Minecraft 1.10

# - 3D Vision Patch - v.6.12

A fix made by:

- Helifax – 3D Vision wrapper code, shader fixing and making the fix.
- Mike_ar69 – fixing the shader for Seus Pack & additional Shaders included.

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:
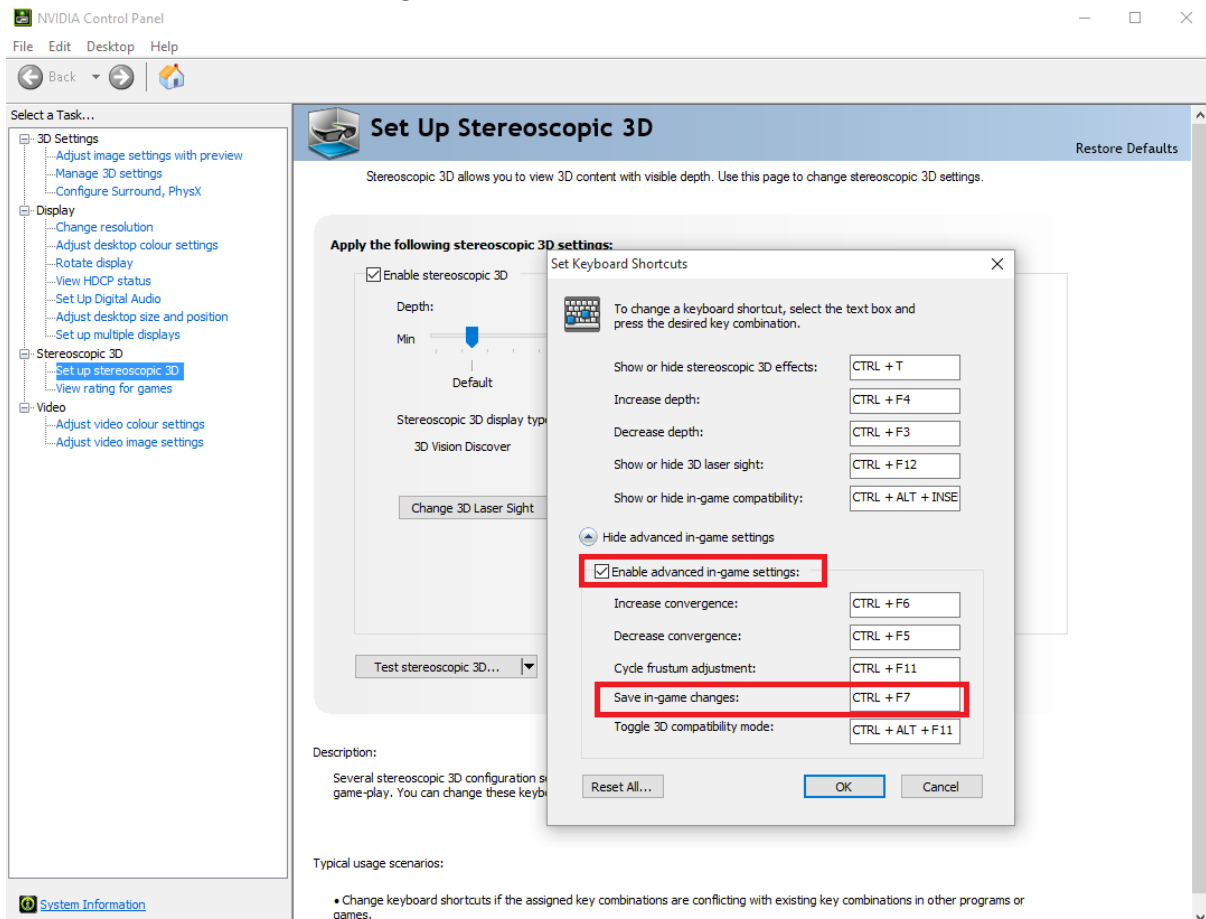
Fixed:

- Enabled 3D Vision rendering.
- Developed tool to enable Seus Shader Pack v.10.1 to work with the game:
http://shadersmods.com/sonic-ethers-unbelievable-shaders-mod/

Known Issues:

- Maintaining a HIGH FPS is required to avoid eye-sync issues!!!

