What’s that benny, huh, me, well, I don’t see anyone else here so you must be talking to me, you see I’ve been waiting a long time for thi- \*walk forward and slip\* oh shit \*I tripped\*

I don’t see anyone else here, SHABAM

Ring a ding ding, mother fucker

There are plenty of non-VR games you can force to run in VR, Alien Isolation runs fantastically well through the Vive making you feel like you’re really in the space station it’s set, and if there was anywhere in the entire universe I’d like to be, it’s ANYWHERE BUT HERE. THIS PLACE. WITH ALL THIS BULLSHIT GARBAGE GOING DOWN, MR HAIR DYE GIVING ME FUCKING SPACE BABIES (have nice stuff or smiley face super imposed over people) have me being chased and looking behind me with alien there and me shaking head so it’s obviously in VR) I DO NOT WANT THIS. I DO NOT WANT THIS. I DEFINITELY DON’T WANT THI-

Undeniably it’s the greatest way to empty your stomach though sheer terror and motion sickness alone, which leads us to, uh, fear and nausea in New Vegas… \*cut to me\* I did it.

Seriously though you can run loads of your favourite games in VR using a program called Vorpx, Call of Duty, Skyrim, even Arkham City, because experiencing VR as a third person camera in a Batman game is definitely the way to do it I’M BATMAN….’s camera (have batman’s mask on then hold up camera)

It’s also totally possible to run New Vegas through VorpX and since it’s my favourite game since Metroid prime and Dark souls which you can also play in vr (have me praying, could even say this line as I pray) I thought I would give it a go

Mr house sketch

I wonder why I’ve never tried to come in here before, I mean it’s a pretty interestin OH MY GOD I DO NOT NEED THIS NO THAN-

could kill him off screen then show all his body parts and be like

I’m finally safe.

And it does work, the game is displayed in 3D in the Vive and looks no less convincing than Skyrim, which I enjoy immensely \*have giant spider coming towards you,

… oh fuck this gam

\*Me\* it also didn’t really take very long at all to get it working on the Vive, it really makes you think did Bethesda actu - have arm appear behind me, look around, di—did you see that.

So it took me about two hours to see New Vegas running in glorious 3D, I mean, I had it going before lunch on the day I started. \*me eating lunch with vive on and GTA SA music playing\* (time bite of bagette by lifting it up from off camaera while nodding head to music)

Unfortunately you can’t use your own hands to aim weapons or grab stuff like you can in Fallout 4 or Skyrim, so you cant shove that knife right into benny’s fat face (get angrier towards the word face) as I’ve demonstrated here using a disturbingly close lookalike in Fallout 4. But New Vegas is an infinitely better game than these so it’s still fun to get to try it and look around the Mohave in glorious 3D.

Walk into bar and see guy dead on table if you kill them all when enter, uh Trudy, Trudy, I think something more important is going on over there

Everyone dead

Oh now this is just silly

However the methods needed to make this game work to its full potential aren’t exactly common knowledge so guides on how to do it are a little “inconsistent” have “subjective as fuck” flash up.One of the most well written and comprehensive guides is this one on the oculus reddit which clearly explains that VorpX is a 40 dollar app that makes none VR games work in VR.

What none at all? STOP THE FUCKING PRESSES (laughing)

Play Zelda thing duh duh duhd duh like opening chest over me buying vorpx then cash/crash sound when I click

Installing vorpx

(pretend to read agreement)yeah yep yep yep yep. run

Run vorp x, \*like read to self\* you have to wait 48 hours for a request code Urghghghgg, I feel like the internet is always doing this to me, like I am in the truman show or something “do a jim carry impression” “SMOKIN” look away then \*wrong movie\*

Okay so I register, (shows failed) WHAT IS THI- okay sorted that out

Thanks for getting vorpex, no, \*raspy voice\* thank you Zoom in.

Starting in vorpx attaching to web helper COMONN BABBYYY “takes 10 minutes” common babbbyyy, face against tv (all recorded)

Show it adding all items, got it, got it, thanks, yep, gottit, “you are over encumbered” fantastic

Select eye brow style, what mods have I put on this fucking game, 100 years of gaming innovation and it leads us to 6 selections of eyebrows that are all exactly the same \*laughing\*

Then you finally walk out, eyes squinting from the amazing world you are ready to experience in V-

Right, yep, okay, thanks

And that’s it mostly, once you have VorpX on your computer all you need to do is run New Vegas and it automatically displays it all in VR on the vive, considering this is all I really needed to do to get the game working on the Vive it’s crazy how Bethesda charged so much for Fallout 4 VR- half way through sentence cut to door with static music while I keep talking not noticing. Pull leg away when I say “for”

However we aren’t quite done yet, to get it running properly you’re gonna need to be able to mess around with the games settings while you play so it recommends you have a wireless Xbox controller and a wireless mouse handy at all times \*me with wired muse and controller\* ((can edit arrows saying wires) Zelda music as I buy new stuff.

