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

DOOM Eternal (Steam only – latest version) Virtual Reality v0.90 Fix [WIP]

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2024)
Patreon: https://www.patreon.com/Vk3DVision
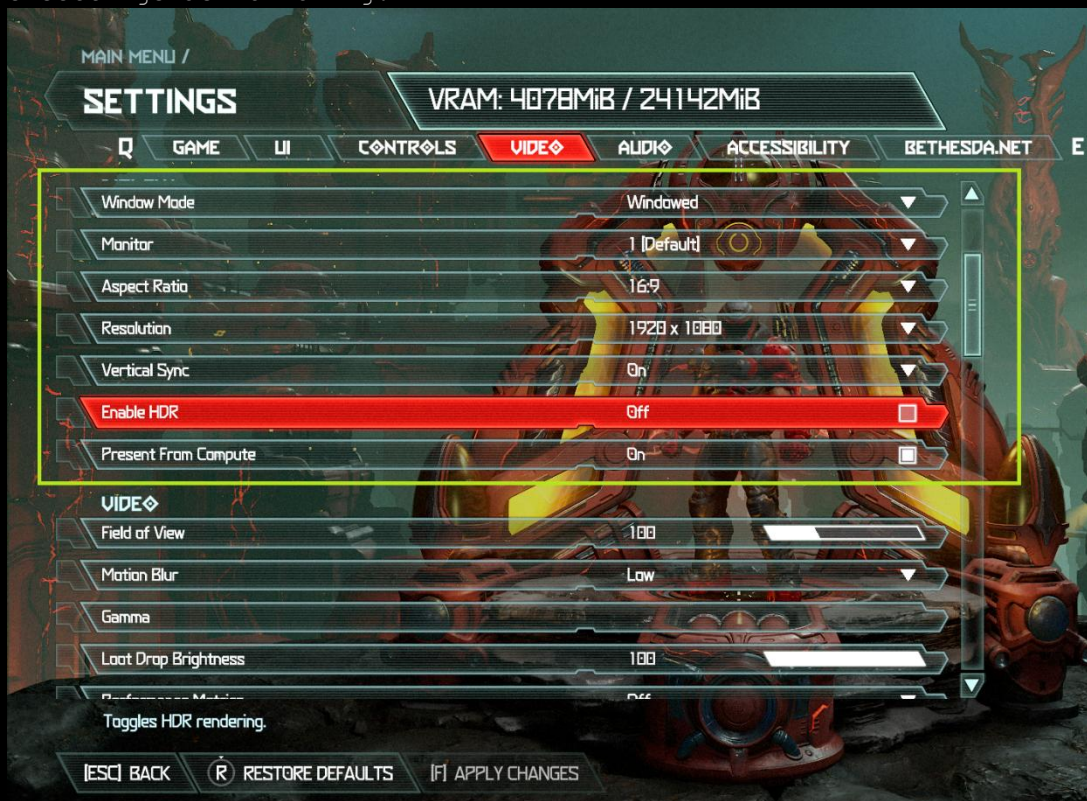PayPal: tavyhomeppal@hotmail.com

Requires a Nvidia RTX GPU (RTX 2000/3000/4000).
Driver Nvidia Graphics Driver 471.11 or newer is required. Testing was done on 566.36 Driver Set (Windows 11 24H2).

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Game Setup:
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THIS IS A VERY FAST PACED AND INTENSE game in 2D. In VR this is amplified to 200%. Proceed with caution 😊 This is a WIP (Work in progress) release. This is as far as I was able to get.

