

Amnesia: Dark Descent

- 3D Vision Patch - v.6.12

A fix made by:

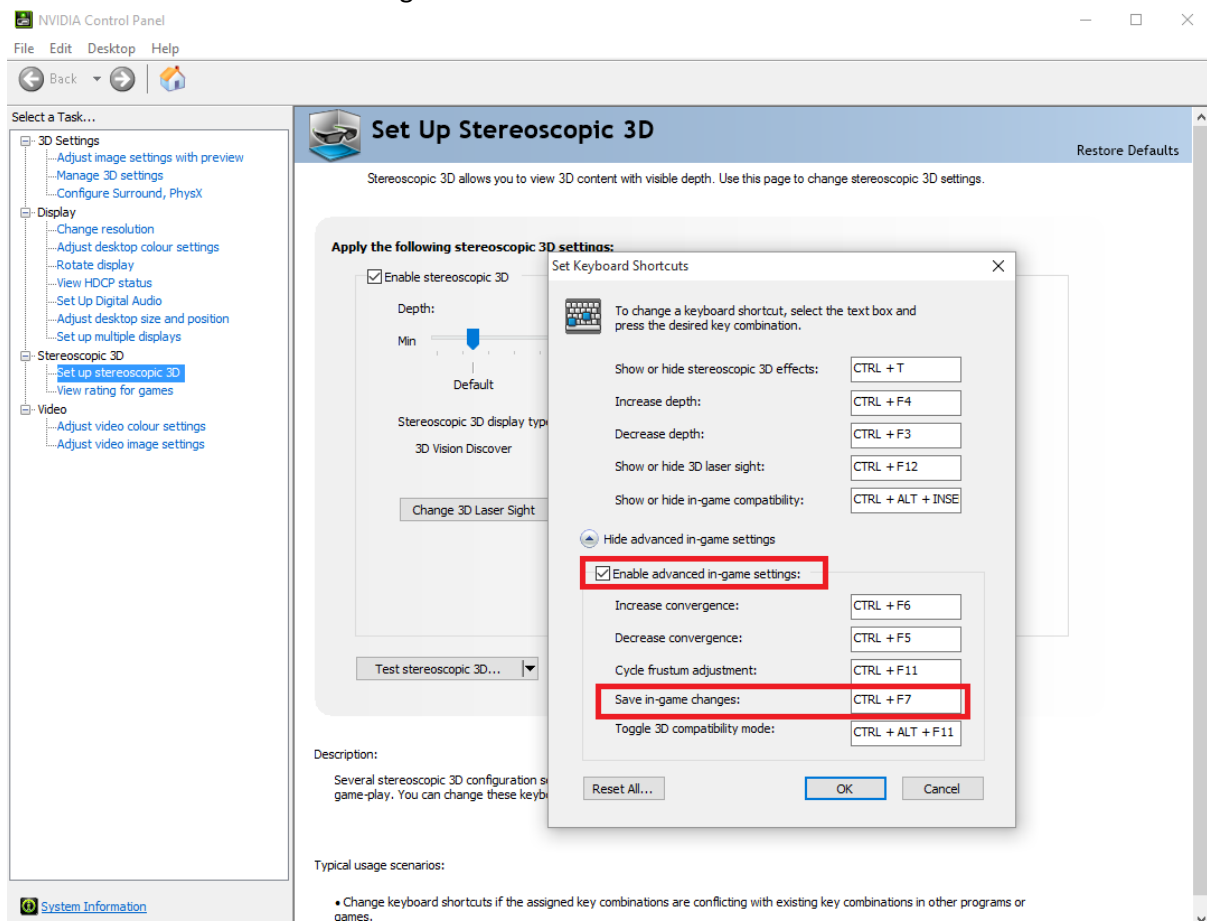
- Halifax – 3D Vision wrapper code, shader fixing and making the fix.

This fix will address the following:

- 3D Vision support
- SLI support
- 3D Vision Surround support
- Single GPU or SLI 3D Vision support
- Single GPU or SLI 3D Vision Surround support

Nvidia 3D Vision driver support:

- Convergence & Separation can be changed and saved using the keys setup in Nvidia Control Panel as shown in the image:



Fixed:

- Enabled 3D Vision rendering.
- Shadows and lighting at any FOV value.
- Haloes
- SSAO & BLOOM.

