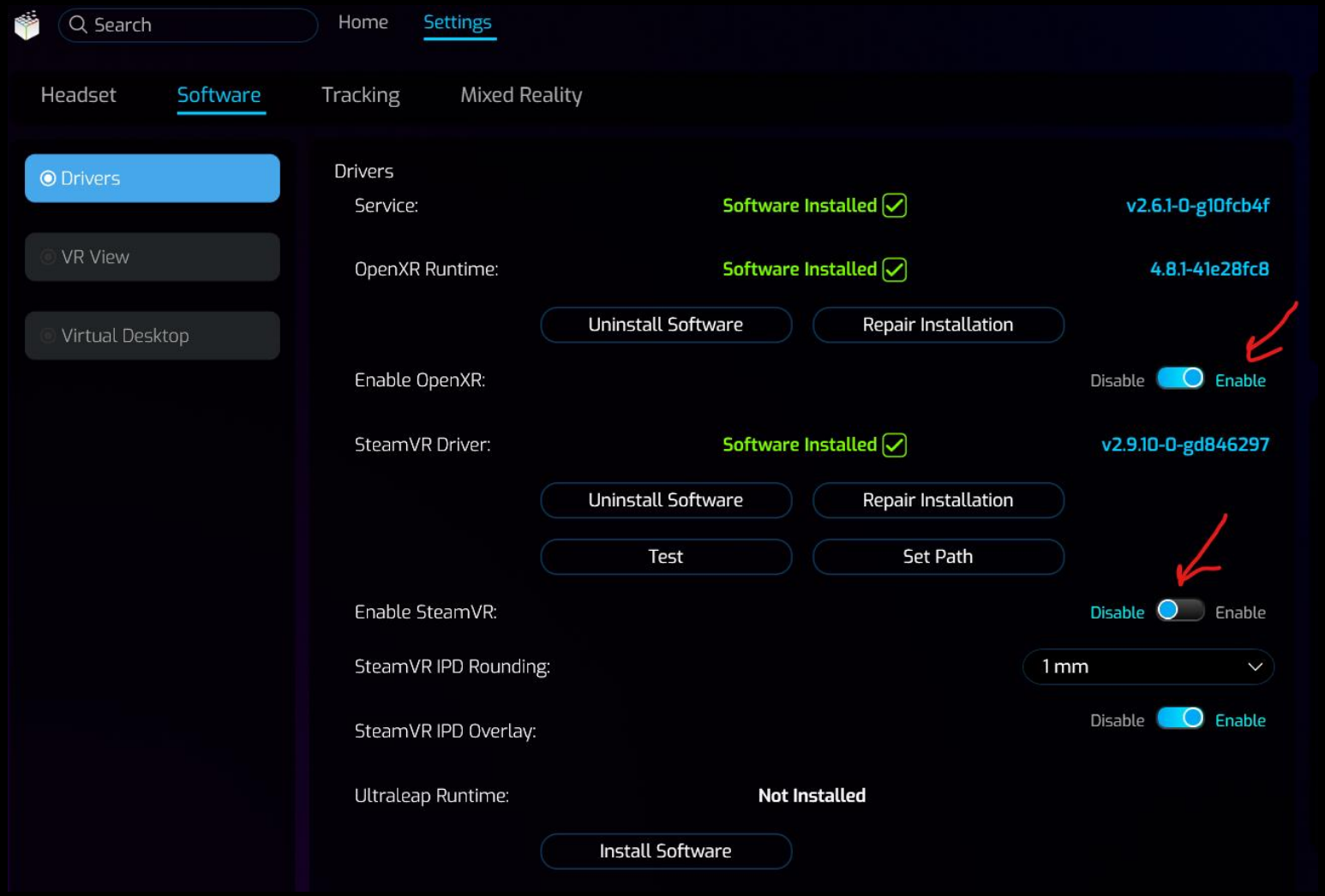
SOMNIUM VR1 Enabling Dynamic Foveated Rendering (DFR) in DCS & other OpenXR native applications

1. Make sure OpenXR driver is turned ON and SteamVR driver is turned OFF in VR1 Tool



2. Set up a desired resolution for your Outer zone (40% in the example image) and foveated resolution (100% in the example image)

You can setup sizes of the foveated zone – how big will the crisp zone will be. Foveated zone is where your eyes are looking. General resolution is the periphery of the image which you are not looking at.