- Copy the fix in any location on your drive (DO NOT COPY IT INSIDE THE GAME FOLDER).
- Start the game in 2D.
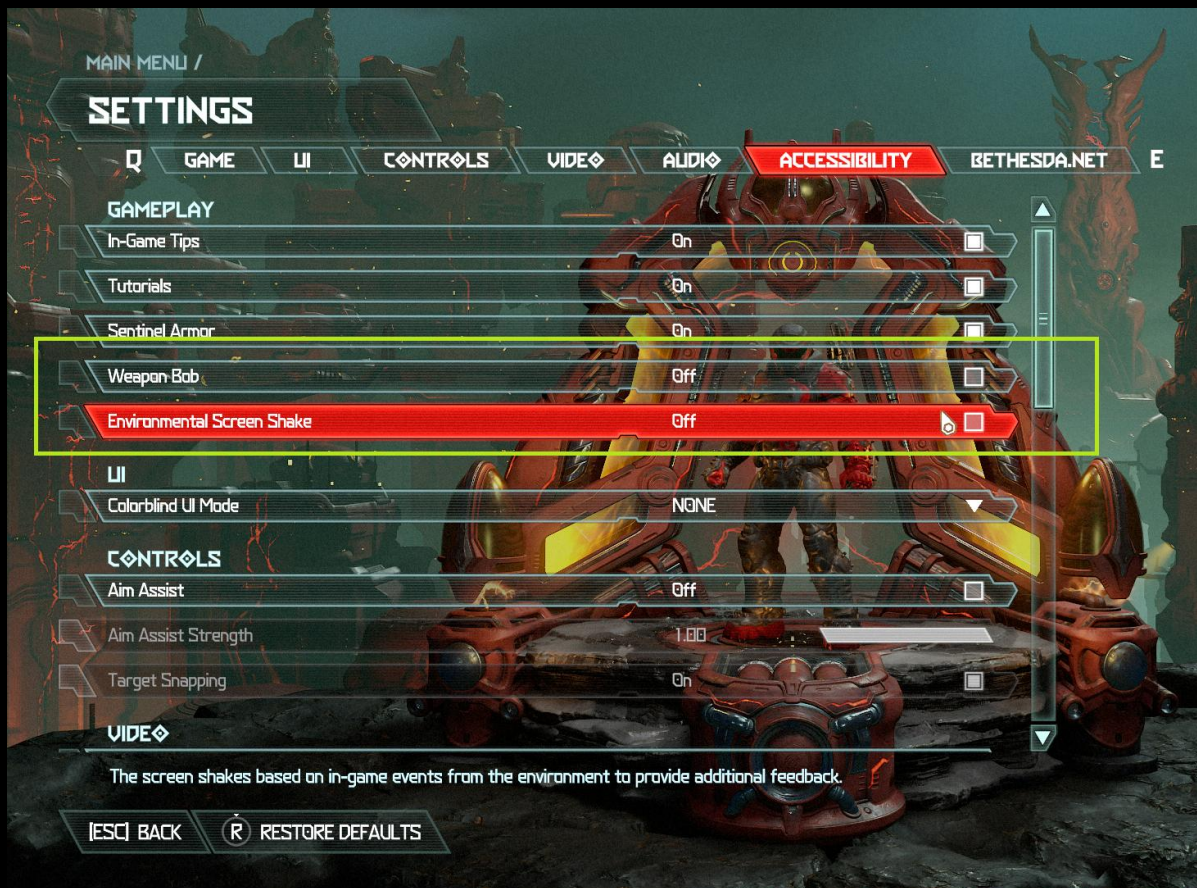- Set the settings as following:

