

# Setting up Cross-device OpenXR on Unreal Engine For Windows PCVR

## Goal of the document

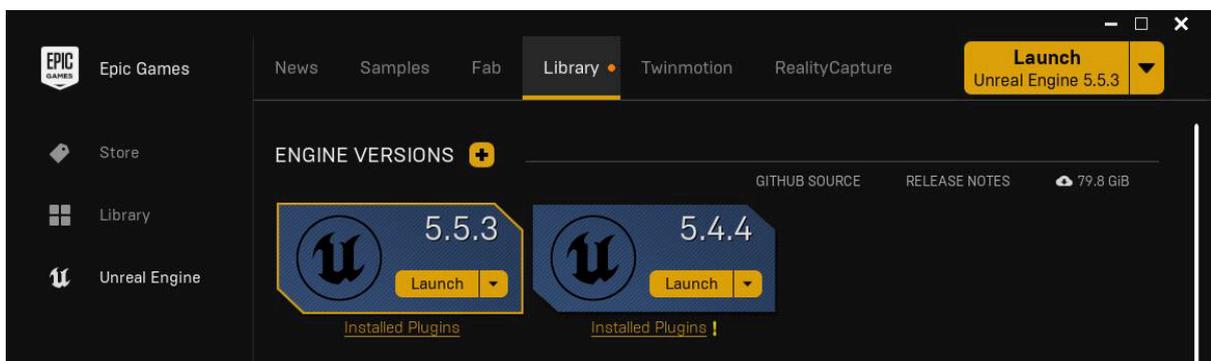
Step by step guide to create an Unreal Engine project based on OpenXR support that can build and run vendor-agnostic OpenXR applications on Windows for PCVR

## Prerequisites

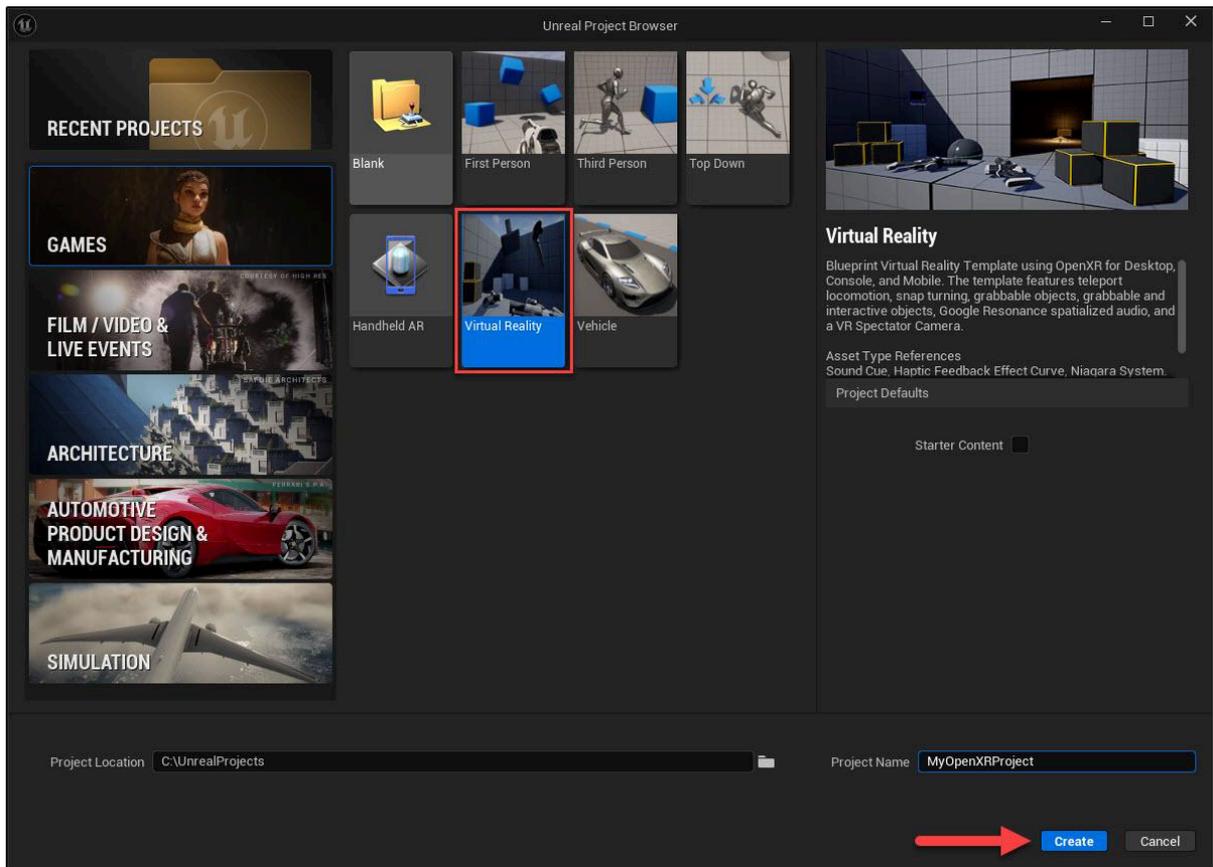
1. Configure your development environment for the OpenXR runtime and device of your choice. To test different OpenXR runtimes, [OpenXR Explorer](#) can switch between your installed runtimes, and quickly verify which OpenXR extensions are available.
2. Download and install Unreal Engine 5.5 from the [Epic Games Launcher](#), or download the Unreal Engine [source code](#) from GitHub and compile it.

