

Quick generic srReshade Installation Guide

Introduction

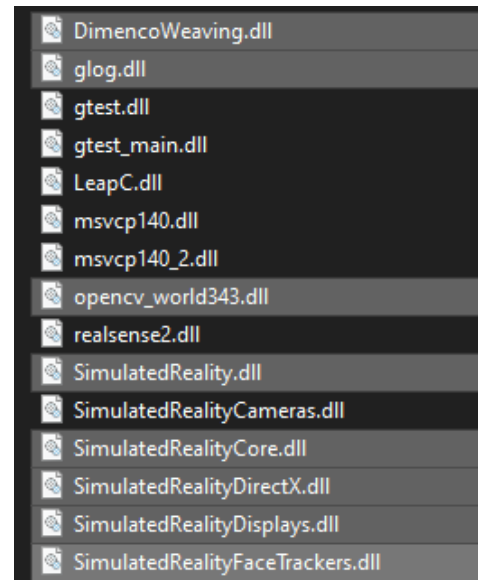
This guide shows how to quickly prepare a game in 3D using srReShade.

Steps to set up ReShade:

1. Find a game that runs in DirectX11 or DirectX12.
2. 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")
3. Use the ReShade 5.8.0 with addon support installer from Crosire's official website or GitHub page and target the desired game's executable:
https://reshade.me/downloads/ReShade_Setup_5.8.0_Addon.exe
 - a. Select DirectX10/11/12 when prompted
 - b. Optional: If your desired 3D method is 2D+Depth, you can download the "SuperDepth3D" shader when prompted.
4. 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"

5. Copy the following 8 files to the same folder where you found the desired game's executable in step 2.
- DimencoWeaving.dll
 - Glog.dll
 - Opencv_world343.dll
 - SimulatedReality.dll
 - SimulatedRealityCore.dll
 - SimulatedRealityDirectX.dll
 - SimulatedRealityDisplays.dll
 - SimulatedRealityFacetrackers.dll
6. **OPTIONAL:** If you are using Geo-11, make sure to set the output mode to SBS. "direct_mode = sbs"

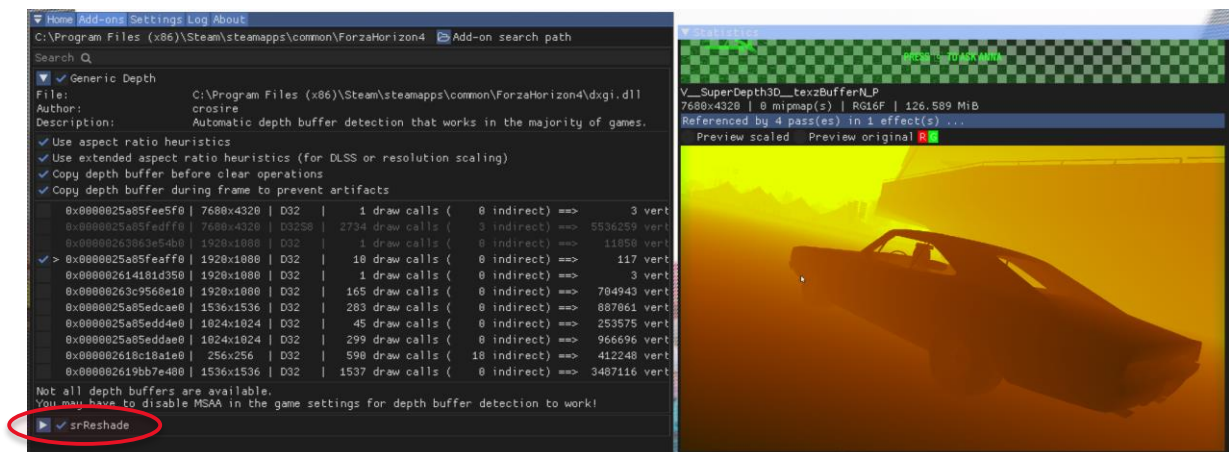


- Start the game, ReShade should now successfully load the srReshade addon. The file structure for your game's executable should look something like this:

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

- 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 DDLs 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 on 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 DirectX11 or DirectX12 titles. It will **NOT** work for any 32-bit applications or OpenGL/Vulkan applications at this moment.
2. "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.

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 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 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 FXAA.fx and seeing if the application turns 3D on.**

5. This version of the addon is only tested for ReShade version 5.8.0. 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 1.26.2-1.27.2. 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:

1. 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.
2. Toggle SuperDepth3D | **Hotkey: Ctrl+3**
 - If you have SuperDepth3D installed, this hotkey will toggle the state of the shader between on and off.
3. 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.

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.