

# Wolfenstein – The New Order

## - 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:

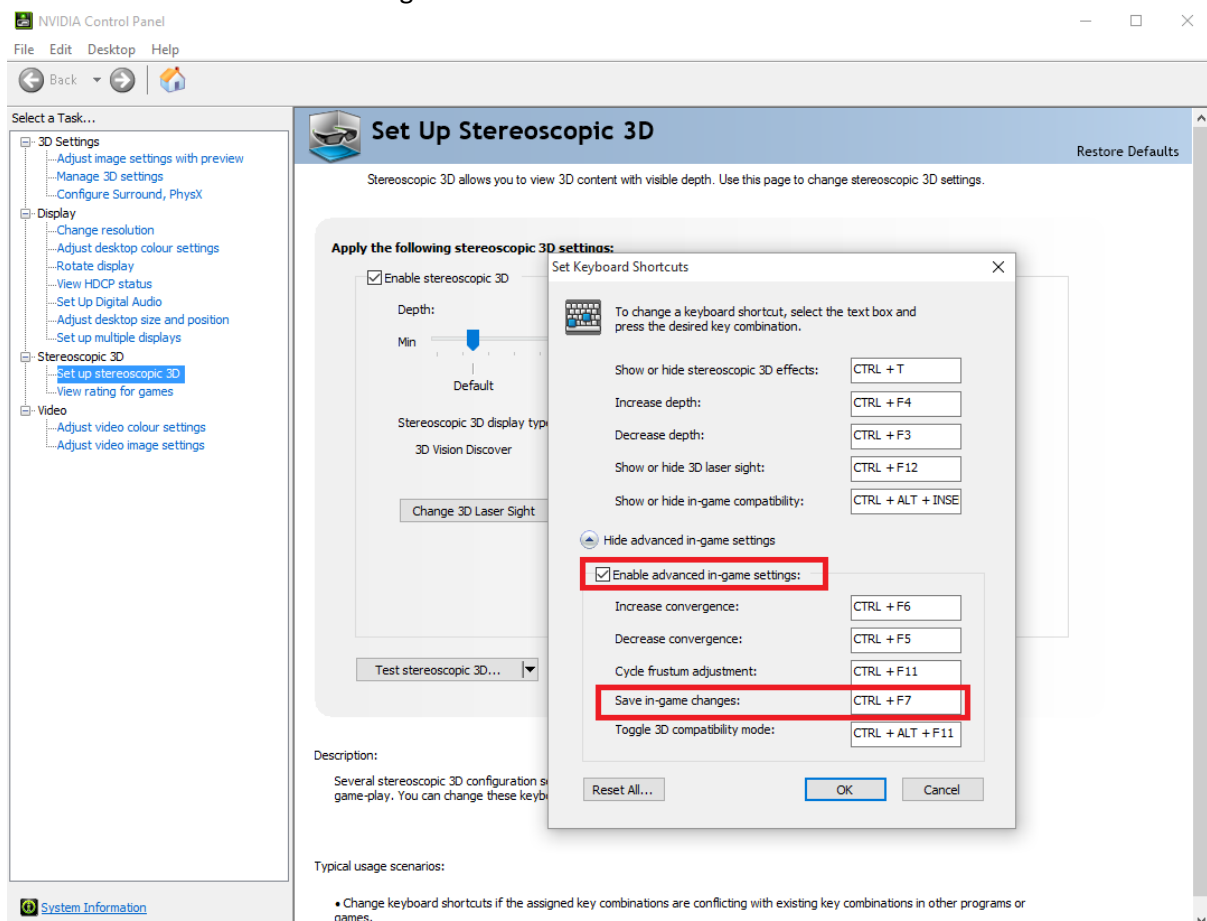
- Halifax – 3D Vision wrapper code, shader fixing and making the fix.
- Mike\_ar69 – helping with shaders correction code.
- Crosire – Reshade v.2.03 library
- BlueSkyDefender – Depth3D Reshade Shader – Depth Buffer Stereo 3D.

This fix will address the following:

- 3D Vision support
- SLI support
- 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:

### 3D Vision – Geometry 3D:

- Enabled 3D Vision rendering + various tweaks to make it work best as possible!
- 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.