Explanation: Window Mode: Windowed or Windowed Mode. DO NOT USE FULLSCREEN!
HDR OFF, Present from Compute ON.
DO NOT change the Resolution! This is automatically calculated and applied at startup based on your VR headset and settings in SteamVR.
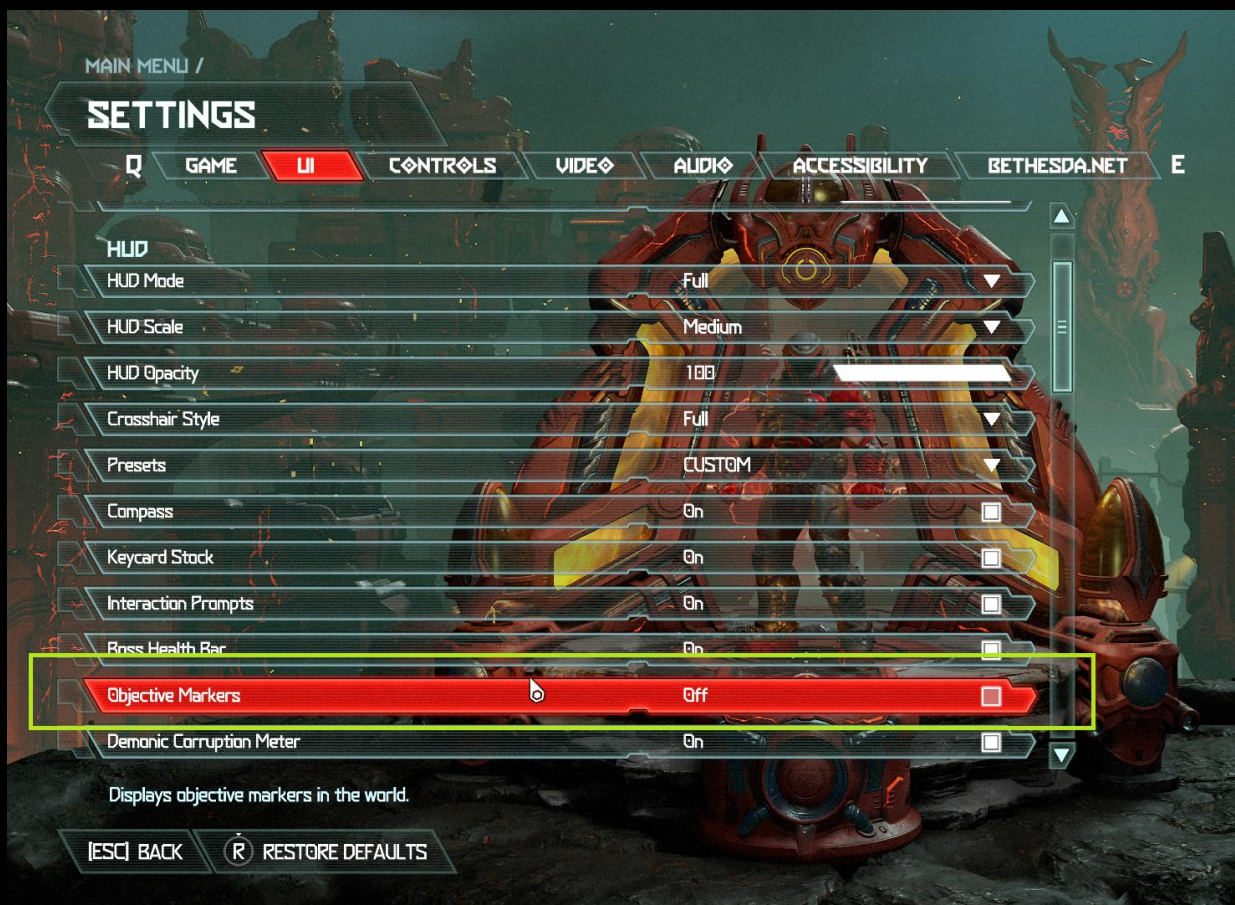

Turn Motion Blur, Raytracing and DLSS OFF.

Resolution scale OFF. (Keep it 100%).
  - For Graphics Preset, based on the GPU you have I would recommend starting from High/Ultra Preset and scaling Up or Down from here.

MAIN MENU /

SETTINGS

Q | GAME | UI | CONTROLS | VIDEO | AUDIO | **ACCESSIBILITY** | BETHESDA.NET | E

GAMEPLAY

In-Game Tips	On	☐
Tutorials	On	☐
Sentinel Armor	On	☐
Weapon Bob	Off	☐
Environmental Screen Shake	Off	☐

UI

| Colorblind UI Mode | NONE | ▼ |

CONTROLS

Aim Assist	Off	☐
Aim Assist Strength	1.00	
Target Snapping	On	☐

VIDEO

The screen shakes based on in-game events from the environment to provide additional feedback.

[ESC] BACK | (R) RESTORE DEFAULTS

Under Accessibility: Turn Environmental Screen Shake OFF. Optionally you can disable Weapon Bob if you want, but it is not mandatory.

MAIN MENU /

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HUD

HUD Mode	Full	▼
HUD Scale	Medium	▼
HUD Opacity	100	
Crosshair Style	Full	▼
Presets	CUSTOM	▼
Compass	On	☐
Keycard Stock	On	☐
Interaction Prompts	On	☐
Boss Health Bar	On	☐
Objective Markers	Off	☐
Demonic Corruption Meter	On	☐

Displays objective markers in the world.