## Create a PCVR cross-device Unreal Engine OpenXR project

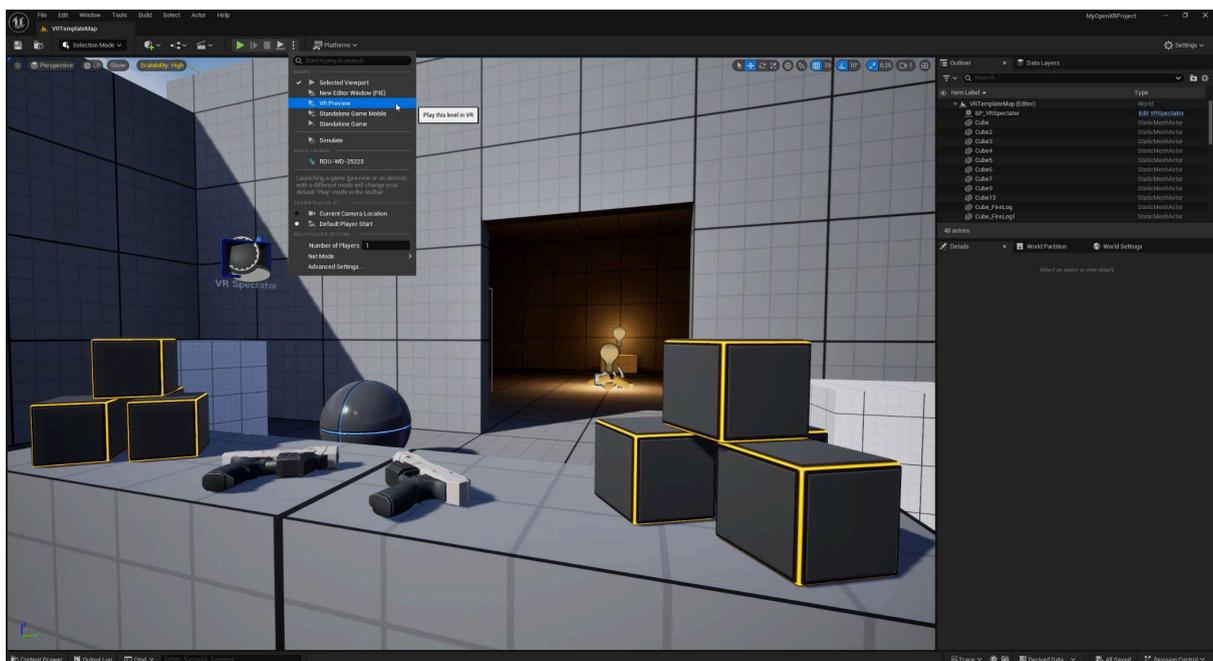
Launch the Unreal Editor



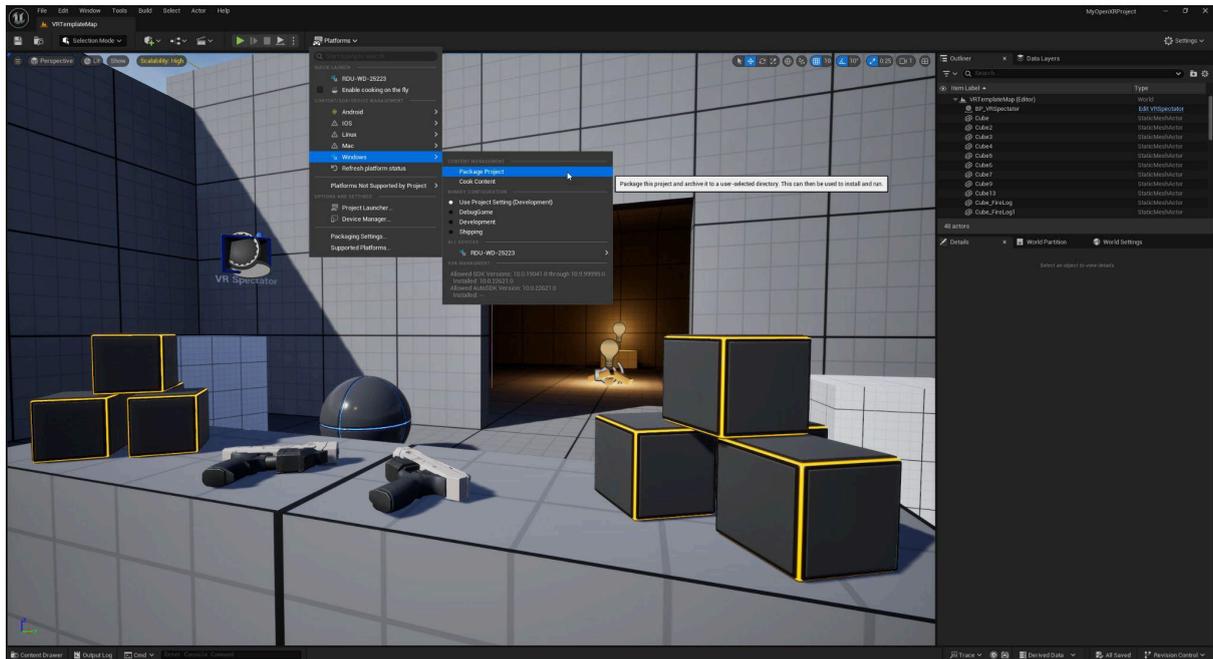
Create a new VR Template.



You can now play in-editor using the VR Preview option.



Or package the project for Windows, and run the .exe with any OpenXR supported runtime and device.



For more information on support for other platforms, see the following presentation: [Developing for OpenXR with UE5.](#)