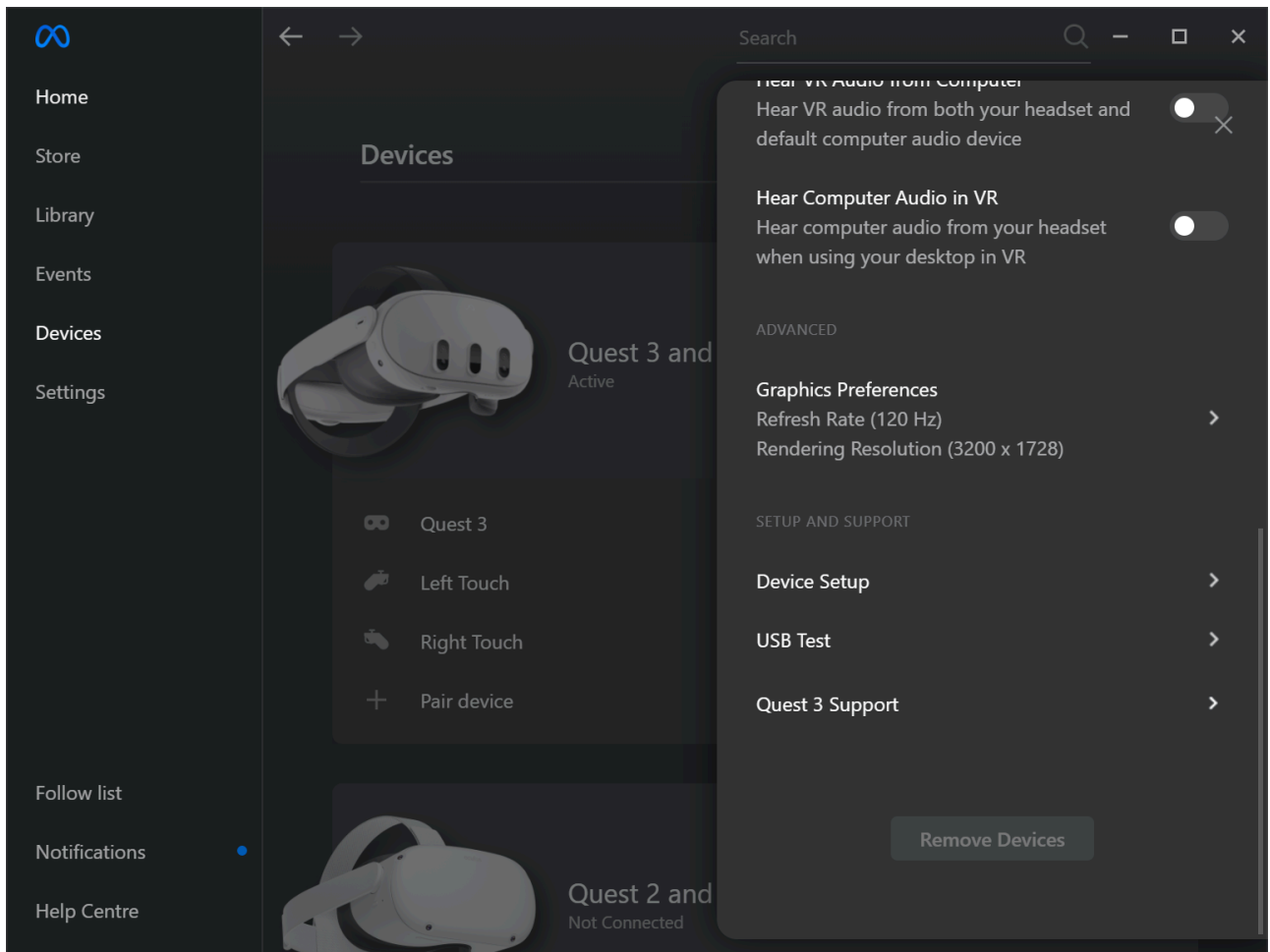
3. In the device settings, scroll down to the **Advanced** section and select **Graphics Preferences** .



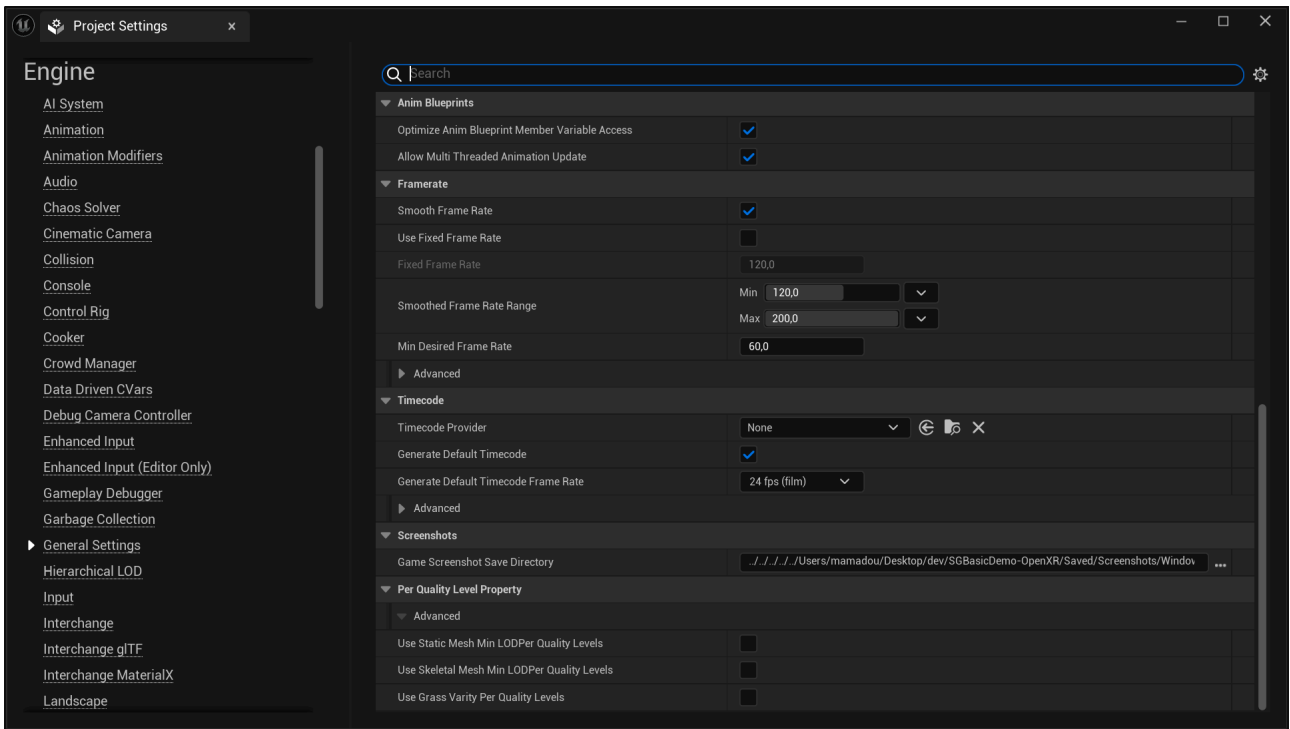
4. Choose your desired refresh rate. In this case select a refresh rate of 120 Hz . After making your selection, click ok , and the Meta Quest Link app will restart to apply the changes.



5. Once the Meta Quest Link app restarts, go back to the **Devices** tab, select your device, and confirm the refresh rate setting under **Advanced > Graphics Preferences**.



6. Now, open your Unreal Engine project and navigate to **Project Settings**. Under **Engine > General Settings > Framerate**, you can fine-tune and experiment with the framerate settings to match your project's requirements.

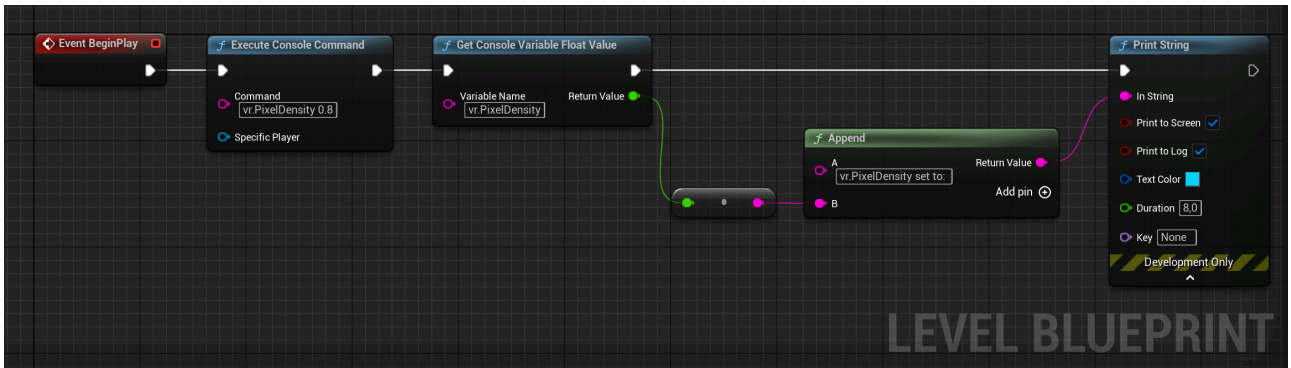


HTC VIVE Specific Optimizations in Standalone Mode

Headsets like the HTC VIVE Focus 3 and Focus Vision have larger framebuffers, higher eye-buffer size, wider fields of view (FOV), and varying refresh rates compared to HMDs like the Meta Quest series. As a result, performance can differ when running the same content across these devices.

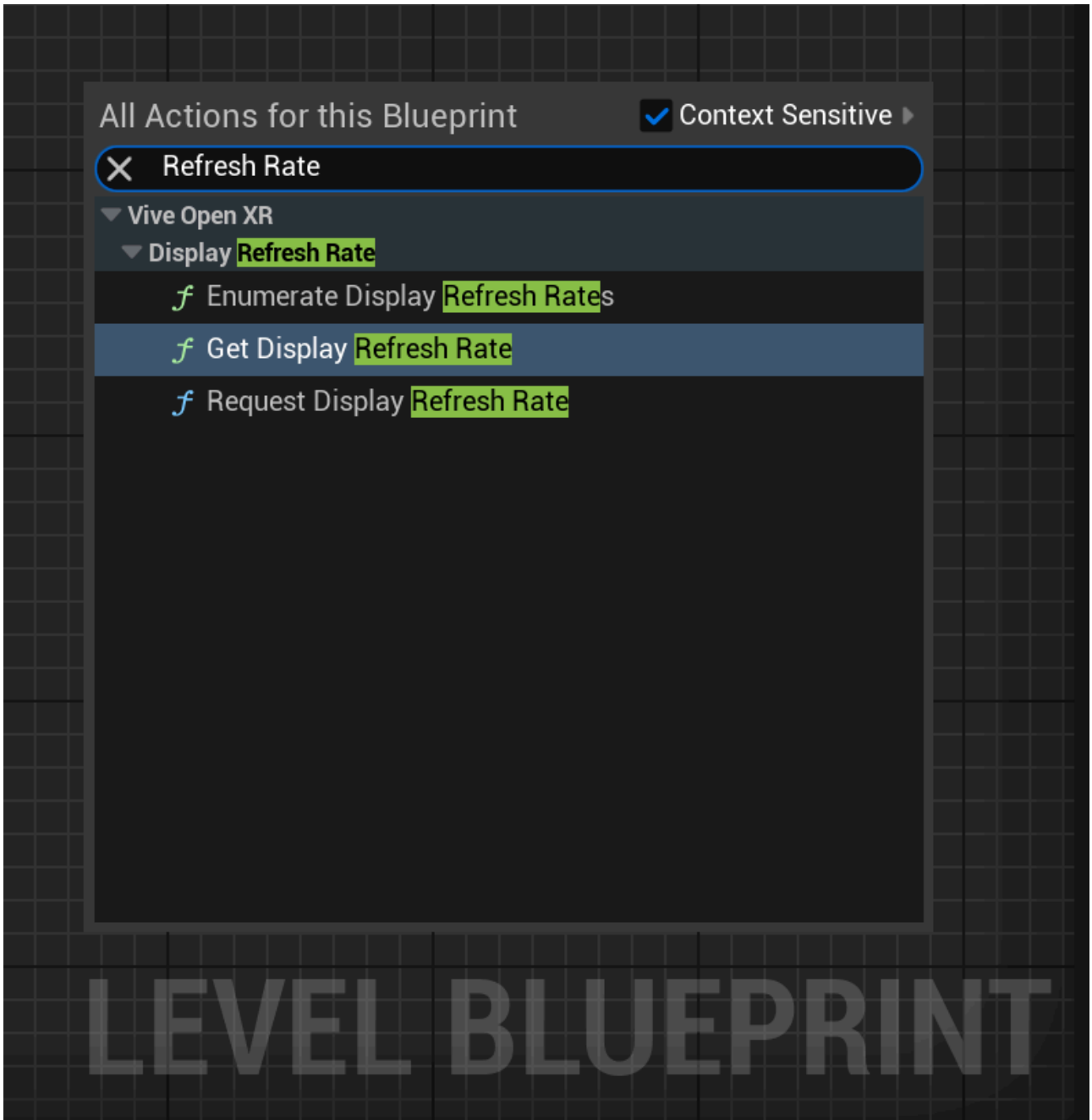
Setting a Custom Pixel Density

If performance on the Focus 3 or Focus Vision is lower than on the Quest, we recommend adjusting the **Pixel Density** to approximately 0.8 (or a value suited to your content). This reduces the eye buffer size, and matches the resolution of Quest 2, hence increasing FPS:

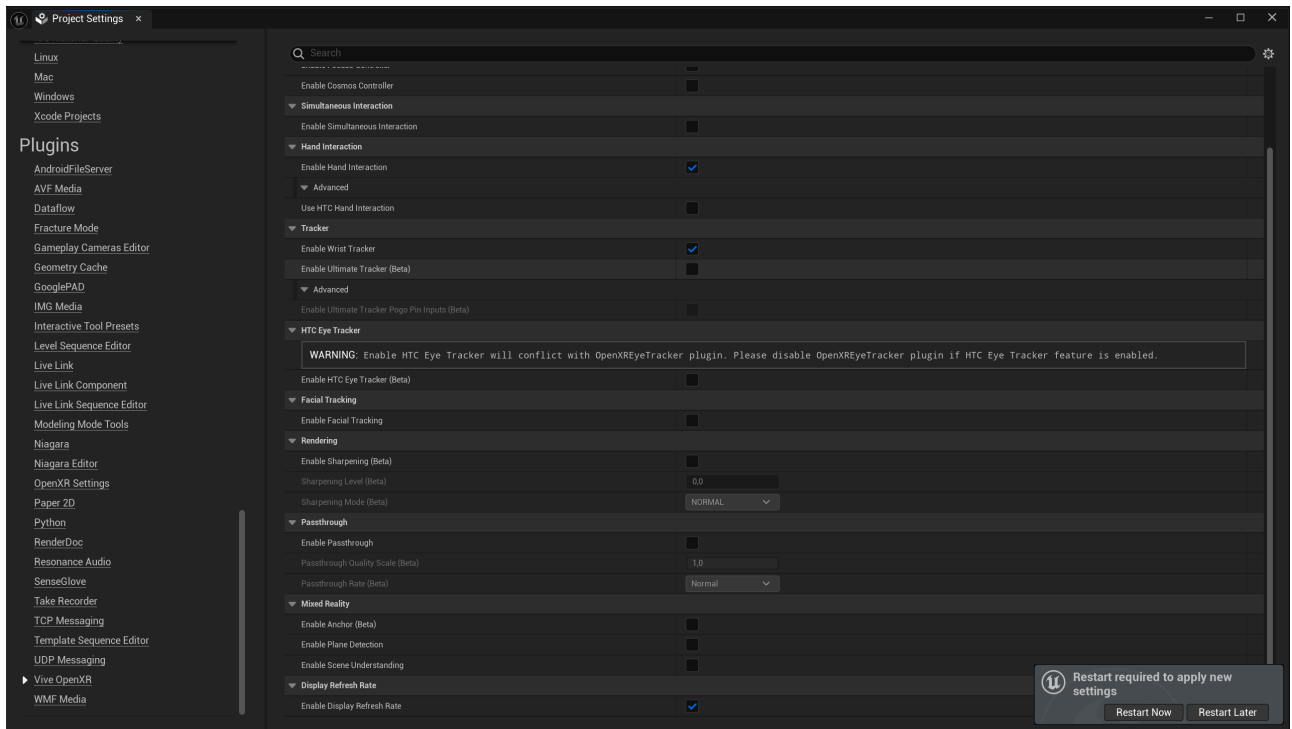


Setting a Lower Refresh Rate

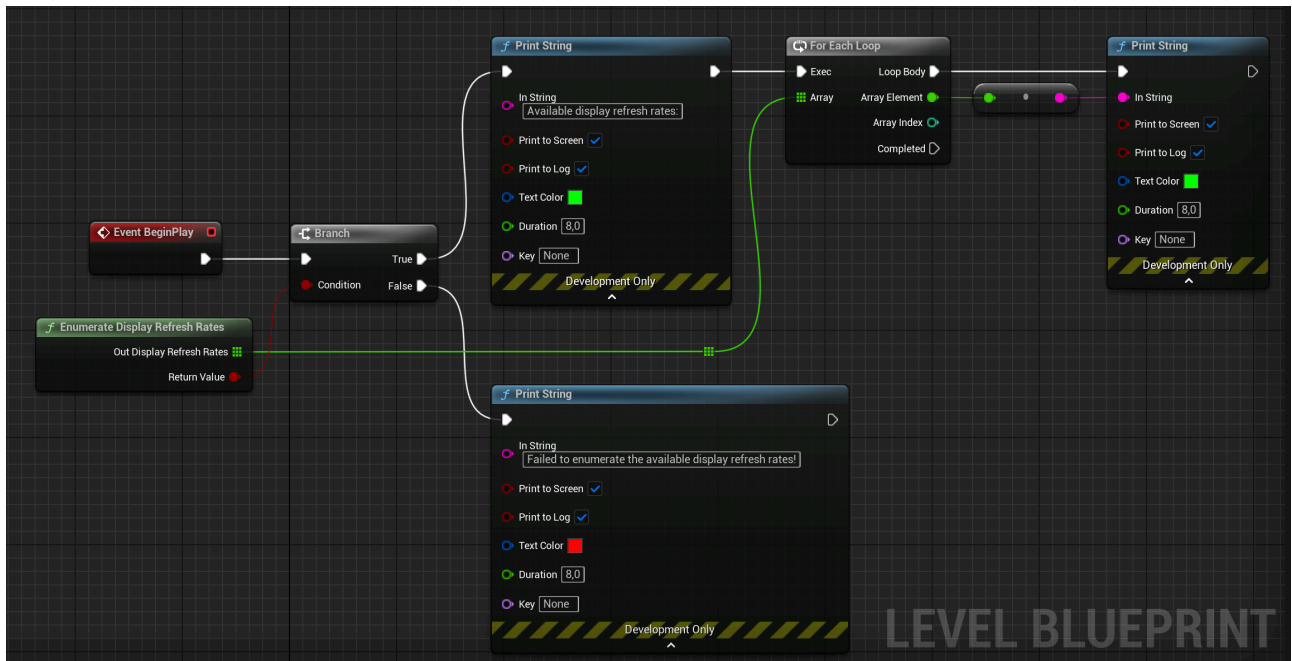
The `viveopenXR` plugin provides various Blueprint functions to query the supported refresh rates and adjust the current refresh rate according to your needs:



But, before you'd be able to make these adjustments you have to enable the relevant settings by navigating to `Edit > Project Settings > Plugins > Vive OpenXR` and ensure the `Enable Display Refresh Rate` option is checked. This option enables the OpenXR extension `XR_FB_display_refresh_rate` support which allows your application to dynamically adjust the display refresh rate in order to improve the overall user experience. Please note that You need to restart the engine to apply new settings after changing this setting.

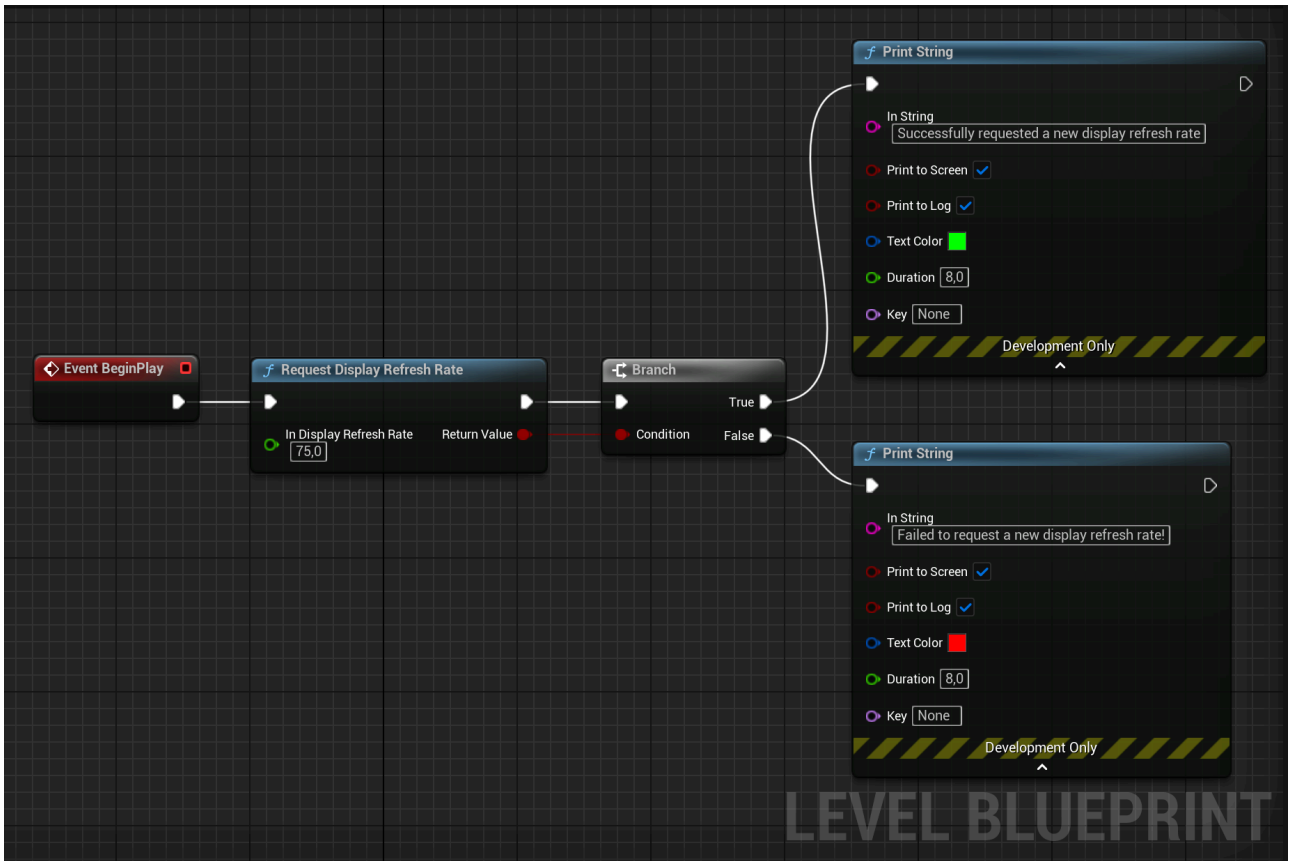


In order to query all the available display refresh rates use the Blueprint function **Enumerate Display Refresh Rates** :

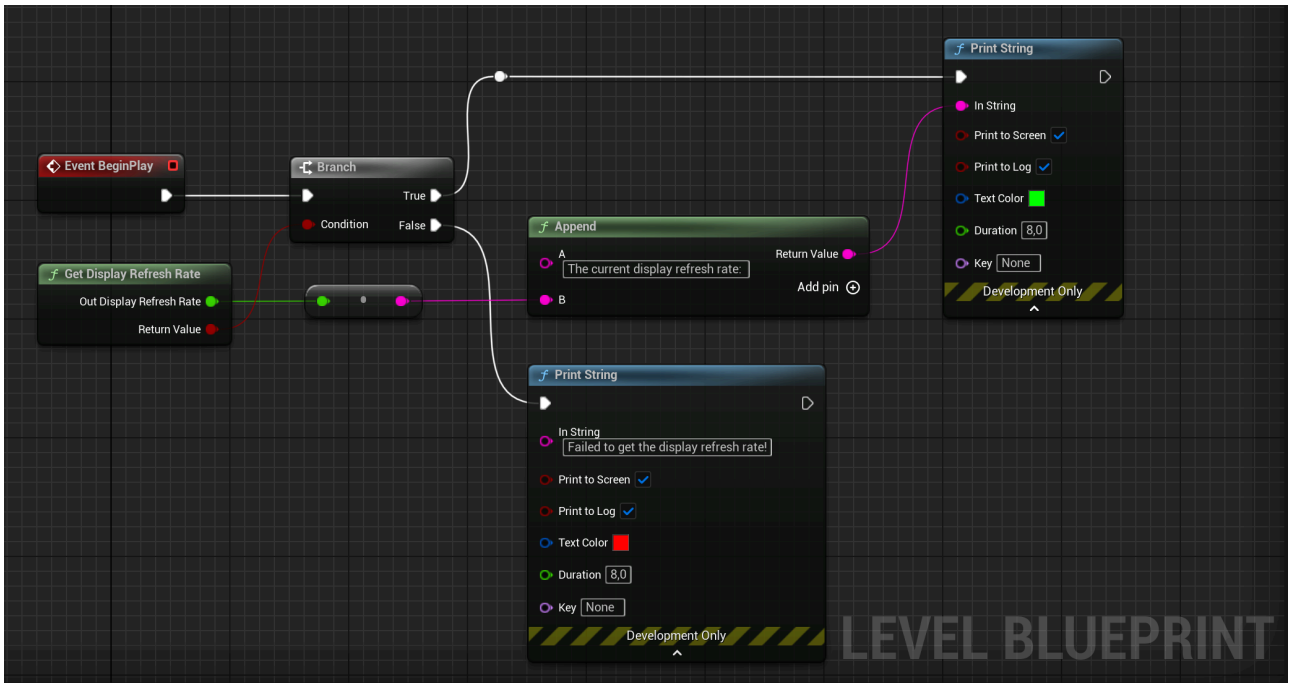


At the moment with most devices it returns 75.0 and 90.0 hz values.

To change the current display refresh rate use the Blueprint function `Request Display Refresh Rate` :



To obtain the current display refresh rate use the Blueprint function `Get Display Refresh Rate` :



If you're looking to squeeze more performance out of your HTC VIVE HMD in standalone mode, consider lowering the target refresh rate from 90hz to 75hz . This can help reduce GPU workload and improve overall stability while still maintaining a somewhat smooth experience.

HTC VIVE Optimal Rendering Settings

As a last resort consider adding the following rendering settings to your project's DefaultEngine.ini under the /Script/Engine.RendererSettings section and experiment with them until you obtain your desired results:

```

[/Script/Engine.RendererSettings]
r.Mobile.DisableVertexFog=True
r.Mobile.AllowDitheredLODTransition=False
r.Mobile.AllowSoftwareOcclusion=False
r.Mobile.VirtualTextures=False
r.DiscardUnusedQuality=False
r.AllowOcclusionQueries=True
r.MinScreenRadiusForLights=0.030000
r.MinScreenRadiusForDepthPrepass=0.030000
r.MinScreenRadiusForCSMDepth=0.010000
r.PrecomputedVisibilityWarning=False
r.TextureStreaming=True
Compat.UseDXT5NormalMaps=False
r.VirtualTextures=False
r.VirtualTexturedLightmaps=False
r.VT.TileSize=128
r.VT.TileBorderSize=4
r.vt.FeedbackFactor=16
r.VT.EnableCompressZlib=True
r.VT.EnableCompressCrunch=False
r.ClearCoatNormal=False
r.ReflectionCaptureResolution=128
r.ReflectionEnvironmentLightmapMixBasedOnRoughness=True
r.ForwardShading=True
r.VertexFoggingForOpaque=True
r.AllowStaticLighting=True
r.NormalMapsForStaticLighting=False
r.GenerateMeshDistanceFields=False
r.DistanceFieldBuild.EightBit=False
r.GenerateLandscapeGIData=False
r.DistanceFieldBuild.Compress=False
r.TessellationAdaptivePixelsPerTriangle=48.000000
r.SeparateTranslucency=True
r.TranslucentSortPolicy=0
TranslucentSortAxis=(X=0.000000,Y=-1.000000,Z=0.000000)
r.CustomDepth=1
r.CustomDepthTemporalAAJitter=True
r.PostProcessing.PropagateAlpha=2
r.DefaultFeature.Bloom=False
r.DefaultFeature.AmbientOcclusion=False
r.DefaultFeature.AmbientOcclusionStaticFraction=True
r.DefaultFeature.AutoExposure=False
r.DefaultFeature.AutoExposure.Method=0
r.DefaultFeature.AutoExposure.Bias=1.000000
r.DefaultFeature.AutoExposure.ExtendDefaultLuminanceRange=True
r.DefaultFeature.AutoExposure.ExtendDefaultLuminanceRange=True
r.EyeAdaptation.EditorOnly=False

```

```

r.DefaultFeature.MotionBlur=False
r.DefaultFeature.LensFlare=False
r.TemporalAA.Upsampling=False
r.SSGI.Enable=False
r.AntiAliasingMethod=3
r.DefaultFeature.LightUnits=1
r.DefaultBackBufferPixelFormat=4
r.Shadow.UnbuiltPreviewInGame=True
r.StencilForLODDither=False
r.EarlyZPass=3
r.EarlyZPassOnlyMaterialMasking=False
r.DBuffer=True
r.ClearSceneMethod=1
r.VelocityOutputPass=0
r.Velocity.EnableVertexDeformation=0
r.SelectiveBasePassOutputs=False
bDefaultParticleCutouts=False
fx.GPUSimulationTextureSizeX=1024
fx.GPUSimulationTextureSizeY=1024
r.AllowGlobalClipPlane=False
r.GBufferFormat=1
r.MorphTarget.Mode=True
r.GPUCrashDebugging=False
vr.InstancedStereo=True
r.MobileHDR=False
vr.MobileMultiView=True
r.Mobile.UseHwSRGBEncoding=True
vr.RoundRobinOcclusion=False
vr.ODSCapture=False
r.MeshStreaming=False
r.WireframeCullThreshold=5.000000
r.RayTracing=False
r.RayTracing.UseTextureLod=False
r.SupportStationarySkylight=True
r.SupportLowQualityLightmaps=True
r.SupportPointLightWholeSceneShadows=True
r.SupportAtmosphericFog=True
r.SupportSkyAtmosphere=True
r.SupportSkyAtmosphereAffectsHeightFog=False
r.SkinCache.CompileShaders=False
r.SkinCache.DefaultBehavior=1
r.SkinCache.SceneMemoryLimitInMB=128.000000
r.Mobile.EnableStaticAndCSMShadowReceivers=True
r.Mobile.EnableMovableLightCSMShaderCulling=True
r.Mobile.AllowDistanceFieldShadows=True
r.Mobile.AllowMovableDirectionalLights=True
r.MobileNumDynamicPointLights=4
r.MobileDynamicPointLightsUseStaticBranch=True

```



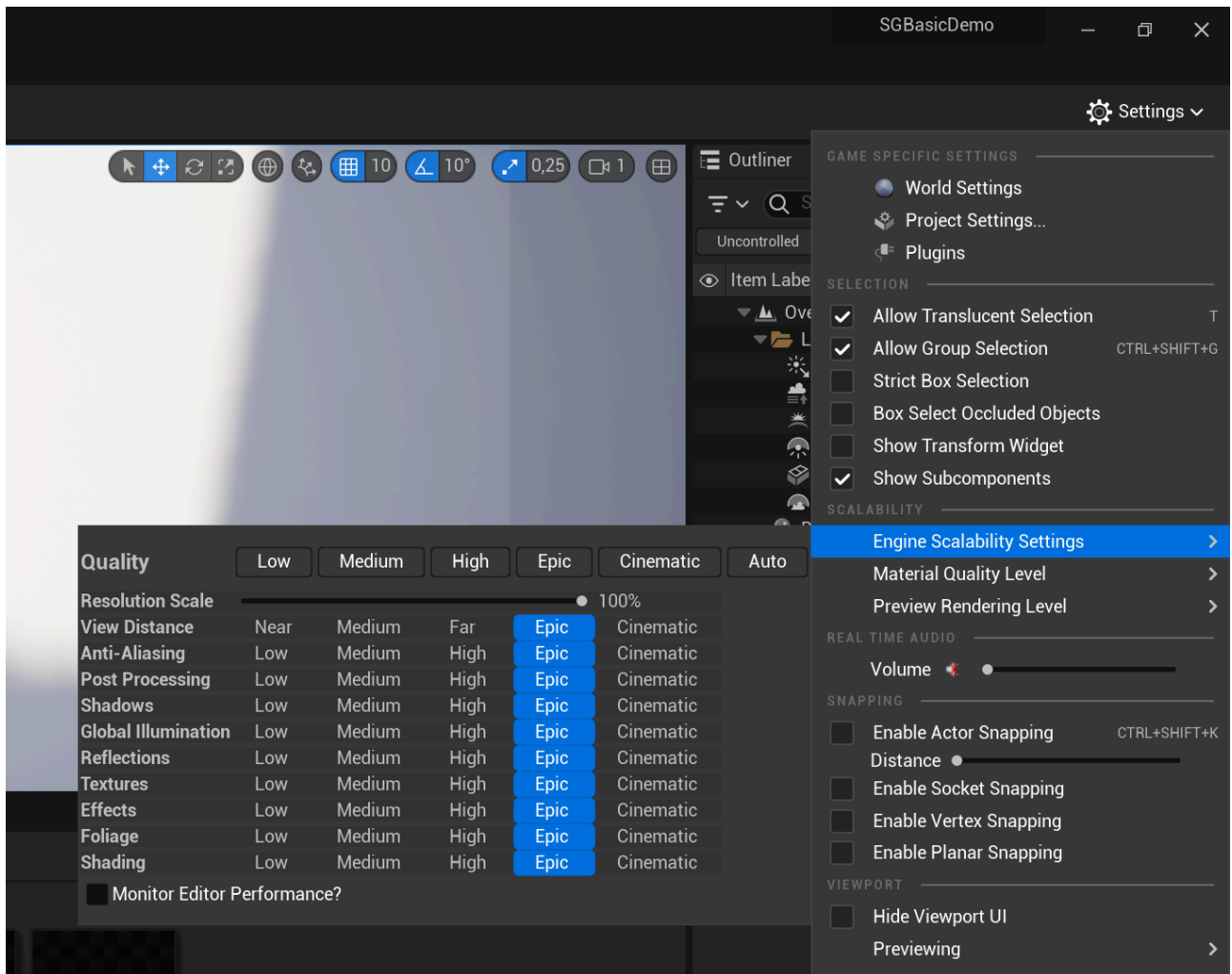
```

r.Mobile.EnableMovableSpotlights=False
r.Mobile.EnableMovableSpotlightsShadow=False
r.GPUSkin.Support16BitBoneIndex=False
r.GPUSkin.Limit2BoneInfluences=False
r.SupportDepthOnlyIndexBuffers=True
r.SupportReversedIndexBuffers=True
r.LightPropagationVolume=False
r.Mobile.AmbientOcclusion=False
r.GPUSkin.UnlimitedBoneInfluences=False
r.GPUSkin.UnlimitedBoneInfluencesThreshold=8
r.Mobile.PlanarReflectionMode=0
bStreamSkeletalMeshLODs=(Default=False,PerPlatform=())
bDiscardSkeletalMeshOptionalLODs=(Default=False,PerPlatform=())
VisualizeCalibrationColorMaterialPath=None
VisualizeCalibrationCustomMaterialPath=None
VisualizeCalibrationGrayscaleMaterialPath=None
r.Mobile.AntiAliasing=3
r.Mobile.FloatPrecisionMode=2
r.OpenGL.ForceDXC=0
r.DynamicGlobalIlluminationMethod=1
r.ReflectionMethod=1
r.Shadow.Virtual.Enable=0
r.Lumen.TranslucencyReflections.FrontLayer.EnableForProject=False

```

Game User Settings and Engine Scalability Settings

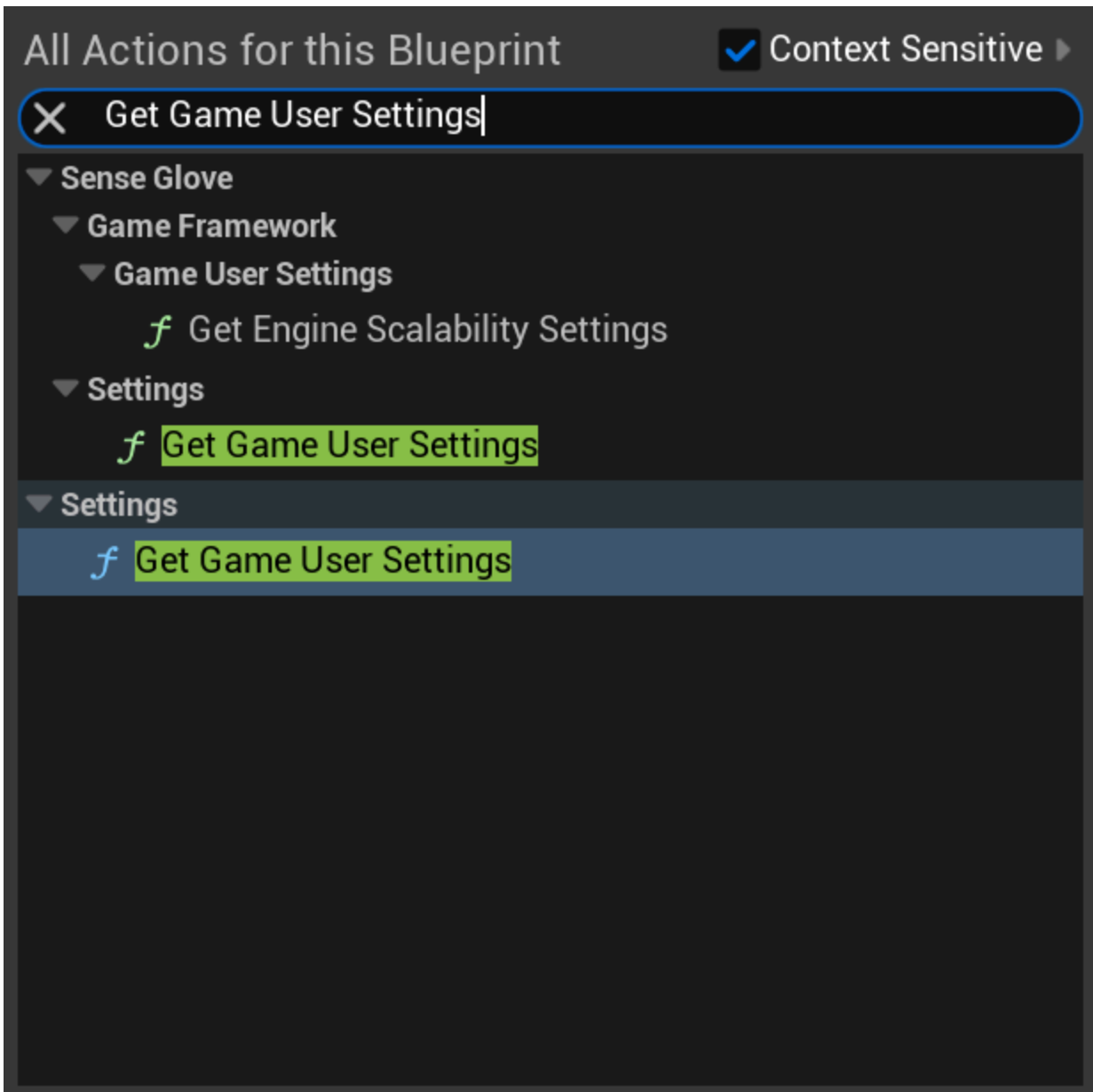
Unreal Engine offers predefined graphics quality profiles known as Engine Scalability Settings, which can be easily adjusted to optimize performance. These settings can be modified directly within the Unreal Editor through the Settings menu on the toolbar or dynamically at runtime using code. Importantly, these settings are universal, meaning changes made in the Unreal Editor will apply to the game when run in PIE (Play In Editor) mode, and settings adjusted via code will also affect the editor itself.



Note

The SenseGlove Unreal Engine Plugin includes specialized [console commands](#) that allow you to switch between different Engine Scalability Settings on the fly. Please note that these commands require you to set up [SGGameInstance](#) and [SGGameUserSettings](#).

In order to switch between various Engine Scalability Settings, you can use the `Get Game User Settings` Blueprint function and then cast it to `SGGameInstance`.

