Layers of Fear (OpenGL)

- 3D Vision Patch - v.6.12

Requires an older version of the game (March 2016 update). The OpenGL renderer was removed in newer versions! Use GoG version and downgrade to use the fix!

A fix made by:

- Helifax – 3D Vision wrapper code, shader fixing and making the fix.
- DarkStarSword– helping with shaders correction code.

This fix will address the following:

- 3D Vision support
- SLI support
- 3D Vision Surround support
- Single GPU or SLI 3D Vision support
- Single GPU or SLI 3D Vision Surround support

Nvidia 3D Vision driver support:

- Convergence & Separation can be changed and saved using the keys setup in Nvidia Control Panel as shown in the image:
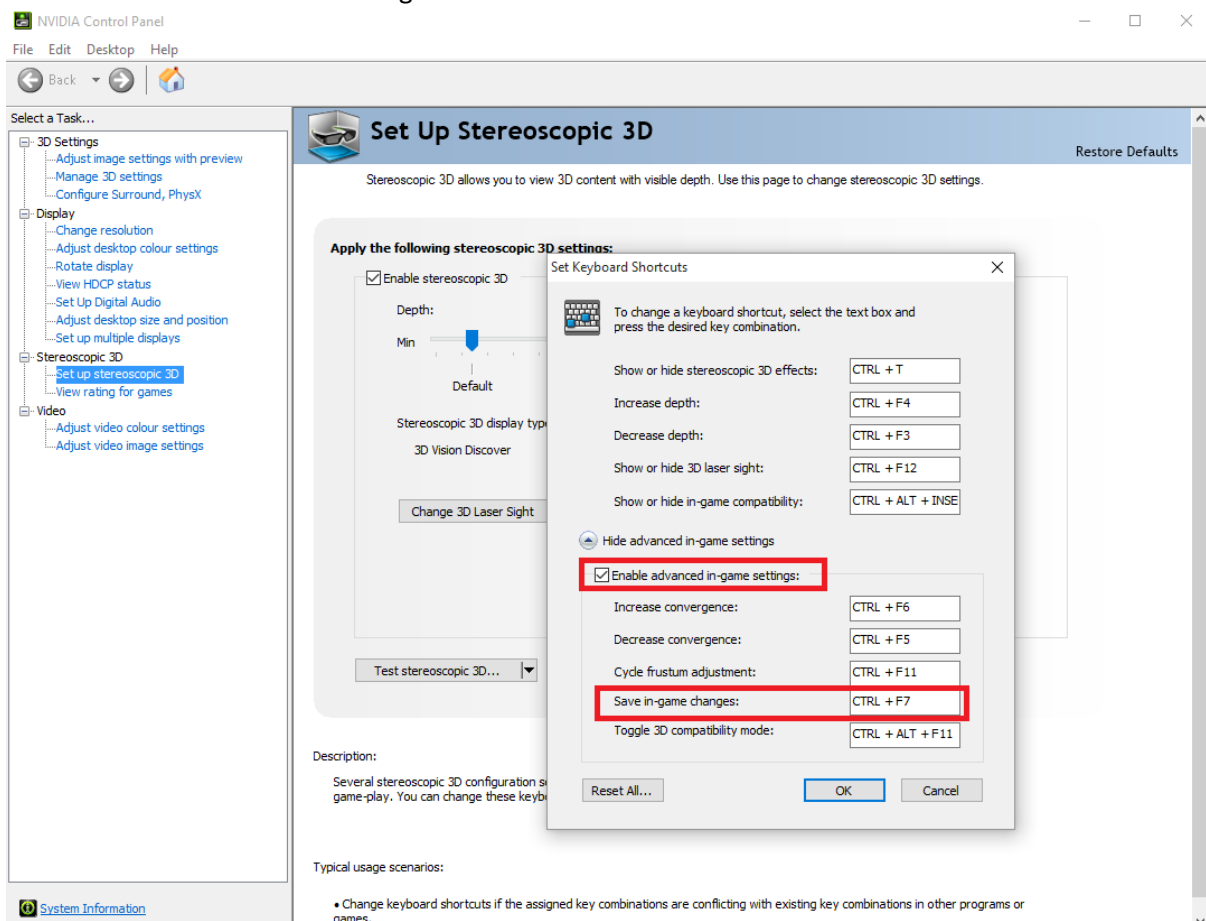
Fixed:

- Enabled 3D Vision rendering.
- Shadows, Lighting, Reflections.
- Haloes.
- SSAO & HBAO.
- Chromatic aberrations.
- Lens flare effects.
- Added additional convergence preset on middle mouse button that is required and viewing objects close to the camera (It acts as a toggle). Can be changed from the .ini file under [Alternative_3D_Settings] section.

Known Issues:

- Ambient Occlusion on HIGH (HBAO) can have some huge performance impact in some scenes. Setting it to Low (SSAO) might improve the rendering.

- Even without the wrapper the game will suffer big slow-downs in some locations. This is a "lack of optimization" in the game and is not affected by the wrapper.