[ESC] BACK | (R) RESTORE DEFAULTS

For the ideal experience disable Objective Markers in the UI section. (Presents a cleaner UI).
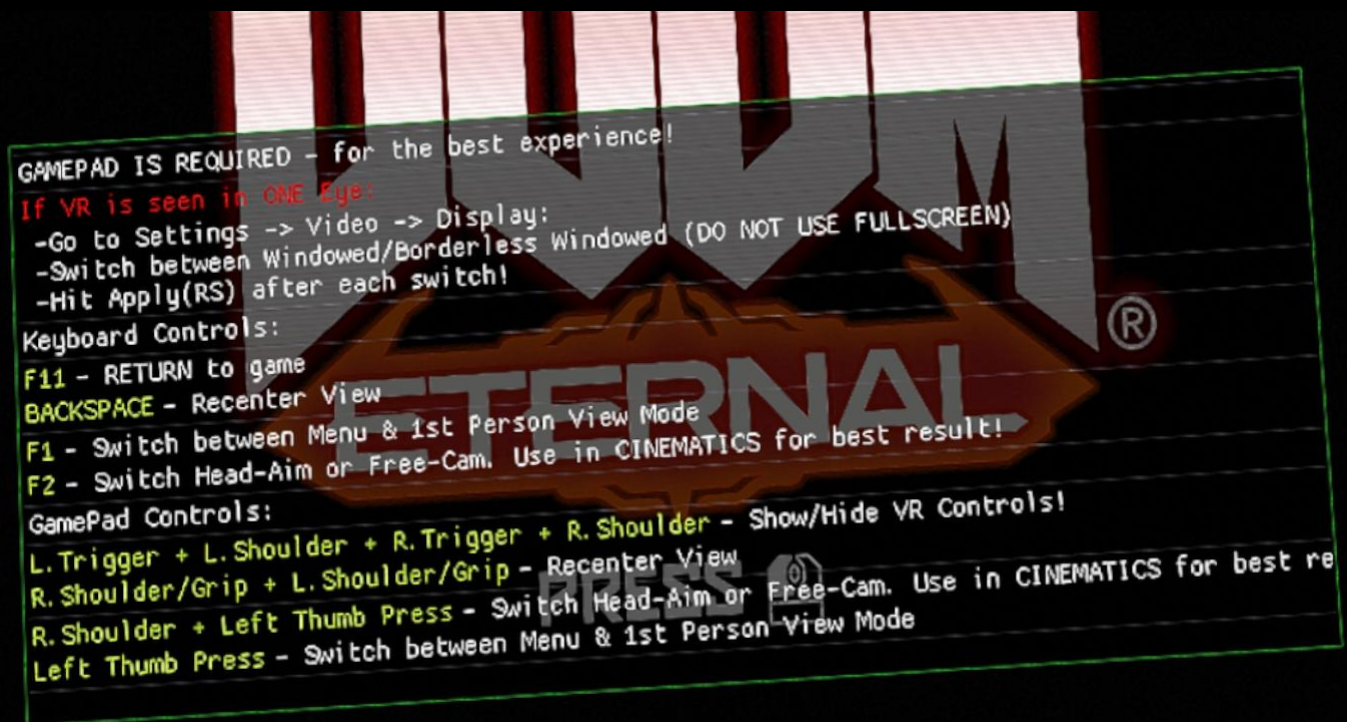
- Hit APPLY Changes.
- Quit the game.
- Start "Vk3DVision.exe" and LEAVE IT RUNNING.
- Start the game!

!!!!
It is likely that on starting the game in VR, one of the views will
be black! (not rendering). Normally the right eye view.
To workaround this issue, in the Main Menu of the game go to
Settings -> Video:
   - Switch between Windowed/Borderless Windowed modes (DO NOT USE
     FULLSCREEN).
   - Hit Apply (Right Thumb button/RS).
   - It might take 2-3 switches for the other eye to produce and
     image in Stereo3D (you will know that it works correctly as the
     whole menu is in 3D).

