# 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:

NVIDIA Control Panel					
File Edit Desktop Help					
🕞 Back 👻 🌍					
Select a Task	Cat Um Stanage	ania 2D		^	
	Set Up Stereosco Stereoscopic 3D allows you to view 30	D content with visible depth. Use this page to char	ige stereoscopic 3D settings.	Restore Defaults	
Display     Change resolution	Apply the following stereoscopic 3D settings:				
Rotate display	Enable stereoscopic 3D	t Keyboard Shortcuts	×		
View HDLP status Set Up Digital Audio Adjust desktop size and position Set up multiple displays	Depth:	To change a keyboard shortcut, select the text box and press the desired key combination.			
Stereoscopic 3D Set up stereoscopic 3D View rating for games	Default	Show or hide stereoscopic 3D effects:	CTRL + T		
⊡- Video		Increase depth:	CTRL + F4		
Adjust video colour settings	Stereoscopic 3D display type	Decrease depth:	CTRL + F3		
Aujust video iniage setungs	3D Vision Discover	Show or hide 3D laser sight:	CTRL + F12		
	Change 3D Laser Sight	Show or hide in-game compatibility:	CTRL + ALT + INSE		
		<ul> <li>Hide advanced in-game settings</li> </ul>			
		Enable advanced in-game settings:			
		Increase convergence:	CTRL + F6		
		Decrease convergence:	CTRL + F5		
	Test stereoscopic 3D  ▼	Cycle frustum adjustment:	CTRL + F11		
		Save in-game changes:	CTRL + F7		
		Toggle 3D compatibility mode:	CTRL + ALT + F11		
	Description:				
	Several stereoscopic 3D configuration si game-play. You can change these keyb	Reset All	OK Cancel		
	Typical usage scenarios:				
System Information	<ul> <li>Change keyboard shortcuts if the assigned games.</li> </ul>	d key combinations are conflicting with existing ke	y combinations in other programs or	~	

### Fixed:

- Enabled 3D Vision rendering.

- Developed tool to enable Seus Shader Pack v.10.1 to work with the game: <u>http://shadersmods.com/sonic-ethers-unbelievable-shaders-mod/</u>

### **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:

Soma.exe Properties						
General Compatibility Secu	rity Details	Previous Ve	rsions			
If this program isn't working correctly on this version of Windows, try running the compatibility troubleshooter.						
Run compatibility troubleshooter						
How do I choose compatibility settings manually?						
Compatibility mode						
Run this program in compatibility mode for:						
Windows 8		$\sim$				
Settinas						
Reduced colour mode						
8-bit (256) colour 🗸 🗸						
Run in 640 x 480 screen resolution						
Disable display scaling on high DPI settings						
Run this program as an administrator						
Change settings for all users						
0	к	Cancel	Apply			

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.