Game Support List

General Settings

For all games the Oculus should be set to extended (secondary). Both displays should be set to 1920x1080x75hz. If this is not possible for your monitor, you can either create a custom resolution (at your own risk) or choose a lower sized resolution for your monitor that supports 75hz (usually 1152x864x75hz).

In the Vireio window select the DK2 from the drop down list of adapters.

When starting any game read the below instructions. Upon starting press Shift + R to reset the tracking position. If the IPD feels off or you get a crossed eyed sensation you can adjust this with LCtrl + Shift + Mousewheel.

During Gameplay click the mousewheel button to look around the screen (disable in-game headtracking). For a full list of helpful functions and settings see the Brassa menu (LCtrl + Q) and also the list of hotkeys below.

In all games the HUD size can be configured. We recommend using the Brassa menu to assign a hotkey to the switch GUI or HUD option and setting sensible sizes. You generally want the small setting to be where the complete HUD including items on the periphery can be easily seen. We then recommend a larger option that you can switch to and use in conjunction with the above screen view.   
**Note:** Games will only have a GUI control or HUD control. You can easily tell which by switching the options to see which has an effect.

Also ensure you read how to run the pointer scanner to get some of the below list working with VR Boost. VR boost is vital for low latency headtracking, definable FOV and gamepad support.

**Note:** For the Pointer Scanner to work properly, ensure that the FOV is set to the default and not changed for any reason, by other injection drivers for example (if you havent touched it, don't worry about it)  
There is a good chance that you can add your own profiles to get other games, not on the list below working. We are always looking for volunteers to add official support (usually requires creating profile and specifting problem shaders). If you would like to help contact neils@mtbs.com

Antichamber

**Initial Setup (one time only)**

**1)** Find the BaseEngine.ini file

Location (Steam Version) usually:

C:\Program Files\Steam\Steamapps\common\Antichamber\Engine\Config\BaseEngine.ini

Open BaseEngine.ini using Notepad or WordPad.

find the entry for **bSmoothFrameRate** and set to **FALSE**

find the entry for **UseVSync** and set to **FALSE**

**2)** Run Antichamber as per normal (without Perception). Set the resolution to 1920x1080.

**3)** Copy the 4 DLL files from your Perception bin folder to C:\Program Files\Steam\Steamapps\common\Antichamber\Binaries folder (path may be different on your computer).

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Antichamber

**3)** Once in-game use the pointer scanner to load VR Boost (see below instructions).

**4)** Antichamber does not have a working FOV adjuster, so you need to open the developer console with TAB and type the following and press ENTER: *fov 120*

**5) DO NOT USE THE FPS COUNTER** – This seems to crash the game for some reason

Bioshock

**Initial Setup (one time only)**

**1)** Run the game normally and set the resolution to 1920x1080. Windowed mode to false. Turn off dynamic shadows. Also turn off Directx 10 textures.

**2)** Open the launch properties from within Steam and enter "-nointro -dx9" (without quotes)

**3)** Copy the 4 DLL files from your Perception bin folder to C:\Program Files\Steam\Steamapps\common\Bioshock\Binaries folder (path may be different on your computer).

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Bioshock

**Known Issues:**Some issues with lights only appearing in one eye.

Bioshock 2

**Initial Setup (one time only)**

**1)** Run the game normally and set the resolution to 1920x1080. Set Vertical Sync to true. Windowed mode to false. Also turn off Directx 10 textures. Exit the game.

**2)** Open the launch properties from within Steam and enter "-nointro -dx9" (without quotes)

**3)** Copy the 4 DLL files from your Perception bin folder to C:\Program Files\Steam\Steamapps\common\Bioshock 2\SP\Builds\Binaries folder (path may be different on your computer).

**4)** Press WinKey+R to open the run dialog. Enter %APPDATA% and hit enter. This will open your roaming profile. Open Bioshock2Steam. Open User.ini. Scroll down of use CTRL+F to find the 1st entry of: NumPad5=. Change this to be NumPad5=SetFOV 75. Save and exit

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Bioshock

**3)** Once in-game use the pointer scanner to load VR Boost (see below instructions). Please note that step 4 above is vital to load saved games.