Install:

1. Game configuration:
- Game requires FORGE and Optifine HD Mod in order to enable shaders.
- A video guide (that still applies to the current game version) can be found here:

(https://www.youtube.com/watch?time_continue=236&v=ePWf09LSNMg)

2. Before installing the wrapper:

- Make sure that Shader Packs work perfectly fine before installing the wrapper!
- Optionally, use the Minecraft_SEUS_shaders_3DVision_Converter.rar (found here:
http://3dsurroundgaming.com/OpenGL3DVisionGames.html#Minecraft)
- Follow the video guide on how to use the tool:

3. Install the wrapper:

- Copy all the Fix files next to the **javaw.exe** file, which is located at the following path:
"C:\Program Files (x86)\Minecraft\runtime\jre-x64\1.8.0_25\bin"

Note: "jre-x64" -> Java for 64bits (use 64 bit version of the fix). "1.8.0_25" is Java version (this can be a different version. Same instructions apply).

- Find **javaw.exe** and set it to run as **Administrator always** (even if you are using an Administrator account)!
 This can be done by selecting javaw.exe->Properties->Compatibility, as shown below:
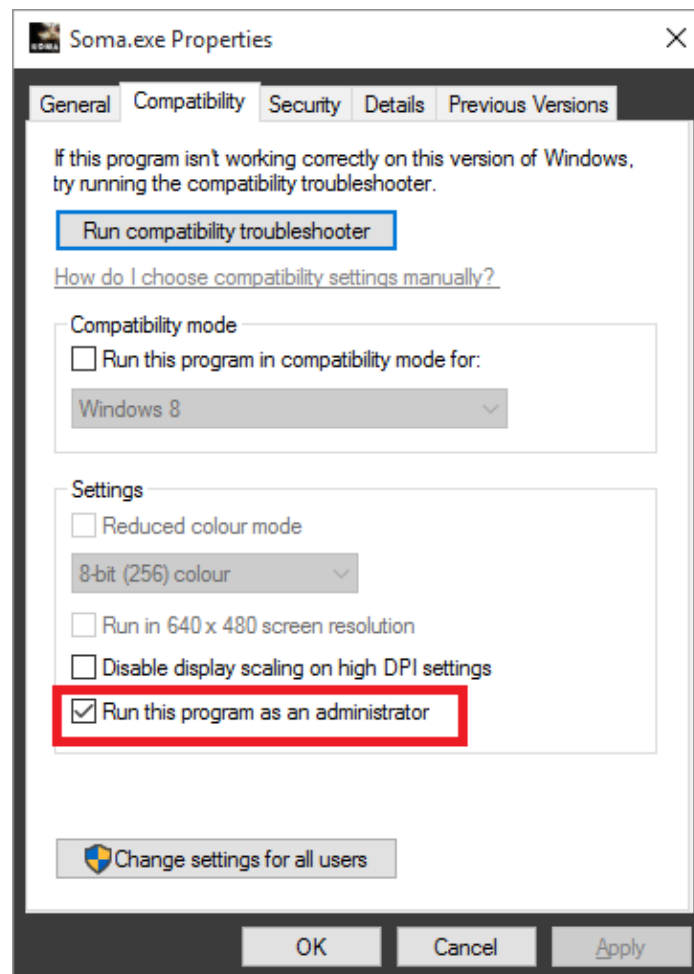
Select "Run this program as an administrator" and click OK.

- Navigate to "%AppData%/.minecraft" (just paste this address in Explorer) and copy the **"shaderpacks"** folder. If it asks you to overwrite, select YES. This will install Mike_ar69 Vanilla shaders, if you don't plan on using Seus Pack or prefer the default way.

3. Configuring and Using the wrapper:

3.1. 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.

3.2. Resizing the Window and switching to Fullscreen:

- The game doesn't support TRUE Exclusive Fullscreen.
- To resize the window:

- Resize the Window to the desired size.
- Press *"CTRL + F10"*and wait.
- 3D Vision will disable, the wrapper will re-generate the render window and 3D Vision will kick in again.

- To switch to fullscreen:

- Press *"F11"*and wait. This tells the Java Window to go to Borderless fullscreen.
- If the wrapper doesn't automatically regenerate the window, press *"CTRL + F10"*and wait.
- 3D Vision will disable, the wrapper will re-generate the render window and 3D Vision will kick in again.

Uninstall:

- Run the "Uninstall.bat" file and follow instructions.
- Use Nvidia Inspector and navigate to the game Profile. ("javaw.exe-3D Vision Wrapper").
- Press the green Nvidia Logo button, to reset the profile to Installation default.