Note: OpenXR can not make changes in real time while application is running, so restart is needed after each setting change to apply it.

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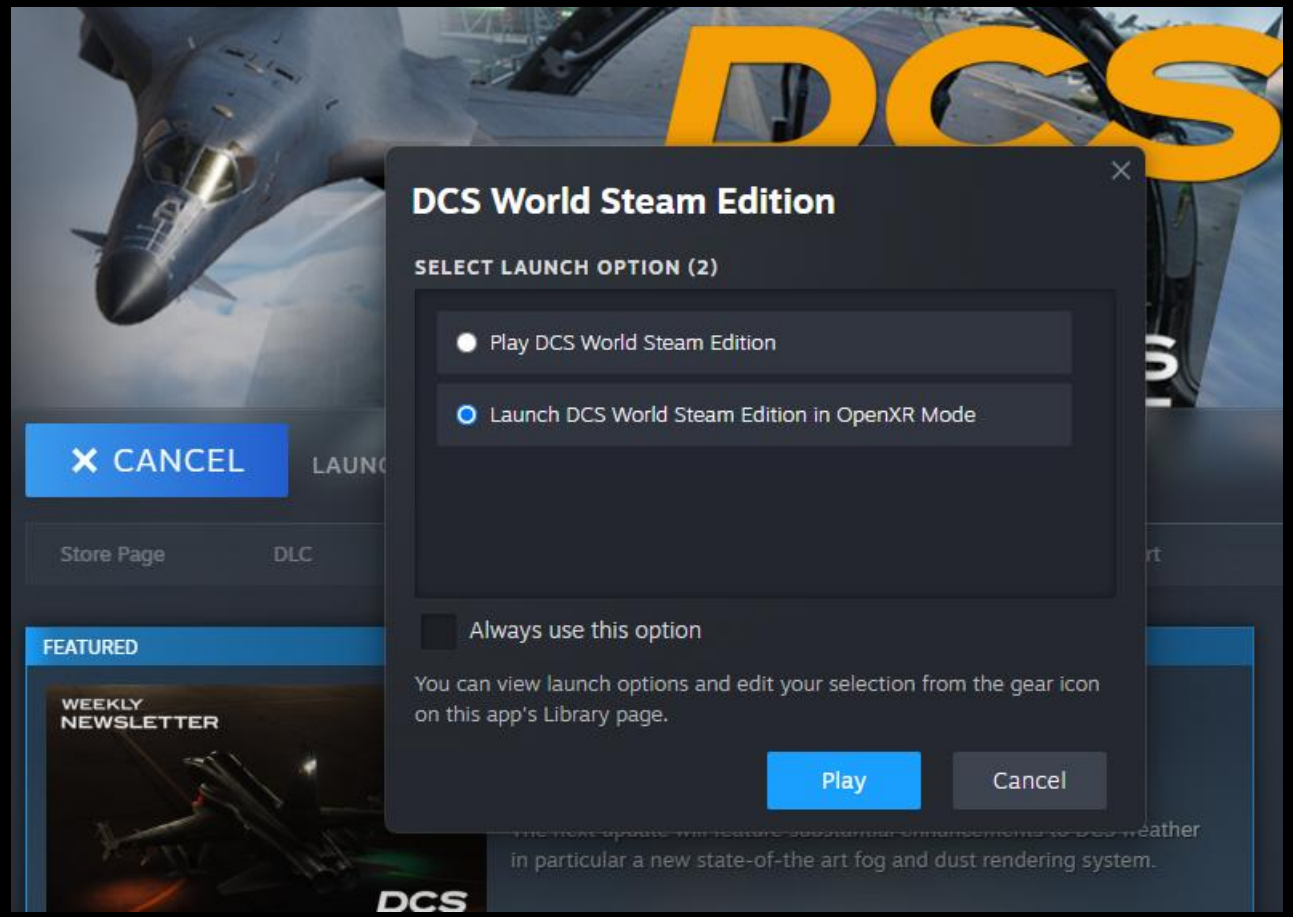
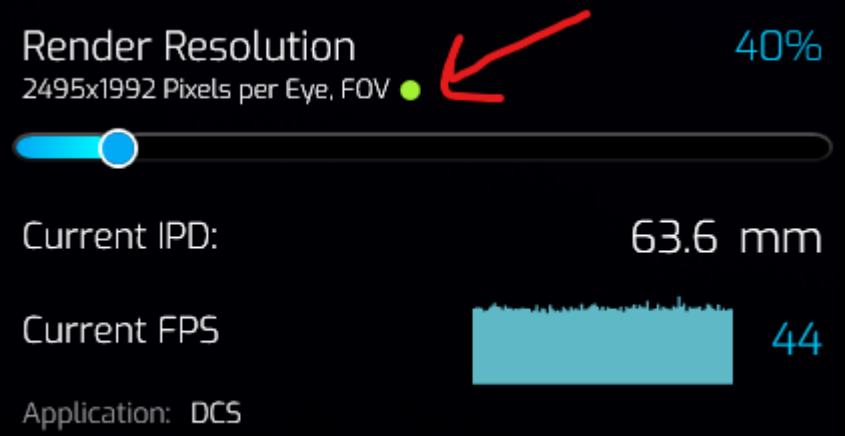
3. Start DCS in an OpenXR mode. DO NOT start SteamVR before hand.