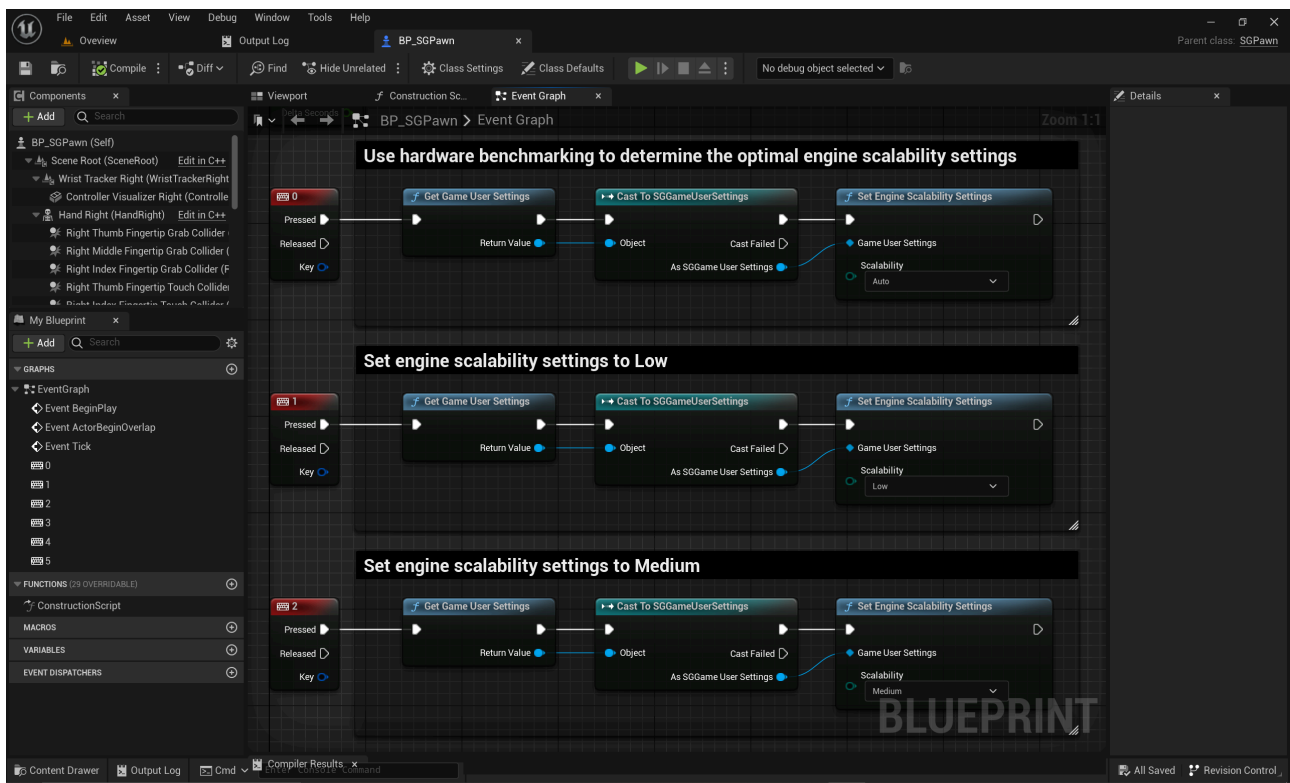


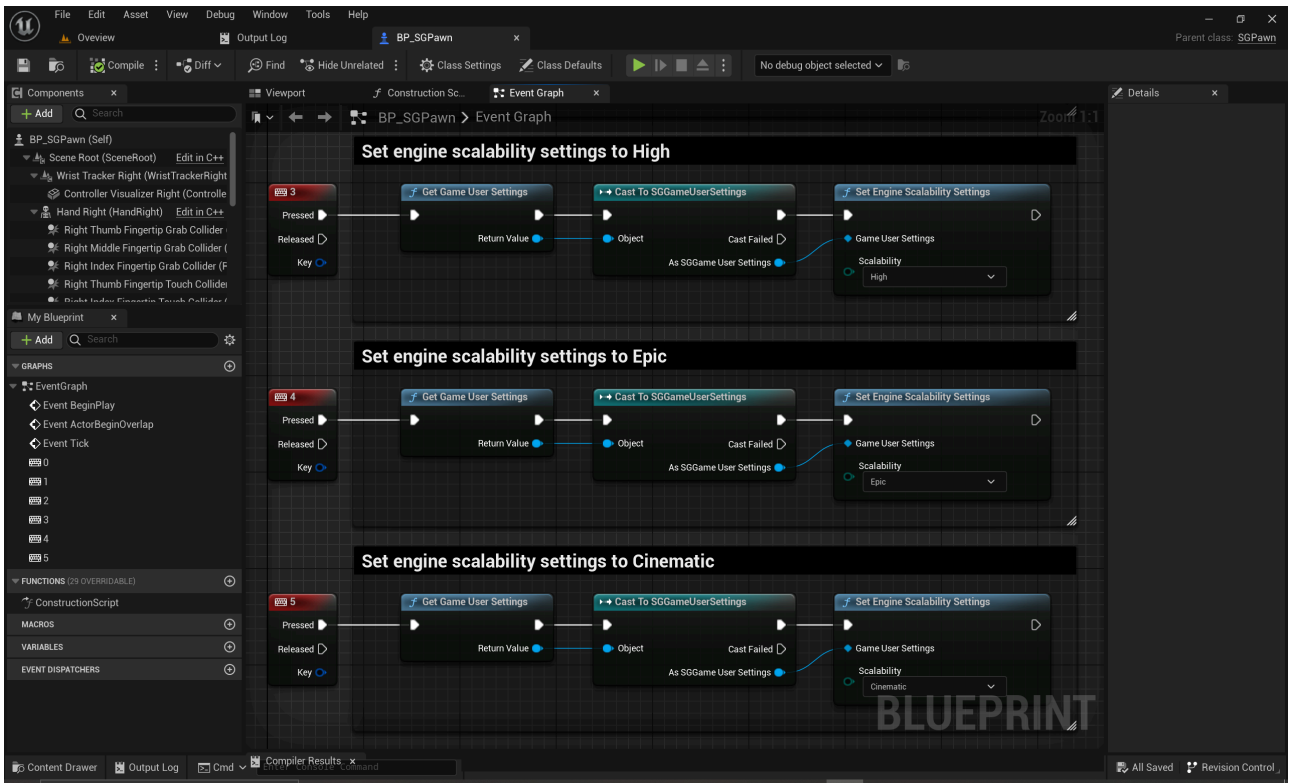
Important

Unreal Engine's default Blueprint functions only allow you to set Engine Scalability Settings to `Low` or `Epic`. To access the full range of settings, `SGGameUserSettings` extends Blueprint access to all Engine Scalability Settings and includes hardware benchmarking to detect the optimal settings. Therefore, it's essential to make `SGGameUserSettings` or a subclass of it the default Game User Settings class to utilize all these features.

The following Blueprint code from the [SGBasicDemo-OpenXR](#) example scene demonstrates how to bind numeric keys 1 to 5 to set various Engine Scalability Settings, and key 0 to utilize hardware benchmarking to determine the optimal Engine Scalability Settings:

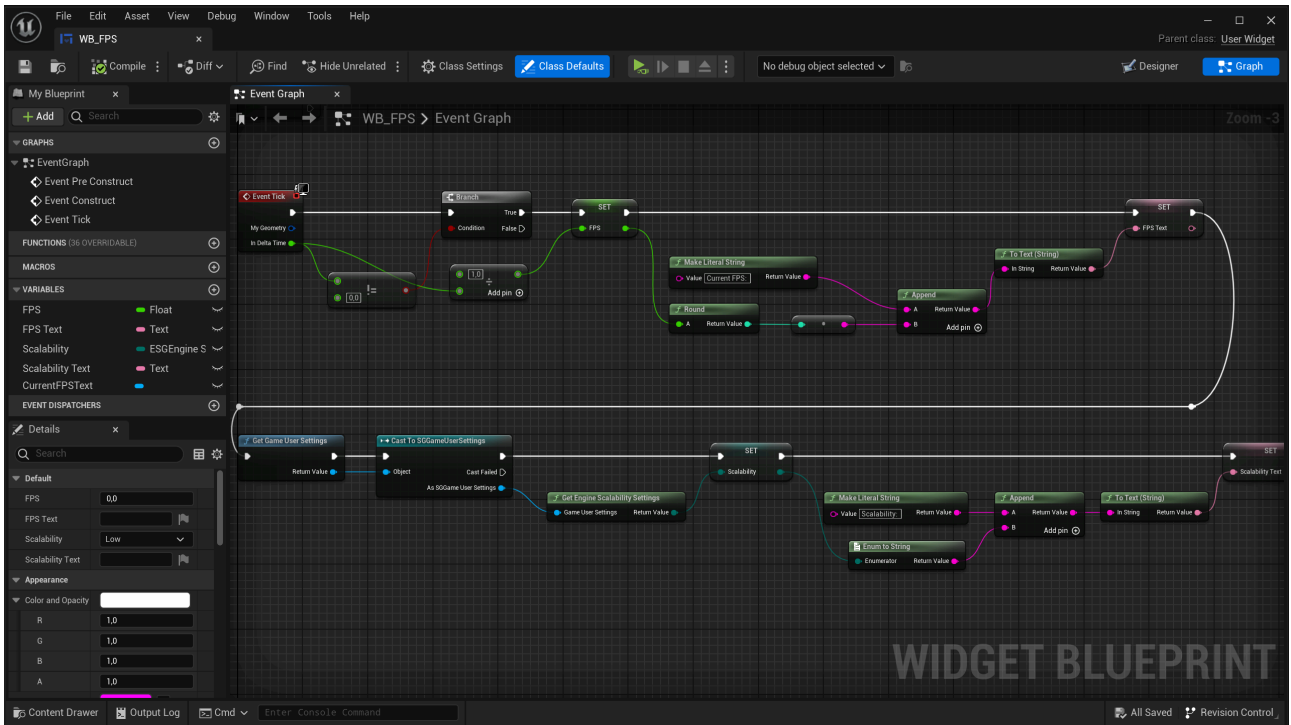
- 0 : Use hardware-benchmarking to determine the optimal Engine Scalability Settings.
- 1 : Set Engine Scalability Settings to Low .
- 2 : Set Engine Scalability Settings to Medium .
- 3 : Set Engine Scalability Settings to High .
- 4 : Set Engine Scalability Settings to Epic .
- 5 : Set Engine Scalability Settings to Cinematic .





Tip

The `SGBasicDemo-OpenXR` includes an example 3D widget actor that displays the current FPS and Engine Scalability Settings. This widget can be placed within a VR scene and is located in `All > Content > Blueprints > UI > BP_FPS3DWidget`. The underlying UMG widget can be found at `All > Content > Blueprints > UI > WB_FPS` within the Content Browser for the `SGBasicDemo-OpenXR` example scene.

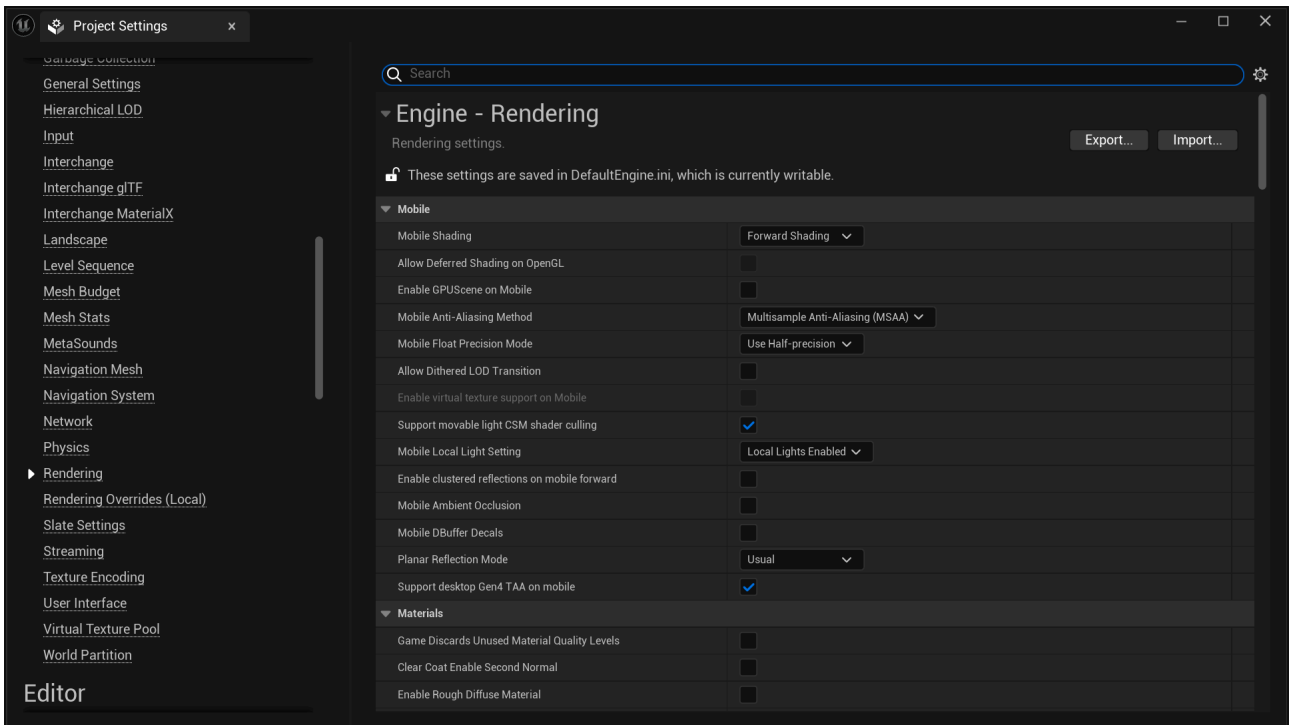
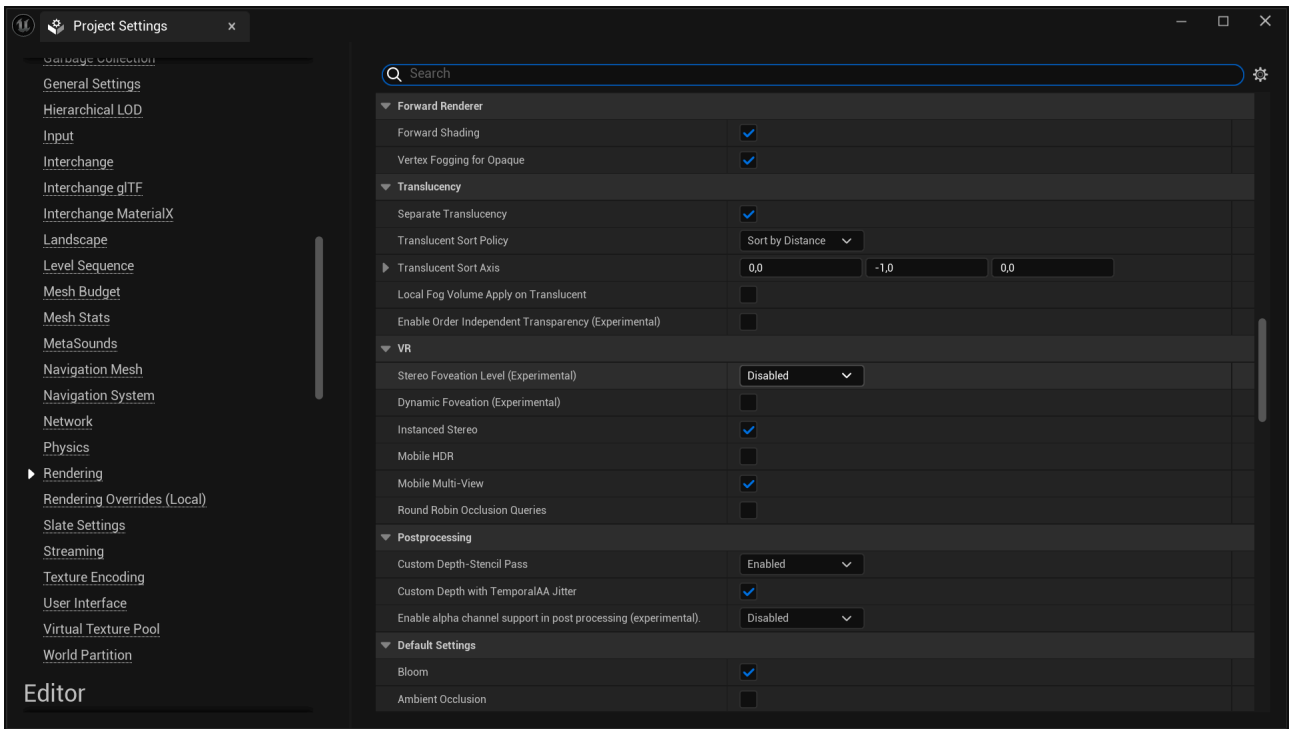


Optimizing Unreal Projects for Mobile

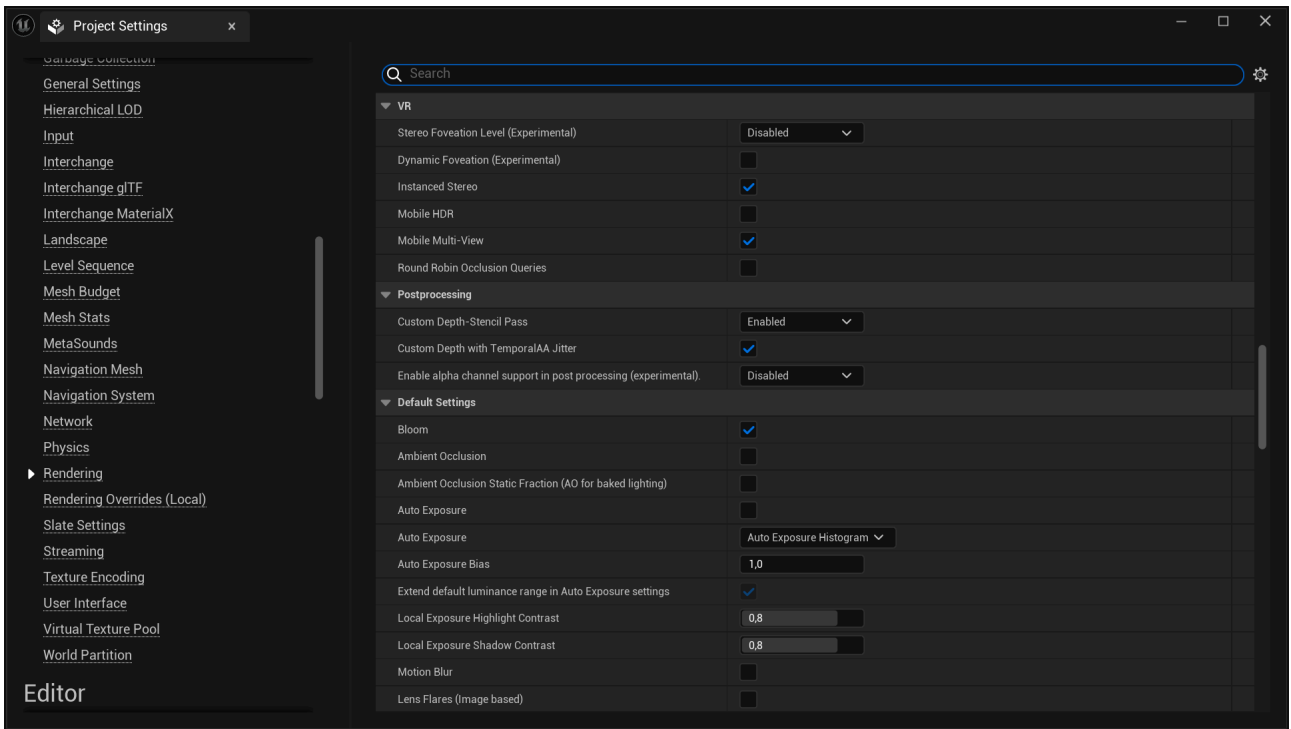
We have the [SGBasicDemo-OpenXR](#) project, which has been optimized for mobile. You can explore the project configuration by reviewing the settings inside the `config` folder and compare them with your own project settings. In addition, here are some crucial guidelines and settings that you may want to adjust for further optimization:

General Rendering Settings

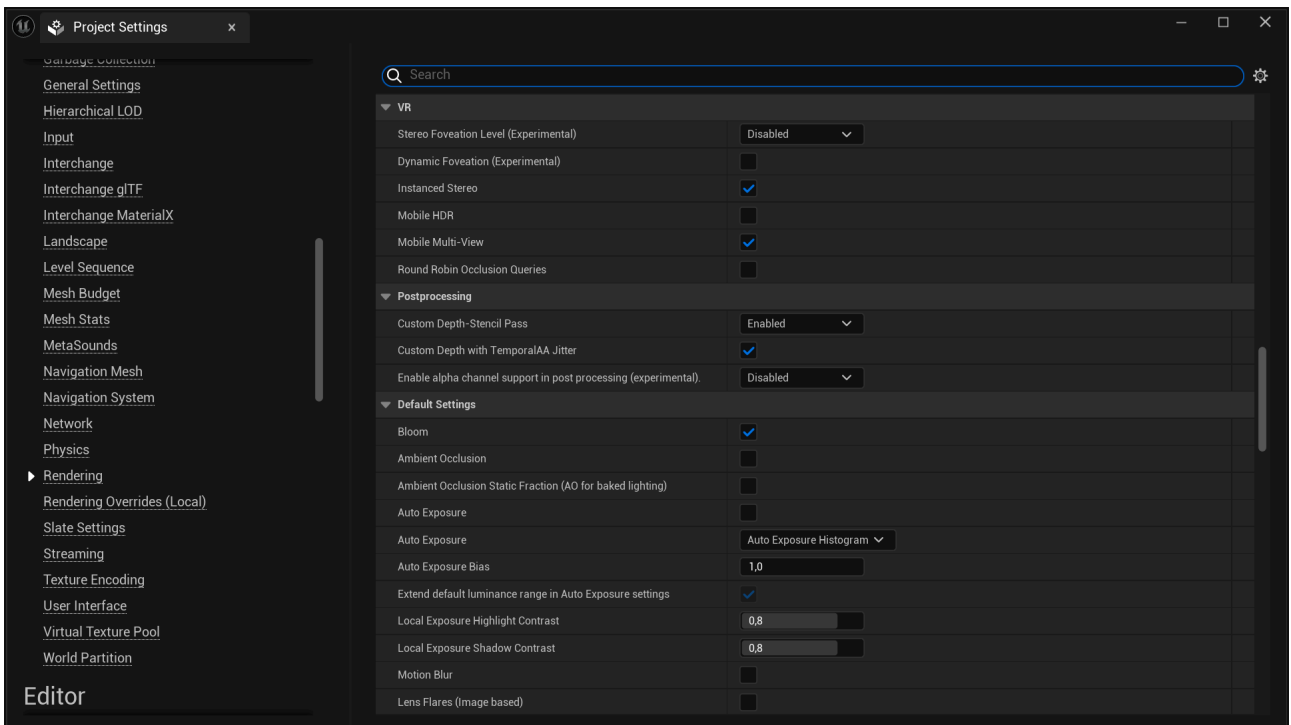
Forward Shading: Enable Forward Shading for better performance. It's more efficient on mobile platforms.



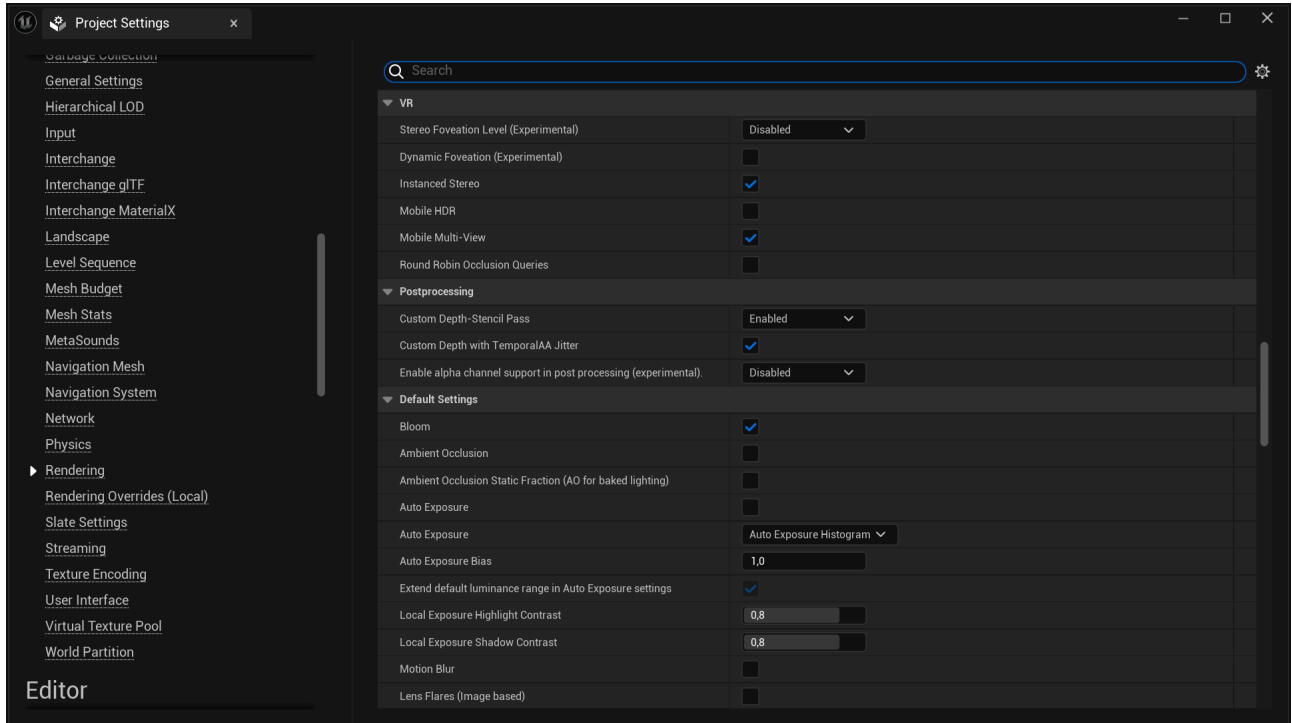
Mobile HDR: Disable this setting. Mobile HDR can significantly affect performance, especially on lower-end devices.



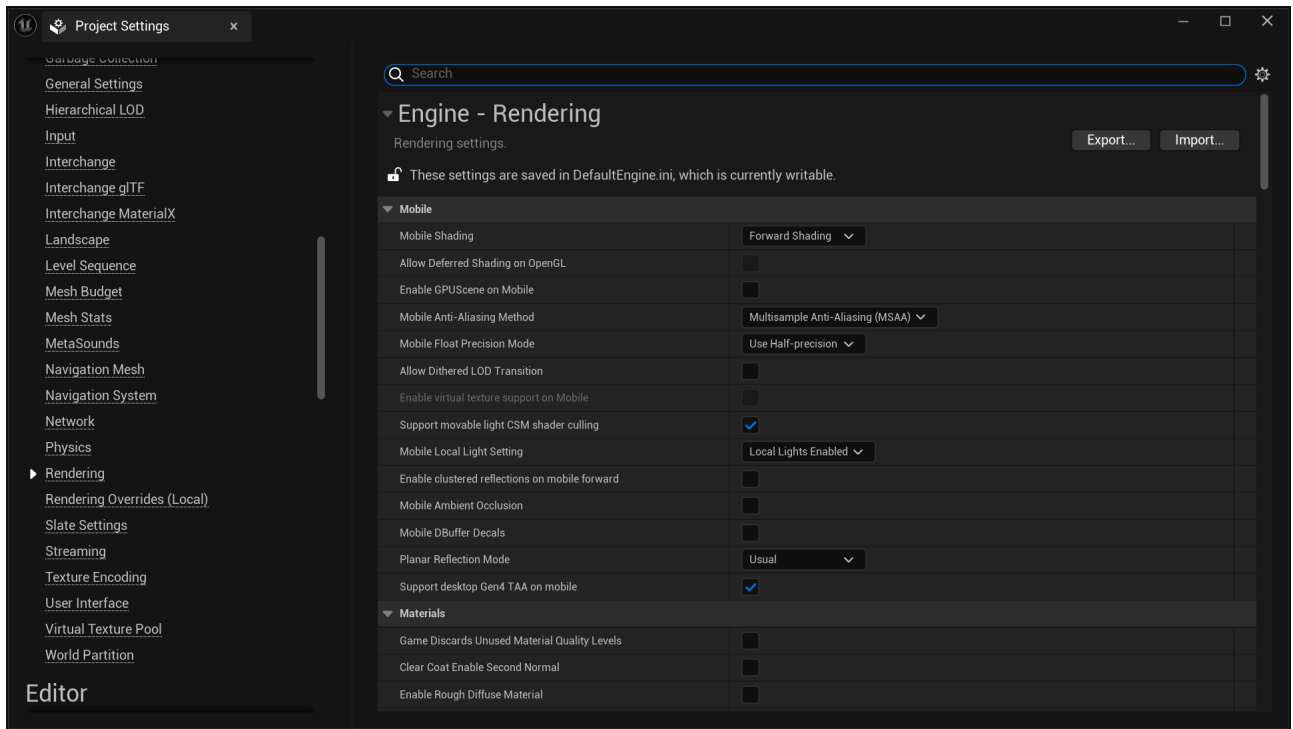
Instanced Stereo: Enable this setting. It is a rendering technique used in Unreal Engine primarily for virtual reality (VR) applications. Its main purpose is to optimize the rendering process when creating VR experiences by reducing the workload associated with rendering two slightly different images for each eye.



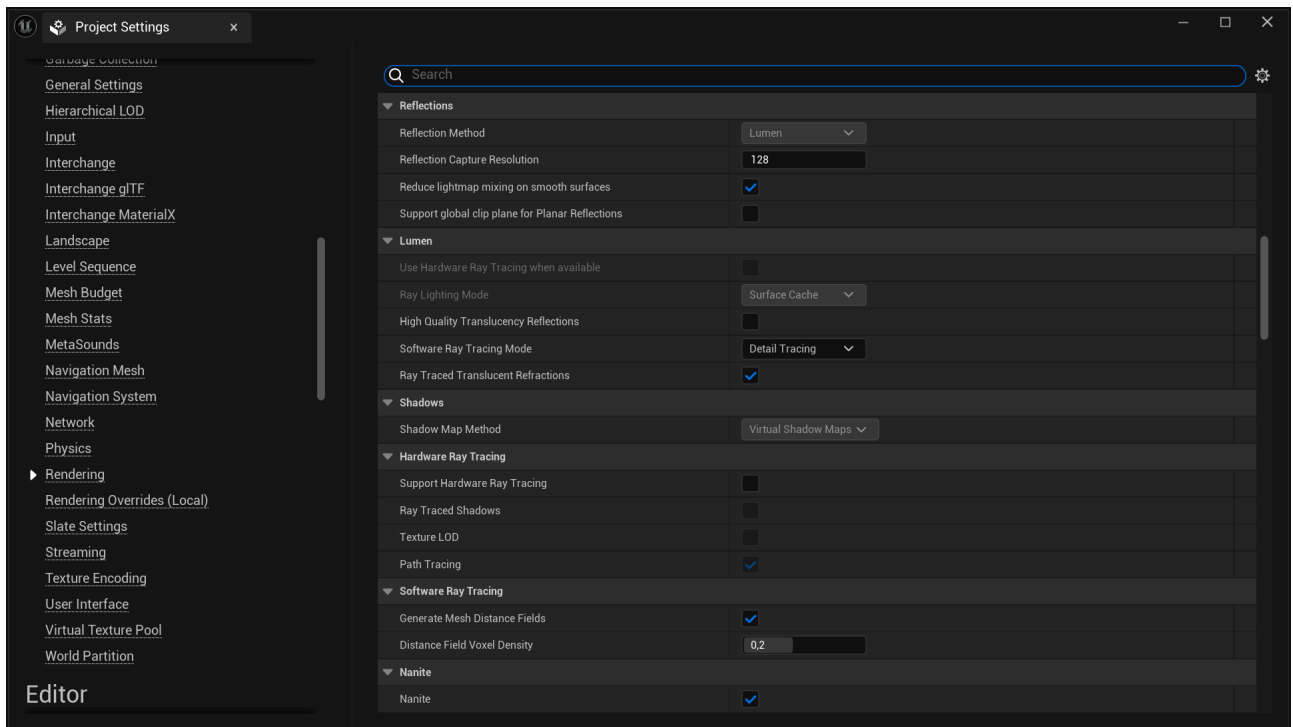
Mobile Multi-View: Enable this setting. It is a rendering feature in Unreal Engine designed to optimize the performance of Virtual Reality (VR) applications on mobile devices, particularly when using VR platforms like Google Daydream or Samsung Gear VR. It is similar in concept to Instanced Stereo, but specifically optimized for mobile hardware.



Mobile Anti-Aliasing Method: Use FXAA (Fast Approximate Anti-Aliasing) or MSAA (Multisample Anti-Aliasing). MSAA is often preferred for mobile as it gives better visual quality without a huge performance hit.

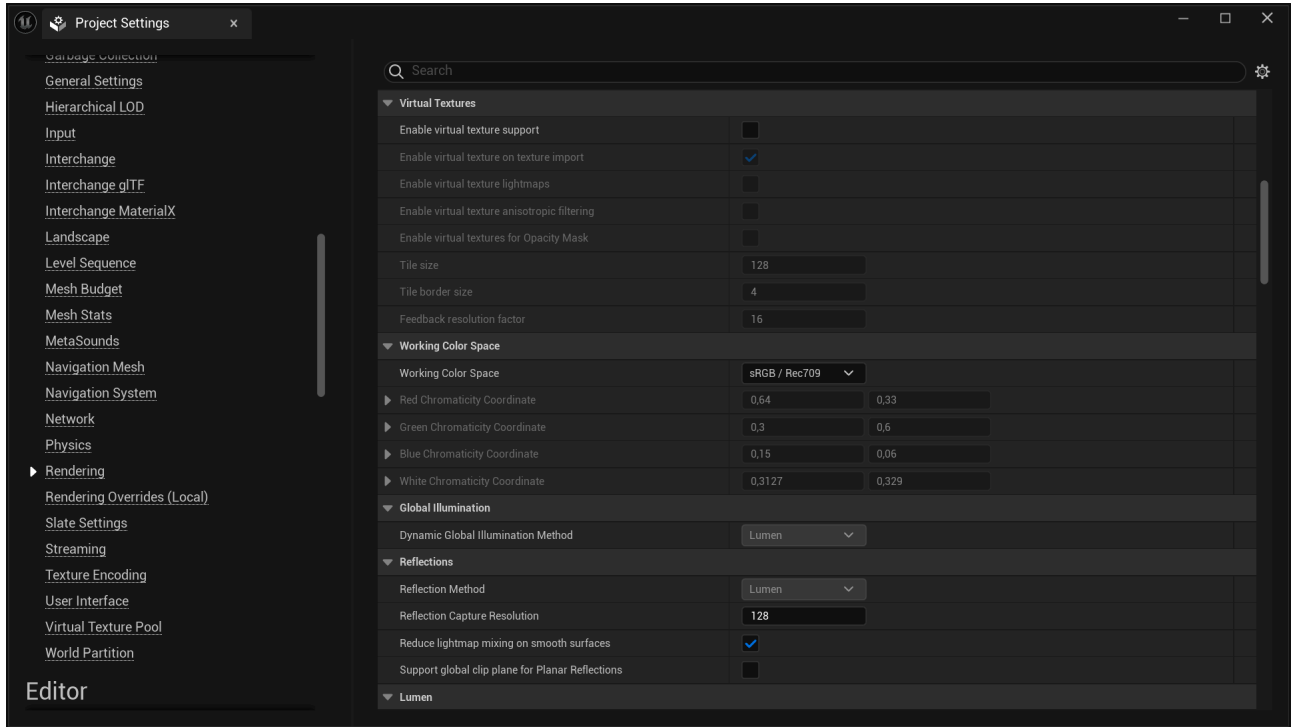


Reflection Capture Resolution: Reduce this value (e.g., 128 or 256) to decrease the memory usage.

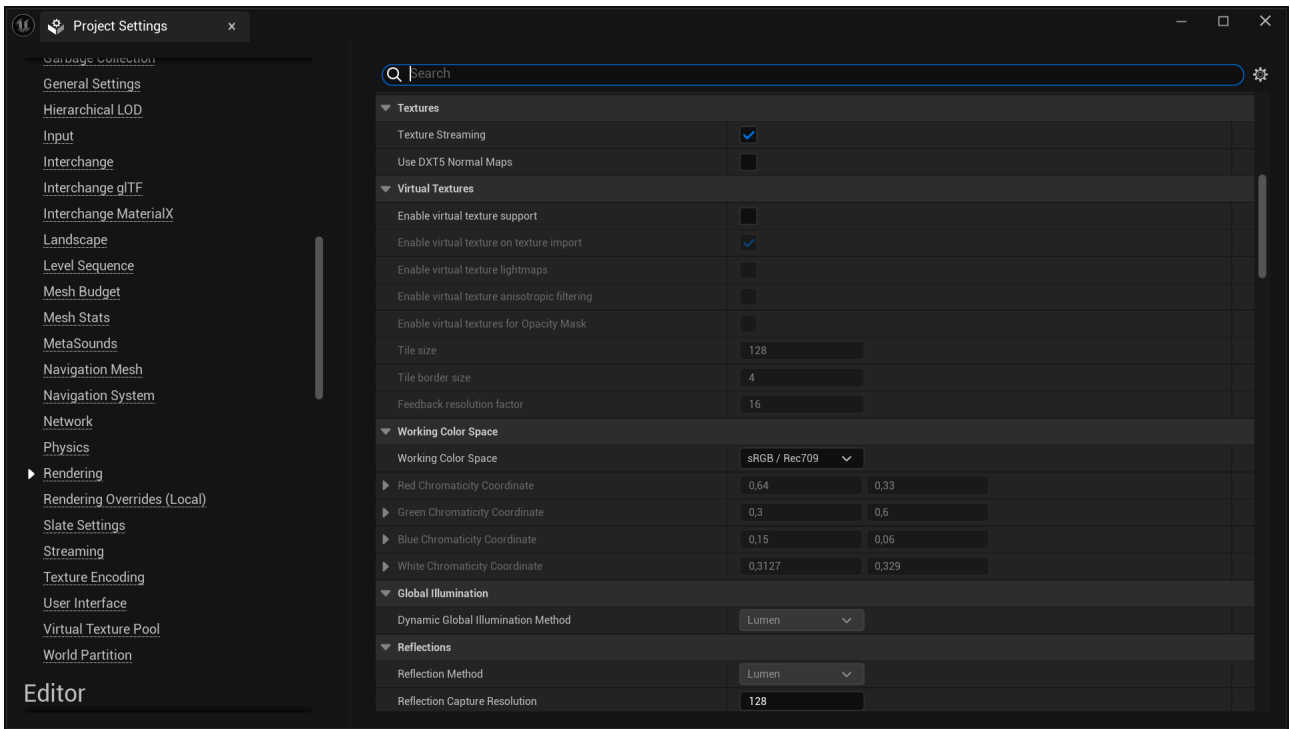


Texture Settings

Enable virtual texture support: Disable this setting.



Texture Streaming: Enable texture streaming to ensure textures load progressively, which helps in reducing memory usage.



Texture Quality: Lower the overall texture quality to Medium or Low depending on the target device capabilities.

Texture Compression: Use ASTC compression for Android to ensure the textures are optimized for mobile devices.

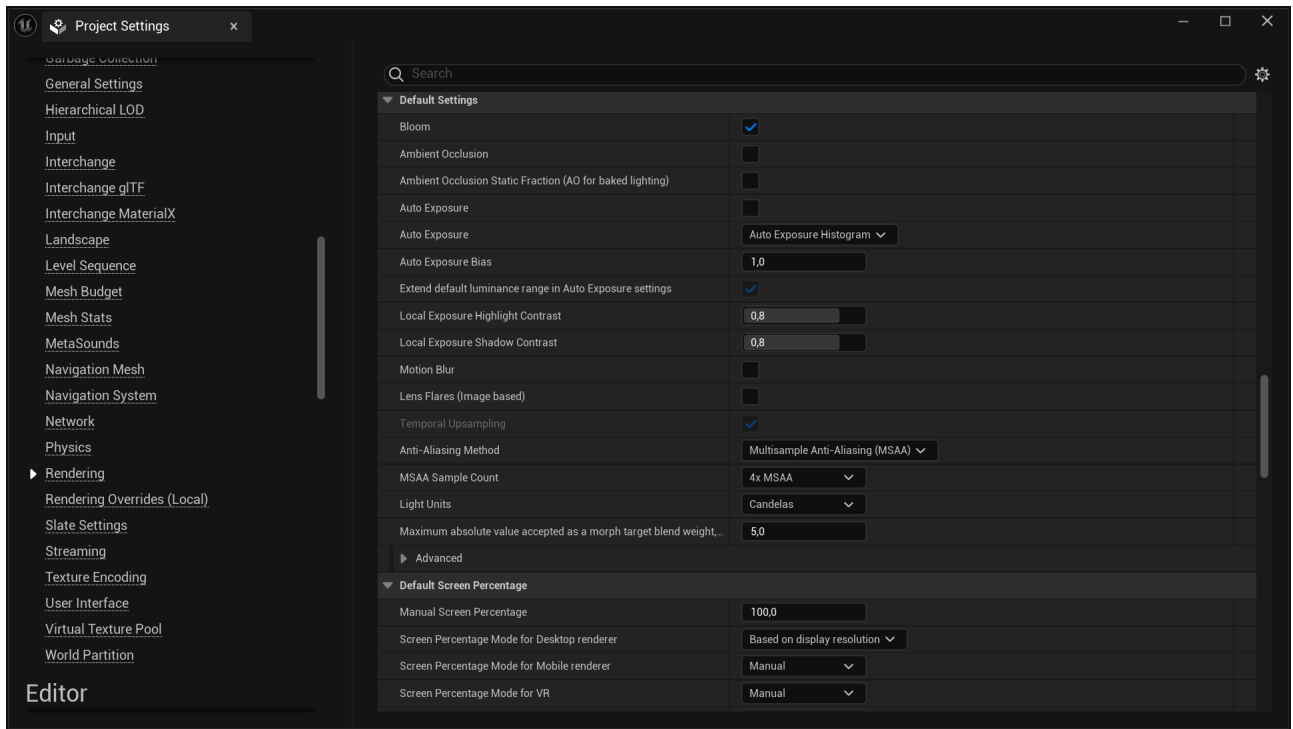
Lighting Settings

Use Static Lighting: Prefer static lighting over dynamic lighting for better performance.

Lightmap Resolution: Use a lower lightmap resolution (e.g., 32 or 64) for mobile to reduce memory usage.

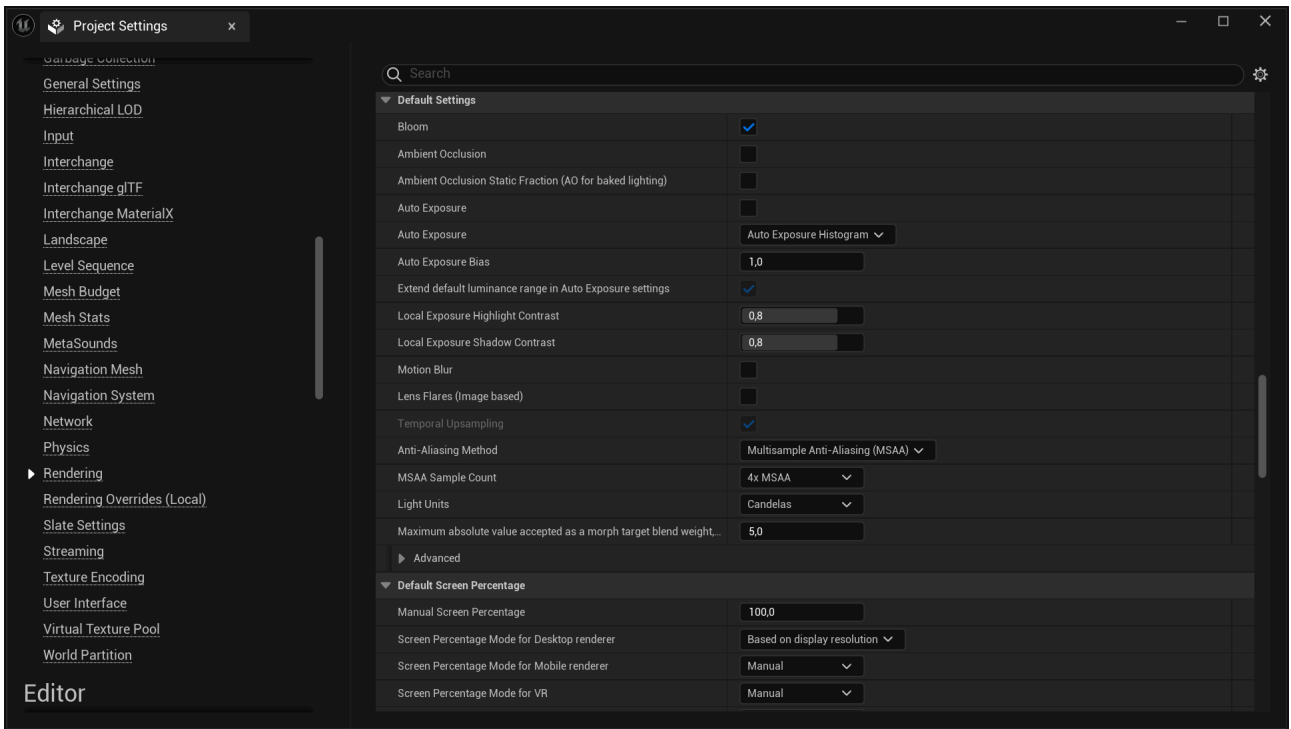
Dynamic Shadows: Disable or minimize the use of dynamic shadows. If required, use CSM (Cascaded Shadow Maps) with low resolution and distance.

