Quake 2 RTX - Single Frame Stereo 3D Fix

(A Vulkan Driver made by Helifax for Stereo3D in Vulkan API. 2022)
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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. Start the game.
2. Go to Video and set your resolution.
3. Go to Resolution Scaling Options:
-> Enable Dynamic Resolution Scaling.
-> Set target FPS 60.
-> Set Min scale 35%
-> Set Max scale 95%
-> Alternatively, you can set a fix resolution scale.

!!! Do not set a resolution scale of 100%! It can either be smaller than 100% or higher but never 100% (at 100% the game suddenly stops rendering in the secondary view!)

4. Set Antialiasing Mode to Temporal AA. (Temporal upscaling does not work!)
5. Set Global Illumination to LOW/MED. (or High if you have a RTX 3080Ti+ 😊).
6. Set Reflection/Refraction samples to 2/4/8.
7. I recommend all the other options to be enabled: denoiser, caustics, etc (even thick glass refraction).
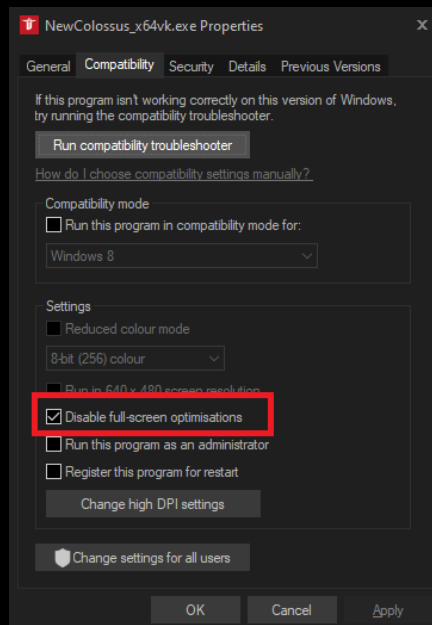8. Set Raytracing API to either NV_ray_tracing or KHR_ray_tracing_pipeline.

!!! Do not use KHR_ray_query!

9. Extract and copy the "Profiles" folder next to "Vk3DVision.exe"
10. Open "Vk3DVision.ini" in "Profiles\Quake 2 RTX" and change "Stereo3DViewMode" to the mode you want.
11. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
12. Start the game & Enjoy!

!!! 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/2021/10/quake-ii-rtx-vulkan-opengl.html
    -  I ported it to SFS rendering and fixed a few other issues there were wrong in that fix:
    -  UI & crosshair can now be used in menus and in-game
    -  Denoiser now fully works
    -  TAA also fully works.
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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.
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