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. 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.

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.

**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

Bioshock 2

**Initial Setup (one time only)**

**1)** Run the game normally and set the resolution to 1920x1080. Windowed mode to false. 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 2\SP\Builds\Binaries folder.

**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).

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

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.

**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

Dishonored

Left 4 Dead

Left 4 Dead 2

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

The Stanley Parable

Fallout 3

Fallout 3 New Vegas

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 Timewarp |
| 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.