



Wolfenstein: Youngblood – Stereo3D Fix (RTX & SFS)

First game in Stereo3D to feature Ray Tracing

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

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

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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.

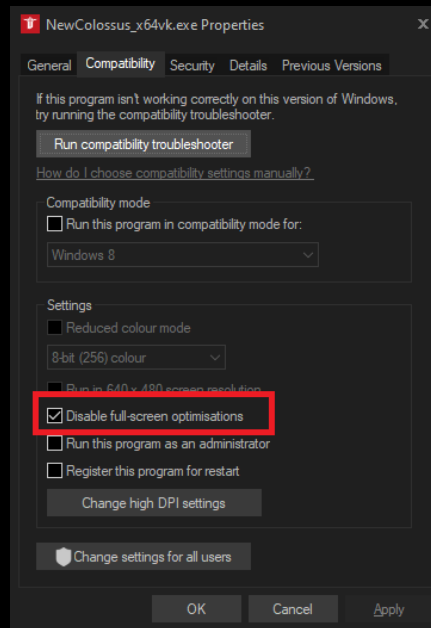
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Stereo3D Fix Setup:
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1. Start the game.
2. Go to Options -> Video
3. Set Monitor to 1(Default) - Or your 3D Monitor.
4. Set Window Mode to BORDERLESS WINDOW.
6. Set Anti-Aliasing to whatever option as all are supported (including TAA variants)
7. Go to Advanced Settings:
 - **Ray Traced Reflections -> ON.** If you don't want RTX reflections due to performance reasons, you can disable it and use regular Screen Space Reflections instead. All values: Low, Mid, High, Ultra are fixed for SSR.
 - GPU Culling -> Off.
 - NVIDIA DLSS -> Off.
 - NVIDIA Adaptive Shading -> Any setting if you want it (it will help with performance boost).
 - Depth of Field -> OFF. (Only used in cinematics and broken for no apparent reason).
 - Depth of Field AA -> OFF. (Only used in cinematics and broken for no apparent reason).
 - Resolution Scale -> OFF.
8. Go back and hit **"Apply Changes"**.
9. **Quit the game.**
10. Extract and copy the "Profiles" folder next to "Vk3DVision.exe"
11. Open "Vk3DVision.ini" in "Profiles\ Wolfenstein Youngblood" and change "Stereo3DViewMode" to the mode you want.
12. Start "Vk3DVision.exe" and LEAVE IT RUNNING.
13. 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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- 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.
- **Removed 30FPS lock for in-game cinematics! (They now render up to 1000 FPS)**
- All Shadows & All Lights.
- Volumetric Light and Effects.
- All texture Clipping for lights and decals.
- Glass Refractions & Reflections.
- Ambient & Dynamic Reflections.
- **Ray Traced 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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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.

- Default controller schemes are visible on the screen at start-up.

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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.