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:
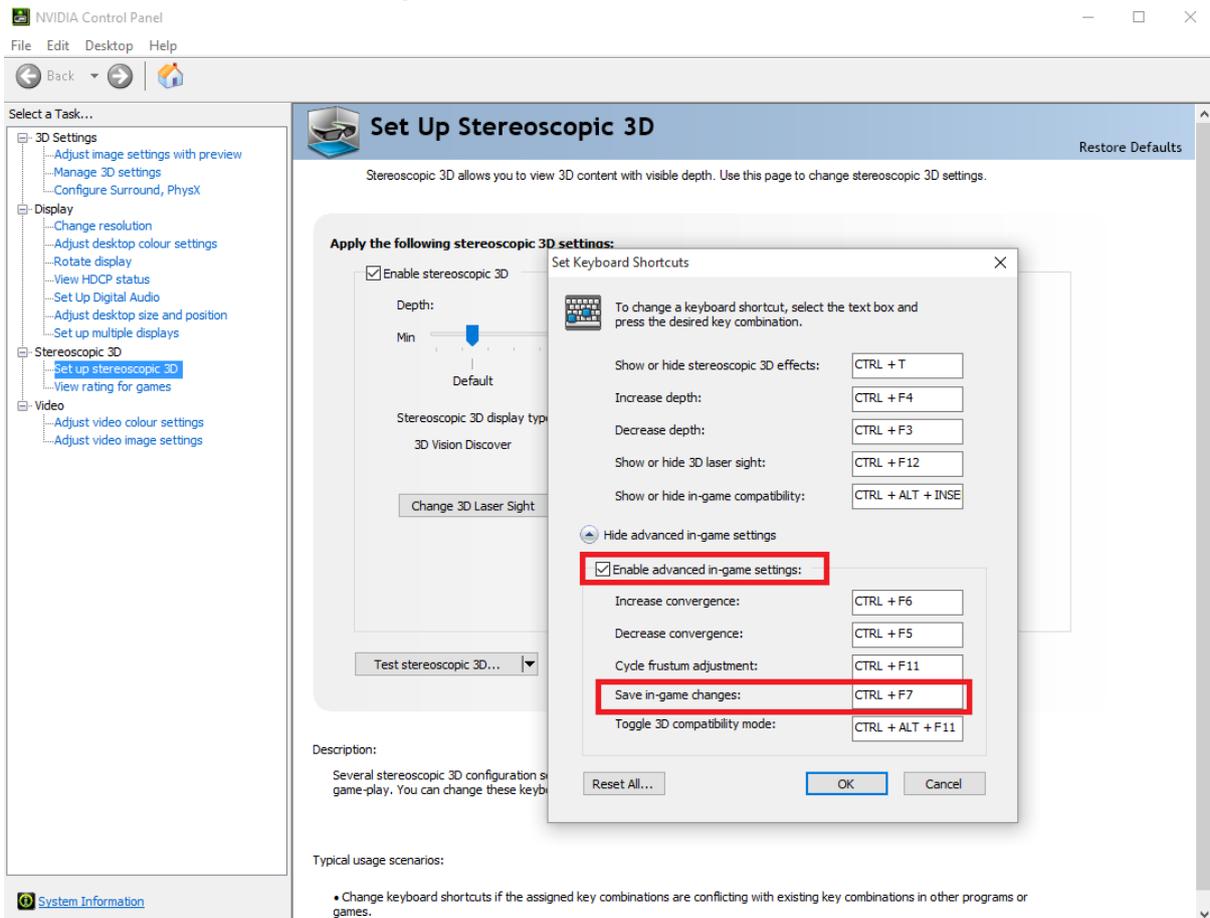
Fixed:

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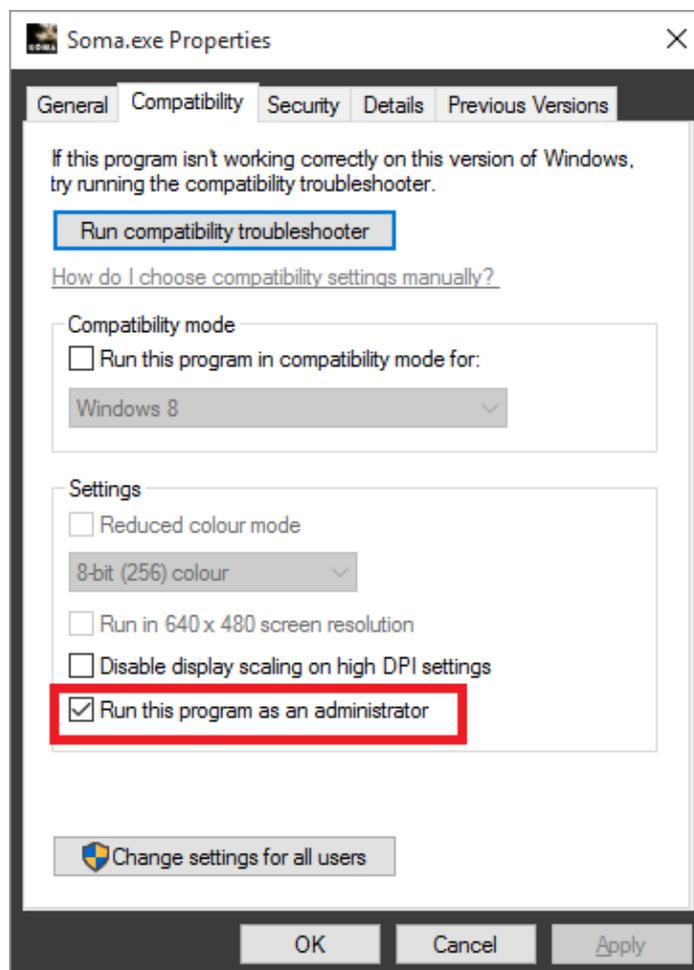
Select "Run this program as an administrator" and click OK.

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; 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!!!

Uninstall:

- Run "Uninstall.bat" file