Known Issues:

- Loading screens render in one eye only.
- Sometimes the candle bloom renders in one eye.
- Depth of field will render the image as 2D.

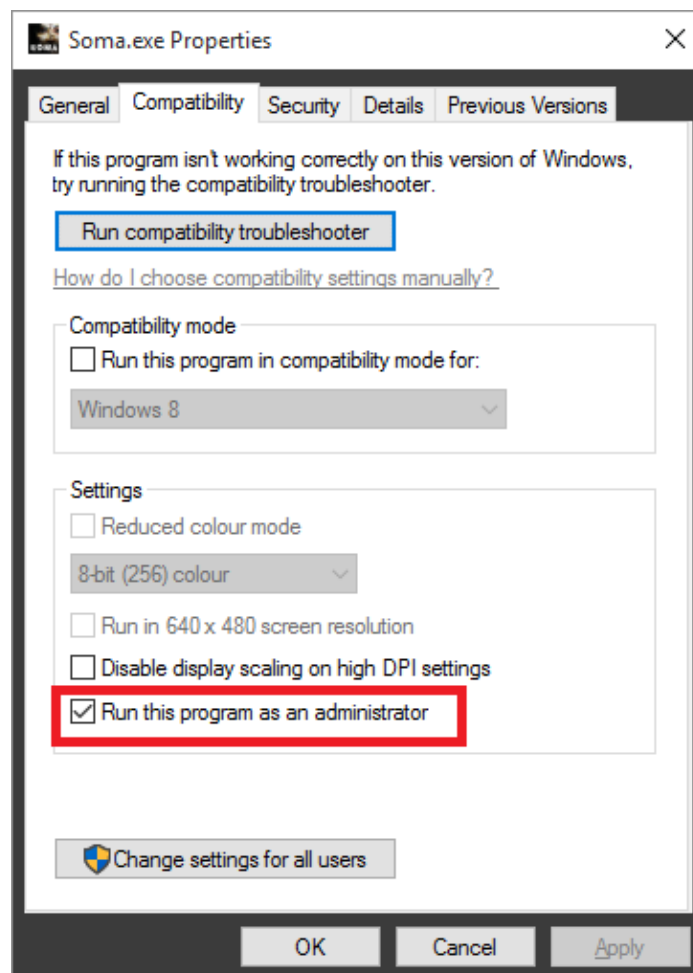
Install:

1. Before installing the wrapper:

- Set all the Video Settings in the game before installing the wrapper.
- Copy all the files next to the game .exe file.
- Start the game and be sure you have "Image Trails" effect OFF as it makes all the cutscenes 2D.
- The 3D Vision rendering was tweaked to provide the best experience. The profile comes with a set convergence. However, if you don't like it, you can change the convergence, but it will also break SSAO and Bloom. If these effects are disabled, the game renders as expected without any other problems.
- Navigate to "My Documents -> My Games -> Amnesia -> Main".
- Find the "main_settings.cfg" file and open it.
- Change `<Engine LimitFPS="true"` to `<Engine LimitFPS="false"`
- Save the file.

2. Install the wrapper:

- Copy all the Fix files next to the game .exe file.
(Ex: copy everything in "D:\Steam\steamapps\common\Amnesia The Dark Descent")
- Set the game to run as **Administrator always** (even if you are using an Administrator account)!
This can be done by selecting Soma.exe->Properties->Compatibility, as shown below:



Select "Run this program as an administrator" and click OK.

3. Configuring the wrapper:

3.1. Frame rendering:

- Open the "3DVisionWrapper.ini" file and find this section:

SyncToMonitorRefreshRate = true

By default the wrapper will sync to the Monitor Refresh rate (120 Hz/FPS in 2D = 60 Hz/FPS in 3D). This will ensure there is no screen tearing and "artificial" motion sickness. On some systems, the results are better if this option is FALSE. Try it and see if you "perceive" and get better results!!!

AlternateFramesRendering = false

By default the wrapper will render sequential frames as: 1(left)/2(right)->show; 3(left)/4(right)->show.

It is possible to change this behaviour so the wrapper will display frames as: 1(left)/2(right)->show; 3(left)/2(right)->show; 3(left)/4(right)->show; (Imagine walking, one foot always goes in front without the other catching up.)

On some systems, the results are better if this option is TRUE. Try it and see if you "perceive" and get better results!!!

Uninstall:

- Run "Uninstall.bat" file