**Known Issues:**

*We currently do not have configurable huds within this game (we recommend using the disconnected screen view to see edges of the screen).*

Borderlands

Follow this exact order after installing:

**Initial Setup (one time only)**

**1)** Find the BaseEngine.ini file

Location (Steam Version) usually:

C:\Program Files\Steam\Steamapps\common\Borderlands\Engine\Config\BaseEngine.ini (path may be different on your computer)

Open BaseEngine.ini using Notepad or WordPad.

find the entry for **bSmoothFrameRate** and set to **FALSE**

**2)** Run Borderlands as per normal (without Perception). Set the resolution to 1920x1080. You are free to set all other graphics option to your pleasing apart from "Dynamic Shadows", which must be set to Off. Exit Borderlands

**3)** Download the Borderlands Config Editor v2.1.4 and place it in the C:\Program Files\Steam\Steamapps\common\Borderlands\Binaries folder. Run as Administrator and set the following options:

Disable Startup Movies - Ticked (Unless you really want to watch the logos)

Disable Mouse Smoothing - Ticked

Enable V-Sync - Ticked

Leave all other options unticked.

**4)** Copy the 4 DLL files from your Perception bin folder to C:\Program Files\Steam\Steamapps\common\Borderlands\Binaries folder (path may be different on your computer).

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Borderlands

**3)** Once in-game use the pointer scanner to load VR Boost (see below instructions).

Dear Esther

Follow this exact order after installing:

There should be no need to copy any DLLs, as Vireio should inject by itself, however if it doesn’t follow the same instructions as above for copying DLLs to the game’s folder.  
  
**Note:** There may have been previous times where the notifications had to be switched off to play this game. This is fixed in the latest build so you should always run with notifications="1" in the config.xml

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Dear Esther

Dishonored

**Initial Setup (one time only)**

**1)** Run the game normally and set the resolution to 1920x1080. Vertical Sync to On. Full Screen, On.

**2)** Goto your Documents folder then my games/Dishonored/DishonoredGame/Config and open DishonoredEngine.ini. Find the entry for DynamicShadows and change this to: DynamicShadows=False.

**3)** Copy the 4 DLL files from your Perception bin folder to C:\Program Files\Steam\Steamapps\common\Dishonored\Binaries\Win32 folder (path may be different on your computer).

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Dishonored  
  
**Known Issues:**

*During in-game cutscenes you cannot look around via headtracking. You will have headtracking though as soon as it is finished. If you fancied you could force mouse emulation on during these stages.*

*We currently do not have configurable huds within this game (we recommend using the disconnected screen view to see edges of the screen).*

Fallout 3

Not test as yet in the current version (but thought to be working without the need to copy DLLS)

Fallout 3 New Vegas

Not test as yet in the current version (but thought to be working without the need to copy DLLS)

Left 4 Dead   
**Initial Setup (one time only)**

**1)** Run the game normally and set the resolution to 1920x1080. Windowed mode to "Full Screen".

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Left 4 Dead

Left 4 Dead 2

Not test as yet in the current version (but thought to be working without the need to copy DLLS)

Portal 2

Follow this exact order after installing:

There should be no need to copy any DLLs, as Vireio should inject by itself, however if it doesn’t follow the same instructions as above for copying DLLs to the game’s folder.

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Portal 2

Once in-game:

**3)** Portal 2’s dynamic shadows do not work with Vireio, to resolve this open the Developer Console (using ~ ) and type the following then press return: *r\_shadows 0*

**4)** use the pointer scanner to load VR Boost (see below instructions).

Skyrim

Follow this exact order after installing vanilla skyrim:  
**Initial Setup (one time only)**

**1)** Run the game launcher and set the resolution to 1920x1080. Non Windowed mode.

**2)** We recommend for new users to complete at least the character creation at the start of the game in non-VR mode before playing.

**3)** Close the game and open Skyrimprefs.ini. Find the settings for the following and update the values:

fShadowDistance=0.0000

fInteriorShadowDistance=0.0000

fShadowLODStartFade=0.0000

bDeferredShadows=0 (Add this line in [Interface] if you don't see it.)

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Skyrim

Notes: From feedback it would seem that sometimes, especially on non-steam versions on when launching with mods or through a mod manager such as Mod Organizer or Nexus that the game won't inject or the VR Boost will not engage. To fix the injection a work around is to copy the 4 DLLs from Perception/bin to C:\Program Files\Steam\Steamapps\common\Skyrim\Binaries folder. Unfortunately there is currently no fix for the VR boost. In the future one may be added or we may look at adding the new pointer scanner. You should be able to use mouse emulation instead (see Overall Settings in the Brassa menu).