Distance Field Shadows/Ambient Occlusion: Disable these features as they are costly on mobile platforms.



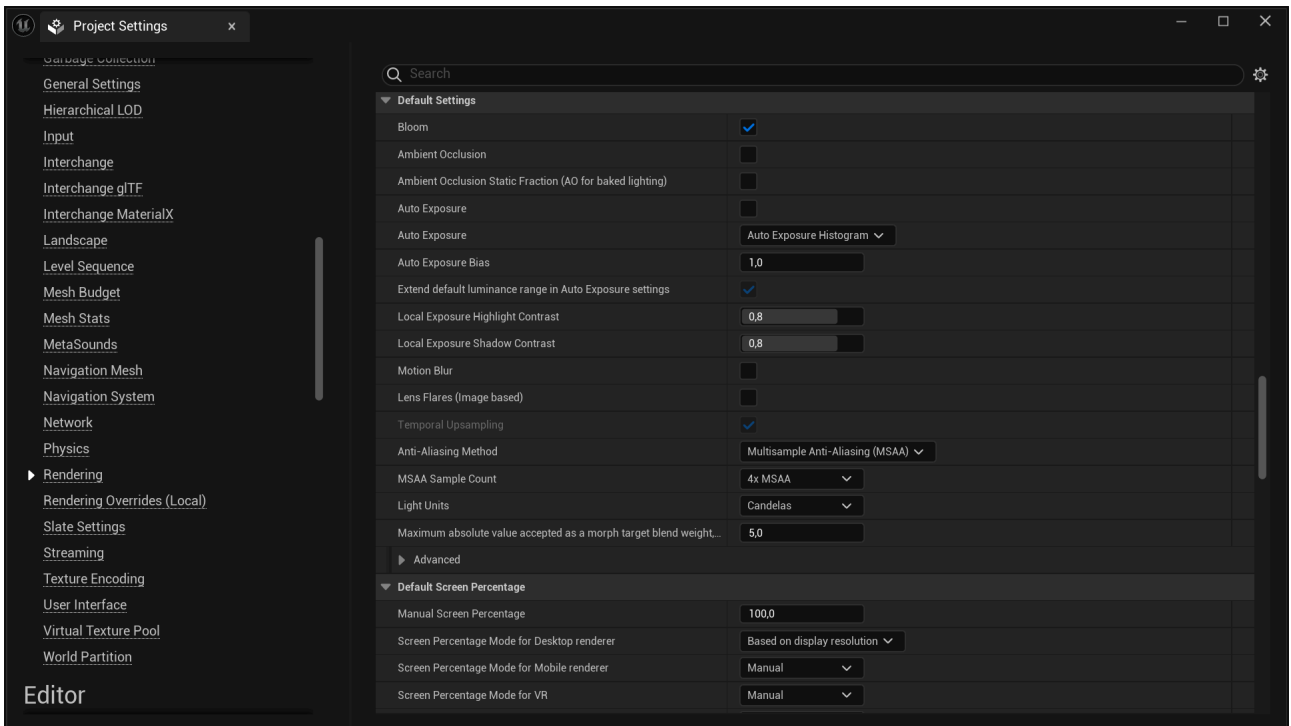
Post-Processing Settings

Bloom, Lens Flares, and Auto Exposure: Minimize or disable these effects as they can be performance-intensive.



Screen Space Reflections: Disable this setting as it is costly in terms of performance on mobile devices.

Motion Blur: Disable this feature to save on processing power.



Materials and Shaders

Material Complexity: Use simple materials with few instructions and limit the number of textures and shader nodes.

Specular Highlights: Consider reducing or disabling specular highlights on materials to save on performance.

LOD (Level of Detail) Models: Ensure that LODs are set up correctly for all models, with appropriate reduction in polygon count for distant objects.

Level of Detail (LOD) Settings

Mesh LODs: Configure LODs for all meshes to reduce polygon count at distances.

Screen Size: Adjust screen size settings for LODs to ensure they switch at appropriate distances for mobile screens.

Engine Scalability Settings

Resolution Scale: Lower the resolution scale (e.g., 70% or 80%) to improve performance while maintaining visual quality.

View Distance: Set to Medium or Low to reduce the amount of detail rendered at long distances.

Shadows: Set to Low or Off for better performance.

Textures: Set to Medium or Low depending on the device's capabilities.

Effects: Set to Low to reduce the complexity of visual effects.

Note

See [Game User Settings](#) and [Engine Scalability Settings](#) for more details.

Physics and Collision

Physics Simulation: Limit the use of physics simulation where possible, as it can be expensive on mobile devices.

Collision Complexity: Use simple collision meshes instead of complex ones to improve performance.

Audio Settings

Sample Rate: Lower the sample rate to reduce memory usage and processing load.

Number of Audio Channels: Limit the number of audio channels used in the project to reduce CPU usage.

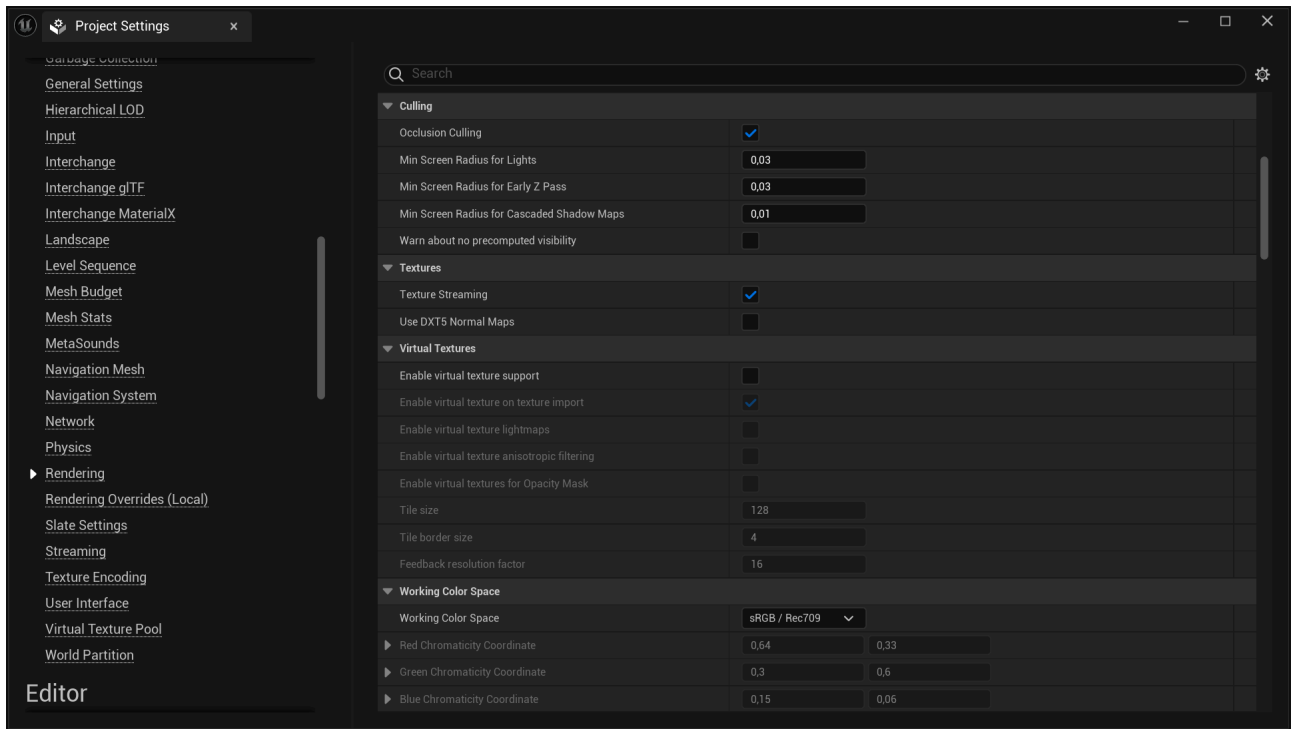
Rendering API

Vulkan vs OpenGL ES: Test your project with both Vulkan and OpenGL ES to see which provides better performance on your target devices. Vulkan often offers better performance but may not be supported on all devices.

Culling

Frustum Culling: Ensure that frustum culling is enabled to avoid rendering objects outside of the camera's view.

Occlusion Culling: Enable occlusion culling to avoid rendering objects that are not visible due to being blocked by other objects.



Third-Party Tutorials: Optimizing Your Project for Higher FPS

Optimizing Unreal Engine VR Projects for Higher Framerates (Meta Quest, HTC VIVE, FFR, ETFR, NVIDIA DLSS, AMD FSR, and Intel XeSS Tips Included!)

This beginner-friendly tutorial, covers how to significantly boost the performance of your Unreal Engine VR projects, whether you're building for standalone (mobile) or PCVR (desktop) on devices such as Meta Quest, HTC VIVE, Varjo, or Valve Index.

It covers step-by-step how to:

- Convert a regular project into a VR-ready experience.
- Optimize for both standalone (Android) and PCVR (Windows) platforms.
- Tweak key rendering, lighting, and texture settings for smoother gameplay.
- Configure Meta XR and HTC VIVE OpenXR plugins to fine-tune settings for the best performance possible.
- Utilize and fine-tune engine scalability settings.
- Explore powerful optimization features like DLSS, FSR, XeSS, and Foveated Rendering

Even if you're new to VR development, this guide breaks it down with visuals, clear examples, and actionable tips to take your framerate from sluggish to silky smooth.

Maximize Your VR Game's Performance to 120+ FPS | Unre...



Safe and Reliable Glove Access in Blueprint

Since the Blueprint API uses the underlying C++ API to access the SenseGlove hardware, it often has to deal with C++ pointers. Those who are familiar with C++ and in particular with the Unreal Engine UObject Garbage Collection System are aware that:

- As a general rule of thumb, a pointer should be validated before dereferenced, meaning before accessing the pointer a `NULL` check should be performed, otherwise if the pointer is `NULL` the program is going to crash upon access.
- Unreal implements a garbage collection scheme whereby UObjects that are no longer referenced or have been explicitly flagged for destruction will be cleaned up at regular intervals. The engine builds a reference graph to determine which UObjects are still in use and which ones are orphaned. The ones that are orphaned will be evaluated to `NULL` on the next GC cycle and their allocated memory will be released. Hence, `NULL` checks on UObjects are always mandatory.

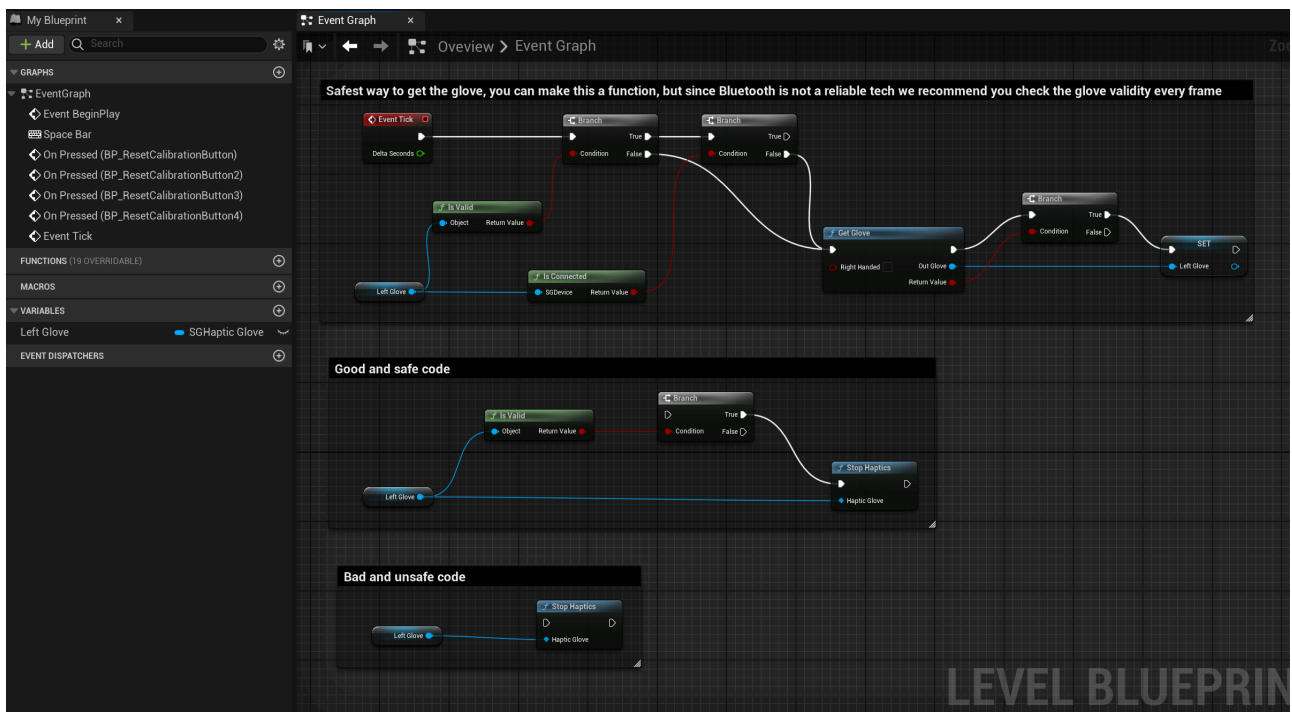
Glove objects inside the SenseGlove Unreal Engine Plugin, utilize the UObject system, and since communication for Nova gloves happens over SenseCom and the Bluetooth protocol, and also the gloves are running on battery, there's always the possibility for a glove variable to become `NULL` and therefore invalidated when the glove hardware for any reason is not accessible.

The recommended way to work with a glove instance without any performance penalty, and in a safe manner in Blueprint is:

1. Cache the glove instance inside a global variable if it passes certain tests so that you don't have to perform all those checks on every access. This usually could happen inside the `Tick` function.
2. The first check inside the `Tick` function is to check whether the cached glove instance is valid. If it's valid we continue to the next step, if not, we ask the API for a new glove instance.

3. If the glove instance is valid, then it's best to perform a connectivity check next. If the glove is connected we don't have to do anything else in regards to obtaining a new glove instance and caching it. If however the glove is not connected, we might ask the API for a new glove instance.
4. If any of the above steps fail, then we can actually ask the API for a new glove instance, and if the result is successful we're going to cache the new glove instance.
5. From here on, anywhere else inside your code, whenever you need to access the glove data or perform an operation like for example sending or stopping haptics you always perform a validity check and only proceed when the glove instance is valid. This way you will always ensure you are accessing the glove instances in a safe and reliable manner, thus avoiding any unexpected behaviors or crashes.

The following Blueprint examples implement the above approach and also demonstrate good and bad glove instance accesses:



OpenXR

The SenseGlove Unreal Engine Plugin has provided OpenXR-compatible hand tracking by implementing `XR_EXT_hand_tracking` since `v2.1.0`.

Typically a user does not need to know anything about OpenXR to use the plugin, so this section of the handbook is for advanced users who are looking for a way to directly consume the OpenXR data coming directly from either a SenseGlove device or if enabled in the plugin settings from hand-tracking.

Since the SenseGlove Unreal Engine Plugin registers itself as an `OpenXRHandTracking` motion controller device it becomes a hand-tracking provider for Unreal Engine, thus the OpenXR data from SenseGlove could always be retrieved from the Unreal Engine's `IXTrackingSystem` with one caveat. The caveat is if another OpenXR-compatible hand-tracking plugin, e.g. Epic's own `OpenXRHandTracking`, is enabled simultaneously it's not guaranteed that the `FXRMotionControllerData` and `FXRHandTrackingState` structs retrieved from the `IXTrackingSystem::GetMotionControllerData()` and `IXTrackingSystem::GetHandTrackingState()` methods are coming from SenseGlove, as these methods return the first hand-tracking plugin they could find. Thus, SenseGlove provides its own implementation of `GetMotionControllerData()` and `GetHandTrackingState()` which guarantee the retrieved `FXRMotionControllerData` or `FXRHandTrackingState` are coming from the SenseGlove Unreal Engine Plugin; and this is the preferred way to that.

Note

In order to retrieve the latest `FXRMotionControllerState` available, The SenseGlove Unreal Engine Plugin provides an alternative implementation for `IXTrackingSystem::GetMotionControllerState()` as well. However, since this method does not rely on the `OpenXRHandTracking` provider, it may become redundant. As a result, we might consider removing this functionality in future updates in favor of the one that Unreal Engine provides.

Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

In the next sections we'll see:

- [How we can directly consume the `FXRMotionControllerData`](#) on UE 5.2, 5.3, 5.4, and 5.5 to draw and animate debug virtual hands in both [Blueprint](#) and [C++](#).
- [How we can directly consume the `FXRHandTrackingState`](#) on UE 5.5 to draw and animate debug virtual hands in both [Blueprint](#) and [C++](#).
- [The Consuming OpenXR Hand-Tracking Data tutorial series](#) provides a comprehensive introduction to virtual reality, OpenXR hand-tracking, and gesture detection in Unreal Engine. Additionally, this tutorial series covers procedural virtual hand mesh animation using the OpenXR hand-tracking data.

Consuming FXRHandTrackingState

Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand-tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

Taking a closer look at the `FXRHandTrackingState` declaration inside the Unreal Engine's `HeadMountedDisplay` module at

[Engine/Source/Runtime/HeadMountedDisplay/Public/HeadMountedDisplayTypes.h](#), figuring out the data structure might not seem very straightforward:


```

USTRUCT(BlueprintType)
struct FXRHandTrackingState
{
    GENERATED_USTRUCT_BODY();

    // The state is valid if poses have ever been provided.
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    bool bValid = false;
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FName DeviceName;
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FGuid ApplicationInstanceID;

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    EXRSpaceType XRSpaceType = EXRSpaceType::UnrealWorldSpace;

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    EControllerHand Hand = EControllerHand::Left;

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    ETrackingStatus TrackingStatus = ETrackingStatus::NotTracked;

    // The indices of this array are the values of EHandKeypoint (Palm,
    Wrist, ThumbMetacarpal, etc).
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    TArray<FVector> HandKeyLocations;

    // The indices of this array are the values of EHandKeypoint (Palm,
    Wrist, ThumbMetacarpal, etc).
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    TArray<FQuat> HandKeyRotations;

    // The indices of this array are the values of EHandKeypoint (Palm,
    Wrist, ThumbMetacarpal, etc).
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    TArray<float> HandKeyRadii;
};

```

Which on the Blueprint side it looks like this:



But, fear not, we've got you covered!

FXRHandTrackingState in Unreal Engine

`FXRHandTrackingState` is a structure in Unreal Engine designed to hold detailed information about the state of a hand-tracking device at a given moment. This structure is essential for handling hand-tracking inputs in virtual reality (VR) applications, providing the necessary data to accurately track and represent the user's hand movements and actions within the virtual environment.

Structure Members of FXRHandTrackingState

- **bValid**
 - **Description:** A boolean flag indicating whether the data is valid or not.
 - **Usage:** This is used to check if the motion controller data is correctly initialized and can be used for further processing.
- **DeviceName**
 - **Type:** FName
 - **Description:** The name of the device.
 - **Usage:** Identifies which device the data is coming from, useful when multiple devices are in use.
- **ApplicationInstanceID**
 - **Type:** FString
 - **Description:** A unique identifier for the application instance.
 - **Usage:** Helps in differentiating data from different instances of an application, ensuring the correct instance processes the data.
- **XRSpaceType**
 - **Type:** EXRSpaceType
 - **Description:** Enum specifying the type of XR space being used (e.g., unreal world or tracking space).
 - **Usage:** Specifies the coordinate system the XR Device is tracking itself in.
- **Hand**
 - **Type:** EControllerHand
 - **Description:** Enum indicating which hand is being tracked (left or right).
 - **Usage:** Helps identify whether the hand-tracking data pertains to the left or right hand, essential for hand-specific actions or interactions.
- **TrackingStatus**
 - **Type:** EXRTrackingStatus

- **Description:** Enum indicating the tracking status of the hand-tracking device.
- **Usage:** Shows whether the hand-tracking device is being tracked accurately, with possible statuses like `Tracked` , `NotTracked` , etc.

- **HandKeyLocations**

- **Type:** `TArray<FVector>`
- **Description:** An array of vectors representing key locations of the hand.
- **Usage:** Provides detailed locations of key points on the hand, useful for precise hand-tracking and interaction.

- **HandKeyRotations**

- **Type:** `TArray<FQuat>`
- **Description:** An array of quaternions representing key rotations of the hand.
- **Usage:** Complements the hand key locations with rotational data, ensuring accurate representation of hand movements.

- **HandKeyRadii**

- **Type:** `TArray<float>`
- **Description:** An array of floats representing the radii of key points of the hand.
- **Usage:** Gives the size of the hand key points, aiding in collision detection and interaction fidelity.

Organization of `FXRHandTrackingState`

The structure is organized to encapsulate all relevant data needed for hand-tracking in a coherent and accessible manner. Boolean flag `bValid` provides quick checks on the state of the controller data. Identifiers `DeviceName` and `ApplicationInstanceID` ensure the correct association of data. Arrays `HandKeyLocations` , `HandKeyRotations` , and `HandKeyRadii` allow detailed hand-tracking, which is critical for immersive VR experiences. Lastly, the tracking status `TrackingStatus` informs the system of the

reliability of the data being processed and whether the hands are actively being tracked or they are inactive at the moment.

Processing the Data for Drawing and Animating a Virtual Hand

In order to draw and animate a virtual hand in real-time whether the data is coming from hand-tracking or a SenseGlove device, we could consume the data from the `HandKeyLocations` and `HandKeyRotations` fields of the `FXRHandTrackingState` struct.

Both `HandKeyLocations` and `HandKeyRotations` contain 26 elements as defined by OpenXR's `XR_HAND_JOINT_COUNT_EXT` and `XrHandJointLocationsEXT`, etc.

Unreal Engine also provides an enum called `EHandKeypoint` naming the 26 joints, and the equivalent of `XR_HAND_JOINT_COUNT_EXT` as `EHandKeypointCount` inside `Engine/Source/Runtime/HeadMountedDisplay/Public/HeadMountedDisplayTypes.h` as follows:

```

/**
 * Transforms that are tracked on the hand.
 * Matches the enums from WMR to make it a direct mapping
 */
UENUM(BlueprintType)
enum class EHandKeypoint : uint8
{
    Palm,
    Wrist,
    ThumbMetacarpal,
    ThumbProximal,
    ThumbDistal,
    ThumbTip,
    IndexMetacarpal,
    IndexProximal,
    IndexIntermediate,
    IndexDistal,
    IndexTip,
    MiddleMetacarpal,
    MiddleProximal,
    MiddleIntermediate,
    MiddleDistal,
    MiddleTip,
    RingMetacarpal,
    RingProximal,
    RingIntermediate,
    RingDistal,
    RingTip,
    LittleMetacarpal,
    LittleProximal,
    LittleIntermediate,
    LittleDistal,
    LittleTip
};

const int32 EHandKeypointCount = static_cast<int32>(EHandKeypoint::LittleTip)
+ 1;

```

So, getting the any joint's location or rotation is as easy as casting the enum value and passing it as the array index.

```

FXRHandTrackingState HandTrackingState;
const bool bGotHandTrackingState = FSGXRTracker::GetHandTrackingState(
    GetWorld(), EXRSpaceType::UnrealWorldSpace, EControllerHand::Left,
    HandTrackingState);

// Return if the struct data is invalid!
if (!bGotHandTrackingState || !HandTrackingState.bValid)
{
    return;
}

// Return if the device is not being tracked!
if (HandTrackingState.TrackingStatus == ETrackingStatus::NotTracked)
{
    return;
}

// Ensure that HandTrackingState.HandKeyLocations has the location data
// for 26 joints!
if (!ensureAlwaysMsgf(HandTrackingState.HandKeyLocations.Num()
    == EHandKeypointCount,
    TEXT("Invalid HandKeyLocations count!")))
{
    return;
}

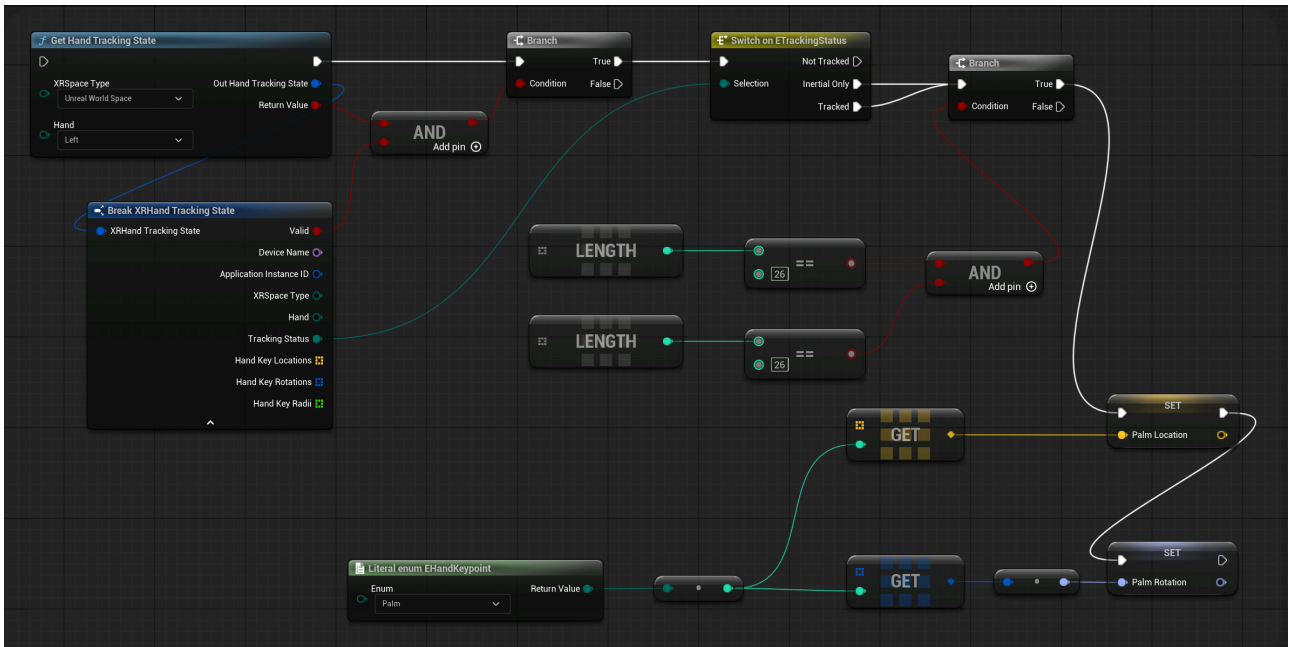
// Ensure that HandTrackingState.HandKeyRotations has the rotation data
// for 26 joints!
if (!ensureAlwaysMsgf(HandTrackingState.HandKeyRotations.Num()
    == EHandKeypointCount,
    TEXT("Invalid HandKeyRotations count!")))
{
    return;
}

static constexpr int32 PalmIndex = static_cast<int32>
(EHandKeypoint::Palm);

const FVector& PalmLocation{
    HandTrackingState.HandKeyLocations[PalmIndex]
};
const FRotator& PalmRotation{
    HandTrackingState.HandKeyRotations[PalmIndex].Rotator()
};

```

The equivalent Blueprint code for the above looks something like this:



OK, now that we've got a glimpse of how the virtual hand's joint data could be processed we are going to draw and animate a virtual hand in both [Blueprint](#) and [C++](#) in the upcoming sections.

Consuming FXRHandTrackingState in Blueprint

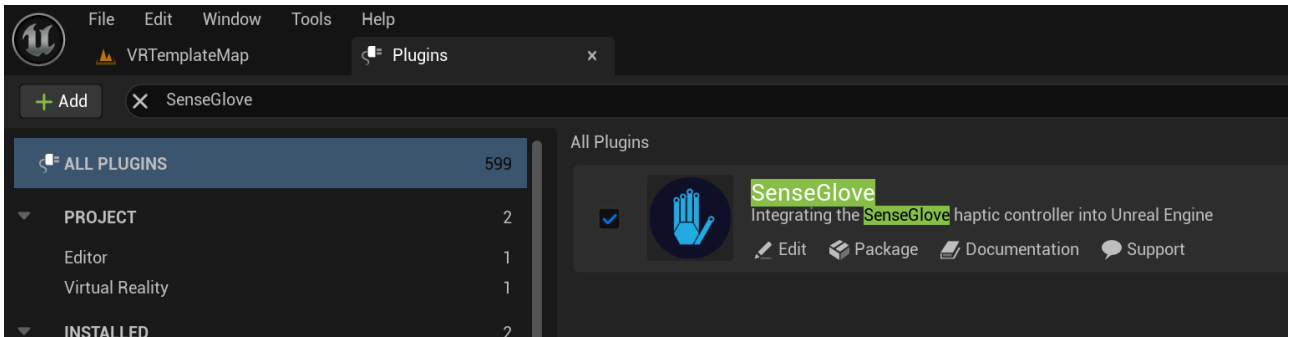
Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

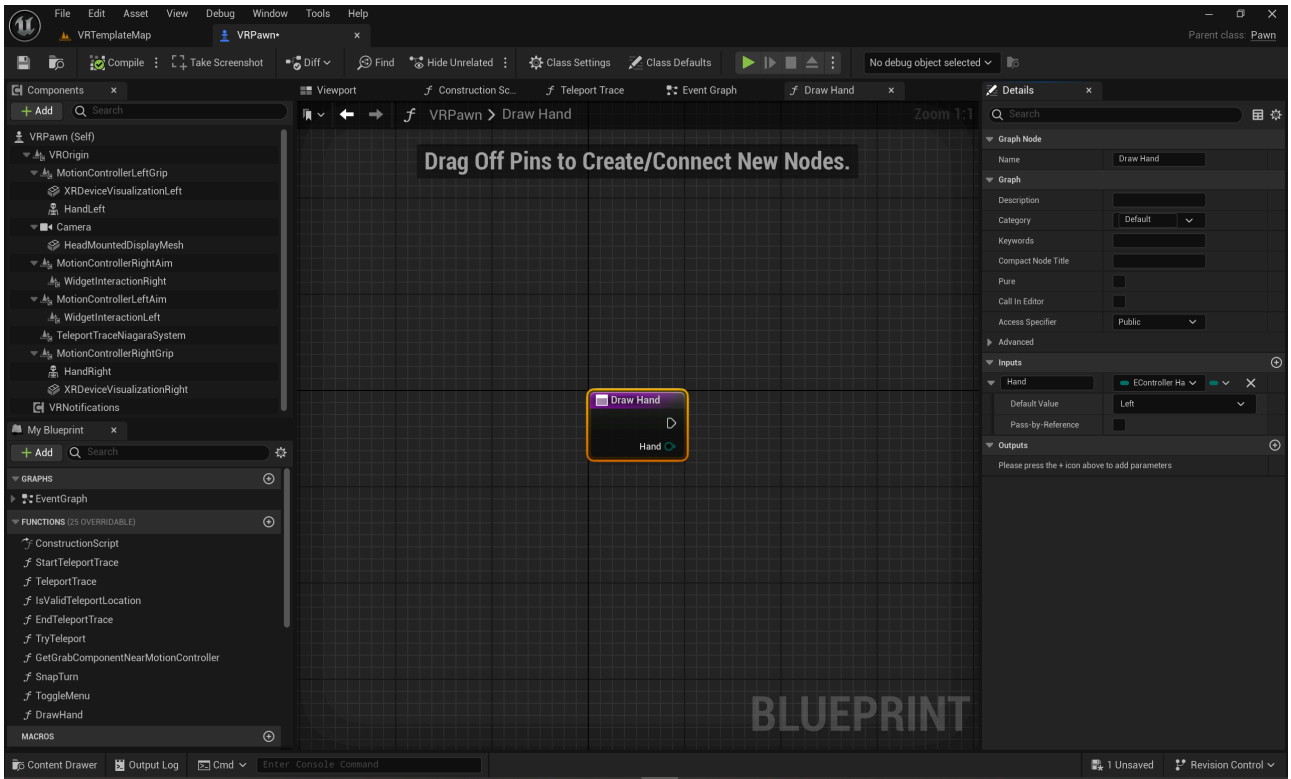
Before continuing this section, please ensure you've studied the [Consuming FXRHandTrackingState](#) section, first.

Drawing and Animating Virtual Hands

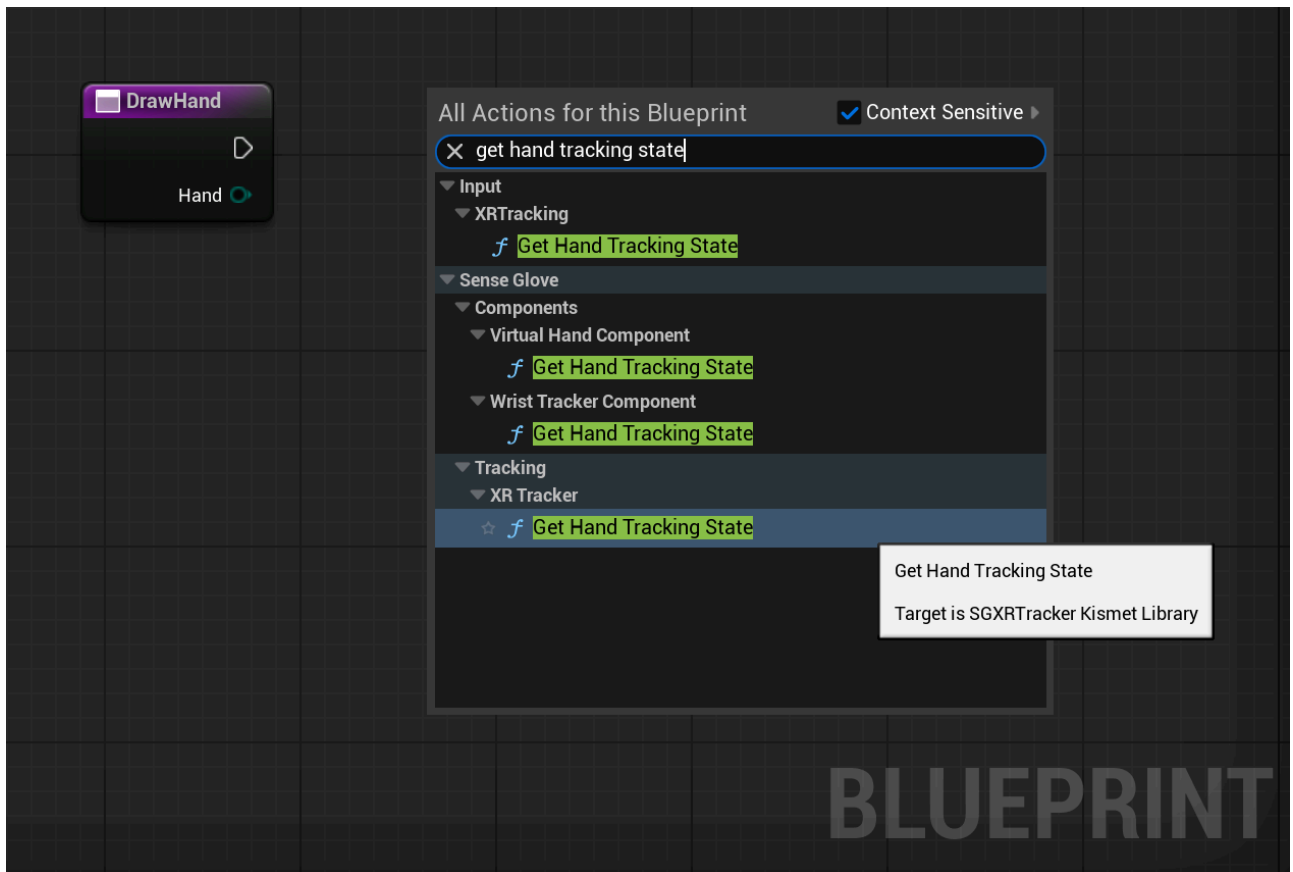
1. Create a new Virtual Reality project based [the Unreal VR Template](#).
2. Make sure the [SenseGlove UnrealEngine plugin](#) is installed and enabled inside your new project.



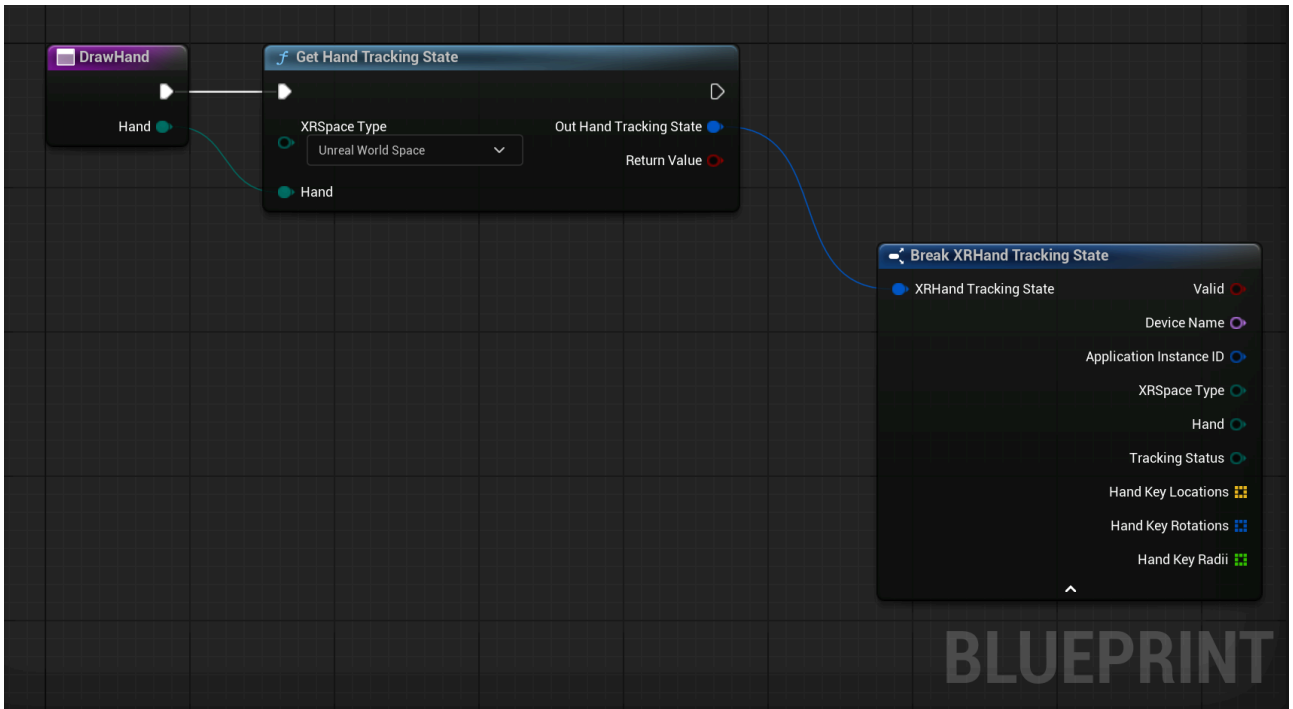
3. You could use either hand-tracking or a SenseGlove device as the input data, or both of the inside the same project. Whether you would like to use hand-tracking or a SenseGlove device, please make sure the required steps are taken for each of those first.
4. You could add the required Blueprint code for drawing virtual hands to either your Level Buleprint or the VRPawn Blueprint Class located at `/Content/VRTemplate/Blueprints/VRPawn` . In this guide we are going to add the code to our VRPawn.
5. Add a new function named `Draw Hand` with an input parameter of type `EController Hand` named `Hand` .



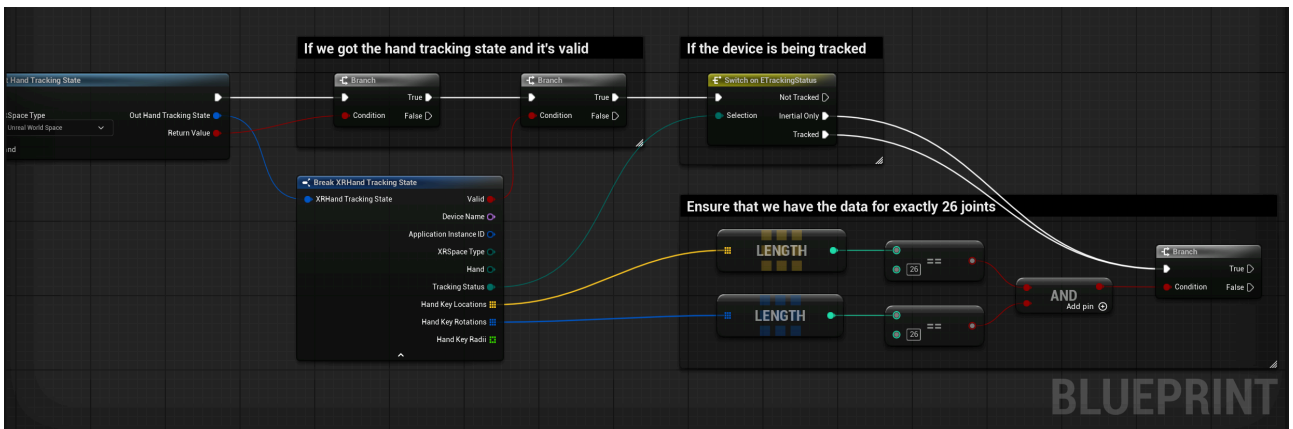
6. Inside this function's event graph add a **Get Hand Tracking State** node from **SenseGlove > Tracking > XR Tracker > Get Hand Tracking State**.