If everything is working properly, you should see Application name: DCS and a greed dot next to FOV at a render resolution menu inside VR1 Tool and DCS should be running in VR mode.



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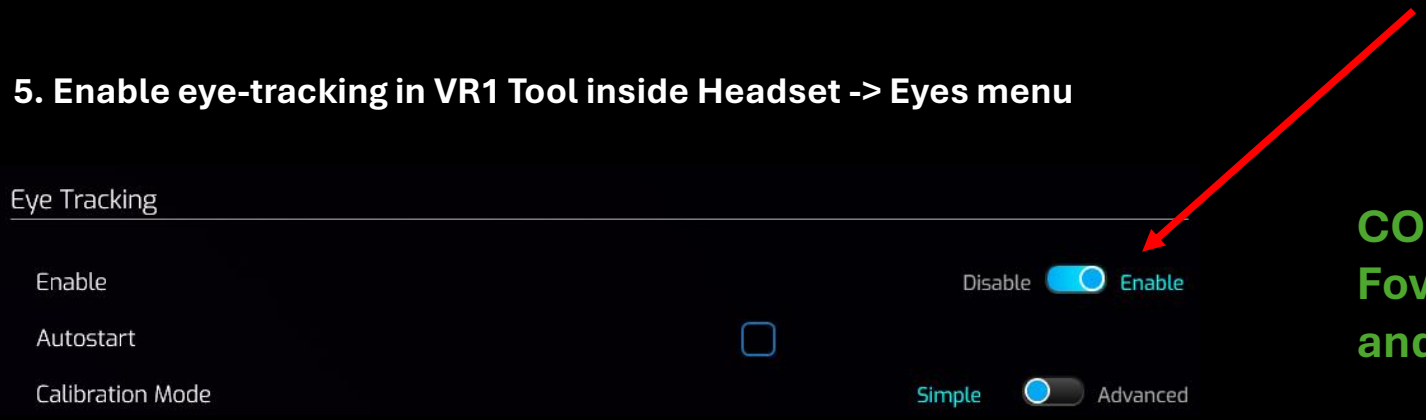
4. Press the inner left button on the headset to initiate Eye tracking calibration.

*You should see a single **purple diamond** (or several diamonds in case you do advanced calibration). Look at the diamond until it turns **green**.*

5. Enable eye-tracking in VR1 Tool inside Headset -> Eyes menu



CONGRATULATIONS! Dynamic Foveated Rendering is running and working.

TIPS & TRICKS

1. Make sure to find the right balance between the Foveated Zone size and outer resolution for the most comfortable experience. VR1 zones are made To be almost unnoticeable.
2. Make sure to recalibrate eye-tracking each time you take your headset off and on again, to ensure precise alignment of your eyes and correct calibration.
3. In case you have tracking issues in OpenXR application please perform following steps:

a) Turn off the VR1 Tool and all VR applications (SteamVR, DCS).
b) Open Windows Task Manager - Services.
c) Find the service vrgRrSvc, right-click on it, and select "Stop."
d) Delete the file config.json via File Explorer (C:/ProgramData/vrg/sdk/config/)
e) Launch Somnium Tool.
All settings will be reset to default, so if you had custom settings like a different resolution, you'll need to reconfigure them.
Launch DCS.

PLEASE NOTE – we are aware of tracking bug due to internal sensors of VR1 sometimes being enabled and conflicting with Lighthouse Tracking. This bug will be fixed I the next VR1 Tool update.