Quick generic srReshade Installation Guide

Introduction

This guide shows how to quickly prepare a game in 3D using srReShade.

Steps to set up ReShade:

1. Download all files from the [links below](#)
2. Install the SR Platform if you do not have the newest version already:
   a. Step 1 > SR-{version code}-win64.exe
3. Install the SR SDK if you do not have the newest version already:
   a. Step 1 > simulatedreality-{version code}-win64-Release.exe
4. Find a game that runs in DirectX9/10/11 or DirectX12.
5. Find the desired game's executable.
   a. (In steam, you can right click a game in your library and click "properties > local files > browse")
   (Note that some games have multiple executables and only one of them is the correct one. For UE4/5 games there's usually a win64-shipping.exe file hidden in a subfolder of the game files. Usually in "End > Binaries > Win64")
6. Use the ReShade with addon support installer you downloaded in step 1.
   a. Select DirectX9 or DirectX10/11/12 when prompted depending on the game's graphics API.
   b. Optional: If your desired 3D method is 2D+Depth, you can download the "SuperDepth3D" shader from the list of available techniques during installation.
7. Open a new Windows Explorer window and navigate to the SR Platform installed folder.
   a. On Spatiallabs products: "C:\Program Files\Acer\SpatialLabs\SR Platform\bin"
   b. On vanilla SR Platform installs: "C:\Program Files\Simulated Reality\SR Platform\bin"
   c. On vanilla SR SDK installs: "C:\Program Files\Simulated Reality\SDK\bin"

8. Copy the following 8 files to the same folder where you found the desired game's executable in step 2.
    a. DimencoWeaving.dll
    b. Glog.dll
    c. Opencv_world343.dll
    d. SimulatedReality.dll
    e. SimulatedRealityCore.dll
    f. SimulatedRealityDirectX.dll
    g. SimulatedRealityDisplays.dll
   h. SimulatedRealityFacetrackers.dll
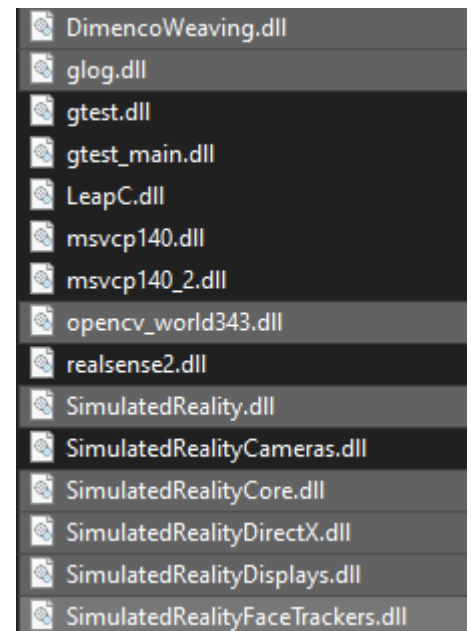
9. Copy the downloaded srReshade.addon from step 1 into the same folder where you found the desired game's executable in step 2.
10. Copy the downloaded SR.fx shader from step 1 into the following path **"reshade-shaders\Shaders\"** inside the same folder where you found the desired game's executable in step 2.
11. *OPTIONAL*: If you are using Geo-11, make sure to set the output mode to SBS. "direct_mode = sbs" in d3dxdm.ini

12. Start the game, ReShade should now successfully load the srReshade addon. The file structure for your game's executable should look something like this:

Name	Date modified	Type	Size
reshade-shaders	24-11-2022 18:55	File folder	
DimencoWeaving.dll	23-9-2022 10:40	Application extens...	1.752 KB
dxgi.dll	16-9-2022 16:15	Application extens...	3.058 KB
ff7remake_.exe	3-11-2022 14:17	Application	1.518 KB
glog.dll	27-5-2022 13:08	Application extens...	154 KB
opencv_world343.dll	18-6-2021 13:54	Application extens...	64.930 KB
ReShade.ini	24-11-2022 18:55	Configuration setti...	1 KB
ReShade.log	24-11-2022 18:55	Text Document	1 KB
ReShadePreset.ini	15-11-2022 16:48	Configuration setti...	4 KB
SimulatedReality.dll	23-9-2022 10:42	Application extens...	22 KB
SimulatedRealityCore.dll	23-9-2022 10:40	Application extens...	529 KB
SimulatedRealityDirectX.dll	23-9-2022 10:42	Application extens...	137 KB
SimulatedRealityDisplays.dll	23-9-2022 10:41	Application extens...	291 KB
SimulatedRealityFaceTrackers.dll	23-9-2022 10:41	Application extens...	502 KB
srReshade.addon	3-11-2022 16:45	ADDON File	34 KB

13. You can check if the addon is loaded in the "Add-ons" tab in the ReShade overlay. Pressing the "home" key on your keyboard will open the ReShade overlay.