7. Then connect the functions `Hand` input parameter to the `Get Hand Tracking State`'s `Hand` input and right-click on the `outHandTrackingState` parameter and use the `Break XRHandTrackingState` node to break the struct to it's fields.

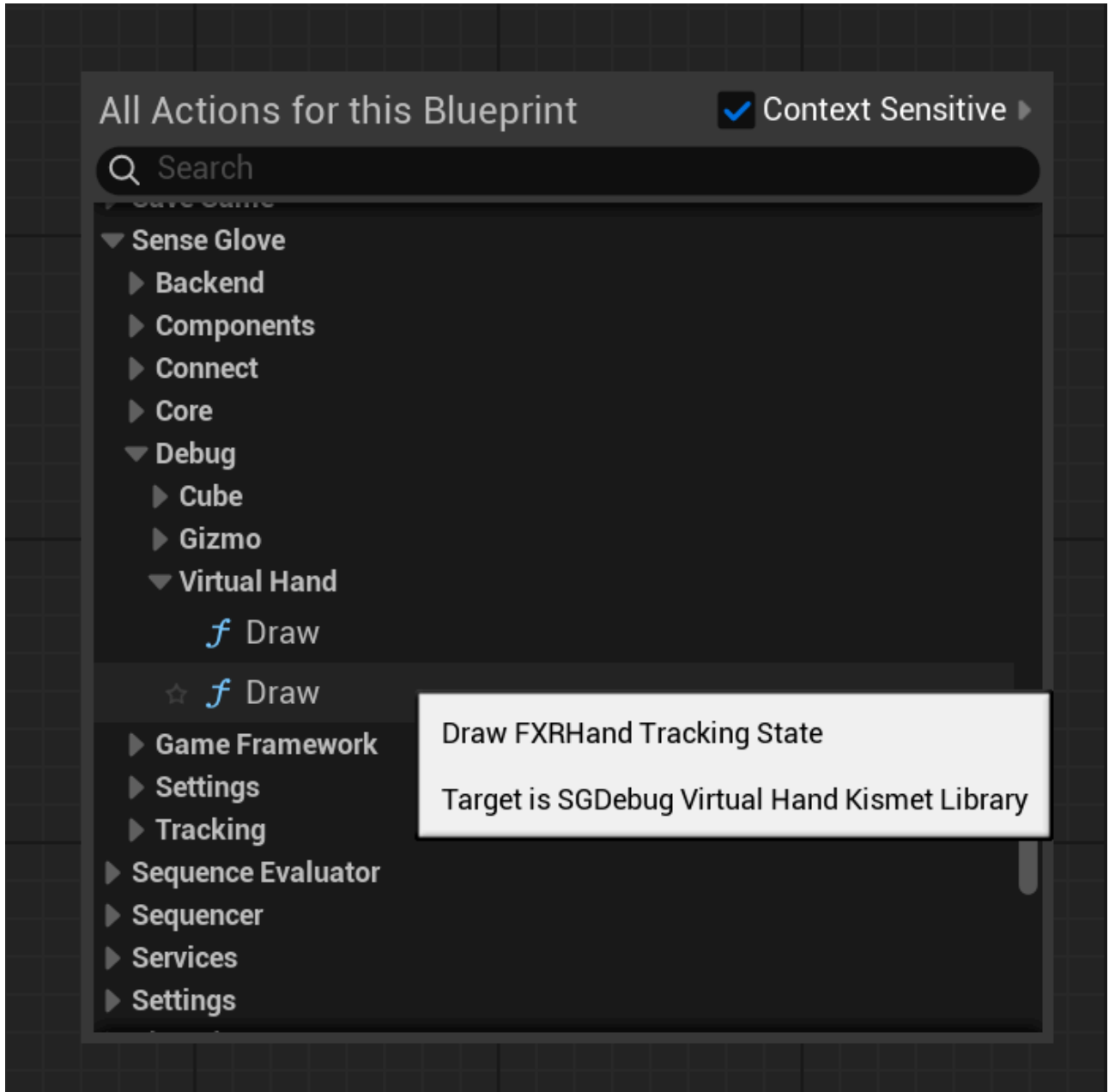


8. After this, we need to perform data validation by checking the return status of the Get Hand Tracking State function and FXRHandTrackingState's Valid field. Then, we check if the hand-tracking device is being tracked and indeed coming from a hand-tracking source. And, finally, we check whether we have the positions and rotations for exactly 26 joints or not.



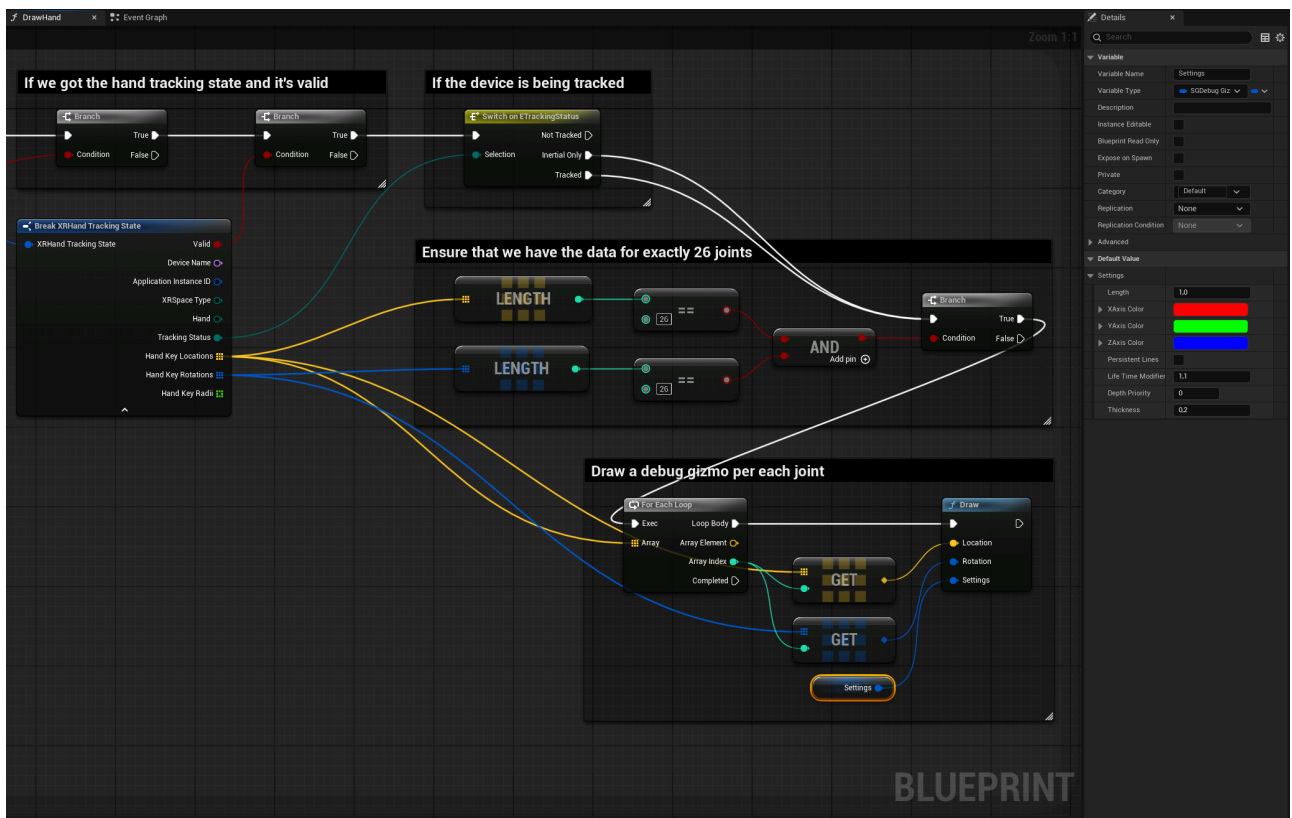
9. OK, now it's time to draw the joints! If we check out the SenseGlove Debug module's draw option, we notice there are various ways to draw the debug virtual hand. Drawing a cube or a gizmo per joint, or draw the whole hand all at once by passing the retrieved FXRHandTrackingState to the

`DebugVirtualHand::Draw` function! But, since the point of this tutorial is to learn how to consume the `FXRHandTrackingState` we ignore the last option. Between the debug cubes or gizmos, we are going to choose the gizmos since they better represent the rotations than the cubes.



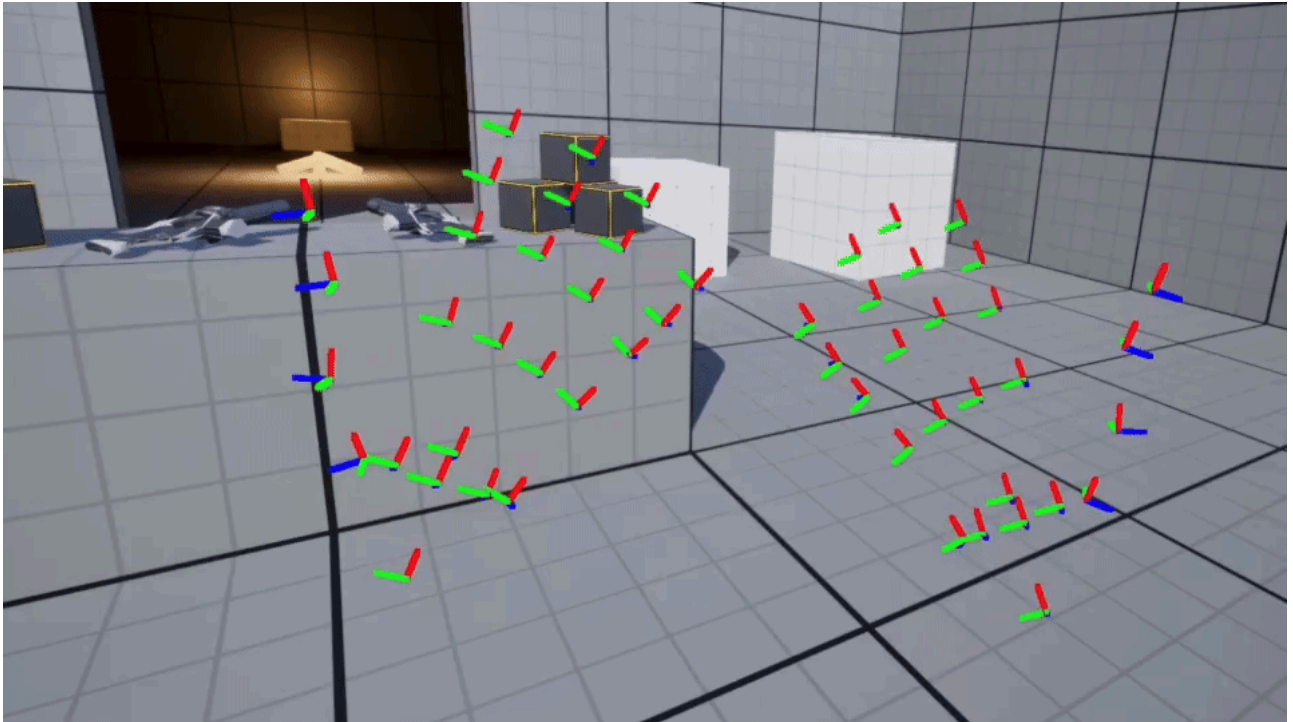
10. In the last step inside the `Draw Hand` function, in order to draw a virtual hand with 26 joints, we have to first iterate through either of the `Hand Key Positions` or `Hand Key Rotations` arrays from the `FXRHandTrackingState` struct.

Since we made sure both arrays have 26 elements before we reached this step, it's safe to just iterate over one and use the `Array Index` inside a `For Each Loop` or a `For Loop` to access the position and rotation of every joint. Then we use each array `Get (a ref)` method to access the position and rotation data inside the loop and call the `Draw` function from `SenseGlove > Debug > Gizmo` per every joint. Please note that there are two `Draw` functions and the only difference between the two is that one accepts an `FQuat` and the other a `FRotator` for its `Rotation` input parameter. In this case, we use the `FQuat` variant to avoid an extra conversion to `FRotator`. Also, please adjust the `Thickness` option for the `Settings` parameter from `1.0` to `0.2`, as the default value might be too thick for drawing a joint gizmo.



11. Well, now the full implementation for the `Draw Hand` function inside the `VRPawn` should look something like this:

13. Now, go back to the `VRTemplateMap` and use the VR Preview button to run the game. If everything's done correctly, you should be able to see the virtual hands inside your VR simulation.



Consuming FXRHandTrackingState in C++

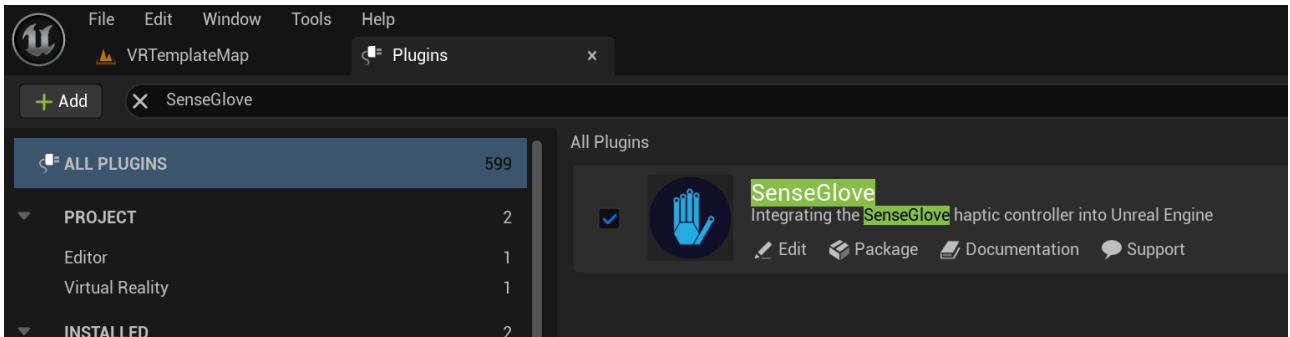
Important

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Before continuing this section, please ensure you've first studied the [Consuming FXRHandTrackingState](#) section.

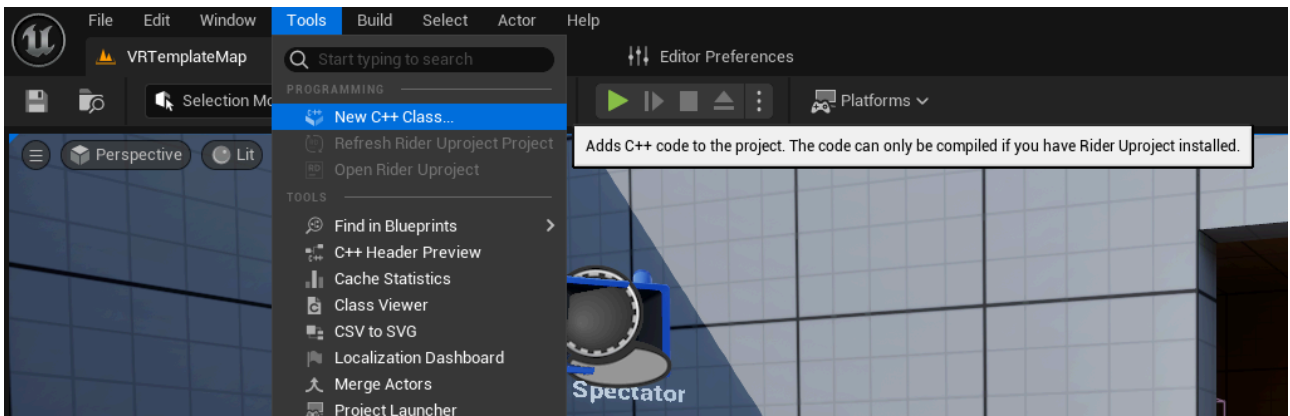
Drawing and Animating Virtual Hands

1. Create a new Virtual Reality project based [the Unreal VR Template](#).
2. Make sure the [SenseGlove UnrealEngine plugin](#) is installed and enabled inside your new project.

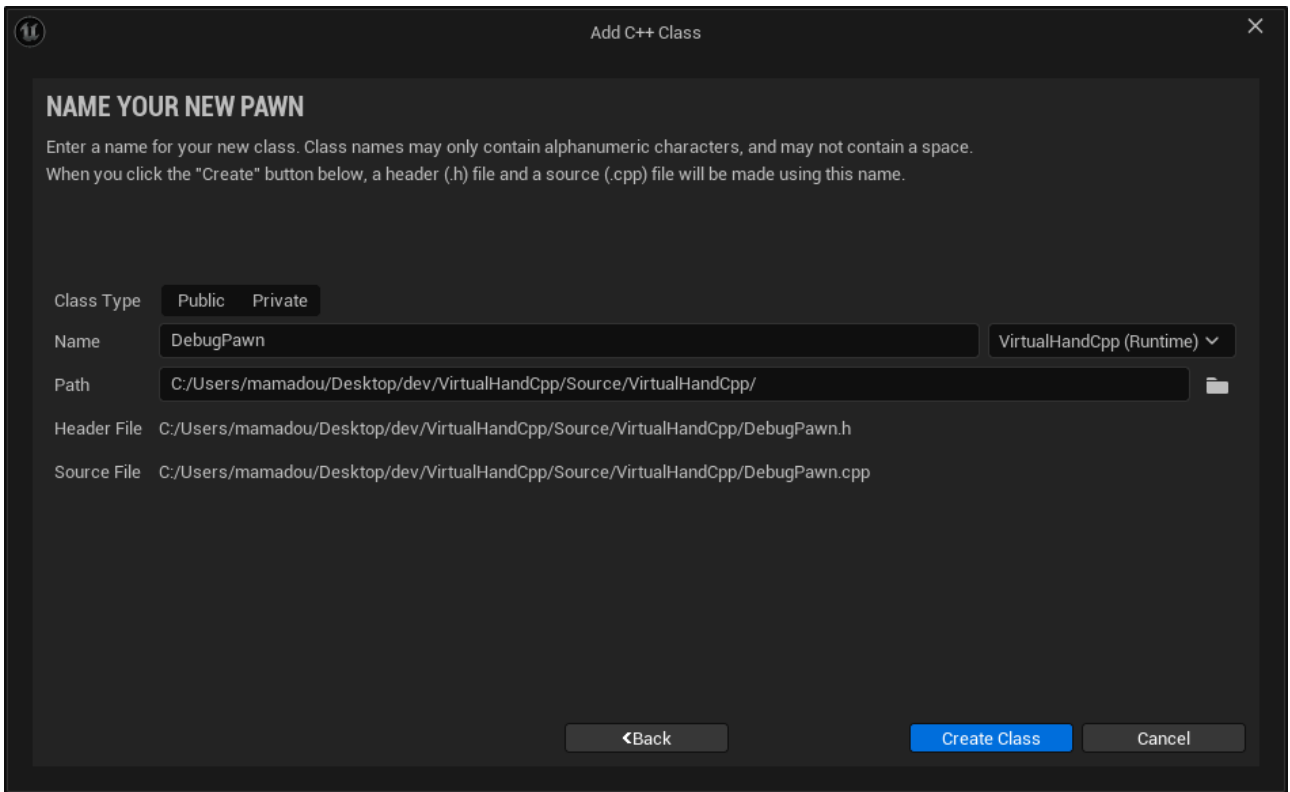


3. You could use either hand-tracking or a SenseGlove device as the input data, or both of the inside the same project. Whether you would like to use hand-tracking or a SenseGlove device, please make sure the required steps are taken for each of those first.

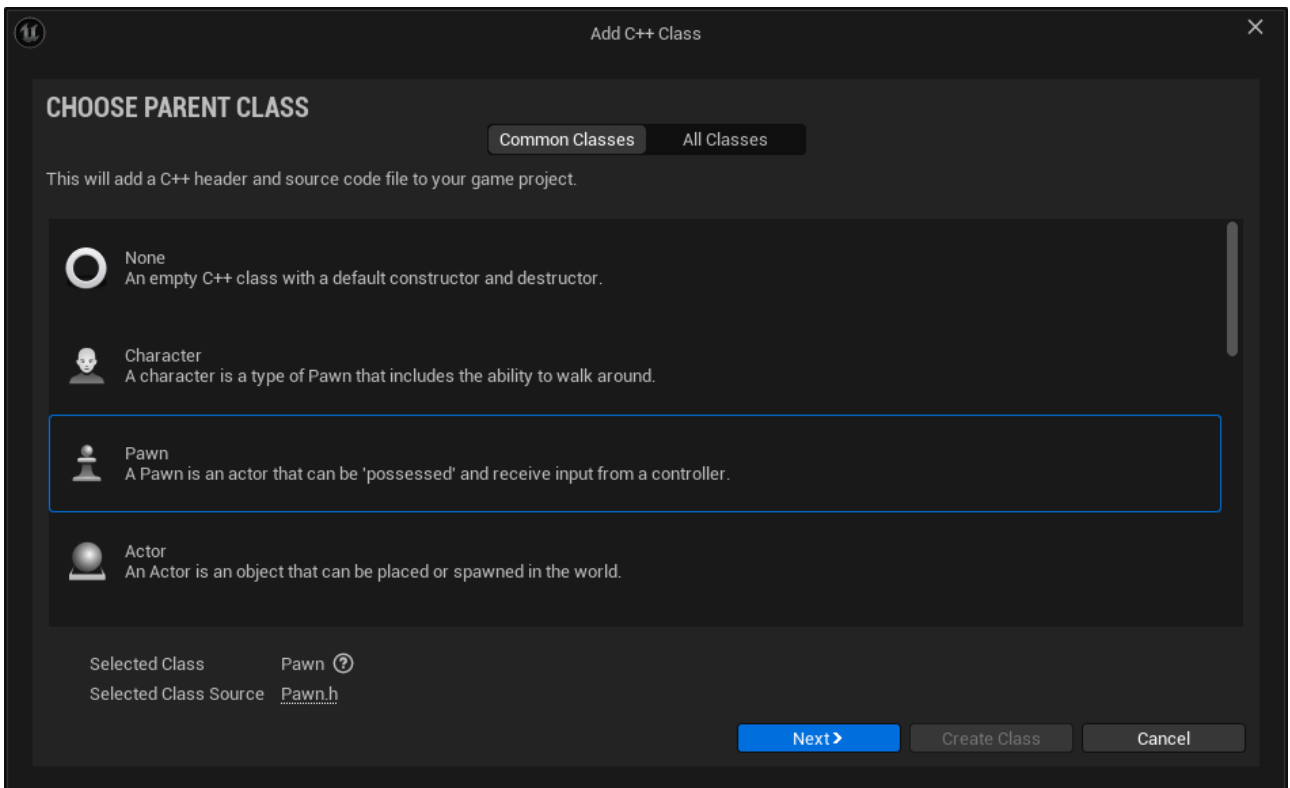
4. From the Tools menu choose New C++ class...



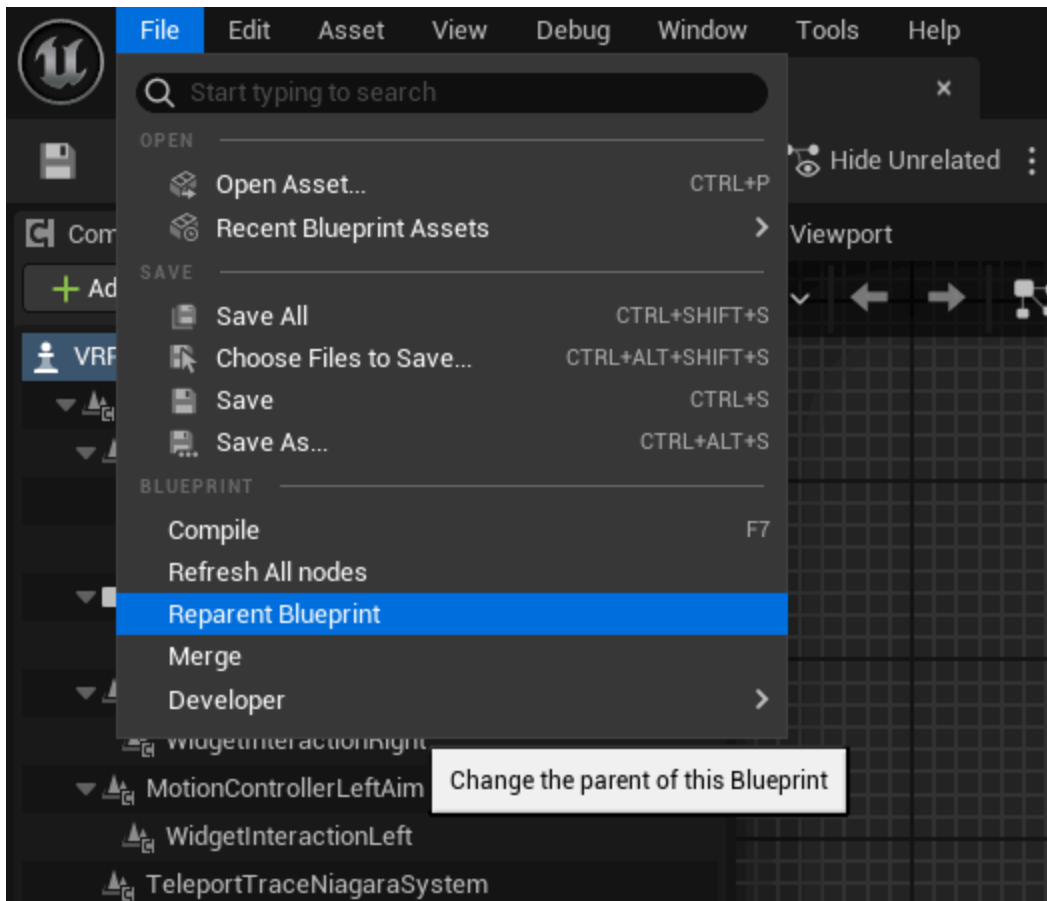
5. Choose the Unreal Engine's APawn class as the parent class for the new C++ pawn class.



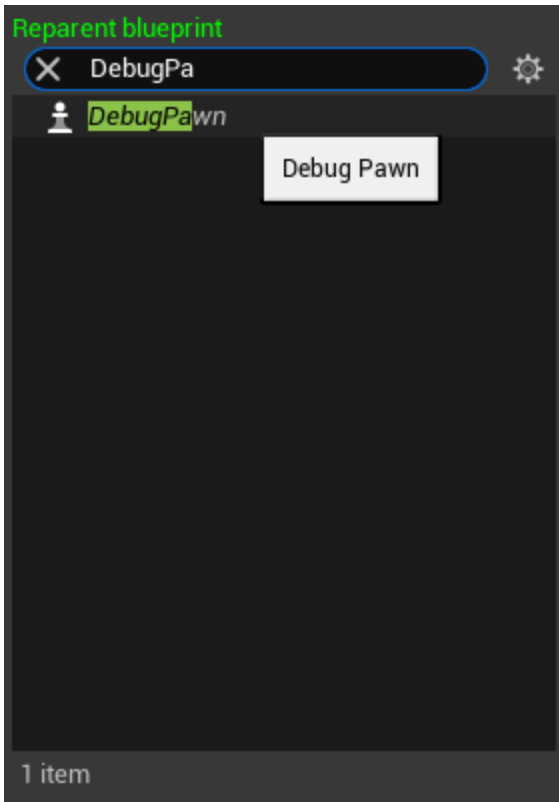
6. Name the new pawn class `DebugPawn`.



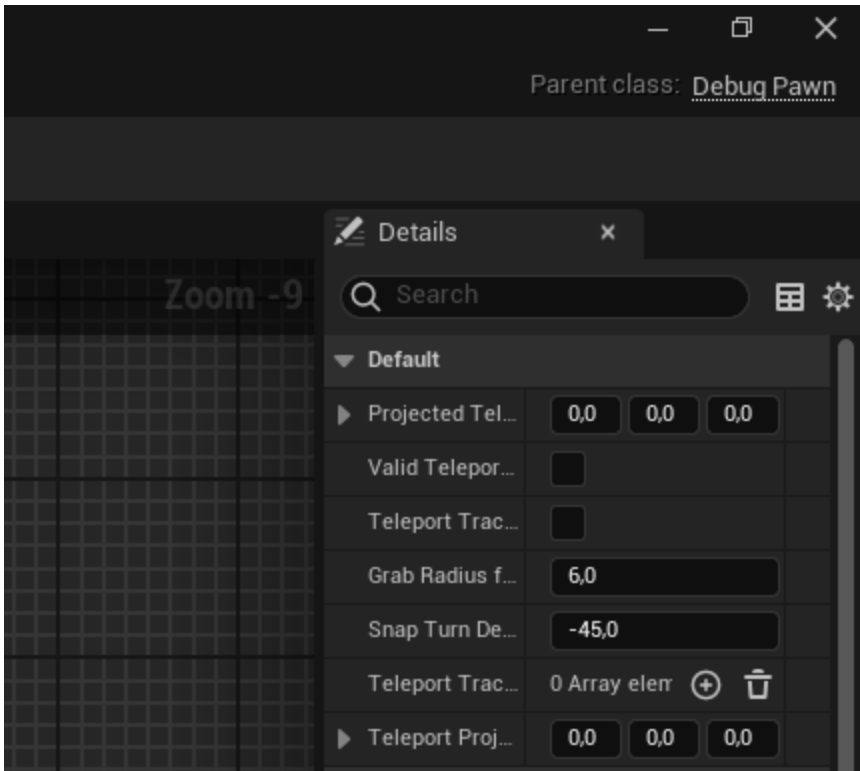
7. Since we have created a new C++ class, this converts the current Blueprint VRTemplateMap project to a C++ one. That's why the Unreal Editor will give us a few prompts regarding opening the project in the default IDE and rebuilding the code. It might be simpler to just close the editor, then rebuild the source code inside your favorite IDE, and then start the editor with the converted project again.
8. Find and open the VRPawn Blueprint Class located at `/Content/VRTemplate/Blueprints/VRPawn` inside the Blueprint Editor and from the File menu choose the Reparent Blueprint class.



9. In the new Reparent blueprint window choose DebugPawn as the new parent.



10. By looking at the `Parent Class` label located under the Blueprint Editor window control buttons verify that the `ADebugPawn` class has been set as the new parent.



11. Locate the project's main Build file, in our case

`VirtualHandCpp/Source/VirtualHandCpp/VirtualHandCpp.Build.cs` and add the `InputDevice`, `OpenXRHMD`, `SenseGloveBuildHacks`, `SenseGloveDebug`, `SenseGloveSettings`, and `SenseGloveTracking` modules as either a private or public dependency.

```
// Fill out your copyright notice in the Description page of Project
Settings.

using UnrealBuildTool;

public class VirtualHandCpp : ModuleRules
{
    public VirtualHandCpp(ReadOnlyTargetRules Target) : base(Target)
    {
        PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;

        PublicDependencyModuleNames.AddRange(new string[] { "Core",
"CoreUObject", "Engine", "InputCore" });

        PrivateDependencyModuleNames.AddRange(new string[]
        {
            "InputDevice",
            "OpenXRHMD",
            "SenseGloveBuildHacks",
            "SenseGloveDebug",
            "SenseGloveSettings",
            "SenseGloveTracking"
        });

        // Uncomment if you are using Slate UI
        // PrivateDependencyModuleNames.AddRange(new string[] { "Slate",
"SlateCore" });

        // Uncomment if you are using online features
        // PrivateDependencyModuleNames.Add("OnlineSubsystem");

        // To include OnlineSubsystemSteam, add it to the plugins section in
your uproject file with the Enabled attribute set to true
    }
}
```

12. Locate the C++ header and source file for the `ADebugPawn` inside the project in your C++ IDE. In our case they are located at
`VirtualHandCpp/Source/VirtualHandCpp/DebugPawn.h` and
`VirtualHandCpp/Source/VirtualHandCpp/DebugPawn.cpp`.

13. Modify the `DebugPawn.h` header file to look like this:

// Fill out your copyright notice in the Description page of Project Settings.

```
#pragma once

#include "CoreMinimal.h"
#include "GameFramework/Pawn.h"

#include "SGSettings/SGDebugGizmoSettings.h"

#include "DebugPawn.generated.h"

UCLASS()
class VIRTUALHANDCPP_API ADebugPawn : public APawn
{
    GENERATED_BODY()

private:
    // The virtual hand drawing settings.
    UPROPERTY(EditDefaultsOnly, Category="DebugPawn",
        meta=(AllowPrivateAccess="false"))
    FSGDebugGizmoSettings HandDrawingSettings;

public:
    // Sets default values for this pawn's properties
    ADebugPawn();

protected:
    // Called when the game starts or when spawned
    virtual void BeginPlay() override;

public:
    // Called every frame
    virtual void Tick(float DeltaTime) override;

    // Called to bind functionality to input
    virtual void SetupPlayerInputComponent(class UInputComponent*
    PlayerInputComponent) override;

private:
    // The method responsible for drawing a virtual hand.
    void DrawHand(EControllerHand Hand) const;
};
```

14. Modify the `DebugPawn.cpp` implementation file to look like this:

```

// Fill out your copyright notice in the Description page of Project
Settings.

#include "DebugPawn.h"

#include "SGDebug/SGDebugGizmo.h"
#include "SGTracking/SGXRTracker.h"

// Sets default values
ADebugPawn::ADebugPawn()
{
    // Set this pawn to call Tick() every frame. You can turn this off to
    improve performance if you don't need it.
    PrimaryActorTick.bCanEverTick = true;

    // Set the default virtual hand drawing settings.
    HandDrawingSettings = FSGDebugGizmoSettings{
        1.0f,
        FColor{255, 0, 0, 255},
        FColor{0, 255, 0, 255},
        FColor{0, 0, 255, 255},
        false,
        1.1f,
        0,
        0.2f,
    };
}

// Called when the game starts or when spawned
void ADebugPawn::BeginPlay()
{
    Super::BeginPlay();
}

// Called every frame
void ADebugPawn::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);

    // Attempt at drawing the left/right virtual hands every frame.
    DrawHand(EControllerHand::Left);
    DrawHand(EControllerHand::Right);
}

// Called to bind functionality to input
void ADebugPawn::SetupPlayerInputComponent(UInputComponent*)

```

PlayerInputComponent)

```

{
    Super::SetupPlayerInputComponent(PlayerInputComponent);
}

void ADebugPawn::DrawHand(const EControllerHand Hand) const
{
    // Get the world and cache it, if it's null we return early.
    UWorld* World{GetWorld()};
    if (!IsValid(World))
    {
        return;
    }

    FXRHandTrackingState HandTrackingState;
    const bool bGotHandTrackingState = FSGXRTracker::GetHandTrackingState(
        World, EXRSpaceType::UnrealWorldSpace, Hand, HandTrackingState);

    // Return if the struct data is invalid!
    if (!bGotHandTrackingState || !HandTrackingState.bValid)
    {
        return;
    }

    // Return if the device is not being tracked!
    if (HandTrackingState.TrackingStatus == ETrackingStatus::NotTracked)
    {
        return;
    }

    // Ensure that HandTrackingState.HandKeyLocations has the location data
    // for 26 joints!
    if (!ensureAlwaysMsgf(HandTrackingState.HandKeyLocations.Num()
        == EHandKeypointCount,
        TEXT("Invalid HandKeyLocations count!")))
    {
        return;
    }

    // Ensure that HandTrackingState.HandKeyRotations has the rotation data
    // for 26 joints!
    if (!ensureAlwaysMsgf(HandTrackingState.HandKeyRotations.Num()
        == EHandKeypointCount,
        TEXT("Invalid HandKeyRotations count!")))
    {
        return;
    }
}

```

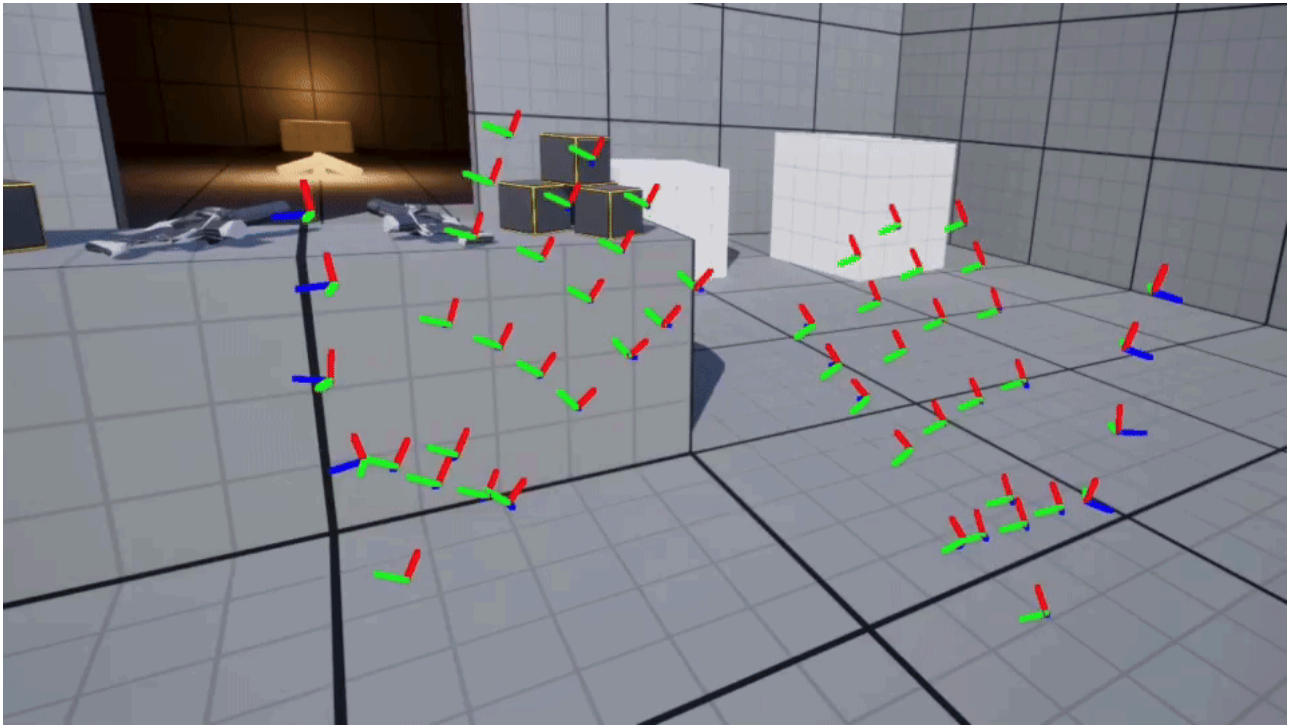
```

// Iterate over the hand joint locations and rotations!
for (int32 JointIndex = 0; JointIndex < EHandKeypointCount; ++JointIndex)
{
    const FVector& JointLocation{
        HandTrackingState.HandKeyLocations[JointIndex]
    };
    const FQuat& JointRotation{
        HandTrackingState.HandKeyRotations[JointIndex]
    };

    // Draw a single joint's gizmo!
    // Please note that we could alternatively:
    // Use FSGDebugCube::Draw() to draw a cube.
    // Or use the FSGDebugVirtualHand::Draw() method and pass the
    // HandTrackingState directly to draw the virtual hand
    // all at once without iterating the joints. But, that's not
    // goal of this tutorial.
    FSGDebugGizmo::Draw(World, JointLocation, JointRotation,
HandDrawingSettings);
}
}

```

15. Now, rebuild the source code and go back to the `VRTemplateMap`, then use the VR Preview button to run the game. If everything's done correctly, you should be able to see the virtual hands inside your VR simulation.



Consuming FXRMotionControllerData

Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

Taking a closer look at the `FXRMotionControllerData` declaration inside the Unreal Engine's `HeadMountedDisplay` module at

[Engine/Source/Runtime/HeadMountedDisplay/Public/HeadMountedDisplayTypes.h](#), figuring out the data structure might not seem very straightforward:

```

USTRUCT(BlueprintType)
struct FXRMotionControllerData
{
    GENERATED_USTRUCT_BODY();

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    bool bValid = false;
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FName DeviceName;
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FGuid ApplicationInstanceID;
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    EXRVisualType DeviceVisualType = EXRVisualType::Controller;

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    EControllerHand HandIndex = EControllerHand::Left;

    UPROPERTY(BlueprintReadOnly, Category = "XR")
    ETrackingStatus TrackingStatus = ETrackingStatus::NotTracked;

    // Vector representing an object being held in the player's hand
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FVector GripPosition = FVector(0.0f);
    // Quaternion representing an object being held in the player's hand
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FQuat GripRotation = FQuat(EForceInit::ForceInitToZero);

    // For handheld controllers, gives a vector for pointing at objects
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FVector AimPosition = FVector(0.0f);
    // For handheld controllers, gives a quaternion for pointing at objects
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FQuat AimRotation = FQuat(EForceInit::ForceInitToZero);

    // For handheld controllers, gives a vector for representing the hand
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FVector PalmPosition = FVector(0.0f);
    // For handheld controllers, gives a quaternion for representing the hand
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    FQuat PalmRotation = FQuat(EForceInit::ForceInitToZero);

    // The indices of this array are the values of EHandKeypoint (Palm,
    Wrist, ThumbMetacarpal, etc).
    UPROPERTY(BlueprintReadOnly, Category = "XR")
    TArray<FVector> HandKeyPositions;
    // The indices of this array are the values of EHandKeypoint (Palm,
    Wrist, ThumbMetacarpal, etc).

