Penumbra (Series) - 3D Vision Patch - v.3.67

A fix made by:

- Helifax – 3D Vision wrapper code, shader fixing and making the fix.

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:

File Edit Desktop Help				
G Back - O				
Select a Task	Set Up Stereosco	ppic 3D		<u>^</u>
	Stereoscopic 3D allows you to view 3D content with visible depth. Use this page to change stereoscopic 3D settings.			Restore Defaults
Change resolution				
Adjust desktop colour settings	Apply the following stereoscopic 3D settings:			
View HDCP status	Enable stereoscopic 3D	Reyboard Shortcuts	^	
Set Up Digital Audio Adjust desktop size and position Set up multiple displays	Depth: Min To change a keyboard shortcut, select the text box and press the desired key combination.			
	Default	Show or hide stereoscopic 3D effects:	CTRL + T	
⊡ Video		Increase depth:	CTRL + F4	
Adjust video colour settings	Stereoscopic 3D display type	Decrease depth:	CTRL + F3	
Aujust video image setungs	3D Vision Discover	Show or hide 3D laser sight:	CTRL + F12	
	Change 3D Laser Sight	Show or hide in-game compatibility:	CTRL + ALT + INSE	
		 Hide advanced in-game settings 		
		Enable advanced in-game settings:		
		Increase convergence:	CTRL + F6	
		Decrease convergence:	CTRL + F5	
	Test stereoscopic 3D ▼	Cycle frustum adjustment:	CTRL + F11	
		Save in-game changes:	CTRL + F7	
	Description:	Toggle 3D compatibility mode:	CTRL + ALT + F11	
	Several stereoscopic 3D configuration of			
	game-play. You can change these keyb	Reset All	OK Cancel	
	Typical usage scenarios:			
System Information	 Change keyboard shortcuts if the assigned games. 	key combinations are conflicting with existing ke	y combinations in other programs or	

Fixed:

- Enabled 3D Vision rendering.

- Game uses the Fixed OpenGL (Legacy) Pipeline. Everything is stereo except UI.

- 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:

- Some loading screens will render in just one eye.

- UI is at screen depth. Cannot be modified currently.

Install:

1. Before installing the wrapper:

Start the game and set all your settings like resolution, rendering options .Start a new game, save after the intro and exit the game.

- Penumbra Overture Episode 1:
 Navigate to "My Documents ->Penumbra Overture -> Episode 1" folder.
- Penumbra Black Plague:
 - Navigate to "My Documents ->Penumbra -> Black Plague" folder.
- Penumbra Requiem:
 - Navigate to "My Documents ->Penumbra -> Requiem" folder.
- Find the "settings.cfg" file and open it.
- Change LimitFPS="true" to LimitFPS="false"
- Save the file.

2. Install the wrapper:

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

- Set the game to run as Administrator always (even if you are using an Administrator account)! This can be done by selecting Penumbra.exe->Properties->Compatibility.

Example:



Select "Run this program as an administrator" and click OK.

3. Configuring the wrapper:

3.1. 3D Vision SLI correction

- Open the "3DVisionWrapper.ini" file and find this section

[3D_Vision_Global_Settings] Enable3DVision = true ForceFullScreen = false | Flag used only in SLI configurations. Forces the DX Device to be created in FullScreen Mode.

Set "ForceFullScreen" to true. (If you plan to play the game in Window Mode and have SLI you must set this flag back to FALSE. Single GPU configurations are not affected).

3.2. 3D HUD Separation

- Nothing can be done currently to change the UI separation.

3.2. Frame rendering:

- Open the "3DVisionWrapper.ini" file and find this section:

SyncToMonitorRefreshRate = true | Should we sync to monitor Refresh rate? Or leave it run "Wild"? Try this setting to see if you get "less eye-sync" problems.

AlternateFramesRendering = false | Default value: False. Frames are rendered: 1/2->show; 3/4->show; 5/6->show. If true, frames are rendered: 1/2->show; 2/3->show; 3/4->show. Setting to true MIGHT improve eye-sync on some systems or decrease on others.

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; (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!!!

Uninstall:

- Run "Uninstall.bat" file