   If you do not see srReshade show up in this tab, something went wrong. Please make sure all the required DLLs are present next to the game's executable. Refer to the limitations section of this document for possible other causes of incompatibility.
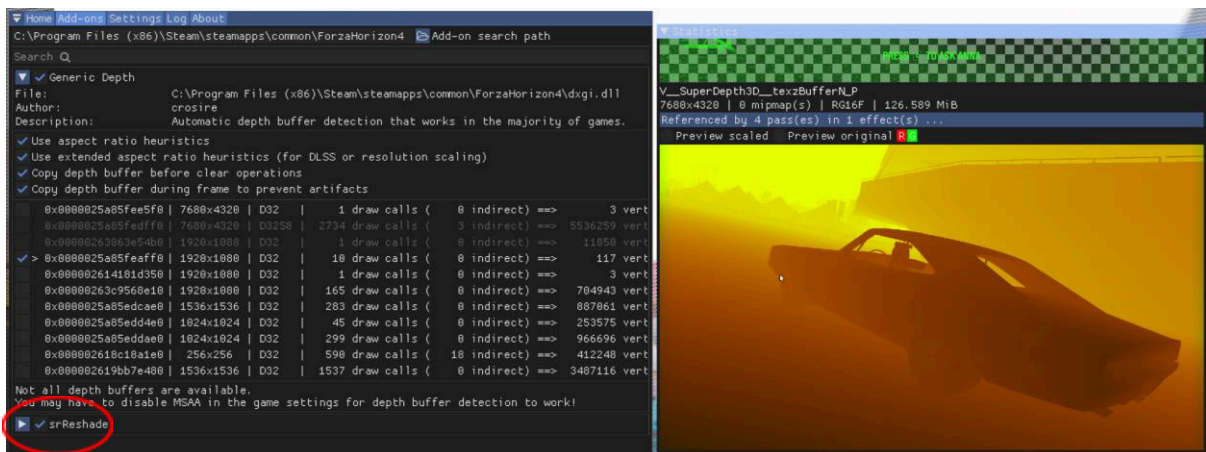
Limitations and incompatibility

This very early version of the addon is purely meant as a proof of concept to help the community enable more games and applications for 3D using SR screens.

This version is **lacking** almost all our planned quality of life features. Furthermore, increased performance, stability and compatibility is being actively worked on but will not be ready until after the open-source release of this project.

Known limitations and issues:

1. **The addon will ONLY work for 64-bit DirectX9/10/11 or DirectX12 titles.** It will **NOT** work for any 32-bit applications or OpenGL/Vulkan applications at this moment.
2. The addon **requires** at least one ReShade shader to be active. The bundled "SR.fx" is the lightest shader we could make and it's automatically enabled if it is found. **Make sure you load at least one shader!**
3. The application relies on ReShade being able to inject into the application's rendering pipeline. As such, **applications that are not compatible with ReShade are also not compatible with this software now**. However, in some cases it is possible to inject ReShade on runtime into an application to enable it in titles from the Microsoft store (UWP apps) for instance. Crosire has an example script for how to do this on his GitHub.
4. *"The 3D mode of my screen doesn't turn off when I alt-tab out of the 3D application"*

   Yes, we know. This behaviour will be resolved later, for now just close the application if you want the SR screen to return to 2D mode.
5. *"The addon is loaded in ReShade and the game is SBS, but it doesn't turn 3D on!"*

   Make sure your SR device is fully connected. That means that the computer must have a USB connection and a display connection to the screen.

   Furthermore, for some reason there is some strange behaviour in ReShade that causes it to skip our code if no shaders are active. **Try enabling a simple shader like SR.fx or FXAA.fx and seeing if the application turns 3D on.**
6. This version of the addon is only tested for ReShade version 6.0.1. API changes on ReShade's side may make our addon incompatible with newer versions. This version of the addon has only been tested with SR Platform version 1.28.1- 1.29.2. It is possible that future versions of the platform will be incompatible with this addon.

   If you run into any dependency related problems, you can consider messaging @dinnerbram or @janthony102 on Discord. We can see if we can help resolve your problem, but we are making no promises and we are under no obligation to do so. We hope you understand as we are spreading ourselves quite thin already.

Shortcuts

This application currently has one QoL feature implemented which are the shortcuts. There are only three implemented shortcuts at the moment:

- Toggle SR | **Hotkey: Ctrl+2**
  - Toggles the lens of the screen off. This disables weaving and returns the application to its normal non-SR state.
- Toggle SuperDepth3D | **Hotkey: Ctrl+3**
  - If you have SuperDepth3D installed, this hotkey will toggle the state of the shader between on and off.
- Toggle SR & SuperDepth3D | **Hotkey: Ctrl+4**
  - Toggles both SR and the SuperDepth3D shader. Due to a small mess-up, this first toggles both effects OFF instead of ON meaning you may need to press the hotkey twice. It's not an intelligent shortcut so it will disregard the current state of SR and the shader and explicitly set both to OFF or ON.
- Toggle SR weaver latency mode | **Hotkey: Ctrl+5**
  - You can see the current latency mode in the addon tab by opening the srReshade dropdown section. By default this latency is 40000 microseconds, this feature is experimental. Stick to the default setting unless you know what you're doing.

These shortcuts were mostly implemented for debugging, they might not be useful to everyone but I've included them here to avoid confusion. Later, these hotkeys are planned to be customizable, but they are static for this release.

Backup links for files (Google Drive):

Latest tested SR Platform:
[SR-1.28.1-win64.exe](#)
Latest tested SR SDK:
[simulatedreality-1.28.1-win64-Release.exe](#)
Latest tested ReShade version:
[ReShade_Setup_6.0.1_Addon.exe](#)
Latest tested GameBridge addon version (srReshade.addon):
[srReshade_v0.2.0.addon](#)
Latest tested SR.fx shader:
[SR.fx](#)