```

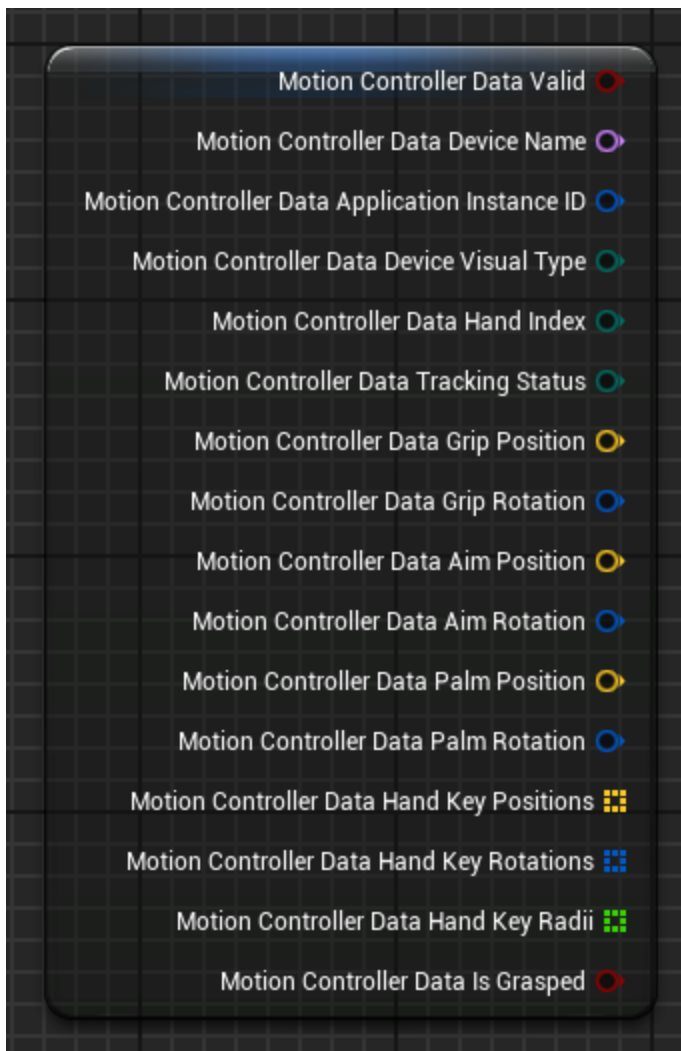
```

UPROPERTY(BlueprintReadOnly, Category = "XR")
TArray<FQuat> HandKeyRotations;
// The indices of this array are the values of EHandKeypoint (Palm,
Wrist, ThumbMetacarpal, etc).
UPROPERTY(BlueprintReadOnly, Category = "XR")
TArray<float> HandKeyRadii;

UPROPERTY(BlueprintReadOnly, Category = "XR")
bool bIsGrasped = false;
};

```

Which on the Blueprint side it looks like this:



But, fear not, we've got you covered!

FXRMotionControllerData in Unreal Engine

`FXRMotionControllerData` is a structure in Unreal Engine designed to hold detailed information about the state of a motion controller device at a given moment. This structure is essential for handling motion controller inputs in virtual reality (VR) applications, providing the necessary data to accurately track and represent the user's hand movements and actions within the virtual environment.

Structure Members of FXRMotionControllerData

- **bValid**
 - **Description:** A boolean flag indicating whether the data is valid or not.
 - **Usage:** This is used to check if the motion controller data is correctly initialized and can be used for further processing.
- **DeviceName**
 - **Type:** `FName`
 - **Description:** The name of the device.
 - **Usage:** Identifies which motion controller device the data is coming from, useful when multiple devices are in use.
- **ApplicationInstanceID**
 - **Type:** `FString`
 - **Description:** A unique identifier for the application instance.
 - **Usage:** Helps in differentiating data from different instances of an application, ensuring the correct instance processes the data.
- **DeviceVisualType**
 - **Type:** `EXRVisualType`
 - **Description:** Enum specifying the visual type of the device (e.g., controller, hand).
 - **Usage:** Used to differentiate between various motion controller devices or hand-tracking representations for rendering and interaction purposes.

- **HandIndex**

- **Type:** EControllerHand
- **Description:** Enum indicating which hand is being tracked (left or right).
- **Usage:** Helps identify whether the motion data pertains to the left or right hand, essential for hand-specific actions or interactions.

- **TrackingStatus**

- **Type:** EXRTrackingStatus
- **Description:** Enum indicating the tracking status of the motion controller.
- **Usage:** Shows whether the controller is being tracked accurately, with possible statuses like `Tracked` , `NotTracked` , etc.

- **GripPosition**

- **Type:** FVector
- **Description:** The position of the grip in world coordinates.
- **Usage:** Provides the 3D coordinates of the controller's grip, essential for positioning the virtual representation of the controller.

- **GripRotation**

- **Type:** FQuat
- **Description:** The rotation of the grip in world coordinates.
- **Usage:** Provides the orientation of the controller's grip, allowing for accurate rotation and alignment in the virtual space.

- **AimPosition**

- **Type:** FVector
- **Description:** The position of the aim point in world coordinates.
- **Usage:** Specifies where the controller is aiming, useful for aiming or pointing actions.

- **AimRotation**

- **Type:** FQuat
- **Description:** The rotation of the aim point in world coordinates.

- **Usage:** Determines the orientation of the aim direction, important for actions like shooting or selecting objects in VR.

- **PalmPosition**

- **Type:** FVector
- **Description:** The position of the palm in world coordinates.
- **Usage:** Provides the 3D location of the palm, important for determining hand gestures or interactions in VR.

- **PalmRotation**

- **Type:** FQuat
- **Description:** The rotation of the palm in world coordinates.
- **Usage:** Defines the orientation of the palm, crucial for hand-based interaction accuracy and realism in VR experiences.

- **HandKeyPositions**

- **Type:** TArray<FVector>
- **Description:** An array of vectors representing key positions of the hand.
- **Usage:** Provides detailed positions of key points on the hand, useful for precise hand tracking and interaction.

- **HandKeyRotations**

- **Type:** TArray<FQuat>
- **Description:** An array of quaternions representing key rotations of the hand.
- **Usage:** Complements the hand key positions with rotational data, ensuring accurate representation of hand movements.

- **HandKeyRadii**

- **Type:** TArray<float>
- **Description:** An array of floats representing the radii of key points of the hand.
- **Usage:** Gives the size of the hand key points, aiding in collision detection and interaction fidelity.

- **bIsGrasped**

- **Type:** `bool`
- **Description:** A boolean indicating whether the controller is currently grasping an object.
- **Usage:** Determines if the user is holding something, affecting interactions and animations.

Organization of `FXRMotionControllerData`

The structure is organized to encapsulate all relevant data needed for hand and motion controller tracking in a coherent and accessible manner. Boolean flags `bValid` and `bIsGrasped` provide quick checks on the state of the controller data. Identifiers `DeviceName` and `ApplicationInstanceID` ensure the correct association of data. Positional and rotational data `GripPosition`, `GripRotation`, `AimPosition`, and `AimRotation` offer precise tracking of the controller's movement. Arrays `HandKeyPositions`, `HandKeyRotations`, and `HandKeyRadii` allow detailed hand tracking, which is critical for immersive VR experiences. Lastly, the tracking status `TrackingStatus` informs the system of the reliability of the data being processed and whether the motion controller is actively being tracked or it's inactive at the moment.

Processing the Data for Drawing and Animating a Virtual Hand

In order to draw and animate a virtual hand in real-time whether the data is coming from hand-tracking or a SenseGlove device, we could consume the data from the `HandKeyPositions` and `HandKeyRotations` fields of the `FXRMotionControllerData` struct.

Both `HandKeyPositions` and `HandKeyRotations` contain 26 elements as defined by OpenXR's `XR_HAND_JOINT_COUNT_EXT` and `XrHandJointLocationsEXT`, etc.

Unreal Engine also provides an enum called `EHandKeypoint` naming the 26 joints, and the equivalent of `XR_HAND_JOINT_COUNT_EXT` as `EHandKeypointCount` inside

[Engine/Source/Runtime/HeadMountedDisplay/Public/HeadMountedDisplayTypes.h](#) as follows:

```
/**
 * Transforms that are tracked on the hand.
 * Matches the enums from WMR to make it a direct mapping
 */
UENUM(BlueprintType)
enum class EHandKeypoint : uint8
{
    Palm,
    Wrist,
    ThumbMetacarpal,
    ThumbProximal,
    ThumbDistal,
    ThumbTip,
    IndexMetacarpal,
    IndexProximal,
    IndexIntermediate,
    IndexDistal,
    IndexTip,
    MiddleMetacarpal,
    MiddleProximal,
    MiddleIntermediate,
    MiddleDistal,
    MiddleTip,
    RingMetacarpal,
    RingProximal,
    RingIntermediate,
    RingDistal,
    RingTip,
    LittleMetacarpal,
    LittleProximal,
    LittleIntermediate,
    LittleDistal,
    LittleTip
};

const int32 EHandKeypointCount = static_cast<int32>(EHandKeypoint::LittleTip)
+ 1;
```

So, getting the any joint's position or rotation is as easy as casting the enum value and passing it as the array index.

```

FXRMotionControllerData MotionControllerData;
const bool bGotMotionControllerData =
FSGXRTracker::GetMotionControllerData(
    GetWorld(), EControllerHand::Left, MotionControllerData);

// Return if the struct data is invalid!
if (!bGotMotionControllerData || !MotionControllerData.bValid)
{
    return;
}

// Return if the device is not being tracked!
if (MotionControllerData.TrackingStatus == ETrackingStatus::NotTracked)
{
    return;
}

// Ensure that MotionControllerData.DeviceVisualType is a hand!
if (!ensureAlwaysMsgf(MotionControllerData.DeviceVisualType
    == EXRVisualType::Hand,
    TEXT("Invalid DeviceVisualType type!")))
{
}

// Ensure that MotionControllerData.HandKeyPositions has the position
data
// for 26 joints!
if (!ensureAlwaysMsgf(MotionControllerData.HandKeyPositions.Num()
    == EHandKeypointCount,
    TEXT("Invalid HandKeyPositions count!")))
{
    return;
}

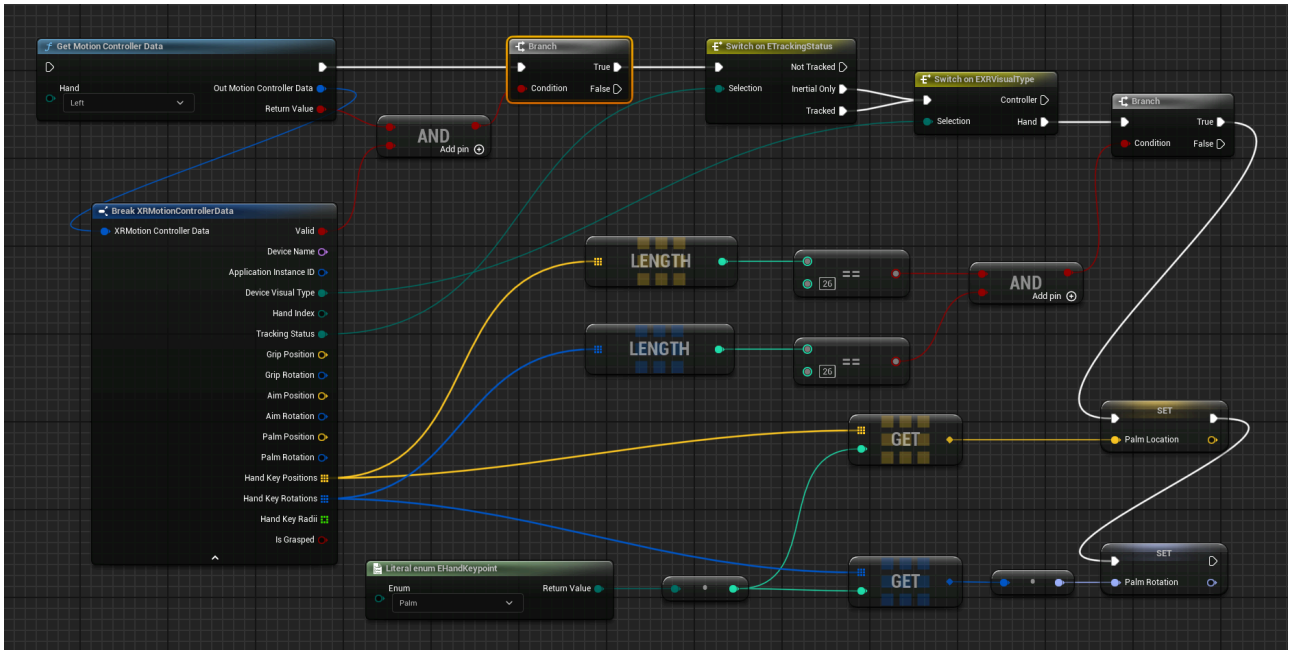
// Ensure that MotionControllerData.HandKeyRotations has the rotation
data
// for 26 joints!
if (!ensureAlwaysMsgf(MotionControllerData.HandKeyRotations.Num()
    == EHandKeypointCount,
    TEXT("Invalid HandKeyRotations count!")))
{
    return;
}

static constexpr int32 PalmIndex = static_cast<int32>
(EHandKeypoint::Palm);

```

```
const FVector& PalmPosition{
    MotionControllerData.HandKeyPositions[PalmIndex]
};
const FRotator& PalmRotation{
    MotionControllerData.HandKeyRotations[PalmIndex].Rotator()
};
```

The equivalent Blueprint code for the above looks something like this:



OK, now that we've got a glimpse of how the virtual hand's joint data could be processed we are going to draw and animate a virtual hand in both [Blueprint](#) and [C++](#) in the upcoming sections.

Consuming FXRMotionControllerData in Blueprint

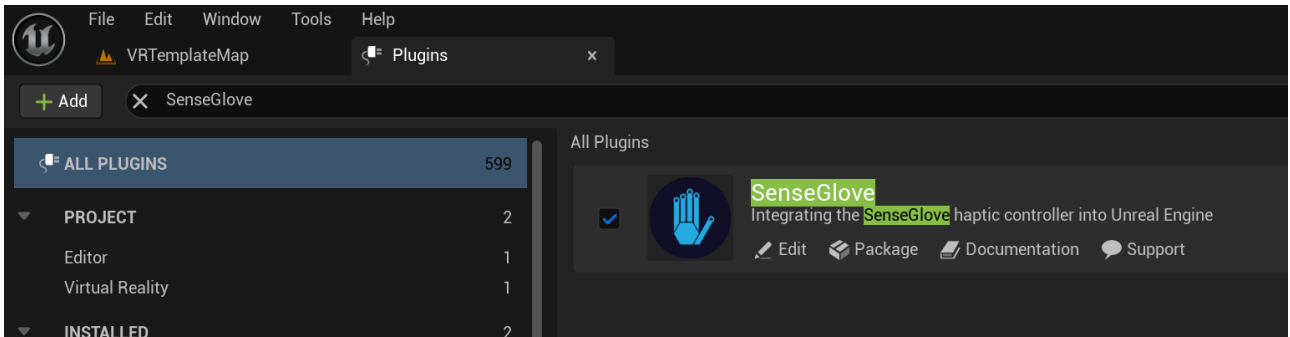
Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

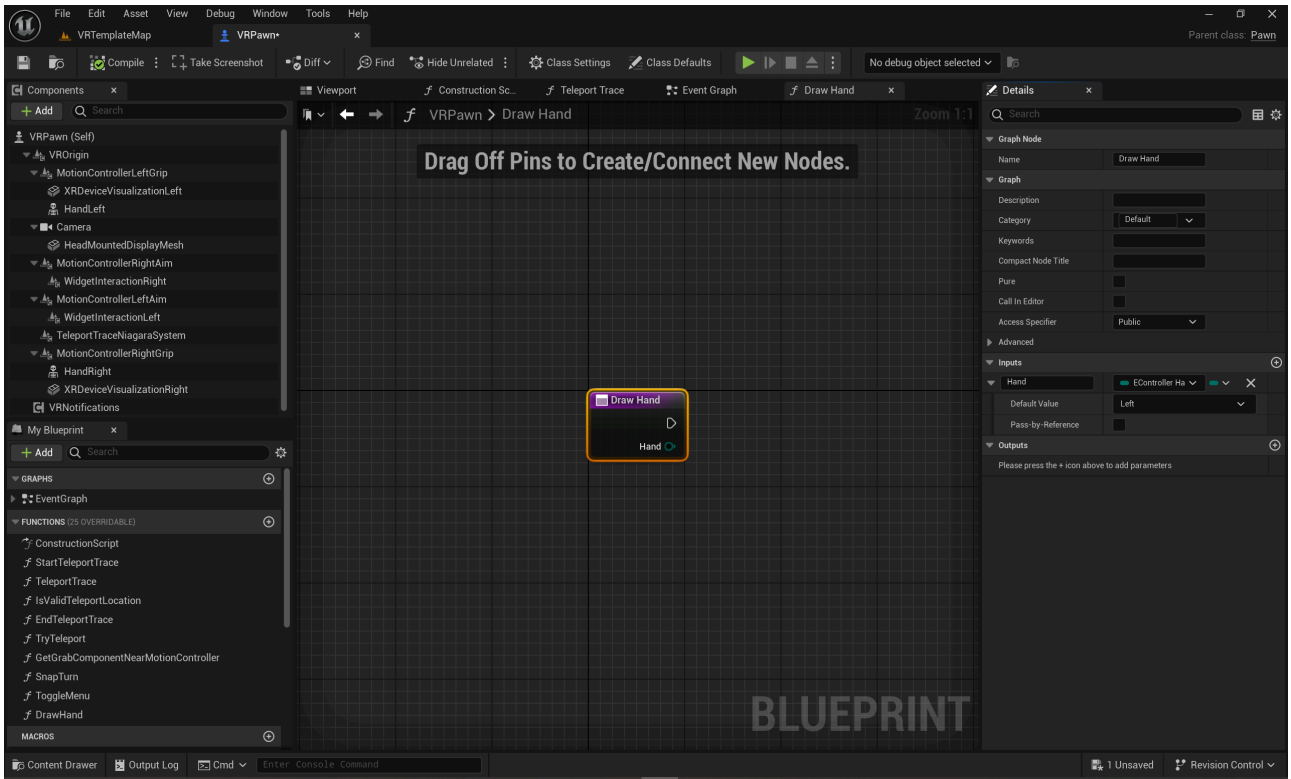
Before continuing this section, please ensure you've studied the [Consuming FXRMotionControllerData](#) section, first.

Drawing and Animating Virtual Hands

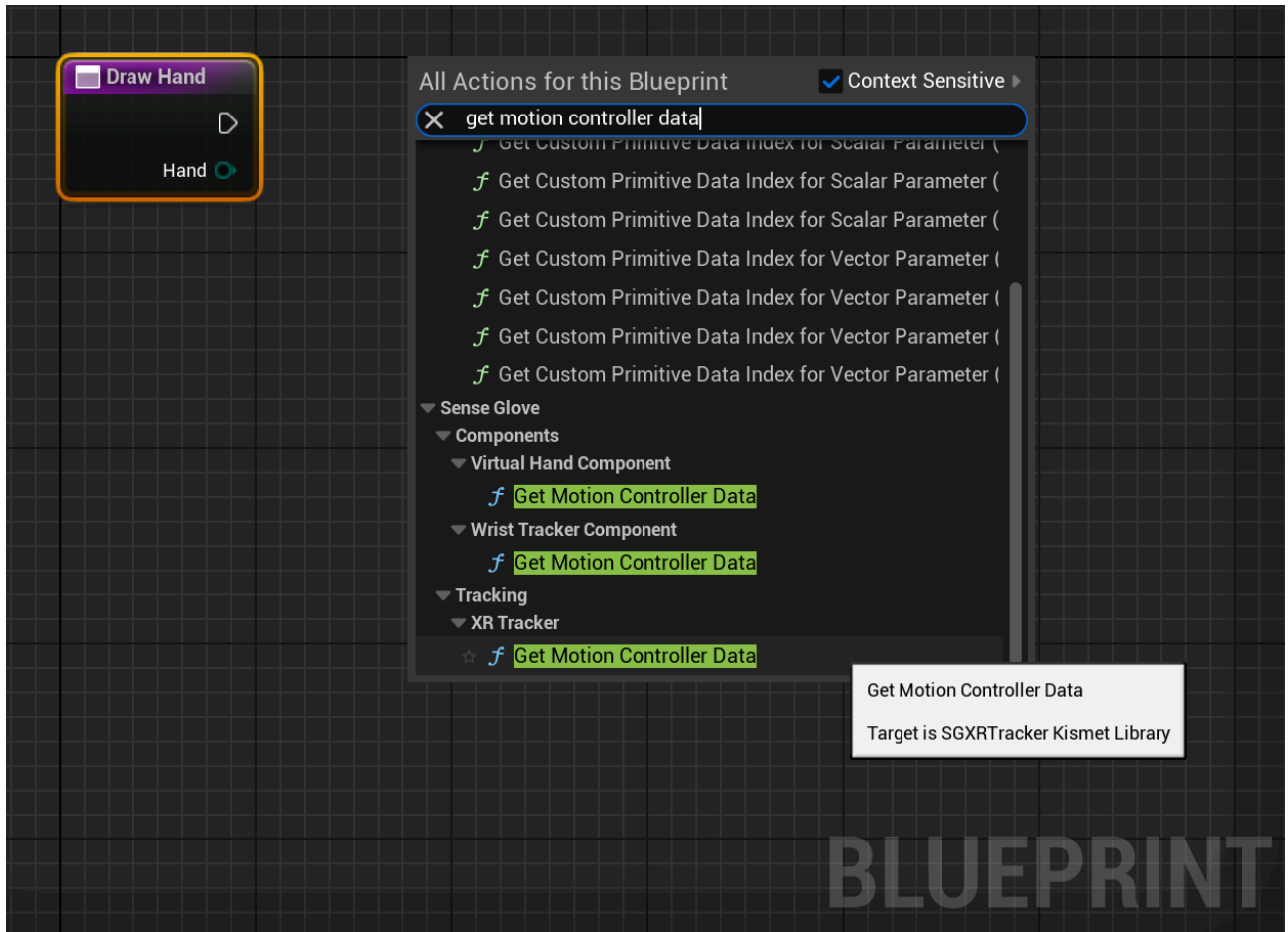
1. Create a new Virtual Reality project based [the Unreal VR Template](#).
2. Make sure the [SenseGlove UnrealEngine plugin](#) is installed and enabled inside your new project.



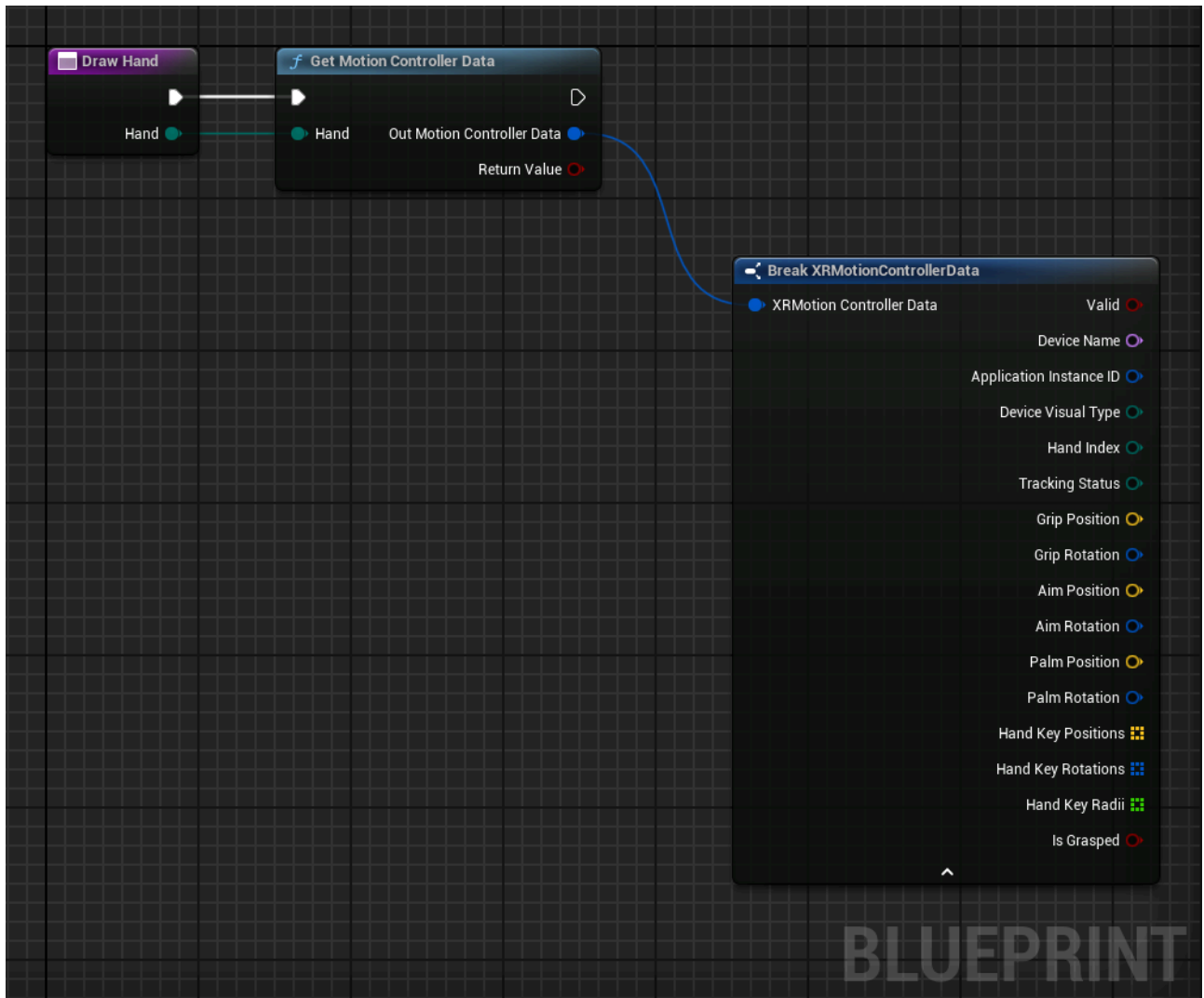
3. You could use either hand-tracking or a SenseGlove device as the input data, or both of the inside the same project. Whether you would like to use hand-tracking or a SenseGlove device, please make sure the required steps are taken for each of those first.
4. You could add the required Blueprint code for drawing virtual hands to either your Level Buleprint or the VRPawn Blueprint Class located at `/Content/VRTemplate/Blueprints/VRPawn` . In this guide we are going to add the code to our VRPawn.
5. Add a new function named `Draw Hand` with an input parameter of type `EController Hand` named `Hand` .



6. Inside this function's event graph add a `Get Motion Controller Data` node from `SenseGlove > Tracking > XR Tracker > Get Motion Controller Data`.



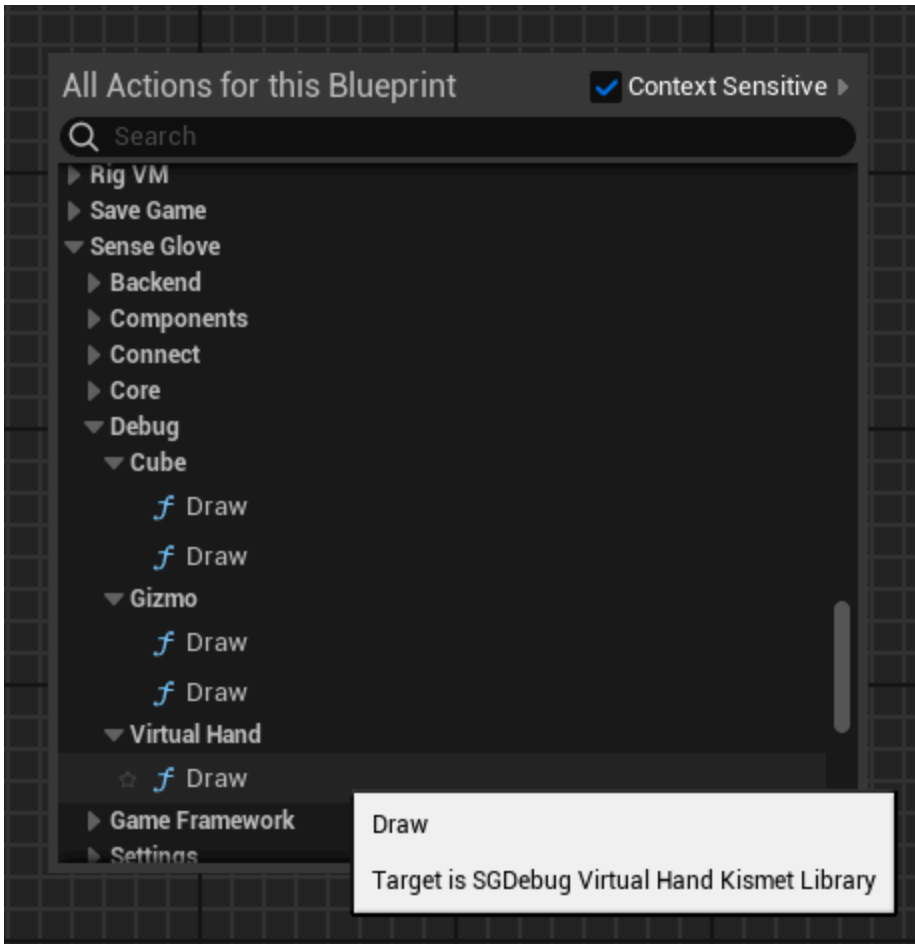
7. Then connect the functions `Hand` input parameter to the `Get Motion Controller Data`'s `Hand` input and right-click on the `OutMotionControllerData` parameter and use the `Break XRMotionControllerData` node to break the struct to it's fields.



- After this, we need to perform data validation by checking the return status of the `Get Motion Controller Data` function and `FXRMotionControllerData`'s `valid` field. Then, we check if the motion controller device is being tracked and indeed coming from a hand-tracking source. And, finally, we check whether we have the positions and rotations for exactly 26 joints or not.

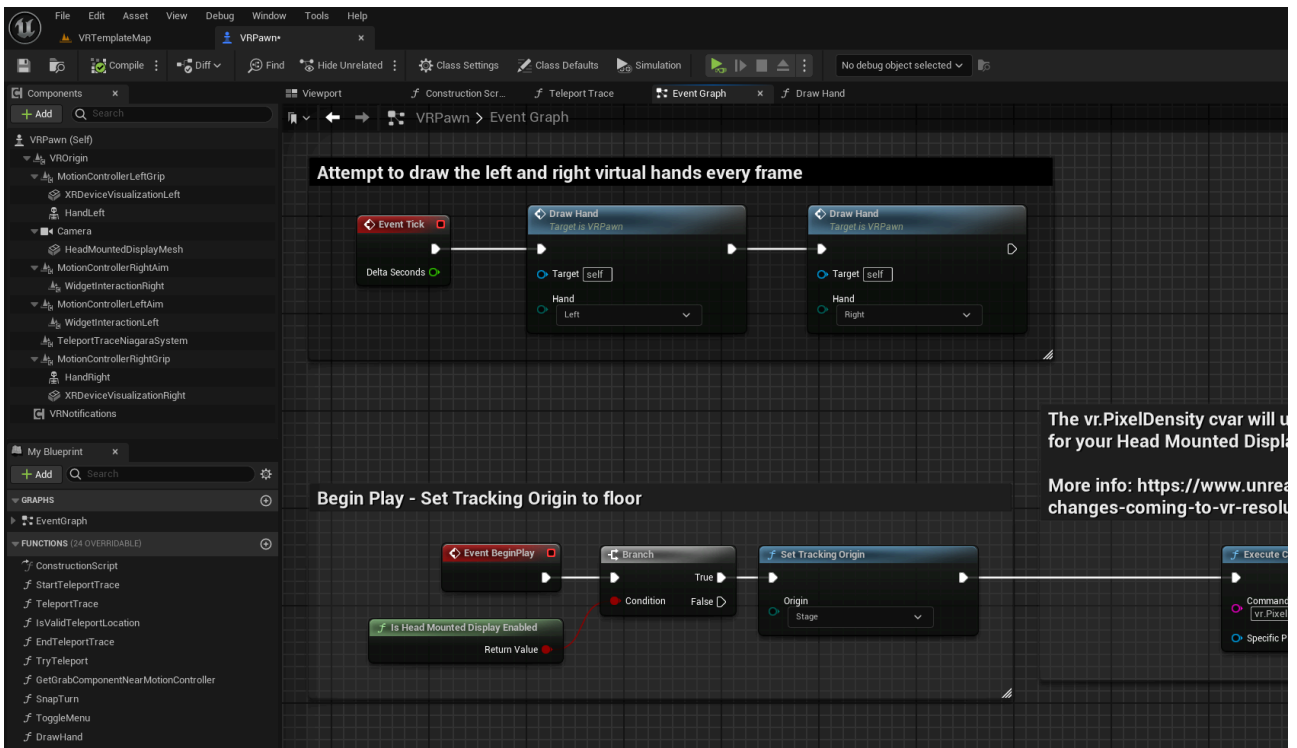


Between the debug cubes or gizmos, we are going to choose the gizmos since they better represent the rotations than the cubes.

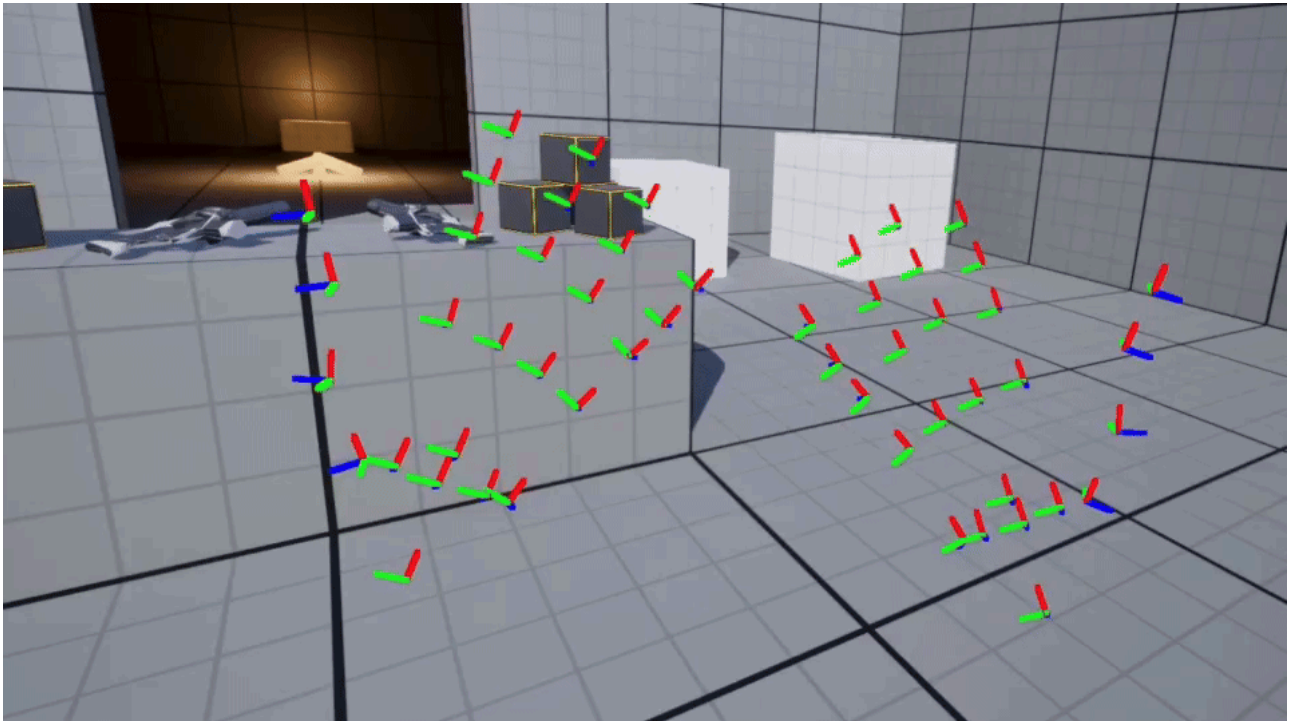


10. In the last step inside the `Draw Hand` function, in order to draw a virtual hand with 26 joints, we have to first iterate through either of the `Hand Key Positions` or `Hand Key Rotations` arrays from the `FXRMotionControllerData` struct. Since we made sure both arrays have 26 elements before we reached this step, it's safe to just iterate over one and use the `Array Index` inside a `For Each Loop` or a `For Loop` to access the position and rotation of every joint. Then we use each array `Get (a ref)` method to access the position and rotation data inside the loop and call the `Draw` function from `SenseGlove > Debug > Gizmo` per every joint. Please note that there are two `Draw` functions and the only difference between the two is that one accepts an `FQuat` and the other a `FRotator` for its `Rotation` input parameter. In this case, we use the `FQuat` variant to avoid an extra conversion to `FRotator`. Also, please adjust the `Thickness` option for the `Settings` parameter from 1.0 to 0.2, as the default value might be too thick for drawing a joint gizmo.

337 / 451



13. Now, go back to the `VRTemplateMap` and use the VR Preview button to run the game. If everything's done correctly, you should be able to see the virtual hands inside your VR simulation.



Consuming FXRMotionControllerData in C++

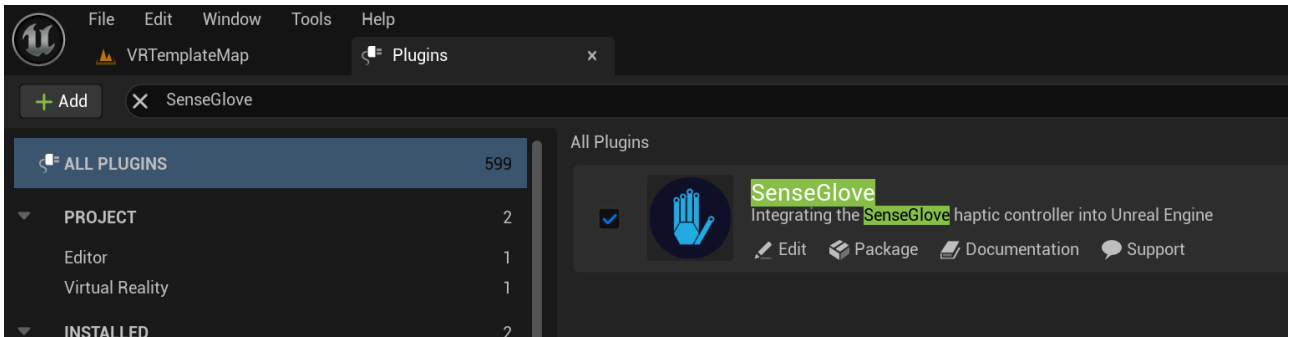
Important

Unreal Engine versions 5.2, 5.3, and 5.4 are limited to `FXRMotionControllerData` since at the time of their release no `FXRHandTrackingState` was available. Also please keep in mind that, while `FXRMotionControllerData` is pretty much usable and functional in Unreal Engine 5.5, it is recommended to utilize `FXRHandTrackingState` instead. This is because this version of UE has deprecated `FXRMotionControllerData` in favor of the `FXRMotionControllerState` and `FXRHandTrackingState` structs. Prior to version 5.5, `FXRMotionControllerData` handled both motion controller and hand tracking data. From 5.5 onward, these responsibilities have been separated into the two distinct structs, providing clearer and more specialized handling of each.

Before continuing this section, please ensure you've first studied the [Consuming FXRMotionControllerData](#) section.

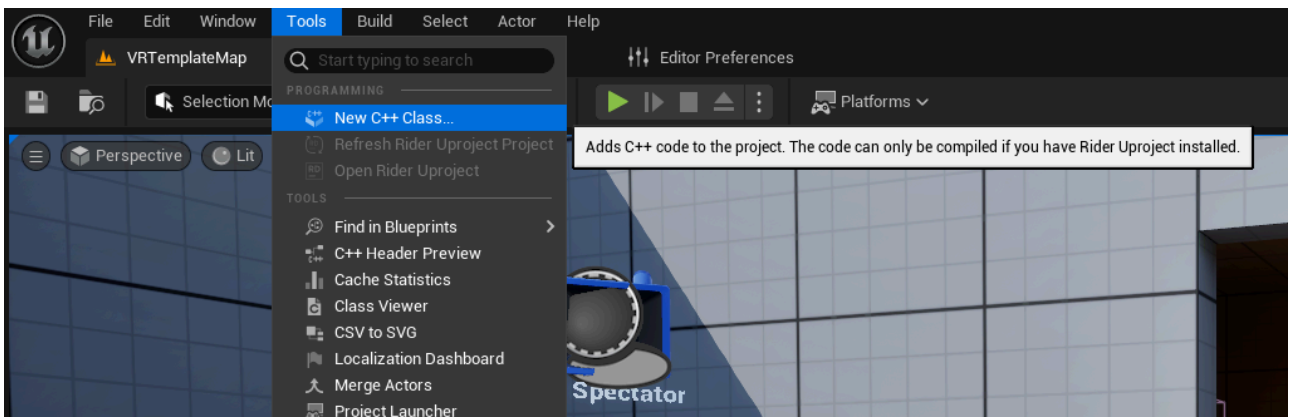
Drawing and Animating Virtual Hands

1. Create a new Virtual Reality project based [the Unreal VR Template](#).
2. Make sure the [SenseGlove UnrealEngine plugin](#) is installed and enabled inside your new project.

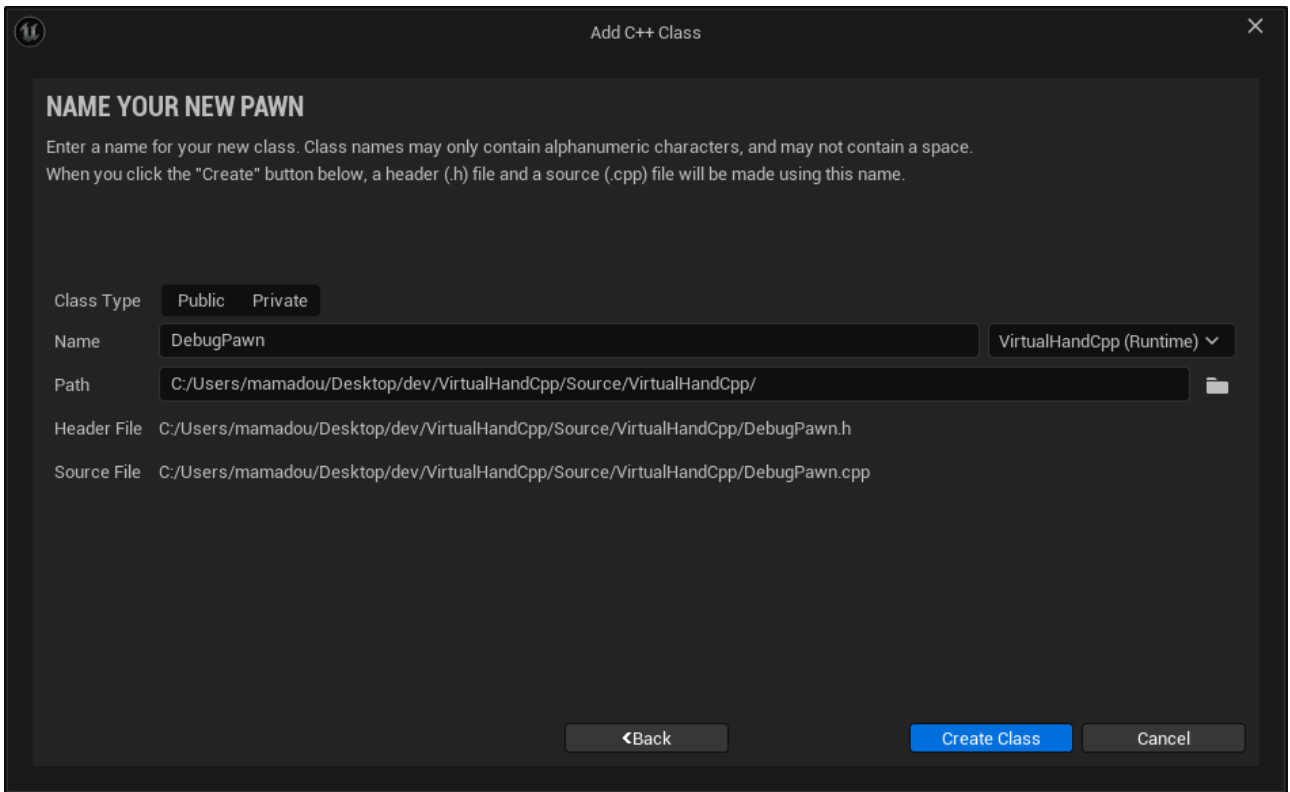


3. You could use either hand-tracking or a SenseGlove device as the input data, or both of the inside the same project. Whether you would like to use hand-tracking or a SenseGlove device, please make sure the required steps are taken for each of those first.

