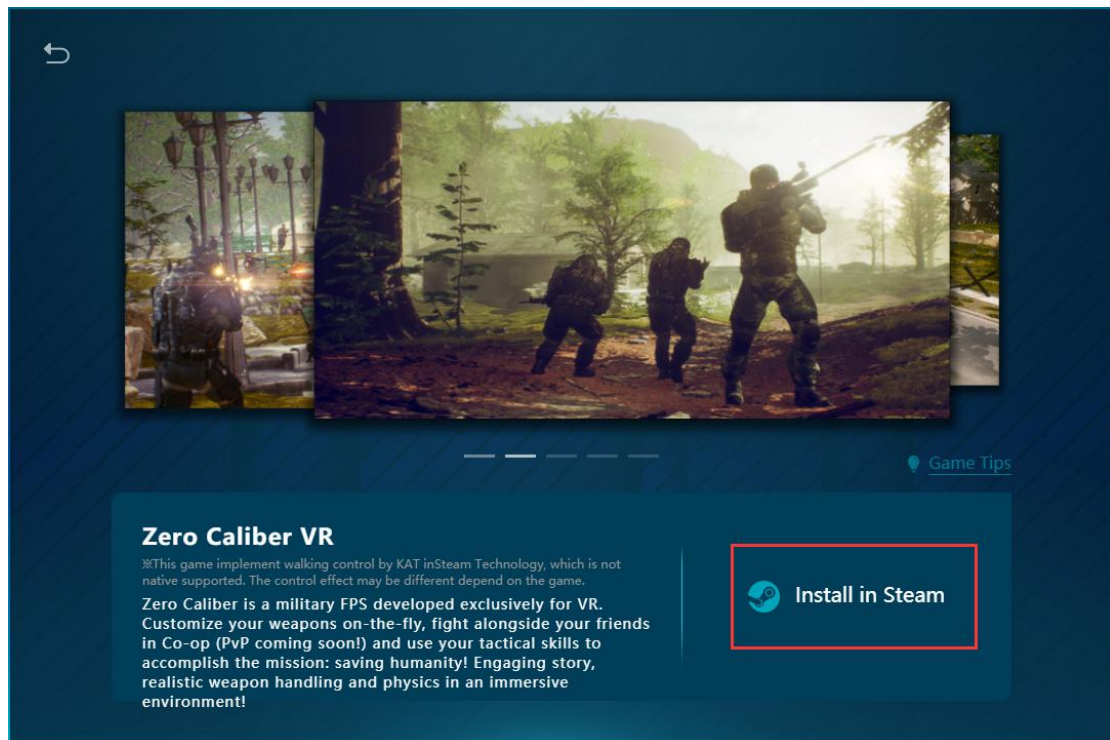


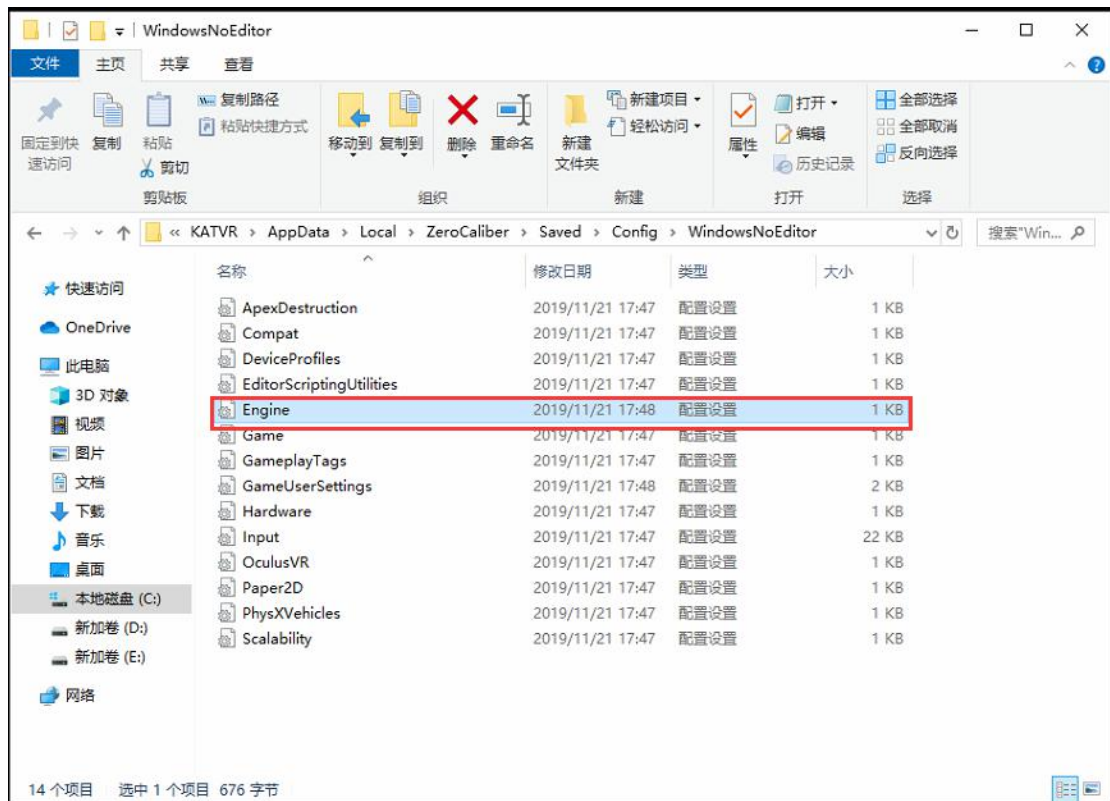
1: Install game in Steam



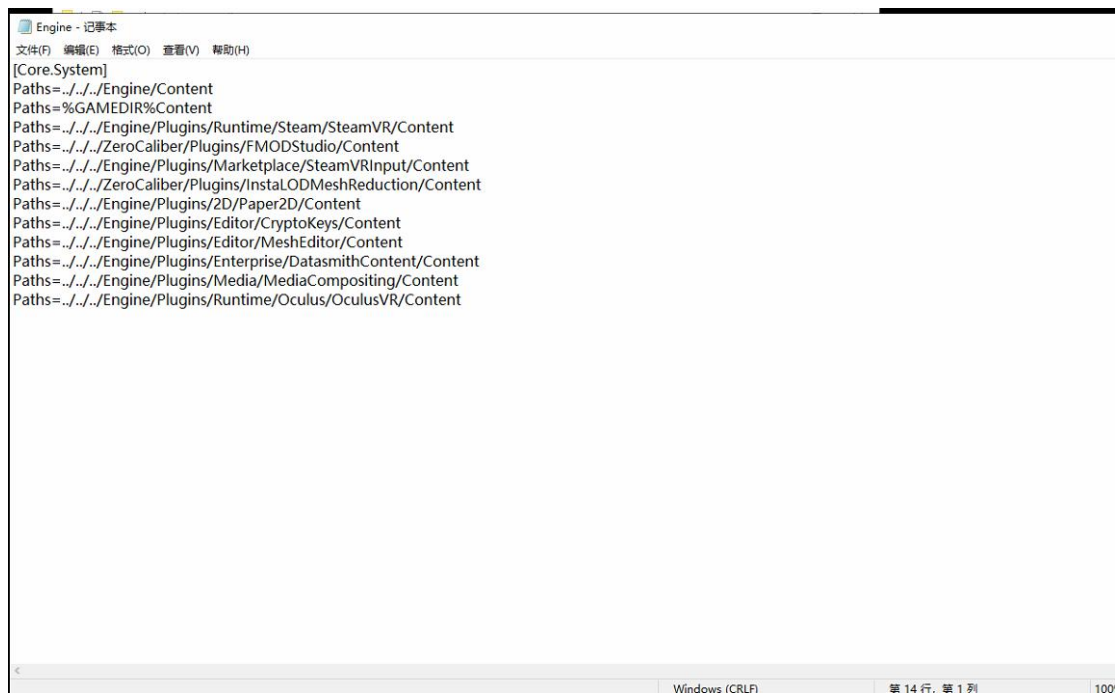
2:

Find the C:\Users\((Username))\AppData\Local\ZeroCaliber \Saved\Config\WindowsNoEditor

Example below:



3: Then open engine file;



A screenshot of a Notepad window titled "Engine - 记事本". The window contains the following text:

```
[Core.System]
Paths=../Engine/Content
Paths=%GAMEDIR%Content
Paths=../Engine/Plugins/Runtime/Steam/SteamVR/Content
Paths=../ZeroCaliber/Plugins/FMODStudio/Content
Paths=../Engine/Plugins/Marketplace/SteamVRInput/Content
Paths=../ZeroCaliber/Plugins/InstaLODMeshReduction/Content
Paths=../Engine/Plugins/2D/Paper2D/Content
Paths=../Engine/Plugins/Editor/CryptoKeys/Content
Paths=../Engine/Plugins/Editor/MeshEditor/Content
Paths=../Engine/Plugins/Enterprise/DatasmithContent/Content
Paths=../Engine/Plugins/Media/MediaCompositing/Content
Paths=../Engine/Plugins/Runtime/Oculus/OculusVR/Content
```

