

How to use Direct3D software in fullscreen mode (like games) with SeeReal 3D monitors and NVIDIA graphics cards

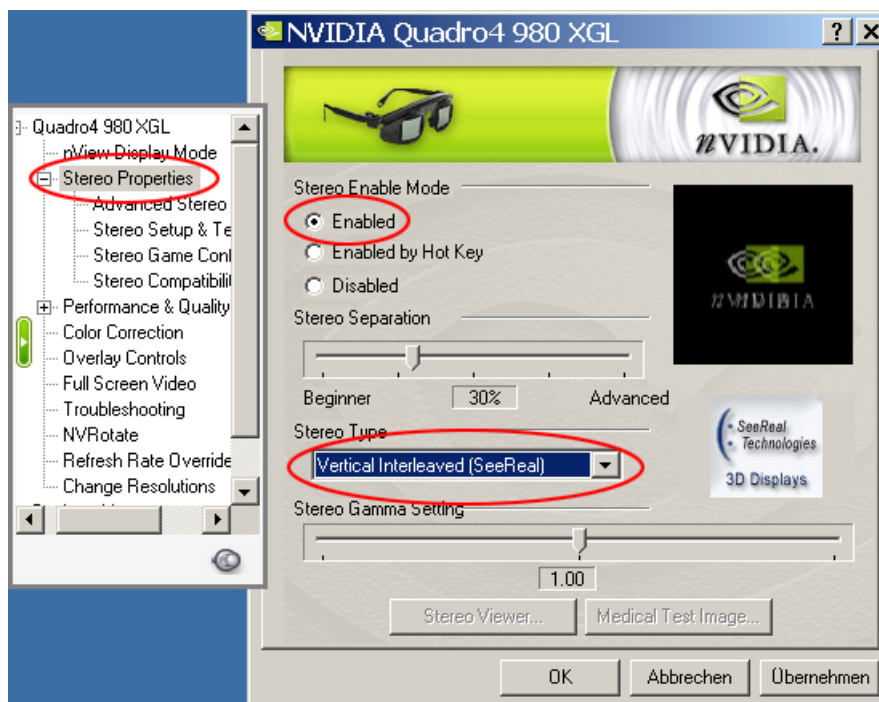
This solution can be used to make common 3D software basing on Microsoft Direct3D compatible with SeeReal 3D monitors.

Requirements:

- 3D software supports Microsoft Direct3D (Microsoft Windows operating system only)
- 3D software supports fullscreen mode in full resolution of the SeeReal 3D monitor (see monitor's manual for details)
- any NVIDIA graphics card
- NVIDIA graphics driver (www.nvidia.com/page/drivers.html)
- NVIDIA Consumer Stereo Driver of same version as graphics driver (see www.nvidia.com)

Step-by-step installation:

1. Install NVIDIA graphics driver, reboot.
2. Install NVIDIA Consumer Stereo Driver.
3. Apply *ShowAllViewerTypes.reg* (see www.seereal.com) by double click on it, reboot.
4. Make sure all OpenGL and Direct3D applications are closed.
5. Open Advanced Display Settings, NVIDIA settings (right click on desktop → *Properties* → *Settings* → *Advanced* → *name of NVIDIA graphics card...*)



6. Go to *Stereo Properties*.
 - Set Stereo Enable Mode to "Enabled".
 - Choose Stereo Type "Vertical Interleaved (SeeReal)".
 - Close window by clicking OK.
7. Start the Direct3D application, set it to fullscreen mode and full monitor resolution (for details please have a look into the monitor's manual).

8. Hotkeys:

Disable or enable Stereo Mode:	CTRL+T
Decrease spacial 3D effect:	CTRL+F3
Increase spacial 3D effect:	CTRL+F4
Bring scene in front of the screen:	CTRL+F5
Bring scene behind the screen:	CTRL+F6