Doomsday Engine - Feature #2188

Use OpenVR SDK for virtual reality

2016-11-30 07:43 - skyjake

Status:	New	**Start date:**	2016-11-30
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	3rd party compatibility		
Target version:	Rendering		

Description

Supporting many HMDs with one SDK is better than using HMD-specific SDKs. Unless, of course, there are a technical caveats that hinder the end-user experience...

Should look into using OpenVR SDK (SteamVR) for virtual reality support. Also wouldn't hurt to update the LibOVR code to work with LibOVR 1.10+.