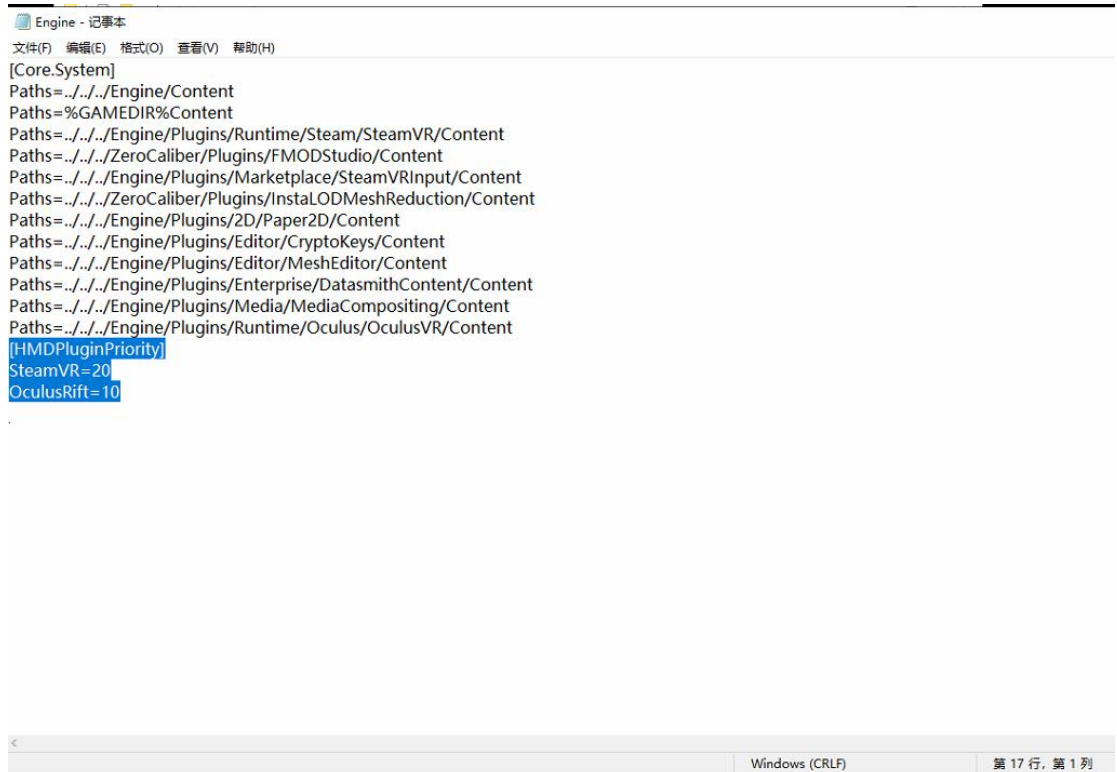
The status bar at the bottom indicates "Windows (CRLF)" and "第 14 行, 第 1 列" (Line 14, Column 1).

4: copy the following data:

[HMDPluginPriority]

