

DOOM (2016)

- 3D Vision Patch - v.6.12

A lot of time was spent into making and optimizing the wrapper as best as possible! Based on all profiling done when using the wrapper there will be some FPS loss. All profiling shows this is related to the awesome Nvidia OpenGL-DirectX interoperability layer. I am sure that Nvidia optimized their code as best as possible! Nevertheless, some software overhead exists!

A fix made by:

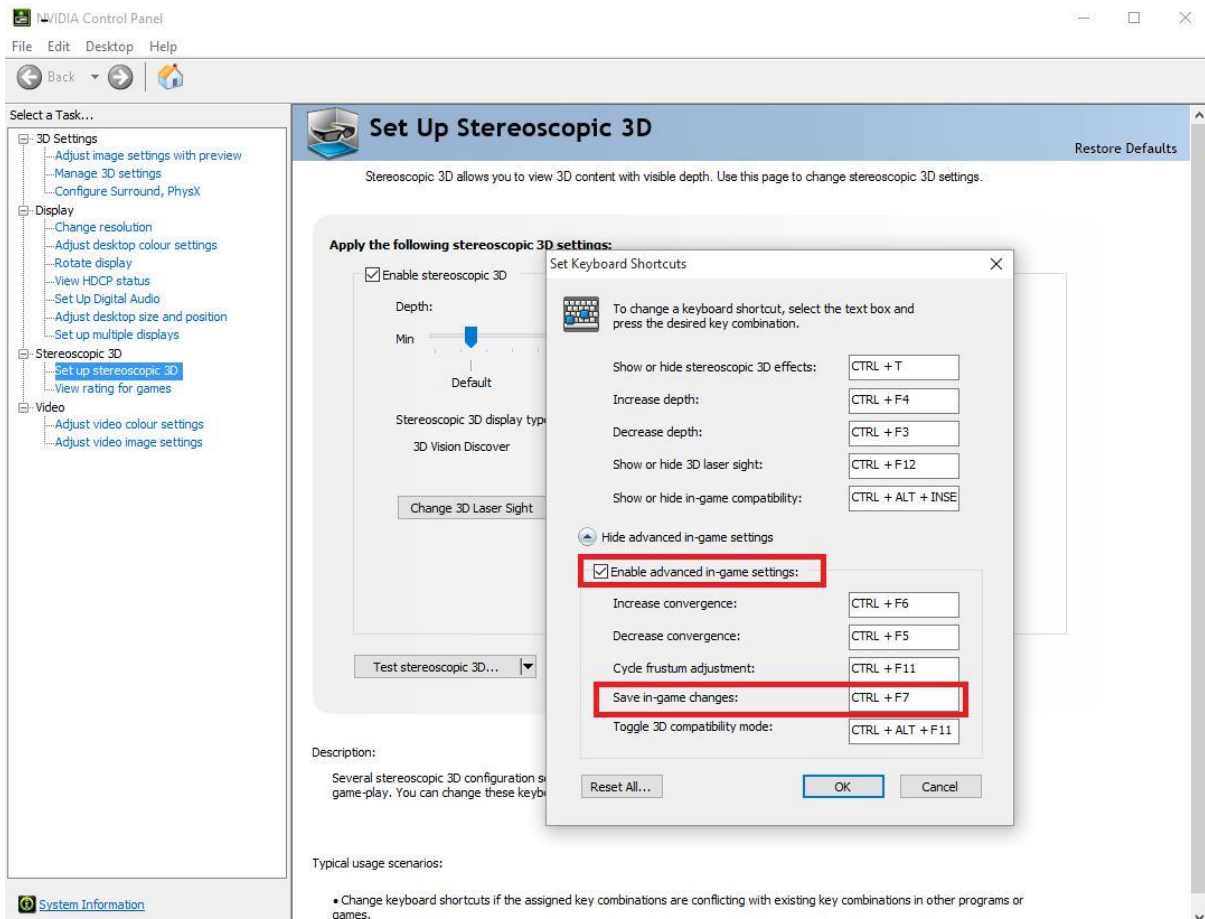
- Halifax – 3D Vision wrapper code, shader fixing and making the fix.
- DarkStarSword– Ambient Reflection fix.

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, Lighting, Reflections.
 - Glass Refraction and Reflection.
 - Chromatic aberrations.
 - Lens flare effects.
 - HUD, Videos and Menus.
 - Crosshair is pushed to depth and is separate from the main HUD.
 - Added additional convergence preset on **F1** key that can be used during certain cinematics.
 - Added additional convergence preset on **F2** key that can be used for viewing collections.
- Can be changed from the .ini file under [Alternative_3D_Settings] section.

Known Issues:

- Screen Space Reflections are disabled. After numerous attempts to fix it (and only working in certain angles) it has been disabled to give a cleaner look.
- Some texture clip on left/right at different angles. This looks like a Scissor Clipping issue. Tried to disable it, but it breaks the renderer completely, so is back on.

