



More on: <http://3dsurroundgaming.com/Vk3DVision.html>

Doom Eternal(DLC included) – Stereo3D Fix

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2021)

Patreon: <https://www.patreon.com/Vk3DVision>

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!!! UPDATE your Nvidia drivers to the ones requested by the game! Driver 425.31 will NOT WORK. It will crash at start-up!!!

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Game Setup:

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1. Start the game.
 2. Go to Settings -> Video
 3. Set Window Mode to BORDERLESS WINDOW.
 4. Set Monitor to 1(Default) - Or your 3D Monitor.
 5. DON'T ENABLE HDR - as this doesn't work. (3D Vision and VR doesn't support it anyway)
 6. Enable "Present from Compute".
 7. Set whatever quality settings you want, but set REFLECTIONS Quality on LOW. (This will remove Screen Space Reflections which aren't fixed)
 8. Open console (by pressing ~) and disable TAA using this command: "r_antialiasing 0". Press Enter. **(Currently this need doing every time the game starts!)**
 9. I recommend disabling Depth of Field.
- Obviously, this is based on your GPU, but I recommend High/Ultra Graphics quality.
10. RTX while working, it is recommended to be left OFF (This is due to how the game implemented RTX: A mix of RTX reflections combined with Screen Space Reflections). This is currently fixed by approximation in the SSR shaders AND not the RTX shaders (Fixing it properly in the RTX shaders breaks the Screen Space Reflection shaders that use the RTX results -_-).

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Windows Setup:

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1. Set your WINDOWS resolution to MATCH the GAME resolution. Ex: 1920x1080 both in Windows & in game!!! Not doing any of these steps will prevent Vk3DVision to switch to Exclusive Fullscreen - Required for 3D Vision Monitors to display in Stereo3D.

2. If you experience low framerates with low GPU usage, set "Power Management Mode" to "Prefer Maximum performance" in Nvidia Control Panel.

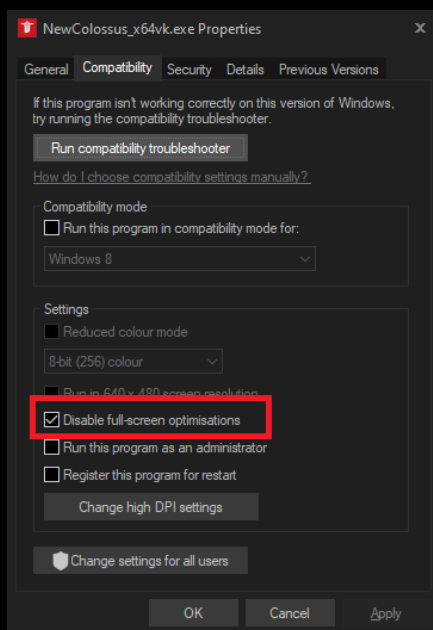
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Stereo3D Setup:

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1. Copy "Vk3DVision" folder in the game folder. Ex: "D:\DoomEternal"
2. Open "Vk3DVision\Vk3DVision.ini" and change "Stereo3DViewMode" to the mode you want.

- For "3DVision" Mode, **DISABLE FULLSCREEN OPTIMIZATIONS**, from the EXE Properties Page.



3. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
4. Play & Enjoy!

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Fixed:
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- Stereo3D in Vulkan Injection
- All Shadows & All Lights.
- Volumetric Light Effects.
- All texture Clipping for lights and decals.
- Glass Refractions.
- Reflections, Except Screen Space reflections which I didn't even look at.
- Lens Flares.
- Fixed UI and pushed crosshair to depth.
- What you saw in the video here: <https://youtu.be/qvz4TSZuvcY> is what the fix does.
- !!! There might be some minor broken shaders that I haven't fixed or seen.

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Frame Synchronization:
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- The game features a "Frame Synchronization" Module: "Vk3DFrameSync.dll":
- If you don't want it enabled, you can always delete/rename the DLL file.
- !!! It is possible the game to receive further updates that might break this. If you experience a CRASH when trying to load the game, try removing this DLL and see if it solves the issue! (And do let me know so I can update.)
- ONLY GAMEPLAY is Synchronized. Menus, Videos, etc are not Synchronized and are still displaying sequential frames.

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VR Controllers mapping to Xbox Controller:
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To use the VR controllers in OpenVR, you will have to first install ViGem Bus driver (This is one time install).

When you start a game using OpenVR, a virtual XBOX Controller will be plugged-in and mapped to the VR controllers. All Controller schemes can be customized from SteamVR, per game, or to add new controllers.

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Key Shortcuts:
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- Both Keyboard and Xbox Controller shortcuts are supported.

