


 ninekorn / SCCoreSystems Private

Elite Dangerous MOD: Virtual Desktop with incorporated physic(s) engine(s) and sound recorder/visualizer for Elite Dangerous

 MIT License

☆ 0 stars 🔗 0 forks

 Star Unwatch ▼

< > Code

! Issues

🔗 Pull requests

▶ Actions

📁 Projects

🛡 Security

📈 Insights

🔗 master ▼

...



ninekorn update To Folder Names sccsVD4VE and sccsVD4ED ...

on Jun 30

🕒 11

[View code](#)

README.md



(currently only the Oculus Rift CV1 + Oculus Touch are compatible)

Here is short resume of when the project started and for which game and a bit also of my whole goal for the projects SCCoreSystems and sccsVD4VE and sccsVD4ED. (repository currently called sccsVD4ED to be changed back to SCCoreSystems)

Since prior to July 15th 2018, i worked on my virtual desktop implementation inside of Virtual Reality and for the game Void Expanse of the atomic torch studios. The solution was a mess although the Virtual Desktop itself and controls for Void Expanse were starting to work just fine. I had started making some nice tweaks for playing void expanse in Virtual Reality with screen capture and the texture of that screen capture manipulated in Virtual Reality. It was with that post here in the forums <https://forums.atomictorch.com/index.php?topic=1058.0> . i will re-update the link if i ever find the video again of my virtual reality program of back then for void expanse.

You can think that this is stupid and useless to do this 2D games to Virtual Reality and i don't care. But i have wished for my project to be a "Virtual Reality Portal" for any 2D games that players would want to play out of getting bored playing the same video games over and over again with the correct image manipulation to have a secondary program in the backend working at ultra low memory and cpu usage in order to give a very performant option and enjoyable option to play and mod 2D games in Virtual Reality.

With the ability to capture the desktop screen of the running game Void Expanse and loading the game itself with a black background internally with it's modding capabilities, i have the ability to do image manipulation directly with using as reference xoofx's sharpDX screenshot found here <https://github.com/sharpx/SharpDX-Samples/blob/master/Desktop/Direct3D11.1/ScreenCapture/Program.cs> and simply take the black pixels out of the texture2D by lowering down the alpha channel to 0.0 for full transparency.

My goal was then to use color coded jpgs for the Visual DirectX or Direct3D of void expanse to simply display those color coded jpgs with the necessary void expanse colliders but to NOT display the objects inside of void expanse, but to have a nice 3d obj displayed in my external sccsVD4VE solution so that you can view 3d objects in Virtual Reality instead for a very cool 3d look on top of the game.

This gives a huge possibility of an even greater modding universe for this particular game called void expanse. I was already in the work of image manipulation of cutting the UI parts of the void expanse DirectX/Direct3D windows and i was in the works of having those texture2D recognized inside of my SCCoresystems solution sccsVD4VE. but i wasn't satisfied with the disorganization within my scripts themselves and it made it really hard to advance further ahead on the development of that VR Virtual Desktop. so i put that void expanse project on the shelves in order to rebuild my whole project from scratch. In a simple incomplete list of programs versions i went from the solutions SC_skYaRk_VR_Edition to SC_skYaRk_VR_Edition_v001 to SC_skYaRk_VR_Edition_v007 and then that's when i put on the shelves that Virtual Desktop single solution for a much bigger change. That's where i worked on my solutions sccsv10 and sccsv11 and after that to sccoresystems console version and then to SCCoreSystems WPF solution where WPF was the only solution type where i could make the System.Speech work as a base.

It was a serious endeavour to make a Virtual desktop but in the end, i hadn't planified my SCCoreSystems solution to already be this capable in terms of a pretty stable physics environment in Virtual Reality. I won't lie and it's far from perfect and there is a little bit of jitter in the performance when the Virtual Reality environment is loaded. It was a bad idea to start calling my program a MOD but with inexperience as to each steps leading to a complete program releasing and lacking knowledge of realizing how good the things i script could be or can be, with only 1 person ever professionally telling me that what i am coding is actually something very difficult to script and that was a priceless critic for me although i was shared many areas of opportunities on where to make my program even better.

I will make adjustments on my publicity of the mod on their forums because the project is much bigger than i first imagined and i am not leaving my virtual reality desktop screen project behind for the game Void Expanse <http://voidexpanse.com/>.

Those two projects sccsVD4VE and sccsVD4ED are projects that i wanted to bring forth at the same time, but i didn't even think for a second that they could be part of the same visual studio solution as i wasn't around that point ever before in the development of game/program/software so it's a very annoying thing to have to apologize for bad advertising but my goal remains the same to release one virtual desktop for both games anyway.

end of resume...

<https://forums.frontier.co.uk/threads/virtual-desktop-program-with-embedded-physics-engine-at-the-press-of-a-button-coming-in-2020.542577/>

Why am i building the mod sccsVD4ED and what is it for?! :

1. If all players of Elite Dangerous, at least those in Virtual Reality, could be able to share instantly with each other, what they have just "sound analyzed" or "sound recorded" in Elite Dangerous, at the press of a button, while being in the same place in VR, inside of my sccsVD4ED, the rate of ED players sharing with each other what we discover in-game, i thought could be increased/boosted (the rate of sharing that is). What it might mean is, a faster sharing of new "undiscovered content" like the probe signal so well explained by ObsidianAnt here Source: <https://www.youtube.com/watch?v=ejmYEPytt64> ... But, are there more other "undiscovered content" like sound content or image content hidden inside of sounds in Elite Dangerous :unsure:? it is left to be determined i guess.

2. It would be much less cumbersome for me, that always have to take my Virtual Reality Headset off or peel it back on my scalp so that i can see my desk screen. It's very annoying to deposit your VR headset just to change a music on youtube, or to search <https://eddb.io/> for stations etc.
3. Originally, my whole idea for my project, even before i wanted to build the sccsVD4ED MOD for Elite Dangerous, was to build the perfect physics engine tester program, to stress test physics engines. After that, i wanted to build a cool minecraft alternative, strictly in Virtual Reality, But when i started re-playing Elite Dangerous, i fell in love again with Elite Dangerous and the idea of making a Virtual Desktop 4 Elite Dangerous flourished in my tiny brains. And it's approx before the 17th of April 2020 (or whatever the date of the first post on this thread was), that my main goal for where my program was heading, completely changed towards building my own Virtual Desktop 4 Elite Dangerous, instead of building a minecraft alternative game that incorporates a Virtual Desktop. It's all because of ObsidianAnt and the fact that he is making his so damn good presentations of Elite Dangerous. I got hooked up instantly, in wanting to see and hear more, solo or not, in Elite Dangerous itself.
4. My solutions don't have fake ED ships cockpits and i wanted to be in a fake ED ship cockpit right after recording Thargoids sounds in Elite Dangerous. The goal was for me to minimize the time i spent outside of Virtual Reality Headset while i record in-game Elite Dangerous sounds, but to have a totally familiar fake ED cockpit. I didn't even have the chance to record in-game Elite Dangerous sounds yet.

My goal is to combine all of what i have learned for 4+ + years as a hobbyist programmer into this project.

Releases

No releases published

[Create a new release](#)

Packages

No packages published

[Publish your first package](#)

Languages

● C# 97.7% ● JavaScript 1.8% ● Other 0.5%

