

## Doomsday Engine - Bug #2135

### Disable Oculus support by default (until proper LibOVR 1.0 support is implemented)

2015-11-28 12:53 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2015-11-28
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> 1.15.6	
<b>Description</b> To avoid potential problems with the obsolete LibOVR being used in the stable builds, we should disable it for now.	
<b>Related issues:</b>	
Related to Feature #1636: Support for Oculus Rift	<b>Closed</b> <b>2013-10-23</b>
Related to Feature #1852: Support for Oculus Rift DK2 (extended desktop mode,...	<b>Closed</b> <b>2014-08-13</b>

#### Associated revisions

##### Revision 92d76494 - 2015-11-28 17:00 - skyjake

Oculus Rift|libappfw: Added a method for checking OVR support at runtime

IssueID #2135

##### Revision e5b6b9bc - 2015-11-28 17:46 - skyjake

Oculus Rift|libappfw: Added a method for checking OVR support at runtime

IssueID #2135

#### History

##### #1 - 2015-11-28 12:54 - skyjake

- Related to Feature #1636: Support for Oculus Rift added

##### #2 - 2015-11-28 12:54 - skyjake

- Related to Feature #1852: Support for Oculus Rift DK2 (extended desktop mode, LibOVR 0.4.3) added

##### #3 - 2015-11-28 12:57 - skyjake

- Description updated

##### #4 - 2015-11-28 14:14 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

##### #5 - 2015-11-28 17:49 - skyjake

- Status changed from Resolved to Closed