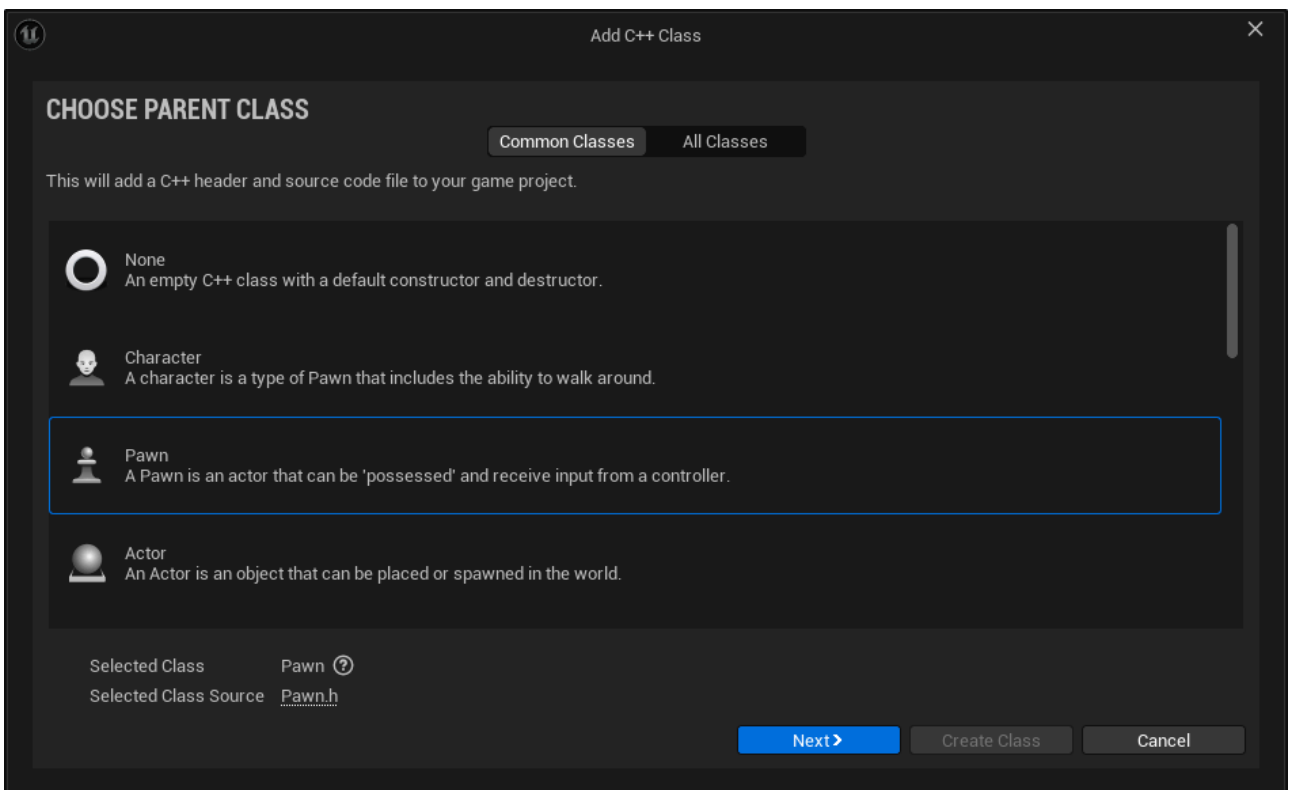
4. From the Tools menu choose New C++ class...



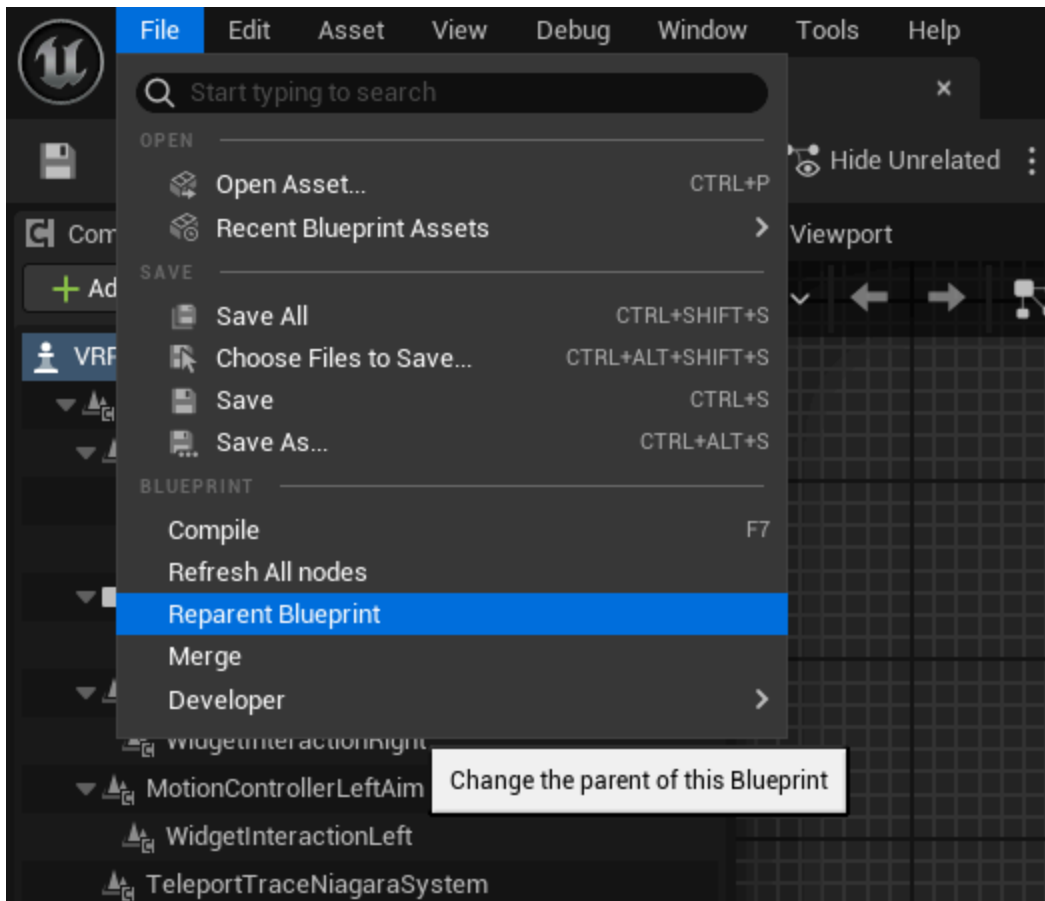
5. Choose the Unreal Engine's APawn class as the parent class for the new C++ pawn class.



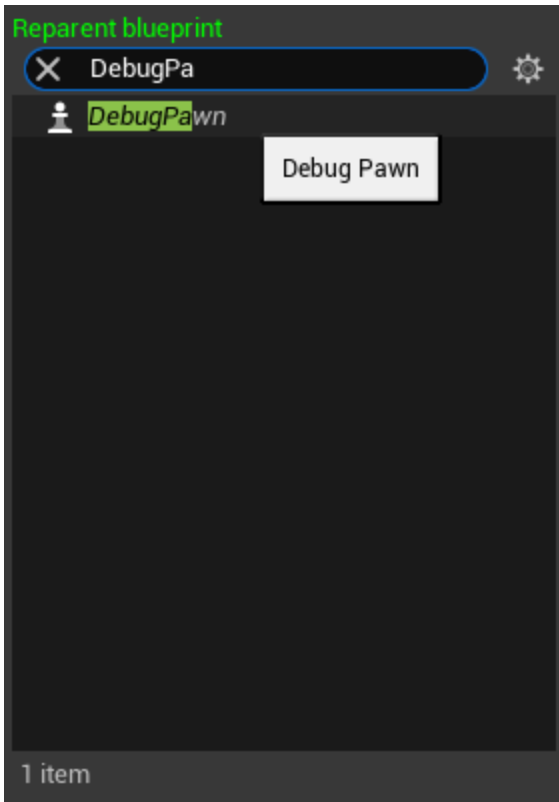
6. Name the new pawn class `DebugPawn`.



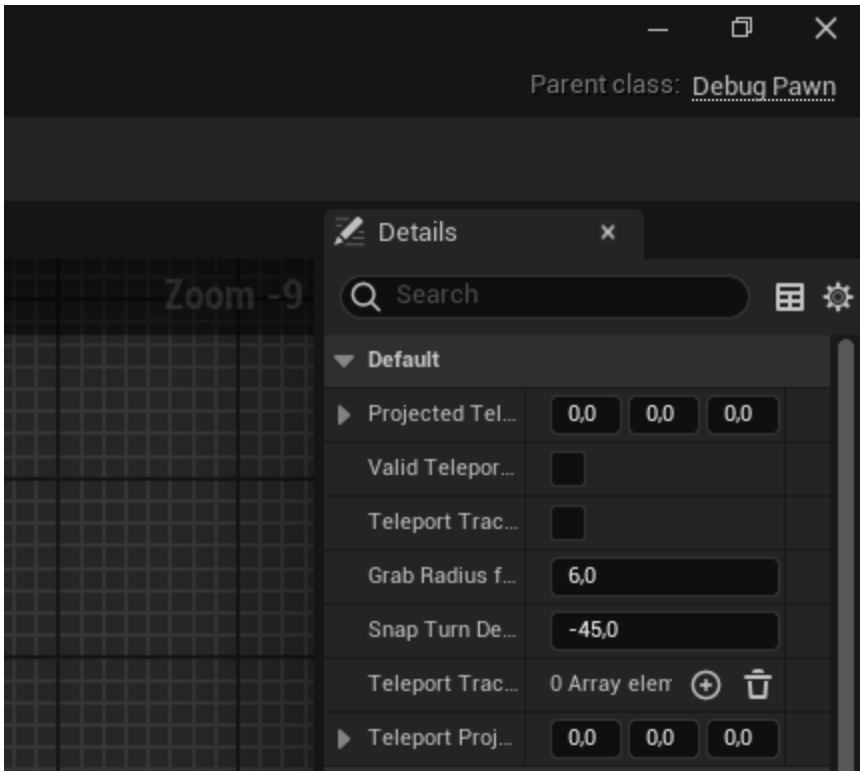
7. Since we have created a new C++ class, this converts the current Blueprint VRTemplateMap project to a C++ one. That's why the Unreal Editor will give us a few prompts regarding opening the project in the default IDE and rebuilding the code. It might be simpler to just close the editor, then rebuild the source code inside your favorite IDE, and then start the editor with the converted project again.
8. Find and open the VRPawn Blueprint Class located at `/Content/VRTemplate/Blueprints/VRPawn` inside the Blueprint Editor and from the File menu choose the Reparent Blueprint class.



9. In the new Reparent blueprint window choose DebugPawn as the new parent.



10. By looking at the `Parent Class` label located under the Blueprint Editor window control buttons verify that the `ADebugPawn` class has been set as the new parent.



11. Locate the project's main Build file, in our case

`VirtualHandCpp/Source/VirtualHandCpp/VirtualHandCpp.Build.cs` and add the `InputDevice`, `OpenXRHMD`, `SenseGloveBuildHacks`, `SenseGloveDebug`, `SenseGloveSettings`, and `SenseGloveTracking` modules as either a private or public dependency.

```
// Fill out your copyright notice in the Description page of Project
Settings.

using UnrealBuildTool;

public class VirtualHandCpp : ModuleRules
{
    public VirtualHandCpp(ReadOnlyTargetRules Target) : base(Target)
    {
        PCHUsage = PCHUsageMode.UseExplicitOrSharedPCHs;

        PublicDependencyModuleNames.AddRange(new string[] { "Core",
"CoreUObject", "Engine", "InputCore" });

        PrivateDependencyModuleNames.AddRange(new string[]
        {
            "InputDevice",
            "OpenXRHMD",
            "SenseGloveBuildHacks",
            "SenseGloveDebug",
            "SenseGloveSettings",
            "SenseGloveTracking"
        });

        // Uncomment if you are using Slate UI
        // PrivateDependencyModuleNames.AddRange(new string[] { "Slate",
"SlateCore" });

        // Uncomment if you are using online features
        // PrivateDependencyModuleNames.Add("OnlineSubsystem");

        // To include OnlineSubsystemSteam, add it to the plugins section in
your uproject file with the Enabled attribute set to true
    }
}
```

12. Locate the C++ header and source file for the `ADebugPawn` inside the project in your C++ IDE. In our case they are located at `VirtualHandCpp/Source/VirtualHandCpp/DebugPawn.h` and `VirtualHandCpp/Source/VirtualHandCpp/DebugPawn.cpp`.

13. Modify the `DebugPawn.h` header file to look like this:

// Fill out your copyright notice in the Description page of Project Settings.

```
#pragma once

#include "CoreMinimal.h"
#include "GameFramework/Pawn.h"

#include "SGSettings/SGDebugGizmoSettings.h"

#include "DebugPawn.generated.h"

UCLASS()
class VIRTUALHANDCPP_API ADebugPawn : public APawn
{
    GENERATED_BODY()

private:
    // The virtual hand drawing settings.
    UPROPERTY(EditDefaultsOnly, Category="DebugPawn",
        meta=(AllowPrivateAccess="false"))
    FSGDebugGizmoSettings HandDrawingSettings;

public:
    // Sets default values for this pawn's properties
    ADebugPawn();

protected:
    // Called when the game starts or when spawned
    virtual void BeginPlay() override;

public:
    // Called every frame
    virtual void Tick(float DeltaTime) override;

    // Called to bind functionality to input
    virtual void SetupPlayerInputComponent(class UInputComponent*
    PlayerInputComponent) override;

private:
    // The method responsible for drawing a virtual hand.
    void DrawHand(EControllerHand Hand) const;
};
```

14. Modify the `DebugPawn.cpp` implementation file to look like this:


```

// Fill out your copyright notice in the Description page of Project
Settings.

#include "DebugPawn.h"

#include "SGDebug/SGDebugGizmo.h"
#include "SGTracking/SGXRTracker.h"

// Sets default values
ADebugPawn::ADebugPawn()
{
    // Set this pawn to call Tick() every frame. You can turn this off to
    improve performance if you don't need it.
    PrimaryActorTick.bCanEverTick = true;

    // Set the default virtual hand drawing settings.
    HandDrawingSettings = FSGDebugGizmoSettings{
        1.0f,
        FColor{255, 0, 0, 255},
        FColor{0, 255, 0, 255},
        FColor{0, 0, 255, 255},
        false,
        1.1f,
        0,
        0.2f,
    };
}

// Called when the game starts or when spawned
void ADebugPawn::BeginPlay()
{
    Super::BeginPlay();
}

// Called every frame
void ADebugPawn::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);

    // Attempt at drawing the left/right virtual hands every frame.
    DrawHand(EControllerHand::Left);
    DrawHand(EControllerHand::Right);
}

// Called to bind functionality to input
void ADebugPawn::SetupPlayerInputComponent(UInputComponent*)

```

PlayerInputComponent)

```

{
    Super::SetupPlayerInputComponent(PlayerInputComponent);
}

void ADebugPawn::DrawHand(const EControllerHand Hand) const
{
    // Get the world and cache it, if it's null we return early.
    UWorld* World{GetWorld()};
    if (!IsValid(World))
    {
        return;
    }

    FXRMotionControllerData MotionControllerData;
    const bool bGotMotionControllerData =
    FSGXRTracker::GetMotionControllerData(
        World, Hand, MotionControllerData);

    // Return if the struct data is invalid!
    if (!bGotMotionControllerData || !MotionControllerData.bValid)
    {
        return;
    }

    // Return if the device is not being tracked!
    if (MotionControllerData.TrackingStatus == ETrackingStatus::NotTracked)
    {
        return;
    }

    // Ensure that MotionControllerData.DeviceVisualType is a hand!
    if (!ensureAlwaysMsgf(MotionControllerData.DeviceVisualType
        == EXRVisualType::Hand,
        TEXT("Invalid DeviceVisualType type!")))
    {
    }

    // Ensure that MotionControllerData.HandKeyPositions has the position
data
    // for 26 joints!
    if (!ensureAlwaysMsgf(MotionControllerData.HandKeyPositions.Num()
        == EHandKeypointCount,
        TEXT("Invalid HandKeyPositions count!")))
    {
        return;
    }
}

```

```

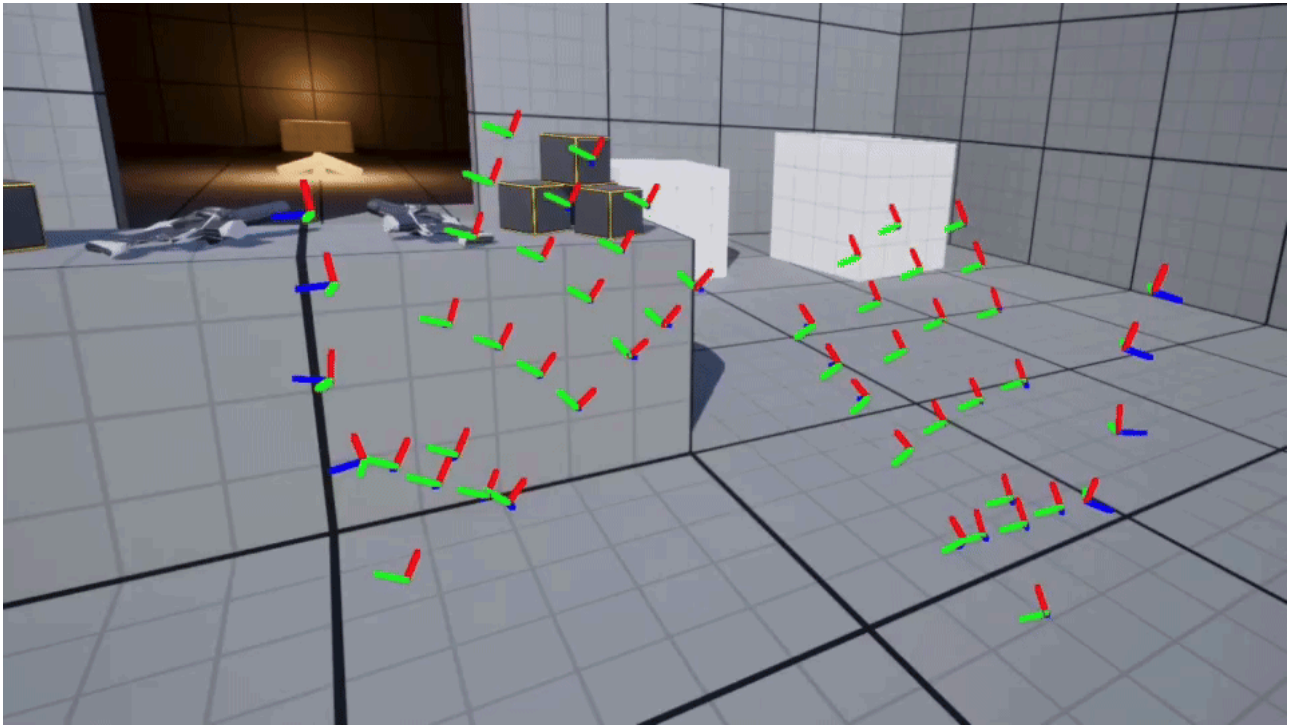
    // Ensure that MotionControllerData.HandKeyRotations has the rotation
data
    // for 26 joints!
    if (!ensureAlwaysMsgf(MotionControllerData.HandKeyRotations.Num()
                        == EHandKeypointCount,
                        TEXT("Invalid HandKeyRotations count!")))
    {
        return;
    }

    // Iterate over the hand joint positions and rotations!
    for (int32 JointIndex = 0; JointIndex < EHandKeypointCount; ++JointIndex)
    {
        const FVector& JointPosition{
            MotionControllerData.HandKeyPositions[JointIndex]
        };
        const FQuat& JointRotation{
            MotionControllerData.HandKeyRotations[JointIndex]
        };

        // Draw a single joint's gizmo!
        // Please note that we could alternatively:
        // Use FSGDebugCube::Draw() to draw a cube.
        // Or use the FSGDebugVirtualHand::Draw() method and pass the
        // MotionControllerData directly to draw the virtual hand
        // all at once without iterating the joints. But, that's not
        // goal of this tutorial.
        FSGDebugGizmo::Draw(World, JointPosition, JointRotation,
HandDrawingSettings);
    }
}

```

15. Now, rebuild the source code and go back to the `VRTemplateMap`, then use the VR Preview button to run the game. If everything's done correctly, you should be able to see the virtual hands inside your VR simulation.



Third-Party OpenXR Integrations

The **SenseGlove Unreal Engine Plugin** registers itself as an `OpenXRHandTracking` provider, making it a fully compatible, drop-in replacement for Epic's own **OpenXRHandTracking** plugin in Unreal Engine. This allows it to integrate seamlessly with any third-party system or plugin that can consume OpenXR hand-tracking data.

One notable example is the open-source, MIT-licensed [VR Expansion Plugin \(VRE\)](#).

Important

As explained in the [Third-Party Tutorials: Consuming OpenXR Hand-Tracking Data](#) section, it's entirely possible to build your own custom hand interaction system without relying on [SGPawn](#) or any third-party OpenXR-compatible interaction plugin altogether.

If your project requires finer-grained control than what these solutions offer, the tutorials in that section will guide you through understanding the OpenXR hand-tracking data format in Unreal Engine and help you implement a fully tailored interaction system from the ground up in a few hours.

As the SenseGlove Unreal Engine Plugin is fully OpenXR-compliant, it provides OpenXR hand-tracking data in the expected format and takes over as the active provider within Unreal. If your existing interaction system (e.g. VRE plugin) already uses OpenXR hand-tracking, SenseGlove will function as a direct tracking source instead of a real hand.

Note

Since most hand-tracking systems are not capable of haptics feedback, integrating SenseGlove's haptic feedback requires a small amount of additional effort.

The SenseGlove API is fully exposed to Unreal Engine via C++ and Blueprint, so triggering haptic feedback is as simple as calling a function. For more information, refer to the [Blueprint Changes](#) section below.

Important









If you're using a third-party OpenXR hand interaction system, configuring the [Wrist-Tracker Hardware Settings](#) will likely have no effect, and your hand offsets may appear at the incorrect location in the scene.

This is because those settings are only recognized by SenseGlove's native actors and components such as `SGPawn`, `SGWristTrackerComponent`, etc. Most third-party plugins are unaware of these settings. As a result, you'll need to figure out how to manually apply the appropriate offsets within your chosen OpenXR hand interaction system.

For example, the VRE plugin provide similar configurations in their plugin's settings section. For more information refer to the [Changing Wrist-Tracker Offsets](#) section below.

Comparison of Supported OpenXR Hand-Interaction Systems

| | Built-in? | Works out of the box? | Beginner-friendly? | Learning Curve |
|--------------------------|-----------|------------------------------------|--|----------------|
| SGPawn | ✓ Yes | ✓ Yes | ✓ Most beginner-friendly | ✓ Very easy |
| SenseGlove OpenXR | ✓ Yes | ✗ Requires Blueprint or C++ coding | ✓ Requires a few hours of watching tutorials | ✓ Moderate |

| | Built-in? | Works out of the box? | Beginner-friendly? | Learning Curve |
|--|---|--|--|---|
| VR Expansion Plugin |  No |  Partially – requires setup |  Best suited for intermediate or advanced users |  Steep |
| Other OpenXR-compatible Plugins |  No |  Check their documentation |  Check their documentation |  Check their documentation |

VR Expansion Plugin

The **VR Expansion Plugin (VRE)** is a robust, community-driven plugin for Unreal Engine that focuses on advanced VR interaction and gameplay mechanics. It is open-source (MIT licensed), actively maintained, and has received support from Epic via the [MegaGrants program](#).

Designed to extend Unreal's capabilities for virtual reality, VRE offers a modular set of tools covering:

- Multiplayer and networking
- Locomotion systems
- Object gripping and interaction

◀ • Custom movement and physics handling ▶

The plugin is particularly useful for teams building sophisticated VR experiences. While it's beginner-friendly to an extent, its depth and flexibility are **best suited for intermediate to advanced Unreal Engine developers**. Whether you're prototyping with built-in features or extracting specific systems for your own framework, VRE offers a rich foundation for VR development.

Note

For support and assistance with the VRE plugin, you can join [its active and welcoming Discord community](#), known for being responsive and supportive.

SGVRETemplate Demo Scene

To showcase how SenseGlove can be integrated with OpenXR-compatible third-party interaction systems, SenseGlove provides a ready-to-use [VR Expansion Plugin Integration Demo for Unreal Engine 5.4](#).

This repository includes UE 5.4 –compatible versions of both the **SenseGlove** and **VR Expansion** plugins, with all necessary setup and configuration already in place. Simply download the project and it should run out of the box, allowing you to explore the integration without additional setup.

Note

SenseGlove provides this demo to demonstrate the potential for integrating with third-party OpenXR-based hand interaction systems. Please note that the **VR Expansion Plugin** is a third-party solution, and as such, **we do not offer official support for it**.

For help with the VRE plugin, refer to its documentation at [vreue4.com](#) and consider joining the [official VRE Discord community](#), which is active, supportive, and very responsive.

SGVRETemplate Modifications

The **SGVRETemplate** is built on top of the [VR Expansion Plugin Example Template](#). However, since the original template is not directly compatible with SenseGlove, several adjustments were necessary.

In addition, a few known issues with OpenXR support in the VR Expansion Plugin for Unreal Engine 5.4 required us to modify the plugin itself to ensure smooth integration.

Below is an overview of the key modifications made to both the project template and this version of the VRE plugin.

Blueprint Changes

- **Content/VRE/Core/Character/BP_VRCharacter:** Four functions were added: `SendVibration`, `SendFFB`, `SendSqueeze`, and `ResetHaptics`. These functions retrieve the glove instance and send the appropriate haptic command to it. In the `OnPossessed` event, `Load Controller by Name` was added along with a string uproperty `Tracking Offset`, which is used to load the correct tracking offsets based on the selected profile.

Note

If you'd like to implement your own haptic functions, the most convenient approach is to [safely acquire a glove instance](#). Once you have the glove instance, applying haptic feedback is as simple as calling the appropriate function.

SenseGlove supports three types of haptics: Vibrations, Force-feedback, and Wrist-squeeze.

- Using `Send Custom Waveform`, you can send vibrations to the glove instance.
- Using `Queue Command Force Feedback Levels`, you can send force-feedback.
- Using `Queue Command Wrist Squeeze`, you can send a wrist-squeeze command to the glove.

Each of these functions can be called directly on the glove instance to trigger the desired haptic feedback.

- **Content/VRE/Core/GraspingHands/GraspingHandManny:** In the `SetupFingerAnimations` function, replace the hardcoded check for `HandType == Left` with a string comparison: convert the enum to a string and check if it contains `"Left"`. This allows compatibility with alternative tracking sources such as `"Left Foot"`.

C++ Changes

- **Plugins/VRExpansionPlugin/Source/VRExpansionPlugin/Public/Grippables/HandSocketComponent.h:** The following line was added as a public UPROPERTY in the header file:

```
UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Hand Animation")
float HandAnimationProgress = 0.0f;
```

- **Plugins/VRExpansionPlugin/Source/VRExpansionPlugin/Private/Grippables/HandSocketComponent.cpp:** In the function `bool UHandSocketComponent::GetBlendedPoseSnapshot(FPoseSnapshot& PoseSnapshot, USkeletalMeshComponent* TargetMesh, bool bSkipRootBone, bool bFlipHand)`, the `TrackLocation` calculation was modified from:

```
if (TrackIndex != INDEX_NONE && (!bSkipRootBone || TrackIndex != 0))
{
    double TrackLocation = 0.0f;
    HandTargetAnimation->GetBoneTransform(LocalTransform,
    FSkeletonPoseBoneIndex(TrackMap[TrackIndex].BoneTreeIndex), TrackLocation,
    false);
}
else
{
```

To:

```
if (TrackIndex != INDEX_NONE && (!bSkipRootBone || TrackIndex != 0))
{
    double TrackLocation = HandTargetAnimation->GetPlayLength() *
    HandAnimationProgress;
    HandTargetAnimation->GetBoneTransform(LocalTransform,
    FSkeletonPoseBoneIndex(TrackMap[TrackIndex].BoneTreeIndex), TrackLocation,
    false);
}
else
{
```

- **Plugins/VRExpansionPlugin/Source/VRExpansionPlugin/Private/GripMotionControllerComponent.cpp:** In the function `void`

UGripMotionControllerComponent::GetCurrentProfileTransform(bool bBindToNoticationDelegate) , the following logic was updated from:

```
if (HandType == EControllerHand::Left || HandType == EControllerHand::AnyHand
|| !VRSettings->bUseSeperateHandTransforms)
{
    NewControllerProfileTransform = VRSettings-
>CurrentControllerProfileTransform;
}
else if (HandType == EControllerHand::Right)
{
    NewControllerProfileTransform = VRSettings-
>CurrentControllerProfileTransformRight;
}
```

To:

```
if (UEnum::GetDisplayValueAsText(HandType).ToString().Contains("Left") ||
HandType == EControllerHand::AnyHand || !VRSettings-
>bUseSeperateHandTransforms)
{
    NewControllerProfileTransform = VRSettings-
>CurrentControllerProfileTransform;
}
else if (UEnum::GetDisplayValueAsText(HandType).ToString().Contains("Right"))
{
    NewControllerProfileTransform = VRSettings-
>CurrentControllerProfileTransformRight;
}
```

The following function was also updated; from:

```

void UGripMotionControllerComponent::GetHandType(EControllerHand& Hand)
{
    if (!IMotionController::GetHandEnumForSourceName(MotionSource, Hand))
    {
        // Check if the palm motion source extension is being used
        // I assume eventually epic will handle this case
        if (MotionSource.Compare(FName(TEXT("RightPalm"))) == 0 ||
MotionSource.Compare(FName(TEXT("RightWrist"))) == 0)
        {
            Hand = EControllerHand::Right;
        }
        // Could skip this and default to left now but would rather check
        else if (MotionSource.Compare(FName(TEXT("LeftPalm"))) == 0 ||
MotionSource.Compare(FName(TEXT("LeftWrist"))) == 0)
        {
            Hand = EControllerHand::Left;
        }
        else
        {
            Hand = EControllerHand::Left;
        }
    }
}

```

To:

```

void UGripMotionControllerComponent::GetHandType(EControllerHand& Hand)
{
    if (!IMotionController::GetHandEnumForSourceName(MotionSource, Hand))
    {
        // Check if the palm motion source extension is being used
        // I assume eventually epic will handle this case
        if (MotionSource.Compare(FName(TEXT("RightPalm"))) == 0 ||
MotionSource.Compare(FName(TEXT("RightWrist"))) == 0 ||
MotionSource.ToString().Contains("Right"))
        {
            Hand = EControllerHand::Right;
        }
        // Could skip this and default to left now but would rather check
        else if (MotionSource.Compare(FName(TEXT("LeftPalm"))) == 0 ||
MotionSource.Compare(FName(TEXT("LeftWrist"))) == 0 ||
MotionSource.ToString().Contains("Left"))
        {
            Hand = EControllerHand::Left;
        }
        else
        {
            Hand = EControllerHand::Left;
        }
    }
}

```

Changing Wrist-Tracker Offsets

If you are using wrist-tracking hardware supported by the SenseGlove plugin, you can change the offsets inside `BP_VRCharacter` using the uproperty `Tracking Offset` typing or copying any of the following, depending on your hardware:

- **SenseGlove_Quest3:** The wrist-tracking controller profile for for Meta Quest3.
- **SenseGlove_ViveWristTrackers:** The wrist-tracking controller profile for HTC VIVE wrist trackers.

Changing Motion Source

In `BP_VRCharacter`, you can change the wrist-tracking motion source for each hand. This is required depending on which tracker you are using.

Adding More Gestures

In the `GraspingHandManny` Blueprint, we've created a simple function called `SaveHandPose`. If you press the `Space Bar` while the game is running, it will save the current pose of the corresponding hand. The pose is stored in a gestures database located under `Content/SenseGlove` with the default name `NewHandPose`. You should rename the pose to something meaningful when you intend to use it.

It's helpful to add an Event Dispatcher to the `GraspingHandManny` Blueprint, which is triggered in the Event Graph by the `On New Gesture Detected` event from the `OpenXRHandPose` component. This system is index-based rather than name-based, so keep that in mind when adding more dispatchers. By default, we've included examples for `Teleport`, `Grab`, `Release`, and `Use`.

Video Summary

This short video provides an overview of some of the key changes and modifications behind the `SGVRETemplate` demo scene, mentioned above.

SenseGlove VRExpansion Plugin Integration Demo



SGVRETemplate Demo Calibration Scene

The SGVRETemplate includes a basic Calibration Scene located at `Content/SenseGlove/Maps/Calibration`. Inside this level, you'll find a copy of `Content/SenseGlove/Blueprints/Calibration/BP_Calibrator` Blueprint responsible for transitioning to your desired target map after the calibration process is complete. You can configure the target map directly within this Blueprint by adjusting the `Level to Load` uproperty.

Third-Party Tutorials: Consuming OpenXR Hand-Tracking Data

Introduction to Virtual Reality, OpenXR Hand-Tracking, and Gesture Detection in Unreal Engine

In this tutorial, you'll learn how to get the OpenXR Hand-Tracking Data from the Unreal Engine API and how to consume it to draw virtual hand models using cubes (as hand joints). It will also dive into gesture recognition by implementing a simple pinch gesture recognition.

In the first part, it will focus on UE 4.26 to 5.4 API. And, in the second part, you'll learn how to update the project to work with 5.5 .

Introduction to Virtual Reality, OpenXR Hand-Tracking, and ...



Procedural Virtual Hand Mesh Animation Using OpenXR Hand-Tracking Data

Building on the [Introduction to Virtual Reality, OpenXR Hand-Tracking, and Gesture Recognition in Unreal Engine](#) tutorial, this slightly more advanced tutorial will dive deeper into the following topics:

- Transitioning seamlessly between motion controller and hand-tracking modes in Unreal Engine.
- Adding custom debugging gizmos to improve development and testing workflows.
- Visualizing debug virtual hands by incorporating the custom gizmos.
- Animating virtual hand meshes with OpenXR hand-tracking data, moving beyond basic joint representation with cubes.
- Re-using and adapting the gesture recognition code from the introductory tutorial to integrate with the new animated virtual hand meshes. This guide will help you take your VR projects to the next level with polished and practical implementations.

Part 1:

VR Procedural Virtual Hand Mesh Animation Using OpenXR ...



Part 2:

VR Procedural Virtual Hand Mesh Animation Using OpenXR ...



Low-level Blueprint API

Unfortunately, due to Unreal Engine's limited availability of automated documentation generation tools, there is no updated online documentation for the SenseGlove Blueprint API. However, this does not mean that no documentation is available. In fact, most of the Blueprint code is already documented within the relevant header files. Any modules with the `Kismet` postfix in the name contain the Blueprint documentation. For example, the Blueprint documentation for the `core` module can be found inside the `Source/SenseGloveCoreKismet/Public/SGCoreKismet` directory.

There is also an [outdated Blueprint documentation hosted on GitLab](#). This documentation was generated for the early releases of the plugin using [kamrann/KantanDocGenPlugin](#) and [kamrann/KantanDocGenTool](#), which is no longer maintained.

Efforts are ongoing to generate comprehensive documentation using [PsichiX/unreal-doc](#), but progress has been hindered by various [known issues](#).

There are also other outdated materials that might still be partially relevant. These include [an example Unreal Engine Blueprint project](#) and [a video tutorial](#):

SenseGlove UE Tutorial 04 | Basic C++ API and Blueprints



Low-level C++ API

Due to Unreal Engine's limited availability of automated documentation generation tools, there is no updated online documentation for the SenseGlove Unreal Engine C++ API. However, this does not mean that no documentation is available. A significant portion of the API is documented within the relevant header files. For example, the C++ API documentation for the `core` module can be found inside the `Source/SenseGloveCore/Public/SGCore` directory.

Efforts are ongoing to generate comprehensive documentation using [PsichiX/unreal-doc](#), but progress has been hindered by various [known issues](#).

Nevertheless, since this plugin builds on top of the [SGConnect](#) and [SGCoreCpp](#) third-party C++ libraries, the [upstream documentation](#) provides detailed information on various aspects of the underlying SenseGlove C++ API.





There are also other outdated materials that might still be partially relevant. These include [an example Unreal Engine C++ project](#) and [a video tutorial](#):

SenseGlove UE Tutorial 04 | Basic C++ API and Blueprints



Platform Support Matrix

| | Windows (MSVC 2017) | Windows (MSVC 2019) | Windows (MSVC 2022) | Linux x86- 64 (Native Toolchain) | Linux AArch64 (Native Toolchain) |
|------|---------------------------|---------------------------|---------------------------|--|---|
| 5.6 | ✗ | ✗ | ✓ v2.6.x | ✓ v2.6.x | ✓ v2.6.x |
| 5.5 | ✗ | ✗ | ✓ v2.6.x | ✓ v2.6.x | ✓ v2.6.x |
| 5.4 | ✗ | ✗ | ✓ v2.6.x | ✓ v2.6.x | ✓ v2.6.x |
| 5.3 | ✗ | ⚠ v2.6.x | ⚠ v2.6.x | ⚠ v2.6.x | ⚠ v2.6.x |
| 5.2 | ✗ | ⚠ v2.4.x | ⚠ v2.4.x | ⚠ v2.4.x | ⚠ v2.4.x |
| 5.1 | ✗ | ⚠ v2.0.x | ⚠ v2.0.x | ⚠ v2.0.x | ⚠ v2.0.x |
| 5.0 | ✗ | ⚠ v1.6.x | ⚠ v1.6.x | ⚠ v1.6.x | ⚠ v1.6.x |
| 4.27 | ⚠ v1.4.x | ⚠ v1.4.x | ⚠ v1.4.x | ⚠ v1.4.x | ⚠ v1.4.x |
| 4.26 | ⚠ v1.0.x | ⚠ v1.0.x | ✗ | ⚠ v1.0.x | ✗ |
| 4.25 | ⚠ v1.0.x | ⚠ v1.0.x | ✗ | ⚠ v1.0.x | ✗ |
| 4.24 | ⚠ v1.0.x | ⚠ v1.0.x | ✗ | ⚠ v1.0.x | ✗ |
| 4.23 | ⚠ v1.0.x | ⚠ v1.0.x | ✗ | ⚠ v1.0.x | ✗ |

| | Windows (MSVC 2017) | Windows (MSVC 2019) | Windows (MSVC 2022) | Linux x86- 64 (Native Toolchain) | Linux AArch64 (Native Toolchain) |
|------|--|--|---|--|---|
| 4.22 |  v1.0.x |  v1.0.x |  |  v1.0.x |  |

-  Supported
-  Not supported by the latest release and might be lacking features
-  Not supported at all
-  Unknown or untested

Remarks:

- Per [Epic's Marketplace Guidelines](#) in regards to Code Plugins (sections 2.6.3.d and 3.1.b), we are only able to distribute or update the SenseGlove plugin for the last 3 stable versions of Unreal Engine. As a result, we won't be able to publish updates or bug fixes for the older versions of the Engine except on rare occasions and only through our official repository on Microsoft Azure DevOps.
- All third-party libraries on Windows built against Windows SDK 10.0.
- Oculus and VIVE support is only provided through the recommended Android NDK versions by Epic Games.
- [wjwwood/serial](#) requires Android NDK API Level 28+ in order to be built successfully.
- All third-party libraries target Android NDK API Level 29, thus any project relying on the plug-in should be build with the same NDK API Level.
- Meta Quest PCVR-mode support is only provided through the [Epic OpenXR plugin](#). Furthermore, the Standalone-mode support is also provided through the [Epic OpenXR plugin](#) only. Please note that enabling the Meta XR plugin will result in crashes or unexpected behavior. Meta XR plugin compatibility is being worked on at the moment and might be supported in the future.
- While HTC VIVE PCVR-mode support is only provided through the [Epic OpenXR plugin](#), the standalone-mode support is only provided through the [official HTC ViveOpenXR plugin](#) and no other plugin is supported.

Planned Features Completion Status

Implemented as of v2.6.x

- ☒ Full SenseGlove low-level core API access through Unreal C++.
- ☒ Full SenseGlove low-level core API access through Blueprint.
- ☒ DK 1 Support.
- ☒ Nova 1 Support.
- ☒ Nova 2 Support.
- ☒ Support for Microsoft Windows as a development platform.
- ☒ Support for GNU/Linux as a development platform.
- ☒ Support for Microsoft Windows as a deployment platform.
- ☒ Support for GNU/Linux x64 as a deployment platform.
- ☒ Support for GNU/Linux AArch64 as a deployment platform.
- ☒ Support for Android as a deployment platform.
- ☒ Support for Oculus Quest 2, Oculus Quest Pro, Oculus Quest 3, and Oculus Quest 3s.
- ☒ Support for HTC VIVE Pro, HTC VIVE Focus 3, HTC XR Elite, and HTC VIVE Focus Vision.
- ☒ Support for HTC VIVE Trackers and HTC VIVE Wrist Trackers.
- ☒ Support for both Bluetooth Serial and Bluetooth Low Energy.
- ☒ On-device calibration for Android without the need for SenseCom.
- ☒ Haptic feedback including force feedback, buzz, and thumper commands.
- ☒ A customizable Grab component that could be added to any actor.
- ☒ A customizable Touch component that could be added to any actor.
- ☒ Ability to grab, release, and throw objects around.
- ☒ Separation of the real and virtual hand rendering.
- ☒ An out-of-the-box customizable SGPawn with the ability to be extended in C++ and Blueprint.
- ☒ Easy wrist/hand tracking debugging using the SenseGlove Debug module.
- ☒ A generic Settings module with the ability to override settings.
- ☒ C++/Blueprint interaction events such as OnGrabStateUpdated, OnTouchStateUpdated, OnActorGrabbed, OnActorReleased,

OnActorBeginTouch, and OnActorEndTouch.

