

No Man's Sky

- 3D Vision Patch - v.6.12

To view the latest changes and additions to the wrapper, please read the Release Notes available here:
<http://3dsurroundgaming.com/OpenGL3DVisionWrapper.html>

Requires: **NVIDIA Drivers 372.54 and latest version of the game (not experimental branch).**

A fix made by:

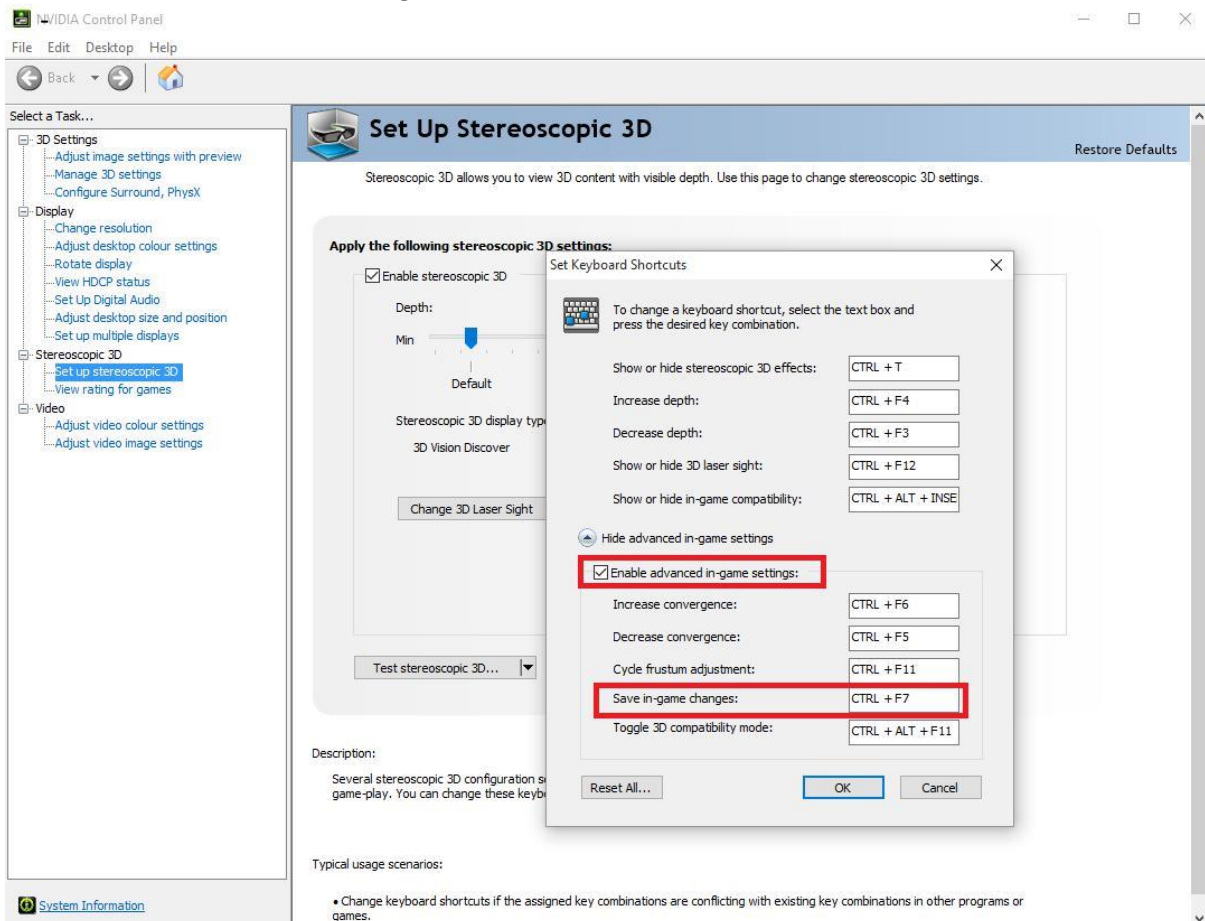
- Helifax – 3D Vision wrapper code, shader fixing and making the fix.
- Crosire – Reshade v.2.03 library
- BlueSkyDefender – Depth3D Reshade Shader – Depth Buffer Stereo 3D.

This fix will address the following:

- 3D Vision support
- SLI support (Requires latest version of the game)
- Single GPU or SLI 3D Vision 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:

One thing to mention is since the whole game is procedurally generated so are the shaders. I have manually fixed things that I have encountered. However, it is possible to have missed a few.

3D Vision – Geometry 3D:

- Enabled 3D Vision rendering.
- Decals encountered.
- Lens flare effects.
- HUD and Menus.
- Some shadows are correct while other are broken.
- Some Lights are correct while other are broken.
- By default both shadows and some lights **are disabled**.
- Press **F2** key (or **Xbox D-Pad down** key) to toggle the shadows and lights on/off.
- Press **F3** key to toggle only the shadows on/off.
- Press **F4** key to toggle only the lights on/off.

I recommend using them in interior locations: Building, caves, space-station, etc.

3D Vision – Depth Buffer 3D (Compatibility Mode):

- Tweaked the Depth Map to give the best possible 3D Effect.

Known Issues:

- Some shadows and lights are broken and couldn't be fixed. (The game generates the shaders on "the go" and one shader alone can be up to 50.000 lines of code). I tried to fix them for over a week, but failed. Use the preset key to enable/disable them on the fly.
- Some elements might render incorrectly. (Clipping or wrong depth).
- Visor Zoom UI is at screen depth as the shader is controlling more than the UI.

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 "*FullScreenDetection = false*"

- Set "*ForceWindowModeSupport = true*"

= Set "*ForceFullScreen = false*"

(in the wrapper .ini file). This will make the game run in a Window Environment. This issue is **not** present on Windows 10 drivers!

