



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

The Surge 2 - Single Frame Stereo 3D Fix

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2022)

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

PayPal: tavyhomeppal@hotmail.com

*Requires a Turing or Ampere Nvidia GPU (GTX 1600, RTX 2000, RTX 3000 series).
At least driver Nvidia Graphics Driver 471.11 is required.*

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Stereo3D Fix Setup:
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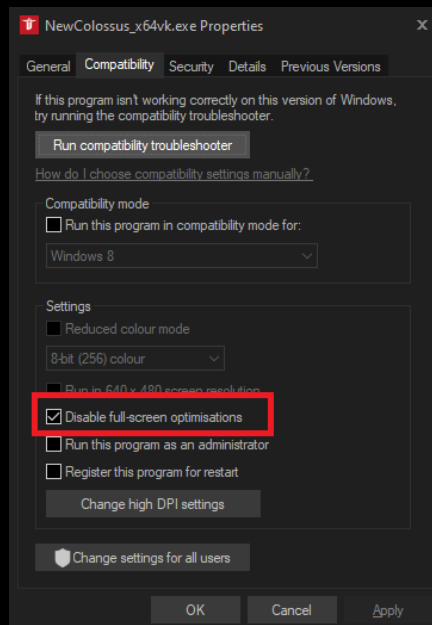
1. Extract and copy the "Profiles" folder next to "Vk3DVision.exe"
2. Open "Vk3DVision.ini" in "Profiles\The Surge 2" and change "Stereo3DViewMode" to the mode you want.
3. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
4. Start the game & Enjoy!

Every single option in this game is supported, from TAA, to Motion Blur, Ambient Occlusion, etc
☺ (Except Resolution scaling! You want 100% all the time!)

!!! If you are using Nvidia 3DVision read the next section below.

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



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Fixed:
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- This is based on the original fix made by Masterotaku:
<http://helixmod.blogspot.com/2020/10/the-surge-2.html>
- I ported it to SFS rendering and fixed a few other issues there were wrong in that fix:
- Sky rendering is now correctly done at correct depth.
- Volumetric lights are not correctly fixed.
- Main UI & Inventory UI pushed at depth.

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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.
- See "Vk3DVision.ini's [Key]" sections for the list of shortcuts for separation & convergence.