Note: There is a bug in Windows 7 drivers with Single GPU/Single Screen: forcing the context to be in "fullscreen" will give an "OUT OF MEMORY" error and 3D Vision will be disabled. In order to bypass this you need to set "*ForceFullScreen = true*" to **false** (in the wrapper .ini file). This will make the game run in a Window. This issue is **not** present on Windows 10 drivers!

Note:

The wrapper comes with settings for HIGH END GPUS (980Ti & TitanX).

FOR BEST RESULTS IT IS ABSOLUTELY IMPERATIVE TO MAINTAIN 100-120 FPS (as shown by the game statistics) in order to avoid EYE-SYNC issues!

The biggest performance impact comes from the Resolution! Lower your resolution and use the **Resolution Scale** option (in-game, Advanced options) to tweak your resolution in order to get 100-120FPS.

If you cannot maintain 100+ FPS you can either:

- Lower Resolution

And/Or

- Lower in-game scaling from 100% [Advanced Video Settings]

Until you can achieve the resolution.

Alternatively you can change the Render Mode! (See below).

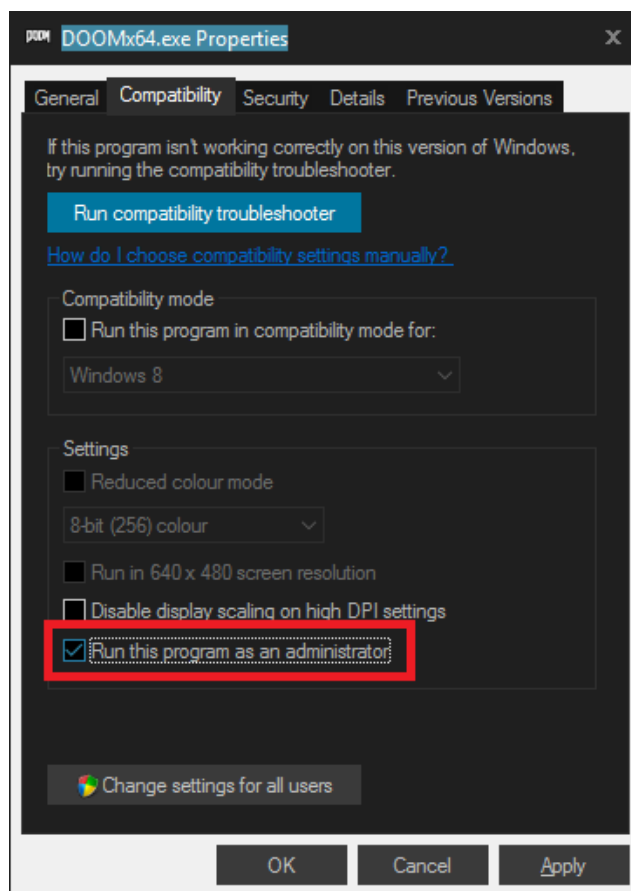
Install:

1. Before installing the wrapper:

- Start the game and set all your settings like resolution, rendering options.
- Set the game to run in **FULLSCREEN MODE**.
- Following settings are mandatory:
 - **Disable** Compute Shaders [Video Settings]
 - Set Antialiasing to either of the settings: **OFF, FXAA, SMAA**. Any other type of AA is post-process and is not supported.
- Following settings are recommended but not mandatory:
 - **Disable** Motion Blur [Video Settings]
 - **Disable** Depth of Field [Advanced Video Settings]
 - **Disable** Depth of Field AA [Advanced Video Settings]
 - Set Motion Blur to Low [Advanced Video Settings]
- Save the settings and exit the game.

2. Install the wrapper:

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



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

3. Configuring the wrapper:

3.1 Changing UI & Crosshair Depth:

- UI depth can be changed from the [\[Stereo_Custom_Params\]](#) section, by changing the "0.3" value to something else. + values push it in the screen while - values put it out the screen.
- The Crosshair is controlled by some shaders. Look for value "5.5" and change it like above.

3.2. Frame Rendering Options for Geometry 3D Only:

`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!!!

`StereoDominantEye` = MONO_EYE

Selects the eye based on which the "other" eye is composed. Values:

- **MONO_EYE**-> This is Default Nvidia 3D Vision Method. Both Left and Right Eyes will be generated. Translation of each eye starts from the MONO_EYE Camera.
- **RIGHT_EYE**-> The Left Eye will be an offset of Right Eye. Right Eye position is not translated.
- **LEFT_EYE** -> The Right Eye will be an offset of Left Eye. Left Eye position is not translated.

Uninstall:

- Run the "Uninstall.bat" file and follow instructions.
- Use Nvidia Inspector and navigate to the game Profile.
- Press the green Nvidia Logo button, to reset the profile to Installation default.