Note:

The fix has been tested only on HIGH END GPUS (980Ti). It is possible the fix will not work on earlier hardware. It should work correctly on the GTX 1000 series as well.

FOR BEST RESULTST IT IS ABSOLUTELY IMPERATIVE TO MAINTAIN as close to 100-120 FPS.

- Using the Visor and scanning while in Depth3D Mode will **RESET** the **Depth Map**. If this happens you need to restart the game!

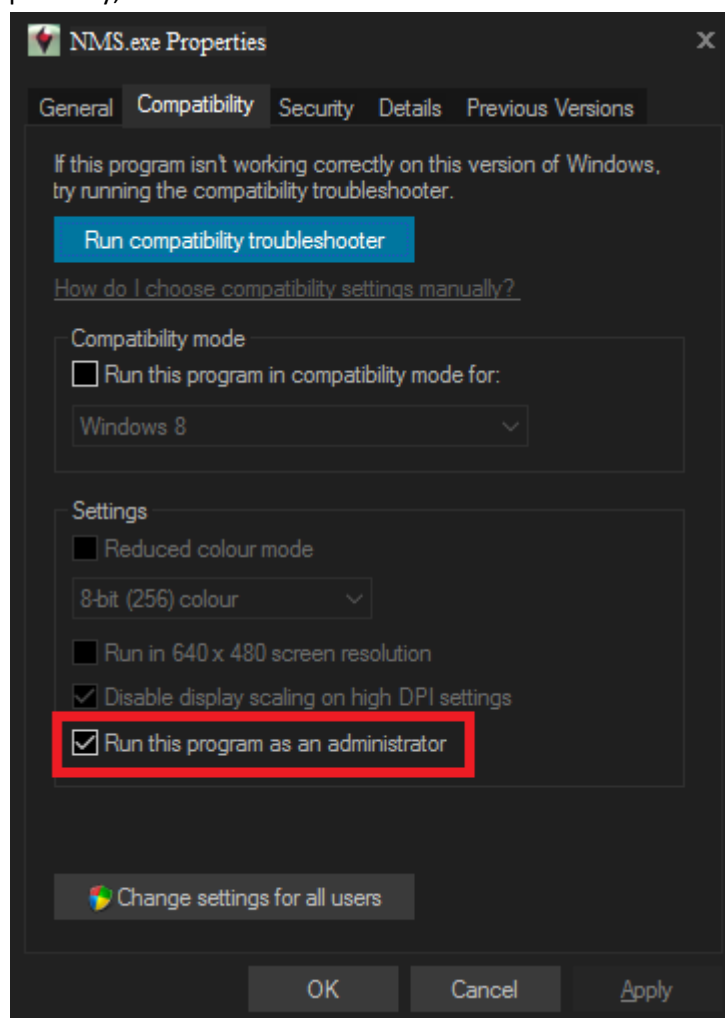
Install:

1. Before installing the wrapper:

- Start the game and set all your settings like resolution, rendering options.
- Set Max FPS to MAX.
- Set VSYNC to OFF/ON (what you think works best).
- Save the settings and exit the game.
- Go to game folder and delete "GAMEDATA/SHADERCACHE" (The game caches the shaders and we need to delete the old mono shaders)
Ex: "D:\Steam\steamapps\common\No Man's Sky\GAMEDATA\SHADERCACHE"

2. Install the wrapper:

- Copy all the Fix files IN THE MAIN GAME FOLDER and overwrite if asked.
(Ex: copy everything in "D:\Steam\steamapps\common\No Man's Sky")
- Set the game to run as **Administrator always** (even if you are using an Administrator account)!
This can be done by selecting D:\Steam\steamapps\common\No Man's Sky\Binaries\NMS.exe->Properties->Compatibility, as shown below:



Select "Run this program as an administrator" and click OK.
Start the game. The first time it will take longer because is re-caching the shaders!

3. Configuring the wrapper:

3.1. Switching between Geometry 3D and Depth 3D:

Fix comes with **Geometry 3D mode** enabled by default. You can switch to **Depth 3D (Compatibility Mode)** by pressing **CTRL+ALT+F11**. This will toggle the mode on “the fly”.

If you want to use the fix to always start in **Depth3D mode**, make sure the following line is set in the .ini file:

```
ReshadeDepth3D_Default_On = true
```

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.

4. Customizing the Depth Map for Depth 3D Mode:

- The depth map can be easily changed. Navigate to “X:\No Man's Sky\Binaries\Reshade\Shaders\BSD\” and open “SuperDepth3D.fx” in any editor.

- The depth Map is located in the following function:

```
//Depth Map Information
```

```
float4 SbSdepth(float4 pos : SV_Position, float2 texcoord : TEXCOORD0) : SV_Target  
{  
}  
}
```

- Customizing the depth map will require changing the following variables: **cN**, **cF** as well as the formula for **depthM**.

5. Customize the Stereo Separation (depth) for Depth 3D Mode:

- Navigate to: “X:\No Man's Sky\Binaries\ReShade” and open “ReShade Assistant.exe”

- Select “Default Profile”

- Click on “Shaders” tab

- Scroll down to "Depth3d - BSD" and click on it (on the right side of the text)
- Open the new "Shader Settings" tab
- Change the "Depth" (Stereo Separation) value and save + confirm.

Note: It is possible to do so on the fly while the game is running, by alt+tabbing.

Uninstall:

- Run "Uninstall.bat" from the game folder.

Ex: "D:\Steam\steamapps\common\No Man's Sky\uninstall.bat"

-Use Nvidia Inspector and RESET the profile associated with the game (exe) to Nvidia Default