The Stanley Parable

Follow this exact order after installing:

There should be no need to copy any DLLs, as Vireio should inject by itself, however if it doesn’t follow the same instructions as above for copying DLLs to the game’s folder.

**Initial Setup (one time only)**

**1)** Run the game launcher and set the resolution to 1920x1080. Non Windowed mode.

**To Run (each time)**

**1)** Run Vireio Perception as an administrator

**2)** Run Stanley Parable

**3)** use the pointer scanner to load VR Boost (see below instructions). Note: Ensure you are **not running** the game with the launch property "-console" as this will prevent the scanner from working.

Vireio Perception - Shortcut Keys

Toggles and Menus

|  |  |  |
| --- | --- | --- |
| Key | Alternative Key | Function |
| LCTRL + Q |  | Show/Hide BRASSA Menu |
| RSHIFT |  | Select item in BRASSA Menu |
| ESCAPE |  | Close BRASSA Menu |
| LSHIFT + F | LCTRL + F or F9 | Show FPS / Frame Time counter |
| LSHIFT + S | LCTRL + S or F10 | Show/Hide HMD Stats |
| LSHIFT + R | LCTRL + R or F12 | Reset HMD Orientation / Position |
| LSHIFT + P | LCTRL + P or F11 | Toggle Positional Tracking |
| LSHIFT + DELETE |  | Toggle Oculus VR SDK Pose Prediction |
| LSHIFT + C | LCTRL + C | Toggle Chromatic Aberration Correction |
| LCTRL + NUMPAD 0 |  | Toggle VR Mouse |
| LCTRL + NUMPAD 1 |  | Toggle Floating Menus |
| MOUSE WHEEL BUTTON | LCTRL + NUMPAD 2 | Disconnected Screen View |
| LCTRL + - |  | Minimise Distortion (zoom out) |
| LCTRL + + |  | Restore current maximum distortion |
| NUMPAD 5 |  | Run the VRBoost Memory Scanner (on compatible games) |
| NUMPAD 8 |  | Dismiss scanner messages and use Mouse Emulation for head tracking |

Adjusters

|  |  |  |
| --- | --- | --- |
| Key | Mouse | Function |
| LCTRL | MOUSE WHEEL | Distortion Intensity (Zoom in/out) |
| LCTRL + TAB | MOUSE WHEEL | Adjust Y offset of Display |
| LCTRL + LSHIFT | MOUSE WHEEL | Adjust IPD image separation |
| RCTRL + \* |  | Take Stereo Screenshot |
|  |  |  |
|  |  |  |

Pressing the backspace on most value adjusters in the BRASSA menu will either return it to its default value or 0

VRBoost Memory Scanner

How to use the new VRBoost Memory Scanner

The VRBoost Memory Scanner avoids the need to spend a long time finding stable pointers to memory locations that control aspects of the game vital to the VR experience. Primarily these are orientation (Yaw, Pitch, Roll) and additionally FOV, in order to have a low latency and improved VR experience the VRBoost library is now able to scan the process memory of a game while it is running to identify (using a pre-configured scan profile in the form of an XML file) the addresses the game is using for orientation and FOV.

In most cases, the scanner is able to identify these addresses fairly easily, but in others some assistance is required to get it to the correct locations.

To maximise the chance of success with the scanner, the following approach should be taken:

* Do not start a scan until you are “in-game” and able to change the orientation by moving your head
* Mouse emulation is enabled before and during the scan so that head tracking is working, this also assists the scanner in finding stable addresses
* Don’t look straight ahead, look a little up and to the right to help (the scanner ignores 0 position values, so if you happen to be looking directly ahead at the time the scan starts it may dismiss valid locations)
* Start the scan with Numpad 5
* The scanner will first do an initial scan of the process memory looking for candidate locations that control orientation or FOV
* Once that stage is complete, the scanning begins, at this point the status will change to SCANNING and to assist the scanner it is best to start moving the view around with the mouse or your head.
* Moving the view in a very small, but noticeable circle is good
* Look slightly right first
* Hopefully after a few seconds, the scanner should lock onto stable addresses and the FOV should change appropriately
* If the scan fails then you can restart it with Numpad 5
* If it continues to fail, you can either just continue to play with mouse emulation turned on or you could restart the game and try again. This may result in success as the memory location will change and if it was outside of the scanned region (unlikely, but not entirely impossible) then a restart might set it to something the scanner can detect.
* If you have a successful scan avoid running this again as doing so may invalidate the addresses. In this situation restart the game completely.