- ☒ A fall back to HMD and wrist tracker hardware auto-detection mechanism when automatic detection of the wrist tracker hardware is desired.
- ☒ OpenXR-compatible hand tracking (XR_EXT_hand_tracking) support.
- ☒ FXRMotionControllerData compatible hand animation system on UE versions 5.2, 5.3, and 5.4.
- ☒ FXRHandTrackingState compatible hand animation system on UE versions 5.5+.
- ☒ FXRMotionControllerData compatible wrist tracking system on UE versions 5.2, 5.3, and 5.4.
- ☒ FXRHandTrackingState compatible wrist tracking system on UE versions 5.5+.
- ☒ FXRMotionControllerData compatible hand interaction manipulation system on UE versions 5.2, 5.3, and 5.4.
- ☒ FXRHandTrackingState compatible hand interaction manipulation system on UE versions 5.5+.
- ☒ Ability to fallback to hand tracking when a glove is not present and use the bare hands for interactions, or a combination of glove and hand tracking if no motion controller input is detected.
- ☒ The SenseGlove grab/touch sockets one-click-setup ability on any Epic-compliant virtual hand mesh from within the Unreal Editor's Content Browser, Skeleton Editor, or Skeletal Mesh Editor.
- ☒ A flexible virtual hand animation system that can take the mesh bone's transforms into account for a more reliable hand animation.
- ☒ Ability to manage the Engine Scalability Settings through the SenseGlove plugin in order to change the graphics settings on the fly.
- ☒ Ability to automatically ask for the required permissions on Android when the plugin is enabled in any UE project.
- ☒ ViveOpenXR plugin compatibility.

Upcoming features planned for the v2.6.x release

Planned features long-term

- ■ Get tracking input from sources other than a SenseGlove device.
- ■ Be able to assign behaviors to different objects (meshes) in the scene (e.g. Slider, Hinge, basic Grabables, etc).
- ■ Make it so developers can define or extend their own behavior(s) to an object through Code / Blueprint (e.g. I want a car door that is like a slider, but follows a path rather than a straight line).
- ■ Make the hand(s) able to push around physics-driven objects (for as much as their behaviors allow) (in backlog).
- ■ Be able to grab objects with up to 2 hands (and move them around with both hands at the same time in a way that seems realistic).
- ■ Ensure that our virtual hands (and the objects they hold) do not phase through other physics objects (e.g. walls and tables).
- ■ Allow other scripts to force a grab and/or release to occur (for example, when you place it apart at the designated location, it gets removed from your hand and snaps into place).
- ■ Have some form of weight simulation by making certain objects harder to push, lowering manipulation speed, or making objects only moveable with two hands.
- ■ (Optional) Make it so the fingers of your virtual hands do not clip inside the meshes you are holding (certain people see this as an indicator of how fast the Force-Feedback activates - but it's basically just rendering).

Changelog

All notable changes to this project will be documented in this file.

The format is based on [Keep a Changelog](#), and this project adheres to [Semantic Versioning](#).

[Unreleased]

Fixed

- Fix a typo in the function name `SGDeviceList::SenseCommRunning()`. This fix breaks ABI and API compatibility with previous versions of the plugin and affects both C++ and Blueprint code.

Changed

- `SGDeviceList::SenseCommRunning()` has been renamed to `SGDeviceList::SenseComRunning()` due to a typo. This change breaks ABI and API compatibility with previous versions of the plugin and affects both C++ and Blueprint code.
- Bumped the SenseGlove libraries to `v2.205.1-cb26979ed`.

Removed

- Dropped support for Unreal Engine 5.3, which was already deprecated in the `v2.6.x` release series.
- Dropped support for MSVC `v142` (Visual Studio 2019), since UE 5.3 was the last supported version relying on it.

- Cleaned up remnants of the long-removed Unreal Engine 5.2 from third-party module *.Build.cs files.
- Cleaned up remnants of the long-removed Unreal Engine 5.2 from SenseGlove.Build.cs , SenseGloveKismet.Build.cs , SenseGloveTracking.Build.cs , files.
- Cleaned up remnants of the long-removed Unreal Engine 5.2 from SenseGloveTracking module.

[2.6.3] - 2025-06-27

This patch release contains no changes to the plugin code. It includes only documentation updates and improvements.

Documentation

- Added a new section to the handbook titled [Third-Party OpenXR Integrations](#) section.
- Additional minor fixes and improvements that may not be listed here.

[2.6.2] - 2025-06-10

This patch release contains no changes to the plugin code. It includes only documentation updates and improvements.

Documentation

- Added [a third-party tutorial to the Optimizing Your Project for Higher FPS](#) section.

[2.6.1] - 2025-06-05

This patch release addresses several critical build and linking issues.

Fixed

- Fix a linking issue on GNU/Linux with UE 5.6 where SenseGlove libraries were built against dynamic versions of `libc++` and `libc++abi` libraries rather than the static versions.
- Fix an issue where SenseGlove libraries for some targets were not actually built with `C++20` and still were built against `C++17`.
- Fix an issue where SenseGlove libraries for some targets were built or linked with incorrect settings.
- Additional minor fixes and improvements that may not be listed here.

Changed

- Bumped the SenseGlove libraries to `v2.204.0-3a37b1977`.

Removed

- SenseGlove plugin no longer ships Boost or wjwwood's Serial Communication Library header files as SenseGlove public headers shipped with `v2.204.0-3a37b1977` render them redundant. This significantly removes clutter, free up disk space, and speed up builds to some extent.

Documentation

- Fix some changelog typos.
- Additional minor fixes and improvements that may not be listed here.

[2.6.0] - 2025-06-04

This minor release delivers broad compatibility, stability, and maintainability enhancements, focusing on bringing full Unreal Engine 5.6 support, C++20 migration, and resolving various GNU/Linux build issues.

Added

- Added support for Epic Native Toolchain v25, which will be shipped with the upcoming UE 5.6.

Fixed

- Resolved GNU/Linux build issues for Unreal Engine 5.5 and 5.6 caused by incorrect linkage to GNU/GCC's `libstdc++` instead of LLVM/Clang's `libc++`.
- Fix `sgLog` build issues on GNU/Linux with UE 5.6.
- Fix type conversion safety and consistency issues across all `sgLog` formatters.
- Resolved a critical deadlock between the rendering and game threads in Unreal Engine 5.6 that occurs when `IHeadMountedDisplay::GetHMDMonitorInfo()` is invoked from `FSGXRTracker::GetControllerTransform()`. This is similar to another [critical deadlock issue \(UE-212224\)](#), occurring during `PipelinedFrameState` acquisition, addressed in the v2.5.0 release.
- Additional minor fixes and improvements that may not be listed here.

Changed

- Replaced Epic Native Toolchain v24 support with Epic Native Toolchain v25 due to the fact that now v25 is the default Linux toolchain for UE 5.6.
- Revamped `FSGHMDTracker` to resolve a critical deadlock between the rendering and game threads in Unreal Engine 5.6 that occurs when `IHeadMountedDisplay::GetHMDMonitorInfo()` is invoked from `FSGXRTracker::GetControllerTransform()`. This is similar to another [critical](#)

deadlock issue (UE-212224), occurring during `PipelinedFrameState` acquisition, addressed in the [v2.5.0](#) release.

- Revamped the UBT logic for importing third-party headers and libraries by introducing third-party dependency modules, `SGbleThirdPartyLibs`, `SGConnectThirdPartyHeaders`, `SGConnectThirdPartyLibs`, `SGCoreThirdPartyLibs`, and `SGSerialThirdPartyLibs`, which significantly reduces UBT boilerplate code and increases maintainability.
- Bumped the SenseGlove libraries to `v2.203.0-f3d3e676`.
- SenseGlove libraries have migrated to `C++20` from `C++17`.
- Revamped the `SGLog` logging utility class to use `TUniquePtr` instead of `std::unique_ptr`.
- `SGLog` now relies on `TAtomic<bool>` for thread-safe initialization.
- `SGBackend` now relies on `TAtomic<bool>` for thread-safe initialization.
- `USGBackend::IsBackendInitialized()` is no longer inlined and the initialization flag has been moved to the private implementation of `USGBackend`.
- Bumped the SenseGlove Unreal Engine Marketplace Packager `v0.6.0-4108c6f`.

Removed

- Dropped support for Epic Native Toolchain `v24`, which was last shipped with the preview release of UE `5.6`, but has been removed from the `5.6` branch on GitHub.

Deprecated

- This is the last minor release to support Unreal Engine `5.3` and its support will be removed from the next minor or major releases.

Documentation

- Revised the outdated [Plugin Directory Structure](#) section to accurately reflect the latest changes to the `Source/ThirdParty` directory layout changes.

- Lock the [mdbook](#) crate version to `v0.49.0` to avoid layout issues introduced with `v0.50.0`.
- Additional minor fixes and improvements that may not be listed here.

[2.5.0] - 2025-05-09

This minor release primarily focuses on bringing Bluetooth Low Energy support to the SenseGlove Unreal Engine integration.

Added

- Added support for Epic Native Toolchain `v24`, which will be shipped with the upcoming UE `5.6`.

Fixed

- Backend initialization error handling on Android.
- Fix [a critical issue introduced by UE 5.5](#) that [also affects the upcoming UE 5.6](#). This is known as issue `UE-212224`, which leads to a deadlock during `PipelineFrameState` acquisition between the game and rendering threads.
- Additional minor fixes and improvements that may not be listed here.

Changed

- The error codes returned from `FSGConnectJNI::Initialize()` and `FSGCoreJNI::Initialize()` have been changed. This is a breaking change for any code that relies on handling the return codes from those functions.
- Bumped the SenseGlove libraries to the `v2.200.0-0cb715d0` release with BLE (Bluetooth Low Energy) support.

Removed

- Dropped support for Unreal Engine 5.2 and Epic Native Toolchain v21 (previously used for building UE 5.2 Linux dependencies), as they were already deprecated in the v2.4.x release series.

Documentation

- Revamped [SenseCom documentation](#) in order to divide the SenseCom instructions section into [Bluetooth Low Energy instructions for SenseCom](#) and [Bluetooth Serial instructions for SenseCom](#) sections.
- Added [Bluetooth Low Energy instructions for SenseCom](#).
- Added [Bluetooth Serial instructions for Android](#).
- Added [SGBLE and SGBLExx Rust Dependency Licenses](#).
- Bumped the [mdbook-epub](#) crate to [cac03b7f4b151f106f7f05b13da4c33fc098dd2c](#).
- List the third-party tutorials inside the [Extra Resources](#) section in a categorized manner.
- Improved changelog formatting.
- Additional minor fixes and improvements that may not be listed here.

[2.4.2] - 2025-02-17

This is a patch release to address minor issues in the SenseGlove Unreal Engine Handbook, with no modifications to the plugin code.

Documentation

- List the third-party tutorials with a description in their corresponding parent sections.
- Additional minor fixes and improvements that may not be listed here.

[2.4.1] - 2025-02-14

This is a patch release to address minor issues in the SenseGlove Unreal Engine Handbook, with no modifications to the plugin code.

Documentation

- Fix a bug that breaks the custom CSS styles on the Handbook's release URLs (e.g. <https://unreal.docs.senseglove.com/2.4/>) by reverting an unintentional change from the `v2.4.0` .
- Applied a minor Handbook Makefile fix.
- Additional minor fixes and improvements that may not be listed here.

[2.4.0] - 2025-02-14

This minor release brings various improvements and, notably, the first version to add support for VIVE standalone mode with ViveOpenXR compatibility.

Added

- Added the ePub version of the SenseGlove Unreal Engine Handbook.
- Added `FSGConnectJNI::Initialize()` and `FSGCoreJNI::Initialize()` return codes to Android logs for detailed debugging purposes through `adb logcat` .
- Introduced compatibility with the `viveOpenXR` plugin.
- Added the `FSGPluginUtils` utility class for other plugins or modules availability detection such as `Meta XR` and `ViveOpenXR` .
- Added various HTC HMDs auto-detection support on Android.
- Added support for HTC VIVE Focus Vision HMD auto-detection.
- Added support for HTC Vive Wrist Trackers support on Android using the official `viveOpenXR` plugin's OpenXR positional tracking provider `OpenXRViveWristTracker` .
- Added enum `ESGOpenXRPositionalTrackingProvider` .

- Added the `OpenXRPositionalTrackingProvider` option to the plugin's wrist-tracker settings to either manually set the positional tracking provider or auto-detect it based on a combination of tracker hardware settings, targeted platform, available OpenXR plugins, or the auto-detected HMD hardware.

Fixed

- Fix a critical issue where `HandStates->GetTransform(KeyPoint)` was incorrectly resolving to `(&HandStates[0])->GetTransform(KeyPoint)`, causing both hands to use the left hand's wrist transform under specific conditions. This occurred when the `bFallbackToHandTrackingIfNoGloveDetected` option was enabled, two gloves were present, and no hardware wrist-tracking device was active, resulting in both hands overlapping at the same transform.
- `FSGArrayUtils` optimizations that affect the plugin performance as a whole.
- Additional minor fixes and improvements that may not be listed here.

Changed

- Now the motion sources for the wrist-tracking hardware or hand-tracking are queried and populated dynamically rather than relying on the hardcoded `EControllerHand` enum. This allows the SenseGlove Unreal Engine Plugin to integrate better into other plugins such as `ViveOpenXR`, which when enabled, provides many more options as the motion source for their various wrist-tracking hardware.
- `FSGWristTrackingSettings::LeftHandMotionSource` and `FSGWristTrackingSettings::RightHandMotionSource` types have changed from `EControllerHand` to `FName`.
- Bumped the SenseGlove libraries to `v2.105.3-97ea18cb`.
- Bumped the SenseGlove Unreal Engine Marketplace Packager `v0.5.0-7df1183`.
- Bumped the copyright years.
- This is the last release to support Unreal Engine 5.2. From `v2.5.x` onwards only UE 5.3 and newer will be supported.
- The `ESGViveHMDDetectionPriority` enum items have changed and are no longer backward-compatible.

Deprecated

- This is the last minor release to support Unreal Engine 5.2 and its support will be removed from the next minor or major releases.

Documentation

- Reintroduced the Handbook in ePub format.
- Revamped the [Enabling XR_EXT_hand_tracking OpenXR Extension on VR Headsets](#) and [Deploying to Android \(Standalone\)](#) documentation, and added the `ViveOpenXR`-compatible instructions as well.
- Significantly improved the [Setting Up the Wrist Tracking Hardware](#) section by providing more detailed documentation and example configuration per HMD and wrist tracking hardware.
- Clarified [how to set up the VIVE Wrist Trackers in various configurations](#).
- Added [HTC VIVE specific optimization tips for running in standalone mode](#).
- Fixed a few broken URLs caused by bad markdown formatting.
- Applied various Handbook Makefile fixes.
- Clarified the HTC VIVE standalone support status in the platform support matrix.
- Bumped the `mdbook-alerts` crate to `v0.7.x`.
- Reintroduced `mdbook-epub` at `d1536bbdc1ca00320522ad73a967e15057ef573` from the `master` branch as the blocking issues in [#115](#) have been address in `1ca2a860f6ed405c00914a3aadd8057d5050b29b`.
- Added third-party tutorials to the following sections: [Enabling XR_EXT_hand_tracking on VR Headsets](#), [Deploying to Android \(Standalone\)](#), and [OpenXR](#).
- Additional minor fixes and improvements that may not be listed here.
- List the `VRExpansionPlugin` demo in the [Extra Resources](#) section.

[2.3.2] - 2025-01-28

This patch release addresses a critical issue backported from the upcoming 2.4.x release to 2.3.x.

Fixed

- Fix a critical issue backported from the upcoming 2.4.x release where `HandStates->GetTransform(KeyPoint)` was incorrectly resolving to `(&HandStates[0])->GetTransform(KeyPoint)`, causing both hands to use the left hand's wrist transform under specific conditions. This occurred when the `bFallbackToHandTrackingIfNoGloveDetected` option was enabled, two gloves were present, and no hardware wrist-tracking device was active, resulting in both hands overlapping at the same transform.

[2.3.1] - 2024-11-27

This patch release addresses a few issues with SenseGlove Sockets Editor.

Fixed

- Additional minor fixes and improvements that may not be listed here.

Changed

- The SenseGlove Sockets Editor now calculates hand bone reference transforms using the current virtual hand mesh being edited, rather than the reference mesh, when adding SenseGlove sockets.

[2.3.0] - 2024-11-13

This minor release includes some improvements and adds official Unreal Engine 5.5 Fab support.

Added

- Added `USGAndroidPermissions` to the `SenseGloveAndroid` module, enhancing the plugin's permission request process on Android. Now, a pop-up prompts the user to grant permissions, preventing silent crashes when permissions haven't been granted beforehand.
- Added Unreal Engine 5.5 Fab support.

Fixed

- Fix UE 5.5 deprecation warnings inside `USGVirtualHandComponent`.
- Additional minor fixes and improvements that may not be listed here.

[2.2.2] - 2024-11-08

This patch release addresses a few issues with both glove and hand-tracking.

Fixed

- Fixed a chain of critical bugs that gets triggered due to `GloveConnectivityCheckInterval` getting passed as seconds to the engine rather than milliseconds. Thus, the default or any large value for `GloveConnectivityCheckInterval` causes noticeable long delays between glove-connectivity-check intervals and consequently renders the hand-tracking state invalid in certain situations when the `bFallbackToHandTrackingIfNoGloveDetected` option is false.

[2.2.1] - 2024-10-23

This patch release focuses exclusively on updates to the documentation.

Documentation

- Updated all URLs, screenshots, and tutorials to reflect the transition from the Unreal Engine Marketplace to Fab, Epic's new unified content marketplace.
- Revised documentation now points to the new home of the SenseGlove Unreal Engine Plugin on Fab, ensuring users have access to the latest resources and information.

[2.2.0] - 2024-10-22

This is a minor release with some breaking API and ABI changes, focusing mainly on migrating away from the deprecated `FXRMotionControllerData` in favor of `FXRMotionControllerState` and `FXRHandTrackingState` on Unreal Engine 5.5+.

Added

- Completed support for the upcoming Unreal Engine 5.5 release.
- Added `USGVirtualHandComponent::GetMotionControllerState()` and the equivalent Blueprint function `UVirtualHandComponentKismetLibrary::GetMotionControllerState` on UE 5.5+.
- Added `USGVirtualHandComponent::GetHandTrackingState()` and the equivalent Blueprint function `UVirtualHandComponentKismetLibrary::GetHandTrackingState` on UE 5.5+.
- Added `USGWristTrackerComponent::GetMotionControllerState()` and the equivalent Blueprint function `UWristTrackerComponentKismetLibrary::GetMotionControllerState` on UE 5.5+.
- Added `USGWristTrackerComponent::GetHandTrackingState()` and the equivalent Blueprint function `UWristTrackerComponentKismetLibrary::GetHandTrackingState` on UE 5.5+.
- Added a variant of `FSGDebugVirtualHand::Draw()` and the equivalent Blueprint function `USGDebugVirtualHandKismetLibrary::Draw_FXRHandTrackingState()` which accept `FXRHandTrackingState` on UE 5.5+.

- Added the new member `bTracked` to the `FSGXRHandState` struct.
- Added `FSGXRTracker::GetMotionControllerState()` and the equivalent Blueprint function `USGXRTrackerKismetLibrary::GetMotionControllerState()` .
- Added `FSGXRTracker::GetHandTrackingState()` and the equivalent Blueprint function `USGXRTrackerKismetLibrary::GetHandTrackingState()` .

Fixed

- Additional minor fixes and improvements that may not be listed here.

Changed

- Replaced all internal usages of the `FXRMotionControllerData` struct with either `FXRMotionControllerState` OR `FXRHandTrackingState` on UE 5.5+ .
- Deprecated `USGVirtualHandComponent::GetMotionControllerData()` on UE 5.5+ .
- Deprecated `USGWristTrackerComponent::GetMotionControllerData()` on UE 5.5+ .
- Deprecated the variant of `FSGDebugVirtualHand::Draw()` which accepts `FXRMotionControllerData` as a parameter on UE 5.5+ .
- Renamed `USGDebugVirtualHandKismetLibrary::Draw` to `USGDebugVirtualHandKismetLibrary::Draw_FXRMotionControllerData` for more clarification.
- Renamed an `FSGXRHandState` member from `bReceivedJointPoses` to `bHasReceivedJointPoses` .
- Changed the `FSGXRTracker::GetAllKeypointStates()` signature on UE 5.5+ to match the `IHandTracker` interface API changes.
- The animation system on UE 5.5+ has been revamped to utilize `FXRHandTrackingState` instead of `FXRMotionControllerData` .
- The wrist tracking system on UE 5.5+ has been revamped to utilize `FXRHandTrackingState` instead of `FXRMotionControllerData` .
- The hand interaction manipulation on UE 5.5+ has been revamped to utilize `FXRHandTrackingState` .
- The virtual hand debugging system on UE 5.5+ has been revamped to utilize `FXRHandTrackingState` .

Documentation

- Added the documentation on consuming the `FXRHandTrackingState` struct in both Blueprint and C++.
- Updated the documentation on consuming the `FXRMotionControllerData` struct.
- Additional minor documentation fixes and improvements that may not be listed here.

[2.1.4] - 2024-10-22

This is a bugfix release that delivers some documentation fixes.

Documentation

- Updated the documentation on consuming the `FXRMotionControllerData` struct.
- Additional minor documentation fixes and improvements that may not be listed here.

[2.1.3] - 2024-10-11

This bugfix release centers on adding initial support for the upcoming Unreal Engine 5.5 .

Added

- Added initial support for the upcoming Unreal Engine 5.5 release. Please note that, while the plugin is functional, a few adjustments are still required to address deprecation warnings. Specifically, the `FXRMotionControllerData` struct needs to be replaced with the newly introduced `FXRMotionControllerState` and

`FXRHandTrackingState` structs, along with adjustments to adhere to the new hand-tracking API changes.

- Added support for Epic Native Toolchain v23 .

Fixed

- Fix a bug inside `USGVirtualHandComponent::PostEditChangeProperty()` where the get member name check happens against the wrong class and member names.
- Additional minor fixes and improvements that may not be listed here.

Changed

- The SenseGlove libraries have been updated to v2.105.0-02a2e508 .

[2.1.2] - 2024-09-02

This is a bugfix release that addresses a few non-critical issues and documentation fixes.

Fixed

- Fix a bug where the hands are always visible even when `bVisibleWhenHandDataUnavailable` is disabled.
- Fix a bug where the `HandVisibilityChangedEvent` event is not triggered on the virtual hand component visibility changes.
- Fix the wrong script name for `USGHMDTrackerKismetLibrary` .
- Fix the wrong script name for `USGXRTTrackerKismetLibrary` .
- Fix `LogPython: Warning: 'SGHMDTrackerKismetLibrary' and 'SGXRTTrackerKismetLibrary' have the same name` (`SenseGloveHeadMountDisplayKismetLibrary`) when exposed to Python. Rename one of them using `'ScriptName'` meta-data when packaging the game.

- Fix the non-existent default hand-mesh warnings polluting the logs when packaging the game.
- Expanded the clickable area on the handbook index page revision buttons.
- Minor documentation fixes.

[2.1.1] - 2024-08-18

This is a bugfix release with no actual plugin code changes, mostly addressing issues in the documentation and third-party dependencies caused by source control merge conflicts.

Fixed

- Fix the messed up changelog file caused by cherry-picking merge conflicts between the dev branch and the master branch.
- Fix a bug that causes a handbook revision mismatch when deploying the handbook from the dev branch.
- Fix a bug where `SG_GIT_IS_SHALLOW_CLONE` while building the handbook is always set to `yes` even if it's not a shadow clone because `SG_DOT_GIT_SHALLOW_FILE` evaluates to an empty string when the `.git/shallow` file does not exist.
- Fix some documentation typos.

Removed

- Removed Android NDK `r25 armv7` and `x86` dependencies brought back by mistake while merging `v2.1.0` from the dev branch to the master branch.

[2.1.0] - 2024-08-16

This is a minor release focusing mainly on bringing OpenXR-compatible hand tracking support (`XR_EXT_hand_tracking`) and Head-mounted Display automatic

detection for adjusting wrist tracker offsets automatically at runtime.

Added

- Added `SenseGloveTracking` module which provides OpenXR-compatible hand tracking by implementing `XR_EXT_hand_tracking` support, HMD auto-detection, and `SenseGlove` device tracking.
- Added `USenseGloveTrackingKismet` module in order to expose part of the `SenseGloveTracking` functionality to Blueprint.
- Added `FSGXRTracker`, the underlying main class that implements the OpenXR compatibility.
- Added `USGXRTrackerKismetLibrary` in order to allow Blueprint to retrieve the `FXRMotionControllerData` directly from our tracking module.
- Added the `SGTrackingTypes` header to the `SenseGloveTypes` module in order to define and share `SenseGloveTracking` module types through this header across the plugin modules.
- A fallback to HMD and wrist tracker hardware auto-detection mechanism has been added to be triggered in situations when automatic detection of the wrist tracker hardware is desired, e.g., either by not setting it explicitly, or setting it to the default `None` value. Please note that this is still highly experimental and HTC VIVE Focus 3 and HTC XR Elite cannot be distinguished in the current iteration. Though, since the tracker devices and offsets for both headsets are the same in the end it does not make a difference if both headsets are detected as each other.
- Added `ESGHeadMountedDisplayDevice` enum with supported HMDs list.
- Added `ESGViveHMDDetectionPriority` enum in order to choose which headset we attempt to detect between VIVE Focus 3 and VIVE XR Elite as we cannot distinguish them, yet.
- Added the `FSGHMDTracker` utility class, in order to easily gather information about the HMD device at runtime.
- Added `USGHMDTrackerKismetLibrary` which exposes the equivalent C++ HMD auto-detection functionality to Blueprint.
- Added `FSGHMDTrackingSettings` config struct.
- Added the `FSGGloveTracer` utility class, in order to easily check the left or right glove connectivity or retrieve the connected glove instances.

- Added `USGGloveTrackerKismetLibrary` which exposes the equivalent C++ functionality to Blueprint.
- Added `FSGGloveTrackingSettings` config struct.
- Added `FSGTrackingSettings` config struct.
- Added `FSGHandTrackingSettings` config struct.
- Added `FSGWristTrackingDebuggingSettings` config struct.
- Added `FSGVirtualHandSettings` config struct.
- Added `FSGVirtualHandAnimationSettings` config struct.
- Added `FSGVirtualHandDebuggingSettings` config struct.
- Added `FSGVirtualHandGrabSettings` config struct.
- Added `FSGVirtualHandHapticsSettings` config struct.
- Added `FSGVirtualHandMeshSettings` config struct.
- Added `FSGVirtualHandPhalangesLengthSettings` config struct.
- Added `FSGVirtualHandTouchSettings` config struct.
- Added `USGVirtualHandComponent::OnHandVisibilityChanged()` event in order to notify other components/actors whenever the virtual hand mesh appears or disappears (for example, this could happen when a glove is connected/disconnected).
- `GetMotionControllerData()` has been introduced to the `USGVirtualHandComponent` in order to retrieve the OpenXR-compatible glove data in Unreal's `FXRMotionControllerData` format.
- Added `FSGVirtualHandAnimInstanceProxy::GetMotionControllerData()` and many more accessor methods usable only by child classes to allow consumption of the data required for manipulating the virtual hand mesh animations.
- `GetMotionControllerData()` has been introduced to the `USGWristTrackerComponent` in order to retrieve the OpenXR-compatible glove data in Unreal's `FXRMotionControllerData` format.
- Added `USGGrabComponent::SimulatePhysics()` method.
- Added `FSGDebugCube`.
- Added `FSGDebugCubeSettings`.
- Added the `SenseGloveDebugKismet` module in order to allow drawing of debugging, cubes, gizmos, and virtual hands from Blueprint.
- Added `USGDebugCubeKismetLibrary` in order to expose the `FSGDebugCube` functionalities to Blueprint.

- Added `USGDebugGizmoKismetLibrary` in order to expose the `FSGDebugGizmo` functionalities to Blueprint.
- Added `USGDebugVirtualHandKismetLibrary` in order to expose the `FSGDebugVirtualHand` functionalities to Blueprint.
- Added a new static `Draw()` method overload to `DebugGizmo` which allows passing an `FQuat` instead of a `FRotator`.
- Introduced a new `FXRMotionControllerData` compatible hand animation system with the ability to take the mesh bone's transforms into account for a more reliable hand animation.
- Introduced a new `FXRMotionControllerData` compatible wrist tracking system.
- Introduced a new `FXRMotionControllerData` compatible hand interaction manipulation system.
- Added the ability to fallback to hand tracking when a glove is not present and use the bare hands for interactions, or a combination of glove and hand tracking if no motion controller input is detected.
- Added the SenseGlove grab/touch sockets one-click-setup ability on any Epic-compliant virtual hand mesh from within the Unreal Editor's Content Browser, Skeleton Editor, or Skeletal Mesh Editor by extending the Unreal Editor.
- Added `FSGAssetUtils` editor-only class.
- Added `FSGContentBrowserExtension` editor-only class.
- Added `FSGPluginStyle` editor-only class.
- Added `FSGSocketsEditor` editor-only class.
- Added `FSGSocketsEditorCommands` editor-only class.
- Added the `FSGInitializationSettings` config struct in order to control how the plugin is initialized.
- Introduced the `FSGGameUserSettings` for managing the Engine Scalability Settings through the SenseGlove plugin in order to change the graphics settings on the fly.
- Added `USGGameUserSettingsKismetLibrary` in order to allow all the Engine Scalability Settings to be managed from the Blueprint side.
- Added `FSGGameUserSettingsSettings` config struct.
- Added the SenseGlove console commands:
`SG_GetEngineScalabilitySettings()` and
`SG_SetEngineScalabilitySettings(Scalability)`.
- Added `SGHardwareBenchmarkingSettings` config struct.
- Introduced `ESGEngineScalabilitySettings` enum.

- Added `FSGVirtualHandSettingsOverrides` config struct used by the new settings override system.
- Added `SGWristTrackingSettingsOverrides` config structured by the new settings override system.
- Added support for Android API level 32 in addition to the API level 29.
- Introduced the SenseGlove Unreal Engine Handbook as an attempt at documenting the SenseGlove Unreal Engine Plugin.
- Merged the `pack` utility branch to the plugin's source code at `/Packager` which adds the SenseGlove Unreal Engine Marketplace Packager `v0.4.0-a65bb20` binaries and configurations.

Fixed

- Fixed a bug when the virtual hand inside the game is not visible but still collides with other objects inside the scene, mistakenly triggering events like `OnGrabStateUpdated` and `OnTouchStateUpdated`.
- Fixed a bug where `USGGrabComponent`'s `bAffectPhysicsState` does not enables physics on its owning actor at `BeginPlay()`.
- Fixed various wrong Kismet script names and their class exports.
- Fixed the display name for various overloads of the Blueprint-exposed function `Queue Command Vibro Level` to expose sensible display names.
- Some Android UPL tweaks, permission, and build fixes.
- Many other large and small fixes and improvements that might not be listed here.
- A few small bugfixes that have already been backported to the `v2.0.x` series.

Changed

- Now, if `bValidateIfDefaultClassesAreSGCompliant` option from `FSGInitializationSettings` is enabled (default) the SenseGlove plugin checks for default SenseGlove-compliant `GameMode`, `GameInstance`, etc, at module initialization and tries to set to default, native SenseGlove classes, if any of those default classes are not a SenseGlove or a SenseGlove-derived class.

- The `USGSettings` has been fully revamped with more customizations added and categorized in a different manner adding many new structs and removing some, in order to have fine-grained control over the various aspects and functionality of the plugin components.
- The `USGSettings` constructor visibility has been changed from public to private.
- The Settings override system has been overhauled as well affecting how we override settings from the `USGVirtualHandComponent` and `USGWristTrackerComponent`.
- The SenseGlove libraries have been updated to `v2.104.1-55fddb2`.
- `GetHandPose()` has been replaced by `GetMotionControllerData()` inside `USGVirtualHandComponent` (see the relevant entry in the Added and Removed sections).
- Many functions inside `USGVirtualHandComponent` for retrieving bone names or reference transforms has been renamed to return different data types; e.g. `GetLeftHandFingerBoneNames()`, `GetRightHandFingerBoneNames()`, `GetLeftHandFingerBoneName()`, and `GetRightHandFingerBoneName()` renamed to `GetLeftHandBoneNames()`, `GetRightHandBoneNames()`, `GetLeftHandBoneName()`, and `GetRightHandBoneName()` respectively.
- `bHiddenInGameIfNoGloveDetected` uproperty from `USGVirtualHandComponent` has been renamed to `bVisibleWhenHandDataUnavailable` and accordingly all of its getters and setters; `bVisibleWhenHandDataUnavailable = false` now acts as `bHiddenInGameIfNoGloveDetected = true`, and vice-versa.
- `USGWristTrackerComponent` NOW USES `FXRMotionControllerData` for wrist tracking instead of calculating the wrist location by calling the SenseGlove API.
- `FSGVirtualHandAnimInstanceProxy` now relies on `FXRMotionControllerData` to animate the hands instead of a `TMap` of bone names and rotations which allows it to also apply the bone locations.
- The new OpenXR animation system now takes into account the mesh bone's transforms for a more reliable hand animation.
- `FSGDebugVirtualHand::Draw()` now accepts a `FXRMotionControllerData` parameter instead of all `WristLocation`, `WristRotation`, `JointPositions`, and `JointRotations` parameters.
- `FSGDebugVirtualHandSettings` has been renamed to `FSGVirtualHandDebuggingSettings`.
- The value for `USGGrabComponent`'s `AttachmentSocketName` uproperty now defaults to the value of the plugin's `GrabAttachPointSocketName` instead of

Name_NONE .

- The `SGGrabComponent` now enables `bGravityEnabled`, `bSimulatePhysics`, and calls `WakeRigidBody` on its owning actor at `BeginPlay()` if `bAffectPhysicsState` is enabled.
- Updated the Directory Structure section of the main README file to reflect the latest toolchain support status.
- The `/CHANGELOG.md` file has been migrated to `/Handbook/src/overview/changeLog.md`
- The `/LICENSE.md` file has been migrated to `/Handbook/src/license/senseglove-unreal-engine-plugin.md`
- The `/LICENSE-THIRD-PARTY.md` file has been migrated to `/Handbook/src/license/third-party.md` and every third-party component's license has been split; adding `/Handbook/src/license/senseglove-sdk.md` for the SenseGlove SDK, `/Handbook/src/license/boost-cpp-libraries.md` for the Boost C++ Libraries, and `/Handbook/src/license/serial-communication-library.md` for the Serial Communication Library.
- The Platform Support Matrix section of the main README file has been migrated to `/Handbook/src/overview/platform-support-matrix.md`.
- The Planned Features Completion Status section of the main README file has been migrated to `/Handbook/src/overview/planned-features-completion-status.md`.
- The Directory Structure section of the main README file has been migrated to `/Handbook/src/overview/directory-structure.md`.
- The SenseGlove settings' main config struct is now marked as `DefaultConfig` which means it does not require to be saved when settings are changed and they take effect immediately as the user updates them.
- Replaced all bitfield uproperties with booleans.
- Changed the DocsURL from the [old Blueprint docs website](#) to the new [SenseGlove Unreal Engine Handbook website](#).
- The Blueprint signature for various overloads of the Blueprint-exposed function `Queue Command Vibro Level` has been changed to expose sensible display names.

Removed

- Dropped support for Unreal Engine 5.1 and Epic Native Toolchain v20 (used to build UE 5.0 and 5.1 Linux dependencies).
- Removed the Allbreaker virtual hand model as it's no longer compatible with the SenseGlove plugin.
- Removed `ASGVirtualHandActor` as it was experimental and we no longer maintain it and haven't been doing so for a long time.
- Removed `FSGVirtualHandAnimInstanceProxy::GetBonesRotations()`.
- Removed `USGVirtualHandComponent::GetHandPose()` and it's no longer possible to get the hand pose data from `USGVirtualHandComponent` as `GetHandPose()` has been removed. If you need it, you could always use the SenseGlove low-level API to retrieve it from the glove.
- Removed also `GetFingerBoneName()`, `GetFingerBoneRefTransform()`, `GetFingerBoneRefRotation()` and `GetFingerBoneRefRotation()` from `USGVirtualHandComponent`.
- Removed some remnants of UE 5.1 and older releases from the C++ code.
- Removed the `pack` utility branch and merge it to the plugin's source code at `/Packager`.

Known Issues

- With the new OpenXR release, the separation of the real and virtual hand rendering is broken. The reason is the animation system now uses the OpenXR data in the world transforms which yields better animations, but comes at the cost of overriding the the hand position set by the wrist tracker component's position and rotation. If `FXRMotionControllerData` is invalid and `bVisibleWhenHandDataUnavailable` is enabled for example, the system works as expected, since the animation system won't proceed to animate the hand meshes without valid `FXRMotionControllerData`. Since the animation system is only aware of the hand mesh it's animating versus the real hand and virtual hand meshes it means either it should become aware of the physics events like begin and end overlap events and also the real vs virtual hands, or it should resort back to animating the virtual hand meshes in local or component space.

This release marks this feature as broken for now until we come up with a reasonable solution in the future.

- The `UXRDeviceVisualizationComponent` provided by Unreal Engine is used in the `SGPawn` class as `ControllerVisualizerLeft` and `ControllerVisualizerRight` for implementing the wrist tracking hardware visualization feature. However, it is not compatible with the new OpenXR system in certain scenarios. For instance, when the motion controllers serve as wrist tracking hardware since the SenseGlove plugin is now introduced to the engine as an `OpenXRHandTracking` system, it causes the `UXRDeviceVisualizationComponent` to visualize the wrist tracking hardware at coordinates $(0.0f, 0.0f, 0.0f)$ instead of their actual location and rotation in the world. This happens because the component incorrectly registers them as inactive, possibly because it's assumed hand tracking and motion controllers cannot be in use at the same time. Currently, we use this feature solely for debugging, and we have an alternative in the form of wrist-tracking debug gizmos, which can be toggled on or off via the settings system. In future releases, we might remove this feature due to its incompatibility, unless we find a solution to make the `UXRDeviceVisualizationComponent` work with the new system. Alternatively, we may develop our own version of the `UXRDeviceVisualizationComponent`.
- Although the SenseGlove OpenXR implementation is fully compatible with the `IOpenXRHMD` interface and the `FOpenXRHMD XRTrackingSystem`, it is not compatible with the `FOculusXRHMD` backend provided by the Meta XR plugin. The same issue likely applies to the VIVE OpenXR plugin. So, if these plugins are enabled in your project, the SenseGlove OpenXR will not function as intended, effectively breaking the plugin's functionality. It seems these plugins are necessary in order to make the fallback to the hand-tracking feature work on Android. While we may add support and compatibility with Meta XR and VIVE OpenXR plugins in the future, for the time being, if your project requires these plugins, we advise continuing with the `v2.0.x` release of the SenseGlove Unreal Engine plugin until this issue is addressed.

[2.0.8] - 2024-07-15

This is a bugfix release that contains a somewhat important bugfix backported from the next release of the plugin as documented below.

Fixed

- Fix a bug where the `SGPawn` right-hand grab colliders' default size is mistakenly set to the default value for the left-hand grab colliders at CDO initialization time.

[2.0.7] - 2024-05-29

This is a bugfix release with no actual plugin code changes, only fixing issues with binary assets incompatible with UE versions earlier than `5.4`.

Fixed

- Make the Allbreaker assets compatible with UE5.1+ again as the `v2.0.5` update breaks compatibility with UE versions earlier than `5.4`, thus leaving the engine unable to load those assets.

[2.0.6] - 2024-05-29

This is a bugfix release with no actual plugin code changes, only removing development/test assets from UE `5.3` that were never meant to be shipped.

Removed

- Removed the dev/test virtual hand models that leaked into the `5.3` branch.

Fixed

[2.0.5] - 2024-05-22

This is a bugfix release with no actual plugin code changes, only focusing on fixing the Allbreaker virtual hand model issues.

Fixed

- Fix the wrong palm bone names on the Allbreaker virtual hand models.

[2.0.4] - 2024-05-17

This is a bugfix release with no actual plugin's code change.

Fixed

- Fix our in-house Unreal Engine Marketplace submission tool's configurations where the Content folder (containing the Allbreaker hand model) is mistakenly ignored during the submission. This release reintroduces the Virtual Hand Model and its material missing from the previous release.
- Fix the `SenseGlove.uproject` 's wrong versioning submitted to the Unreal Engine Marketplace.

[2.0.3] - 2024-05-15

This is a bugfix release addressing mostly RunUAT build issues on Unreal Engine 5.4 .

Fixed

- Fix UE 5.4 RunUAT build issue: "Asking CppCompileEnvironment for a single Architecture, but it has multiple Architectures (arm64, x64)", affecting SenseGloveConnectImpl and SenseGloveCoreImpl modules.
- Improved target platform detection when building SenseGloveConnectImpl and SenseGloveCoreImpl modules and also distinguishing the x64 builds from arm64 on Microsoft Windows.
- Fix other UE 5.4 RunUAT build issues, mostly caused by missing headers.

Removed

- Removed support for Android armeabi-v7a and x86 architectures as they are no longer supported by the supported engine versions.

[2.0.2] - 2024-04-25

This is a patch release with no code changes.

Added

- Introduce official Unreal Engine 5.4 support to the Unreal Engine Marketplace.

Changed

- Updated the Platform Support Matrix with the latest changes. This is the last release to support Unreal Engine 5.1 as we no longer are able to push updates for this release to the Unreal Engine Marketplace. The v2.0.1 release for Unreal Engine 5.1 can be obtained from the Unreal Engine Marketplace, and v2.0.2 through our Microsoft Azure DevOps repositories. Please note that there are no actual code changes between these two releases and in terms of functionality they are almost identical.

[2.0.1] - 2024-04-15

This is a bugfix release.

Fixed

- Fix a bug inside both `SGVirtualHandComponent` and `SGWristTrackerComponent` where the connected glove's `UObject` instance gets destroyed and re-instantiated every frame. With this fix now the glove instance will be created or destroyed only when a glove connects to or disconnects from the system.
- Update the outdated Platform Support Matrix and its remarks section to reflect the latest status information.
- Fix the wrong header file description sections for the header files inside `SenseGloveKismet/Public/SGKismet/`.

Changed

- SenseGlove libraries have been updated to `v2.102.0-35d4de3f`.
- Together, SenseGlove libraries `v2.102.0-35d4de3f` and SenseCom `v1.6.1` remove the need to call `ResetCalibration` every time and are able to store and load calibration profiles from disk.
- `SesenGloveBackend` module is no longer calling `FSGHandLayer::ResetCalibration()` on every backend initialization.