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

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

## Known Issues:

- It is possible the game/wrapper to crash if you use CUDA acceleration option in-game. Disable it to avoid this.
- Game is locked to maximum 60 FPS. The game will never run at 120 FPS required for 3D Vision Geometry Mode. As a result some motion sickness can appear.

### 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!

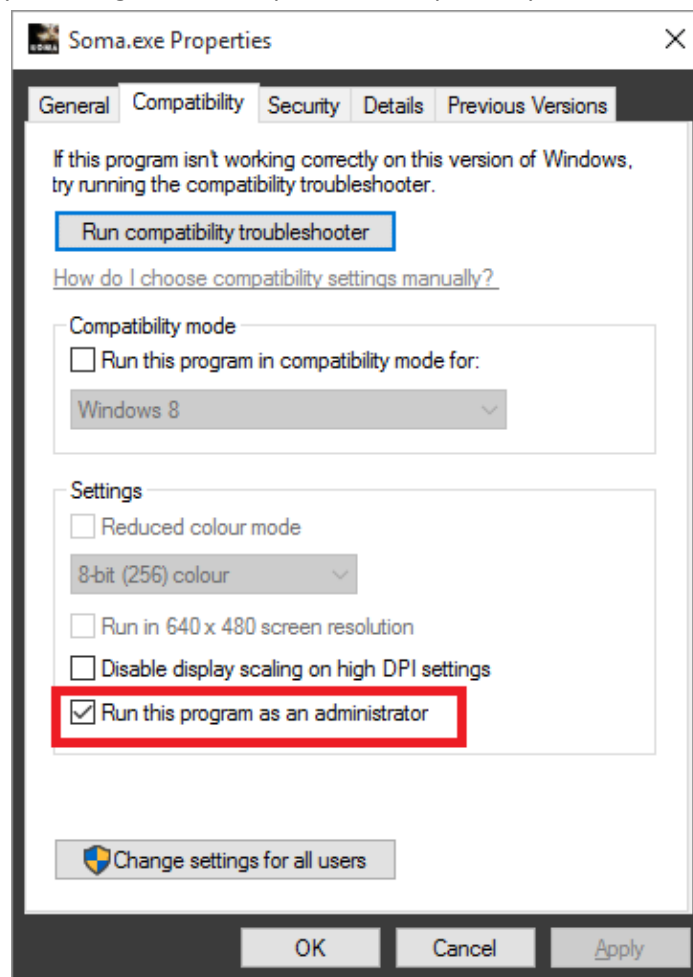
# Install:

## 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 120Hz and fullscreen.
- Disable SPACE SCREEN REFLECTIONS - Not rendering correctly in 3D
- Fix is compatible with Flawless Widescreen (for 3D Surround).

## 2. Install the wrapper:

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



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

### 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".

**Important: The game doesn't use the correct Depth Buffer is set to Fullscreen! In order to use the depth buffer you need to start the game in either Window Mode or Borderless Window Mode (In-game settings). If for some reason you start the game as Fullscreen and the depth is lacking, switch to Window Mode, return to game and the Depth Map should be picked. You can switch back to Fullscreen Mode now.**

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 = 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.

### **3.3. Other Settings for Geometry 3D Only:**

- Use "F" key to toggle to a convergence mode when AIMING, or change it in the "[Alternative\_3D\_Settings]" section.
- UI separation can also be changed in the "[Stereo\_Custom\_Params]" section.

### **4. DOUBLE vs SINGLE precision BLOOD & DECALS for Geometry 3D Only:**

- The default fix uses double precision for calculating the Blood and Decal stereo 3D position. Since MOST GPUs are limited on the double precision calculation units this might affect performance terrible in some locations.
- The fix comes with SINGLE precision shaders as well. Simply copy the content from "Single\_Precision" folder into the "Shaders" folder. This will give you the Performance BACK, BUT the blood and decals will SHAKE a bit. This is due to the precision loss when using single precision floats.

### **5. Customizing the Depth Map for Depth 3D Mode:**

- The depth map can be easily changed. Navigate to "X:\Steam\steamapps\common\Wolfenstein The New Order\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**.

### **6. Customize the Stereo Separation (depth) for Depth 3D Mode:**

- Navigate to: "X:\Steam\steamapps\common\Wolfenstein The New Order\" 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 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.