SteamVR=20

OculusRift=10

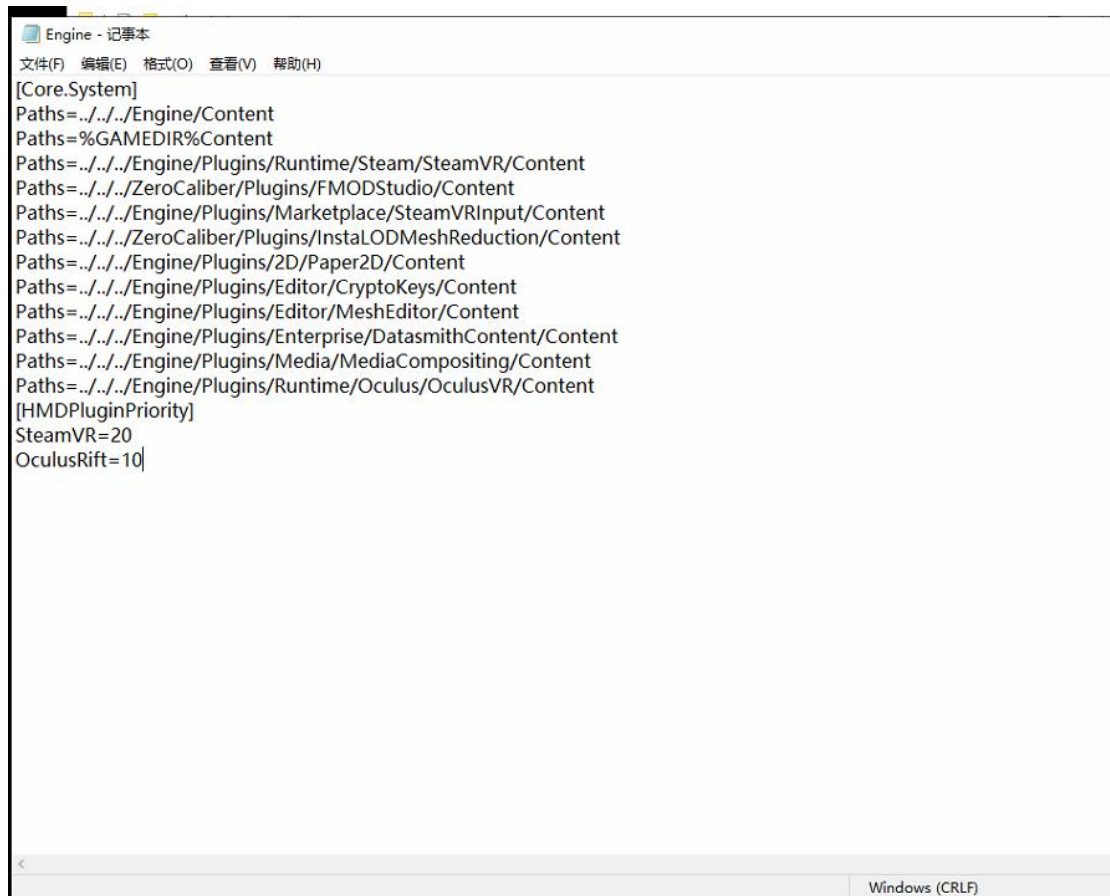


A screenshot of a Notepad window titled "Engine - 记事本". The window contains the following text:

```
[Core.System]
Paths=../Engine/Content
Paths=%GAMEDIR%Content
Paths=../Engine/Plugins/Runtime/Steam/SteamVR/Content
Paths=../ZeroCaliber/Plugins/FMODStudio/Content
Paths=../Engine/Plugins/Marketplace/SteamVRInput/Content
Paths=../ZeroCaliber/Plugins/InstaLODMeshReduction/Content
Paths=../Engine/Plugins/2D/Paper2D/Content
Paths=../Engine/Plugins/Editor/CryptoKeys/Content
Paths=../Engine/Plugins/Editor/MeshEditor/Content
Paths=../Engine/Plugins/Enterprise/DatasmithContent/Content
Paths=../Engine/Plugins/Media/MediaCompositing/Content
Paths=../Engine/Plugins/Runtime/Oculus/OculusVR/Content
[HMDPluginPriority]
SteamVR=20
OculusRift=10
```

The status bar at the bottom indicates "Windows (CRLF)" and "第 17 行, 第 1 列" (Line 17, Column 1).

5: don't forget to save the document by Ctrl+S;



```
Engine - 记事本
文件(F) 编辑(E) 格式(O) 查看(V) 帮助(H)
[Core.System]
Paths=../../Engine/Content
Paths=%GAMEDIR%Content
Paths=../../Engine/Plugins/Runtime/Steam/SteamVR/Content
Paths=../../ZeroCaliber/Plugins/FMODStudio/Content
Paths=../../Engine/Plugins/Marketplace/SteamVRInput/Content
Paths=../../ZeroCaliber/Plugins/InstaLODMeshReduction/Content
Paths=../../Engine/Plugins/2D/Paper2D/Content
Paths=../../Engine/Plugins/Editor/CryptoKeys/Content
Paths=../../Engine/Plugins/Editor/MeshEditor/Content
Paths=../../Engine/Plugins/Enterprise/DatasmithContent/Content
Paths=../../Engine/Plugins/Media/MediaCompositing/Content
Paths=../../Engine/Plugins/Runtime/Oculus/OculusVR/Content
[HMDPluginPriority]
SteamVR=20
OculusRift=10
```

Windows (CRLF)