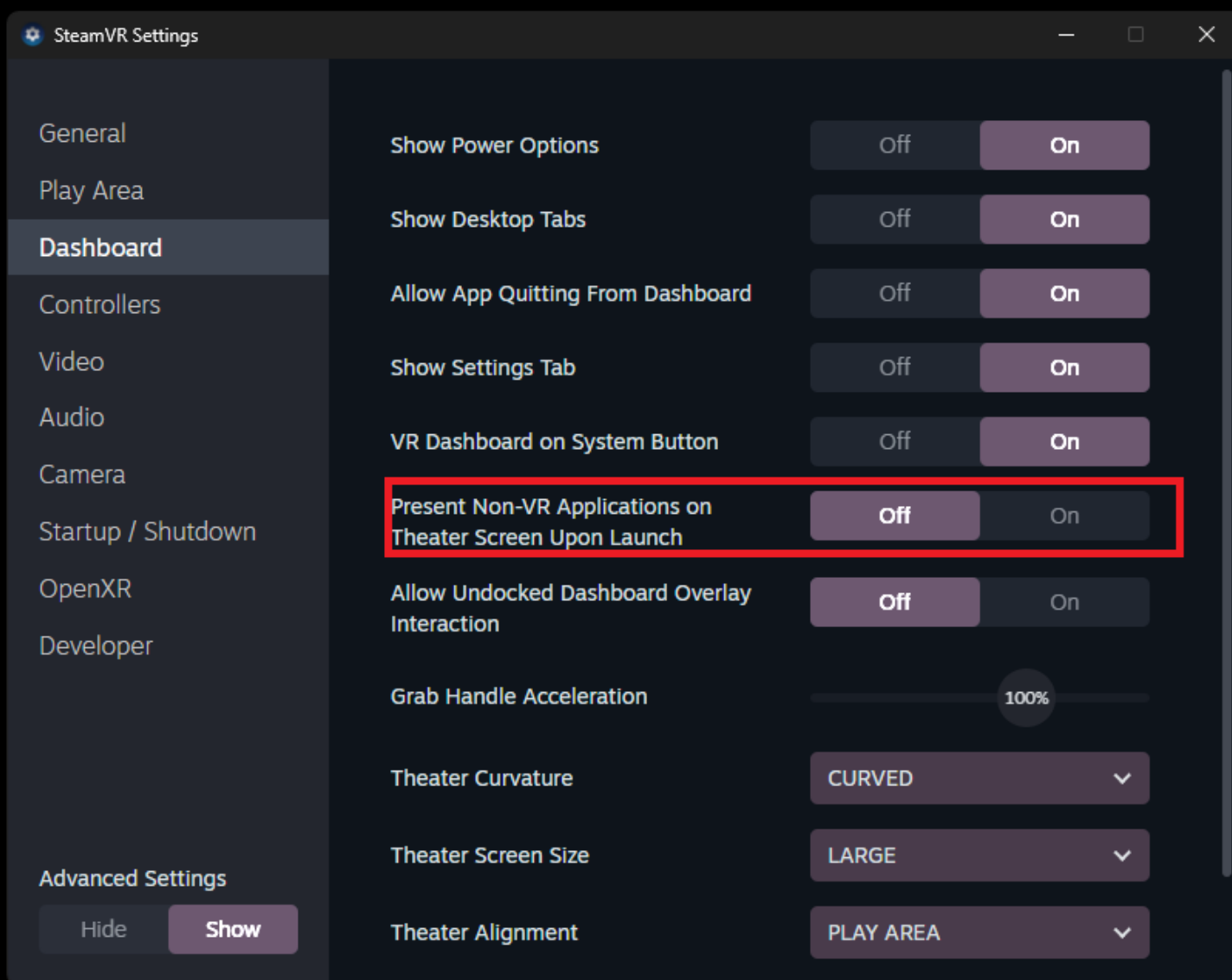There are other shortcuts for both Controller and Keyboard + Mouse.
Try to remember them as they can prove useful if the game doesn't switch to the
correct mode (Menus or a 3DOF camera during cinematics). They are not mandatory
to be used, but will enhance the experience if used in the right moment.

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Virtual Reality Setup:
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    - Disable SteamVR Theatre Screen for Non-VR Applications:
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    - This is a SEATED Experience!
    - The game is played with an XBOX controller or XR controllers mapped to an XBOX
      controller.
    - It is recommended to AVOID any reprojection usage in this game!
    - You aim with your head: Where the crosshair points it's where you shoot.

    - This is a SteamVR application! (It uses the OpenVR API that native SteamVR uses/used to
      use before OpenXR API was standardized).
    - For Meta Quest 2/3 use Steam Link to connect to the SteamVR PC. The host PC should use an
      Ethernet connection with the router to minimize the "rubber banding" effect.

Resolution & Performance:
- The game will use the native SteamVR Resolution (including Super Sampling value).
- Performance of the game is dictated by the power of your GPU. If you are using a very
powerful GPU consider increasing the resolution. For a weaker GPU, you might need to drop the
resolution lower.
- The fix comes with NIS (FSR can also be used) enabled by default on the Ultra Quality preset.
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Changing resolution can be done in 3 ways:
1. From SteamVR UI.
2. In "Profiles\Doom Eternal -VR\Vk3DVision.ini" by changing the value of *OpenVR_ResolutionFactor*.
3. In "Profiles\Doom Eternal -VR\VR\openvr_mod.cfg" by changing the parameters controlling NIS or FSR.

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Virtual Reality Motion Controls to Xbox Emulation:
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4. Install ViGem Bus from "**ViGem_Bus**" folder (found packed with this fix).
5. **If you have an XBOX controller plugged in, remove it as the game will try to use that one instead.**
6. **SteamVR mappings for Valve Index, Oculus Quest 2, Vive wands controllers are present. (For other controllers use SteamVR Input UI to add bindings)**