- The game MUST be set to run in Window Mode (disable the Fullscreen option in Settings). The game will STILL run in Fullscreen mode as the wrapper will make the DirectX context as fullscreen!

> **Note:** There is a bug in Windows 7 drivers with Single GPU/Single Screen: forcing the context to be in "fullscreen" will give an "OUT OF MEMORY" error and 3D Vision will be disabled. In order to bypass this you need to set "**ForceFullScreen = true**" to **false** (in the wrapper .ini file). This will make the game run in a Window. This issue is **not** present on Windows 10 drivers!

- Maintaining a HIGH FPS is required to avoid eye-sync issues!!!

Install:

1. Before installing the wrapper:

- In Steam set the "Launch Options" as "-force-opengl". **This is required for the game to start in OpenGL** and not DirectX11.
- Start the game and set all your settings like resolution, rendering options.
- Save the settings and exit the game.

2. Install the wrapper:

- Copy all the Fix files next to the game .exe file.
(Ex: copy everything in "D:\Steam\steamapps\common\Layers of Fear")

- Set the game to run as **Administrator always** (even if you are using an Administrator account)!
 This can be done by selecting Soma.exe->Properties->Compatibility, as shown below:
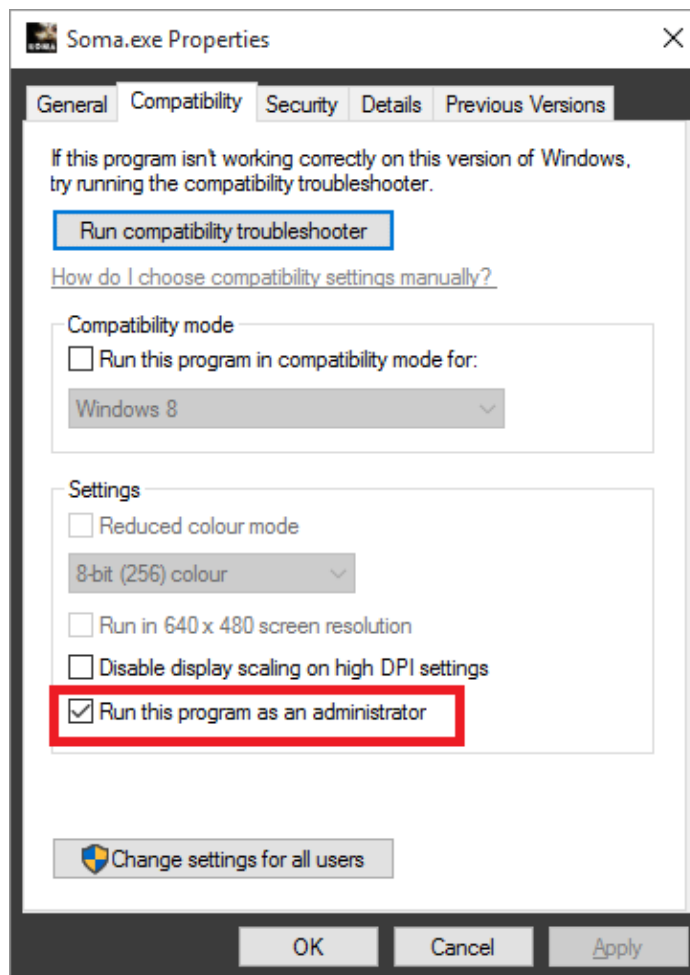
Select "Run this program as an administrator" and click OK.

3. Configuring the wrapper:

3.2. Frame Rendering Options for Geometry 3D Only:

- Open the "3DVisionWrapper.ini" file.

SyncToMonitorRefreshRate = true

By default the wrapper will sync to the Monitor Refresh rate (120 Hz/FPS in 2D = 60 Hz/FPS in 3D). This will ensure there is no screen tearing and "artificial" motion sickness. On some systems, the results are better if this option is FALSE. Try it and see if you "perceive" and get better results!!!

AlternateFramesRendering = false

By default the wrapper will render sequential frames as: 1(left)/2(right)->show; 3(left)/4(right)->show.
It is possible to change this behaviour so the wrapper will display frames as: 1(left)/2(right)->show; 3(left)/2(right)->show; 3(left)/4(right)->show; (Imagine walking, one foot always goes in front without the other catching up.)
On some systems, the results are better if this option is TRUE. Try it and see if you "perceive" and get better results!!!

StereoDominantEye = MONO_EYE

Selects the eye based on which the "other" eye is composed. Values:

- **MONO_EYE**-> This is Default Nvidia 3D Vision Method. Both Left and Right Eyes will be generated. Translation of each eye starts from the MONO_EYE Camera.
- **RIGHT_EYE**-> The Left Eye will be an offset of Right Eye. Right Eye position is not translated.
- **LEFT_EYE** -> The Right Eye will be an offset of Left Eye. Left Eye position is not translated.

Uninstall:

- Run the "Uninstall.bat" file and follow instructions.
- Use Nvidia Inspector and navigate to the game Profile.
- Press the green Nvidia Logo button, to reset the profile to Installation default.