

# SOMA

## - 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>

A fix made by:

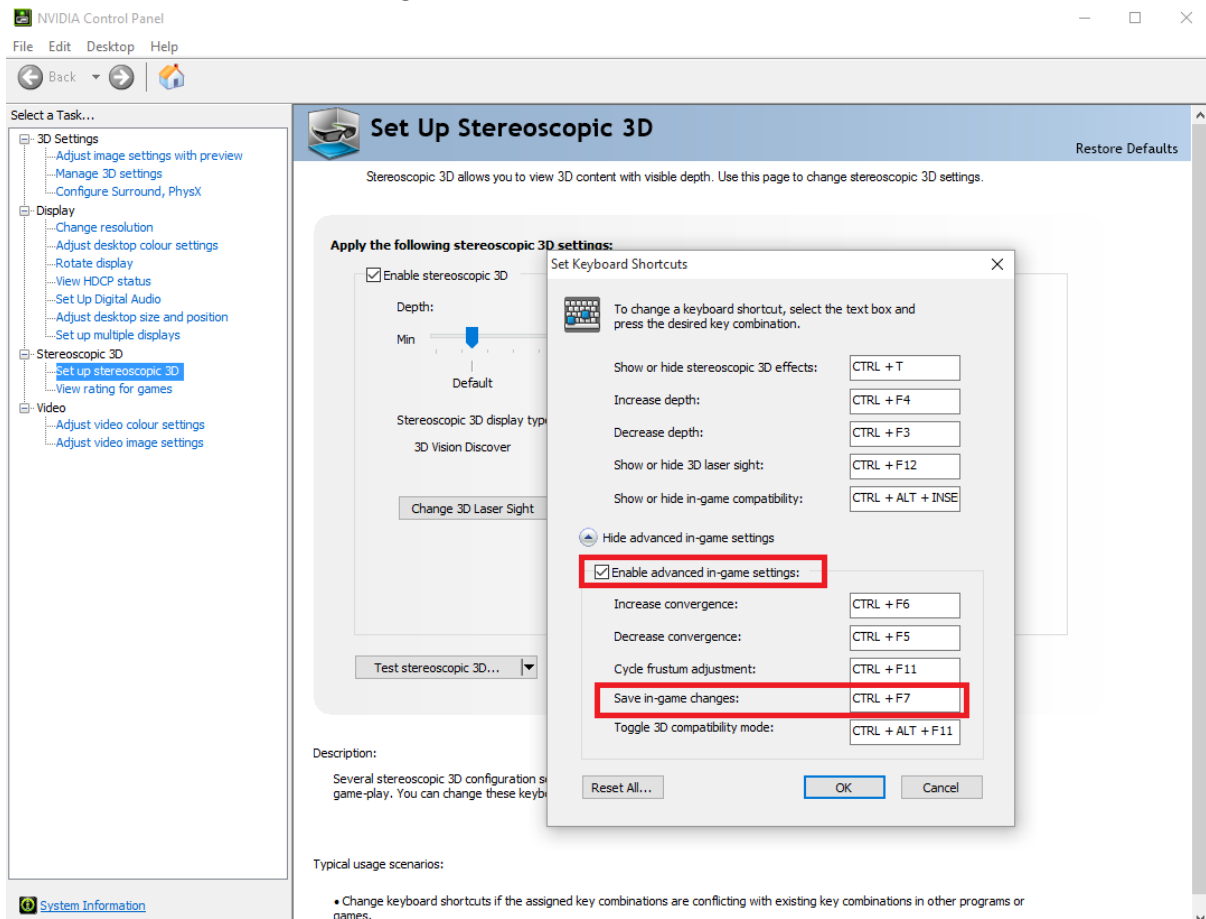
- Helifax – 3D Vision wrapper code, shader fixing and making the fix.
- Mike\_ar69 – helping with shaders correction code.
- DarkStarSword– helping with shaders correction code.

This fix will address the following:

- 3D Vision support
- SLI support (no SLI scaling but works perfectly good with SLI option ON)
- 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.
- Added additional convergence preset on middle mouse button that is required and viewing objects close to the camera (It acts as a toggle). Can be changed from the ini file under [Alternative\_3D\_Settings] section.

## Known Issues:

- Some type of glass materials might render incorrectly at some viewing angles.
- Depth of field will render the image as 2D. Can't be disabled from options. This is seen in some cutscenes. No difference between Low and High presets.
- Maintaining a HIGH FPS is required to avoid eye-sync issues!!!

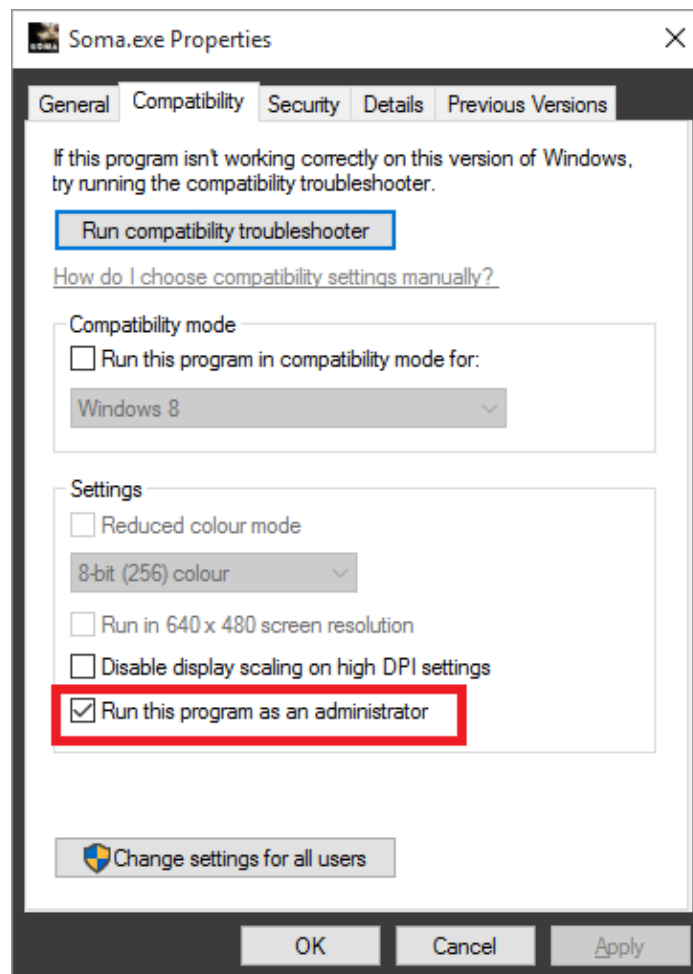
# Install:

## 1. Before installing the wrapper:

- Start the game and set all your settings like resolution, rendering options and **FOV**. Be sure to set REFRESH rate to 100-120Hz or 144Hz.
- Start a new game, save after the intro and exit the game.
- Navigate to "My Documents -> My Games -> Soma -> Main".
- Find the "\_user\_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\SOMA")
- 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 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** = RIGHT\_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.

The game comes with Dominant eye set as **Right**. This allows when aiming to **line up the gun + iron sight** in the **Right eye**. This way you will not need an additional convergence key.

#### 3.2. Other Settings for Geometry 3D Only:

- Use "F1" key to toggle to a convergence mode when viewing objects etc. in the "[Alternative\_3D\_Settings]" section.

- The HUD separation can be configured by this line in the "[Stereo\_Custom\_Params]" section:

**ShaderProgram|(847, -0.20, 0, 0, 0)**

- Change the second number (.y component). 0.0 is screen depth. -0.20 is in screen. 0.20 is out of screen.
- Save the file



## 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.