Wolfenstein II: The New Colossus
Virtual Reality Prototype Fix

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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Initial Setup:
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- Copy the fix in any location on your drive (It is not recommended to copy it inside the game folder).

- Start the game.
- Go to Options -> Video
- Set Monitor to 1(Default) - Or your 3D Monitor.
- Set Window Mode to WINDOWED MODE.
- Set Motion Blur Off.
- Set Anti-Aliasing to whatever. (All modes are supported including TAA)
- Set Vertical Sync Off.

- Go to Advanced Settings:
- Set Max FOS to 1000.
- Set **Deferred Rendering to OFF**.
- Set Async Compute to ON.
- Nvidia Adaptive Shading can be any value (If you really struggle with performance enable it).
- Set **Resolution Scale to OFF.**
- **Set Sharpening to 4.0 (MAX).**
- All other settings should be on Medium/High based on your GPU.
- **Volumetric Quality MUST ALWAYS BE MEDIUM!** High settings will increase the rendering time by quite a lot and will tank performance!
- Go back and hit **"Apply Changes"**.
- Quit the game.
- Start "Vk3DVision.exe" and LEAVE IT RUNNING.
- Start the game & Enjoy!

- Start a new game save! Previous settings are stored in your save-file, so using an older save file might not apply the right VR settings - like resolution or FOV, etc.

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Fixed:
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- Single Frame Stereo Rendering (aka Single Stereo Pass) instead of the previous fixes using
Sequential Frame Stereo.
- Making the game render in Stereo under Vulkan.
- All Shadows & All Lights.
- Volumetric Light and Effects.
- All texture Clipping for lights and decals.
- Glass Refractions & Reflections.
- Ambient & Dynamic Reflections.
- Screen Space Reflections are fixed to some degree.
- Lens Flares.
- Fixed UI and pushed crosshair to depth.
- Many other smaller things.
- Weapons Custom Depth: This pushes the Weapons at a lower depth than the rest of the world.
This helps making the world have more "depth".
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Virtual Reality:
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    -  It is recommended to AVOID any reprojection usage in this game!
    -  72/90 FPS is recommended.

    -  We can achieve this in a few ways:
       1. In Vk3DVision.ini use OpenVR_ResolutionFactor to either lower or increase the base
       resolution of the game.
       2. In VR folder open openvr_mod.cfg and configure how you want AMD FSR or Nvidia NIS to
       upscale.

       !!!For best quality results always adjust OpenVR_ResolutionFactor first and then
       openvr_mod.cfg!!!

    -   In Vk3DVision.ini you can enable Reprojection by using OpenVR_Reprojection, but I don't
       recommend this unless you have a True SteamVR headset as other vendors don't use
       SteamVR's Reprojection mechanism but rather their own.

    -  Other options for VR are found and explained in VK3DVision.ini



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Virtual Reality Motion Controls to Xbox Emulation:
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!!!This requires ViGem Bus software to be installed on the PC beforehand!!!

    -  By default, the fix enables the VR View but it requires either KB+Mouse or controller to
       play.
    -  Using ViGem Vk3DVision can emulate an Xbox controller using the Motion Controllers.
    -  In Vk3DVision.ini enable OpenVR_AimAssist_Enabled to enable extra functionality.
    -  This will allow to move the right motion controller and map it to the AIM axis of the
       controller.
    -  It can be further configured from Vk3DVision.ini

    !!! Only Right Motion Controller Aim Assist is supported at the moment!!!

    !!! Only Valve Index Controllers and Oculus Quest 2 Controllers have been tested and SteamVR
    bindings added!!!
    (See VR folder action_manifest.json to add your own bindings for other controllers. This are
    SteamVR bindings - so if you want to use Reverb G2 controllers you need to add support for
    it as a SteamVR input binding 😊)



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Key Shortcuts:
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- Both Keyboard and Xbox Controller shortcuts are supported.
- Shortcuts are visible on the screen at start-up.
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