[2.0.0] - 2024-03-22

This is the second major release of the SenseGlove Unreal Engine Plugin adding support for Nova 2 with enormous breaking changes to the current C++ and Blueprint APIs.

Added

- Added support for the SenseGlove Nova 2 devices.
- Added support for Quest 3 controllers.
- Various classes have been added to the API in order to implement the new functionalities and features from the latest upstream SenseGlove libraries.
- Added initial support for the upcoming Unreal Engine 5.4 release.
- Added a pair of default production-ready virtual hand meshes for the left and right hands, courtesy of [Allbreaker LLC Columbia](#). For usage and redistribution, please consult the [LICENSE-THIRD-PARTY.md](#) file.

Fixed

- A few critical bug fixes that have already been backported to the v1.x.x series through v1.9.3 to v1.9.8 releases.
- Revamped the way we do `FVector <-> SGVect3D`, `FQuat <-> SGQuat`, and SenseGlove <-> Unreal Engine angles conversions in order to properly translate between the SenseGlove and Unreal Engine coordinate systems.
- Allow the C++ compiler the opportunity to perform RVO/NRVO if applicable.
- Fix the modules' order inside the `.uplugin` file.
- Fix a build issue inside `FSGArrayUtils::FromStdVector()` introduced by newer MVSC updates due to stricter implicit `uint64` to `int32` conversions.
- Fix a build issues inside `FSGArrayUtils` when performing non-Unity builds due to the missing `<string>` header.
- Fix other build issues in `USGDevice`, `USGNovaGloveSensorData`, `FSGDeviceImpl`, and `FSGSenseGloveVarsImpl` when performing non-Unity builds due to the missing relevant headers.
- Fix changelog formatting.
- Some other improvement and fixes.

Changed

- SenseGlove libraries have been updated to v2.101.12-62b1be11.
- The SenseGlove Unreal Engine Plugin now declares the OpenXR plugin as a dependency, so that the OpenXR plugin will be enabled automatically as soon

as the SenseGlove Unreal Engine Plugin gets enabled.

- Various classes and parts of the API have been changed in order to reflect and adhere to upstream SenseGlove libraries.
- Reverse the Platform Support Matrix order from newer Unreal Engine versions to the older ones.
- Clarify the engine support policy in the main readme file by adding the corresponding references from the Epic Marketplace Guidelines and a URL to their guidelines page.
- The `SGTouchComponent` uproperties `BuzzDuration` and `BuzzLevel` now utilize different different names in order to correspond to the underlying API changes. They have been renamed to `VibrotactileDuration` and `VibrotactileLevel`.
- The `SGTouchComponent` uproperties `ForceFeedbackLevel` and `BuzzLevel` (now `VibrotactileLevel`) parameters type have changed from `int32` to `float` with the value range varying between `0.0f` to `1.0f` instead of `1` to `100` in order to correspond to the underlying API changes.
- The `SGVirtualHandComponent` now assumes the default grab point's name as `GenericGrabPoint` instead of `GrabPoint` as default if not specified in the Unreal Blueprint Editor.
- The `SGPawn` on UE 5.2+ now utilizes `UXRDeviceVisualizationComponent` in order to properly display the controller meshes shipped with Unreal Engine's OpenXR plugin, or a user-provided mesh. On UE 5.1 this could still be set on the `WristTrackerLeft` and `WristTrackerRight` components. Please note that despite the fact that on UE 5.2+ it's still possible to utilize the `WristTrackerLeft` and `WristTrackerRight` for setting the controller meshes, this has been deprecated in UE 5.2+ and is no longer supported.

Removed

- Various classes and parts of the API have been removed in order to reflect and adhere to upstream SenseGlove libraries.
- Removed the redundant `SGIC_int32_Ref` interop type.

[1.9.8] - 2024-03-12

This is a bugfix release that contains bugfixes backported from the next major release of the plugin as documented below.

Fixed

- Fix a bug where the right-hand mesh is always hidden inside the game no matter whether the right glove is connected or not.
- Fix a crash inside the `USGHandPose::FromHandAngles()` method.
- Some performance optimizations by utilizing `MoveTemp` in return statements.
- Some improvements applied to the source code.
- Some other minor fixes.

Changed

- The `BonesRotations TMap` is no longer a public field of `FSGVirtualHandAnimInstanceProxy` and instead could be retrieved by calling the `GetBonesRotations()` method.

[1.9.7] - 2024-02-18

This is a bugfix release that contains bugfixes backported from the next major release of the plugin as documented below.

Fixed

- Fix various bugs inside the `SGPlayerController` which occur when the thumb and pinky fingers are simultaneously touching different `SGTouchComponents`, or only one of them is in touch with such a component. In this case pinky's buzz and force-feedback levels are determined from the `SGTouchComponent` that is in collision with the thumb instead of the one that is touched by the pinky. Or, the

pinky could ignore the buzz and force-feedback level if the thumb is not in collision with an `SGTouchComponent` . Or, the pinky could have reacted with a buzz or force feedback while only the thumb is in contact with an `SGTouchComponent` .

- Fix the `BuzzDuration` uproperty range in order not to get clamped at `100.0f` and also use `float` values for `ClampMin` and `UIMin` specifiers instead of integer values.

[1.9.6] - 2024-02-14

This is a bugfix release.

Fixed

- Fix a few critical bugs inside the `NovaGlove` class where the higher levels of the API including constructors, `Parse`, and `NewNovaGlove` methods mistakenly instantiate a `SenseGloveImpl` class instead of a `NovaGloveImpl` class.

[1.9.5] - 2024-02-09

This is a bugfix release.

Fixed

- Fix a wrong type-casting inside `SGDeviceModel::ParseFirmware()` where `OutMainVersion` and `OutSubVersion` arguments are getting passed to the lower levels of the API. This could potentially result in a segfault at the FFI boundary between lower and higher levels of the API.

[1.9.4] - 2024-02-08

This is a bugfix release addressing mostly Blueprint API issues with ABI breaking changes inside the Blueprint layer, backported from the next major release of the plugin as documented below.

Fixed

- Fix the Blueprint Parse function signature for the `NovaGloveInfoKismetLibrary` where the `outGloveInfo` passed by the caller was never actually assigned as it was not getting passed by reference.
- Changelog formatting.

[1.9.3] - 2024-02-03

This is a hotfix release addressing a few critical issues that might result in crashes or malfunctions for users of the low-level SenseGlove API, backported from the next major release of the plugin as documented below.

Fixed

- Fix a potential memory corruption inside one of the `SGBasicHandModel` constructors where the `StartPositions` parameter gets passed as the `StartRotations` parameter to lower levels of the API.
- Fix a potential memory corruption inside one of the `SGSenseGloveInfo` constructors where the `StartPositions` parameter gets passed as the `Functions` parameter to lower levels of the API.
- Fix a potential memory corruption where inside the `SGHapticGloveCalibrationSequence::GetCurrentInstruction()` method, the return statement of the function is getting assigned to the const parameter `NextStepKey`, thus the return statement of the function will always be empty as well.

- Fix a potential memory corruption where inside one of the overloads of the `SGSenseGloveImpl::GetGlovePose()` method, the out parameter of the method is getting passed as the `SensorData` parameter to the lower levels of the API.
- Fix multiple `Equals` methods for a few classes such as `SGInterpolationSet`, `SGNovaGloveHandProfile`, `SGNovaGloveInfo`, `SGSenseGloveHandProfile`, `SenseGloveInfo`, `SenseGlovePose`, where the `Equal` method compares the current instance against itself instead of the other instance passed to as the parameter to the method.
- Removed a redundant code statement inside the `SGNovaGloveImpl::GetSubFirmwareVersion()` method.
- Some minor const correctness fixes.
- Some other minor code fixes and improvements.
- Fix the wrong version numbers inside the platform support matrix and the main `.uplugin` file.
- Minor changelog fixes.
- Bumped the copyright years.

[1.9.2] - 2023-11-03

Added

- Added a list of planned features and their completion status to the main README file.

Fixed

- A bug where the released actor is going to be `NULL` whenever the `OnActorReleased` event fires.

[1.9.1] - 2023-10-11

Fixed

- Add the missing Unreal Engine C++ header to files that rely on the `ENGINE_*_VERSION` macros in order to fix the Epic Store build failures on UE 5.3 .

[1.9.0] - 2023-10-10

Changed

- The `BlueprintImplementableEvent` ufunction specifier for the `OnGrabStateUpdated` , `OnTouchStateUpdated` , `OnActorGrabbed` , `OnActorReleased` , `OnActorBeginTouch` , and `OnActorEndTouch` events have been changed to `BlueprintNativeEvent` in order to allow them to be implemented from the child C++ classes as well. This won't break any existing Blueprint code that relies on the previous `BlueprintImplementableEvent` signature.

Fixed

- Add a missing release note entry for the `v1.8.0` release to the changelog file.

[1.8.0] - 2023-10-10

Added

- Introduced new `SGPawn` events: `OnActorGrabbed`, `OnActorReleased`, `OnActorBeginTouch`, and `OnActorEndTouch`.
- Exposed `OnGrabStateUpdated`, `OnTouchStateUpdated`, `OnActorGrabbed`, `OnActorReleased`, `OnActorBeginTouch`, and `OnActorEndTouch` events to Blueprint as `BlueprintImplementableEvent`.

Fixed

- Fix a bug where the `OnTouchStateUpdated` event is mistakenly triggered instead of the `OnGrabStateUpdated` when the right thumb fingertip grab collider overlaps with a grabbable actor.
- Fix the `DECLARE_EVENT` macro signature for `OnGrabStateUpdated` and `OnTouchStateUpdated` events.

[1.7.0] - 2023-09-14

Added

- Introduce `SGGameInstance`, a customized SenseGlove game instance for future use.
- Added the new `SenseGloveBackend` and `SenseGloveBackendKismet` modules.
- Added `SG_CPP20` C++ macro for C++20 detection, which is now default from UE 5.3 onwards.
- Added `SG_CAPTURE_THIS` C++ macro as a workaround for error C4855: implicit capture of 'this' via '[=]' is deprecated in /std:c++20 in order to build the same lambda captures without extra `#ifdef`s on all supported engine versions.

Changed

- SenseGlove libraries have been updated to `v2.12.0-19c9854`.
- `SGCoreImpl / SGPlatform` has been moved to `SGBuildHacks / SGPlatform`.

Fixed

- Proper initialization of the SenseGlove backend in order to fix a bug in certain situations where `SGConnect::Init()` gets called every frame.
- Some other minor fixes and improvements.

[1.6.1] - 2023-08-14

Fixed

- Fix Unreal Engine 5.0 build issues.
- Minor documentation fixes.

[1.6.0] - 2023-08-14

Added

- Added support for the upcoming Unreal Engine 5.3.
- Now, the hand's velocity is applied to grabbed actors after being released from the hand.
- Introduce the real hands to the `SenseGlove` module (`SGPawn`) API.
- Added separation of the virtual and real hand rendering.

Fixed

- Fix the wrong default debug virtual hand gizmo colors when initialized using the default constructor.
- Some minor performance fixes and improvements.

Changed

- SenseGlove libraries have been updated to `v2.11.0-b775a05`.

[1.5.3] - 2023-07-19

This is a hotfix release mostly addressing Android Bluetooth performance issues.

Fixed

- Minor changelog fixes.

Changed

- SenseGlove libraries have been updated to `v2.10.1-3b0e7c9`.

[1.5.2] - 2023-07-19

This is a hotfix release mostly addressing Android-related issues.

Fixed

- Fix a build issue with Android shipping builds due to `sgconnect.jar` not getting copied automatically in the AFSProject which is compiled for shipping builds when `AndroidFileServer` (AFS) is enabled.
- Minor changelog fixes and some source code formatting fixes.

[1.5.1] - 2023-07-13

This is a hotfix release addressing a few critical issues introduced by the recent changes.

Fixed

- Fix a wrist tracker bug where left and right hands' wrist trackers are mistakenly tracking the opposite hand's motion source.
- Fix a bug where the right hand is not able to do grab or release.

[1.5.0] - 2023-06-16

This release breaks ABI/API compatibility with the previous versions in some areas as documented below.

Added

- Added HTC VIVE Focus 3 positional tracking hardware enum.
- Added support for the Meta Quest Pro, HTC VIVE, and HTC VIVE Focus 3 positional tracking hardware.
- Added two options to the wrist tracker settings (to the global plugin settings and the overrides in the wrist tracker component) in order to be able to specify a custom motion source for the left and right hands, so that it allows SteamVR-

based trackers such as HTC VIVE or HTC VIVE Focus 3 to operate with the SGPawn .

Fixed

- Fix a bug where SteamVR trackers such as HTC VIVE and HTC VIVE Focus 3's wrist orientation and location were not being tracked.

Changed

- Fully refactored the top-level configurations in the settings system into ustructs.
- SenseGlove libraries have been updated to `v2.10.0-12133ac` .

Removed

- Dropped support for the Epic Native Toolchain `v19` , MSVC `v141` (Visual Studio 2017), and thus Unreal Engine `4.27` as it has been marked as deprecated since `v1.4.x` .
- Removed any kind of support for Oculus Touch (Oculus Rift S and Oculus Quest 1) positional tracking hardware, thus the enum as well.
- Removed any kind of support for Pico Neo 2 positional tracking hardware, thus the enum as well.
- Removed any kind of support for Pico Neo 3 positional tracking hardware, thus the enum as well.

[1.4.3] - 2023-06-01

This is a hotfix release addressing a critical Android crash.

Fixed

- Fix a critical Android crash that happens where the default development hand meshes are not found, which means almost always since we don't ship any default virtual hand mesh at the moment.
- Minor changelog release formatting fix in order to stay consistent.

[1.4.2] - 2023-06-01

This is a hotfix release addressing a few critical issues.

Fixed

- Fix build issues with certain compilers when the Unreal Engine version is older than 5.2 .
- Reintroduced the Virtual Hand and the Wrist Tracker debug gizmos which have temporarily been disabled due to a bug in the settings system.
- Some minor changelog fixes.

[1.4.1] - 2023-05-29

This is a bugfix release with a focus on Android build issues.

Fixed

- Fix an Android Gradle build issue that happens when the game's package name won't start with com.senseglove.*.
- Suppress a grade warning for non-arm64 architectures when the build target is Android.

Removed

- Remove dead Gradle code from the Android module.

[1.4.0] - 2023-05-19

This release breaks ABI/API compatibility with the previous versions.

Added

- Added support for the stable release of Unreal Engine 5.2 (the preview release has been supported since v1.2.0).
- Added Linux AArch64 platform support.
- Added a new Grab component that can turn any actor into a grabbable object.
- Added a new Touch component that enables haptic feedback such as Buzz and Force-Feedback commands.
- Added an optional feature in order to automatically stop all haptics on the EndPlay event, wherever the virtual hand component is used. By default, it's enabled.

Fixed

- Fix Blueprint signatures for `USGVirtualHandComponentKismetLibrary` and make all the Blueprint exposed functions static.

Changed

- SenseGlove libraries have been updated to v2.7.1-965f90c with support for Linux AArch64.
- The Virtual Hand and the Wrist Tracker debug gizmos (the intended use is only for SenseGlove developers for really low-level stuff; thus won't affect the users of the plugin at all) have been disabled and will be ignored due to an esoteric

bug in the settings systems which has been scheduled to be fixed in the future releases.

Removed

- Removed the redundant SenseGloveCoreTypes module which causes all kinds of packaging issues with certain versions of the engine.

Deprecated

- This is the last release to support Unreal Engine 4.27 and please keep in mind that the current release is not obtainable through the Unreal Engine Marketplace. The latest published version on the Marketplace for 4.27 is v1.3.1. Per Epic's Marketplace policy regarding Code Plugins, we are only able to distribute or update the SenseGlove plugin for the last three stable versions of Unreal Engine. As a result, we won't be able to publish updates or bug fixes for the older versions of the Engine except on rare occasions and only through our official repository on Microsoft Azure DevOps.

[1.3.1] - 2023-04-28

Fixed

- Fix RunUAT build issues caused by missing headers.
- Minor documentation fixes.

[1.3.0] - 2023-04-28

This release breaks ABI/API compatibility with the previous versions in addition to breaking coordinates systems conversions between Unreal Engine and the

SenseGlove libraries.

Added

- A new generic SenseGlove Debug module.
- A debug virtual hand.

Fixed

- Fix the wrist tracker miscalculations for the Quest 2 controllers (other headsets might need fixing as well, in that case, future releases will address that).
- Minor code improvement and fixes.
- Minor documentation fixes.

Changed

- Breaking API/ABI changes in the Settings and the main `SenseGlove` module due to some settings refactoring.
- Breaking changes in the SenseGlove/Unreal coordinates systems conversions due to underlying changes in the SenseGlove Core Libraries.
- SenseGlove libraries have been updated to `v2.6.0-aac3d56`.

[1.2.1] - 2023-03-30

Fixed

- Fix RunUAT build issues with Android.

[1.2.0] - 2023-03-28

This release breaks ABI/API compatibility with the previous versions.

Added

- Android/Oculus on-device glove calibration.
- Introduced the animated Virtual Hand Model (as a set of virtual hand and wrist tracker components and an actor) with in-editor animation availability.
- Introduced `SGPawn`, `SGPlayerController`, `SGGameModeBase`, etc classes.
- Added an internal `SenseGloveCoreTypes` module in order to share common `SenseGloveCore` types between various modules.
- Segregated Android binaries for NDK `r21e` (UE 4.27 and 5.0) and `r25b` (UE 5.1, 5.2).
- Fully functional and stable Linux development support.
- Fully functional and stable Unreal Engine 5.2 preview support has been added.
- Added a Plugin's settings manager and two new modules `SenseGloveSettings` and `SenseGloveSettingsKismet`.

Changed

- SenseGlove libraries have been updated to the Linux-aware version: `v2.5.0-8069342`.
- API has changed to use degrees instead of radians.
- `SGCoordinates` utility class name has been changed to `SGAngles` and now the plugin API uses degrees in contrast of SenseGlove libraries by default.
- Migrate common nested array types into the `SenseGloveTypes` module from the `SenseGloveCore` module.

Removed

- Removed a few thousand lines of archaic pre-public-release dead code.
- Dropped Android NDK `r21b` binaries used by the older engine versions.

- Purged the dead code for dropped engine versions by `v1.1.1` (`4.22` , `4.23` , `4.24` , `4.25` , and `4.26`) that carried over to the current version.
- Removed redundant `SGConnectImpl` / `SGPlatform` .
- Removed redundant `SGTypes` / `SGConnectTypes` .

Known Issues

- Wrist Tracker's offsets are a bit off (e.g. on Quest 2), scheduled to be fixed in the next patch release.

[1.1.1] - 2023-02-07

Added

- Initial support for the upcoming Unreal Engine `5.2` .
- Add support for Android `armeabi-v7a` with `neon` , `x86-64` , and `x86` builds in addition to `arm64-v8a` .

Fixed

- Fix various Android build issues.
- Some minor fixes and improvements.

Changed

- Bump SenseGlove libraries to `v2.1.2-95ec6e7` .

[1.1.0] - 2023-02-03

Added

- Whitelist Android as a target platform.
- Introduce Android support.
- Add third-party library SGConnect for Android `v1.1.0`.

Fixed

- Fix Android build issues caused by the log module.

Changed

- SGConnect and SGCore libraries have been updated to `v2.1.1-0569c74`.

Removed

- Removed the enum `utils` class due to `ANY_PACKAGE` deprecation warnings in Unreal Engine `5.1`.
- Support for older versions of the Engine (namely, `4.22`, `4.23`, `4.24`, `4.25`, and `4.26`) has been dropped.

[1.0.4] - 2022-12-02

This is a minor release focusing mostly on adherence to the Unreal Engine Marketplace Guidelines based on the feedback from Epic Games.

Added

- Added support for MSVC 2017.

Changed

- Updated SenseGlove libraries (SGCore/SGConnect) to v2.0.4 .

[1.0.3] - 2022-11-29

This is a minor release focusing on adherence to the Unreal Engine Marketplace Guidelines based on the feedback from Epic Games.

Changed

- Adjust Config/FilterPlugin.ini in order to conform to Epic's Market Place Guidelines.

[1.0.2] - 2022-11-27

This is a minor release focusing on adherence to the Unreal Engine Marketplace Guidelines based on the feedback from Epic Games.

Added

- Added the newly acquired Unreal Engine Market Place Offer ID to the .uplugin file.
- List the dotfiles inside the FilterPlugin.ini file as well.
- Add the copyright notice to the source files missing it.
- Add the SenseGlove SDK license to the third-party license file.

Fixed

- Fix the readme typos and errors.
- Minor fixes in the changelog for previous releases.

[1.0.1] - 2022-11-25

Changed

- Exposed SenseGloveTypes as a public dependency in SenseGloveConnect and SenseGloveCore modules, so that the C++ users of the API don't need to explicitly add it as a dependency.
- Cleaned up the redundant headers/modules dependencies from SGCore headers.

Fixed

- Fix RunUAT build issues prior to Epic Store submission.

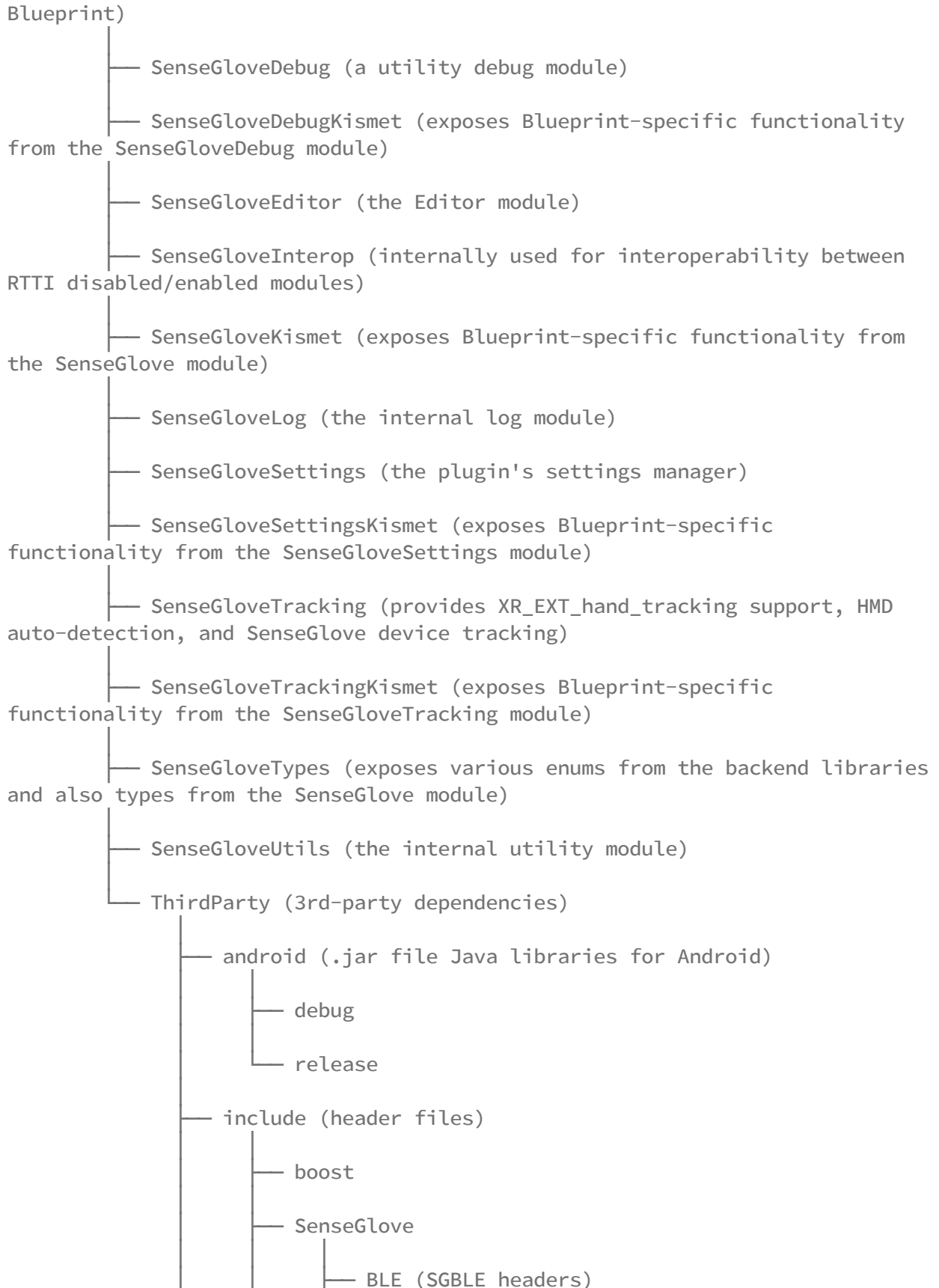
[1.0.0] - 2022-11-24

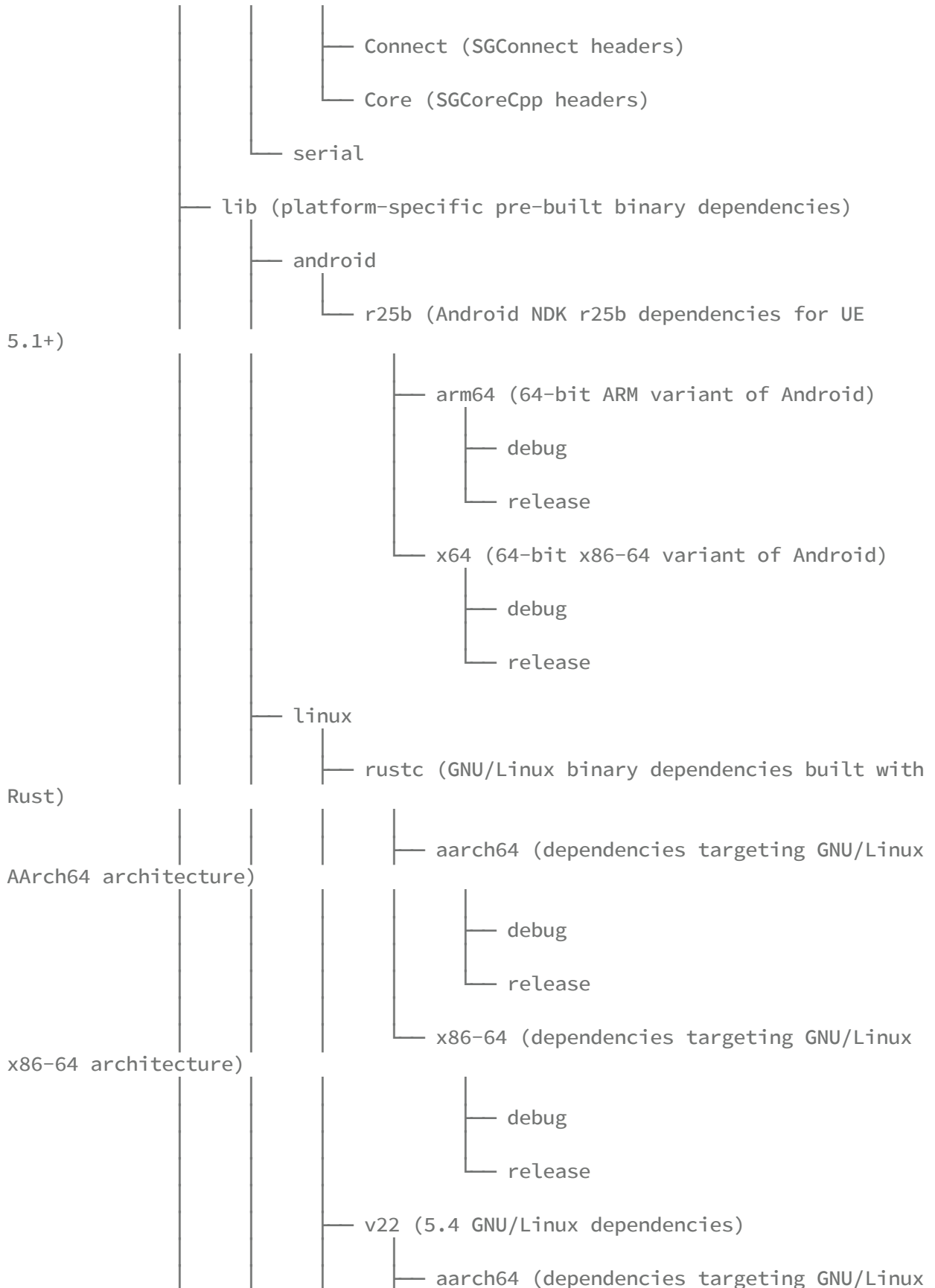
Added

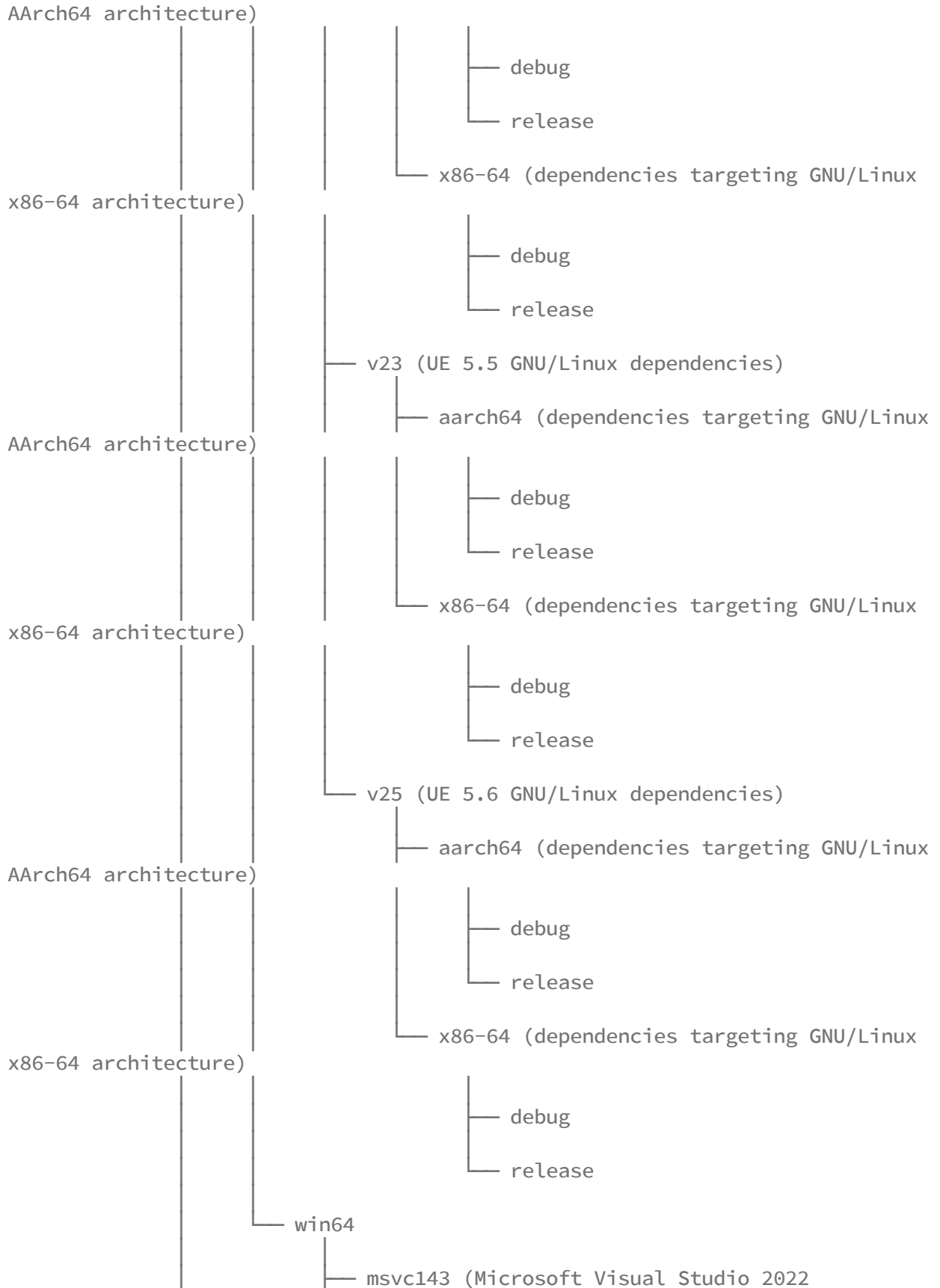
- Initial public release of the SenseGlove haptic API for Unreal Engine with support for Microsoft Windows and GNU/Linux.

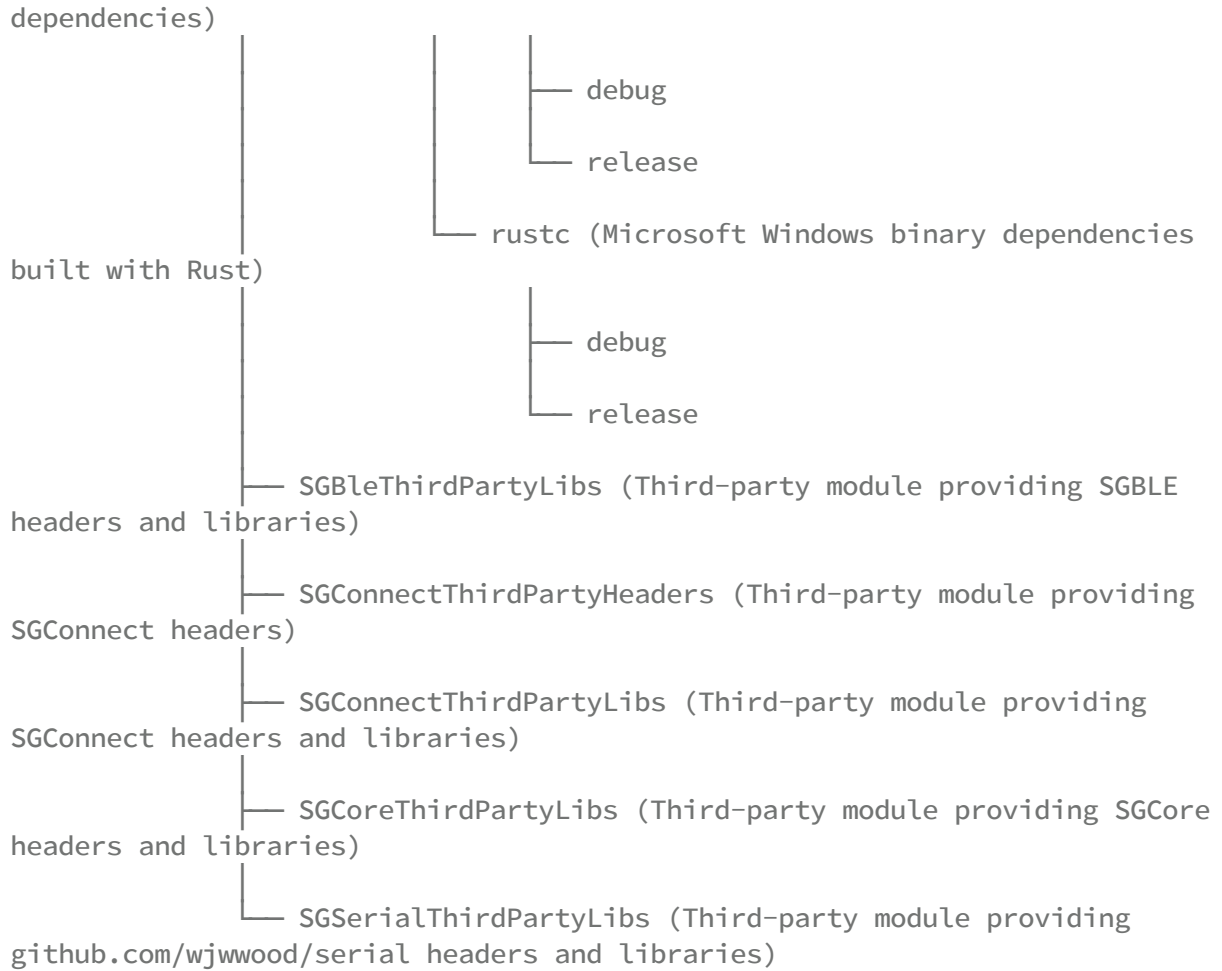
Directory Structure











Extra Resources

There are various resources available for older versions of the SenseGlove Unreal Engine Plugin prior to v2.1.x that might still be partially relevant. These include example projects, demo scenes, and tutorials. Plans are underway to provide new example projects, demo scenes, and tutorials for the latest release. In the meantime, the outdated resources can still be beneficial

Examples and Demo Projects

- A basic OpenXR-compatible Blueprint demo demonstrating basic functionality such as grab/release, touch with buzz and force-feedback, etc (compatible with versions v2.1.0+).
- A basic Blueprint demo demonstrating basic functionality such as grab/release, touch with buzz and force-feedback, etc (compatible with versions \geq v1.4.x and \leq v2.0.x).
- Example C++ API Project (only compatible with early v1.x.x releases)
- Example Blueprint API Project (only compatible with early v1.x.x releases)

Third-Party OpenXR Integration Demos

- A VRExpansionPlugin Integration Demo for UE 5.4
 - Documentation

Tutorials

- Finding out your SenseGlove plugin version
- Plugin installation guide for Microsoft Windows
- C++ & Blueprint examples for Microsoft Windows
- Plugin and examples installation guide for GNU/Linux

- [How to connect to Nova gloves on GNU/Linux using Blueman Bluetooth Manager](#)
- [How to connect to Nova gloves on GNU/Linux using command-line](#)
- [The basic C++ and Blueprint API usage](#)
- [How to setup the virtual hand model & the SenseGlove pawn](#)
- [How to deploy to Oculus Quest 2 and Android](#)
- [Setting up Grabbing and Haptic Feedback functionalities \(SGBasicDemo\)](#)
- [Setting up VIVE Pro & VIVE Trackers in Unreal Engine](#)
- [Setting up VIVE Focus 3 & VIVE Wrist Trackers in Unreal Engine](#)
- [SGBasicDemo: setup throwing objects and physics settings for the real and virtual hands](#)
- [SGBasicDemo v2: upgrading your projects to the SenseGlove Unreal Engine Plugin v2.0.0](#)

Third-Party Tutorials

OpenXR Tutorials

- [Introduction to Virtual Reality, OpenXR Hand-Tracking, and Gesture Detection in Unreal Engine](#)
- [Procedural Virtual Hand Mesh Animation Using OpenXR Hand-Tracking Data - Part 1](#)
- [Procedural Virtual Hand Mesh Animation Using OpenXR Hand-Tracking Data - Part 2](#)
- [Unreal Engine OpenXR Hand-Tracking on Android with Meta XR \(Quest 3S/3/Pro/2\) and HTC VIVE OpenXR \(Focus Vision/XR Elite/Focus 3\) Plugins](#)

Android (Meta Quest / HTC VIVE) Tutorials

- [Build & Deploy Unreal Engine 5.5 Projects APK to Android & Meta Quest 3S/3/Pro/2 in Standalone Mode](#)
- [Unreal Engine OpenXR Hand-Tracking on Android with Meta XR \(Quest 3S/3/Pro/2\) and HTC VIVE OpenXR \(Focus Vision/XR Elite/Focus 3\) Plugins](#)

VR Optimization

- [Optimizing Unreal Engine VR Projects for Higher Framerates \(Meta Quest, HTC VIVE, FFR, ETFR, NVIDIA DLSS, AMD FSR, and Intel XeSS Tips Included!\)](#)

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- [SGBLE and SGBLExx Rust Dependencies](#)
- [The Boost C++ Libraries](#)
- [The Serial Communication Library](#)

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BSD-2-Clause (1): arrayref

BSD-3-Clause (3): jni-utils, tiny-skia, tiny-skia-path

BSL-1.0 (2): clipboard-win, error-code

CC0-1.0 (1): hexf-parse

ISC (1): libloading

MIT (91): android-properties, block, block2, block2, bytes, calloop, calloop-wayland-source, cfg_aliases, combine, dashmap, dispatch, dlib, endi, generic-array, glutin-winit, is-terminal, libredox, malloc_buf, memoffset, mio, nix, objc, objc-sys, objc2, objc2, objc2-app-kit, objc2-cloud-kit, objc2-contacts, objc2-core-data, objc2-core-image, objc2-core-location, objc2-encode, objc2-foundation, objc2-foundation, objc2-link-presentation, objc2-metal, objc2-quartz-core, objc2-symbols, objc2-ui-kit, objc2-uniform-type-identifiers, objc2-user-notifications, orbclient, ordered-float, quick-xml, quick-xml, redox_syscall, redox_syscall, sctk-adwaita, serde-xml-rs, simd-adler32, slab, smithay-client-toolkit, smithay-clipboard, strict-num, strsim, strum, strum_macros, synstructure, tiff, tokio, tokio-macros, tokio-stream, tokio-util, tracing, tracing-attributes, tracing-core, uds_windows, wayland-backend, wayland-client, wayland-csd-frame, wayland-cursor, wayland-protocols, wayland-protocols-plasma, wayland-protocols-wlr, wayland-scanner, wayland-sys, winnow, x11-dl, xcursor, xdg-home, xkbcommon-dl, xml-rs, zbus, zbus-lockstep, zbus-lockstep-macros, zbus_macros, zbus_names, zbus_xml, zvariant, zvariant_derive, zvariant_utils

MIT OR Unlicense (7): aho-corasick, byteorder-lite, memchr, same-file, termcolor, walkdir, winapi-util

MPL-2.0 (1): cbindgen

N/A (2): sgble, sgblueman

Unicode-3.0 (19): icu_collections, icu_locid, icu_locid_transform,
icu_locid_transform_data, icu_normalizer, icu_normalizer_data,
icu_properties, icu_properties_data, icu_provider, icu_provider_macros,
litemap, tinystl, writeable, yoke, yoke-derive, zerofrom, zerofrom-derive,
zerovec, zerovec-derive
Zlib (2): foldhash, slotmap

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| Git Branch | dev |
| Git Tag | |
| Git Commit | a0f74e64 |
| Git Commits Since Tag | 0 |
| Git Tree State | clean |
| Git Is Shallow Clone | no |
| Git Latest Remote Tag | v2.6.3 |
| Git Version | |
| Git Version Major | 0 |
| Git Version Minor | 0 |
| Git Version Patch | 0 |
| Plugin Version | v2.6.3 |

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|---------------------------------------|-----------------------------------|
| Plugin Version Major | 2 |
| Plugin Version Minor | 6 |
| Plugin Version Patch | 3 |
| Build Host | mamadou-legion |
| Build Time | Mon Jul 21, 2025 04:32 CEST +0200 |