I started with the default Vorpx settings and although it ran new vegas in 3D it was more like looking at the Mohave through a magnifying glass, while underwater, and the water’s actually made of cream, and the mohave is somehow made of headaches. WHY DOES THE SKY MOVE WHEN I DO (move head side to side) DAMN YOU CLOUDS. It really does start off like you are looking at the world through a magnifying glass, the game sorta balloons and shrinks as you move your head, yeah you show em Mario, it’s like the fish eye effect you get when you’re looking at raw vive footage is still making it’s way your poor brain.. \*HOLD UP BRAIN (show just hand then drop it

So I tried importing a Vorpx profile someone else set up specifically set up for this game. Basically you can change LOADS of settings within Vorpx to make the 3D and way the world moves around you as close as possible to how it would look in real life, this way someone else has gone through this nightmare and worked out the best settings. Trying this gave me a much smaller ballooning effect, go Mario \*like to self\* but when talking to people in conversations it was like talking to someone through a pair of binoculars that exclusively transfer light into nauseating pain \*me with binoculars\* “we have such sights to show you” or “without blood” it just made all conversations flail around uncontrollably, I can’t show you exactly how this looked but basically it was like this. OKAY okay I’ll join you if you fucking still (ceasar)

This just wasn’t quite right and the mild ballooning still made me sick so I turned this profile off, it fixed the pain filled binocular but now when I talked to people it just zoomed in so could you can see the whites of their invariably dead eyes staring back into your soul (zoom in as I speak with music playing and static, then zoom out when I say) \*Could have nice mutant say something funny\* I know lily, \*crying while reloading shotgun\*huh huh huh hh, point gun, I know.

Oh and very quickly I bet you’re wondering what that is? Well. I’m proud to say Vorpx is the only program I’ve ever used that on top of having no trial option, after you pay the full price for the software you still have an unremovable watermark on the screen at all times, so here vorpx, I award you the assholes of gaming award, well done, no EA you can keep yours, oh microtransactions, take one too,

I guess you all fucking win (have top of todd howards head showing)

\*confused voice\* But I dunno man something still isn’t quite right here I mean have my arms always been over there \*have yourself looking at arms\*

I’m piling on the problems a little fast here so let’s back off a little and explain in more detail the specific issues I had when setting this up and how I actually overcame them.

THE HUMAN BRAIN

YOU AGAIN \*hold up brain model\*

Because the vive is able to fill our entire vision with the game world the way it behaves is very important, if the world in here behaves in a way that doesn’t match out here It can cause us some serious nausea

I mean this is totally legit \*shout a little distance from the mic\* loads of green ghouls or the plant monsters

What we see when we look into the vive is normally two screens, one for each eye, these two images are very slightly different, just like how the images our left and right eyes see are slightly different, because y’no, they see the world from different places, the vive screens mimic this natural difference in perspective for each eye which is what makes us see the game in 3d.

NOW THIS IS A SUPER SPECIFIC THING our brains aren’t fucking stupid, I mean yours is a little but that’s okay \*laugh at end of okay\*

Because Vorpx hasn’t been designed with New Vegas exclusively in mind, the software needs a fair bit of tweaking to display this juuuust right.

\*show einteins 3d theory of gravity\* Nothing like this at all. on screen (could say it too)

\*to me\* Basically without this very specific tweaking when you turn you head instead of everything moving to the right in a sorta straight line, it appears that the world curves around you to the side. This is because it hasn’t yet been translated properly to appear perfectly 3d, you can see this curving happening in your peripherals and this does not feel good to your brain \*hold up brain\* YOU AGAIN the same sorta thing was causing the ballooning I discussed before.

So this needs to be tweaked just right, but don’t worry, this program now comes with DIRECT VR

When you activate direct VR not only does it track your position at all times so when you move your arms don’t end up on the other side of the map without you \*cut to two arms on their own on the floor in new vegas with cricket sounds\* but it also cleverly alters your field of view and other stuff so that the world finally behaves exactly like it does in real life, stopping it from causing you any nausea at all. So we’ll run this

Yep, uh, huh, good, great.

\*try again\*

Okay, mmhmm, good, wonderful fantastic.

Like all good software that costs you money it gives you absolutely fuck all explanation as to why this ALWAYS \*like when Yahtzee says VERY with vis eye squint\* fails but fortunately there are reams of forum pages full of people ready to tell you how it works perfectly for them, finally I found disabling my anti virus and trying 10 times inside a building so my PC wasn’t under any stress worked prefect. And seriously it is good, it’s literally like being in the New Vegas. THE ILLUSION IS COMPLETE ( Show it crashing)

I wanted to look into the exact reasons why such a quick change worked so well and after much searching I found someone who very kindly explained that “This is mostly due to asynchronous spacewarp” \*me looking confused “aschchornous… spacewarp” play elite dangerous semi transparent over me, me warping or just dying.

Running this also caused the game to start being, to use the technical term, jittery as fuck, on my system, and of course everyone else is jesus reincarnated so didn’t experience this problem at all BUT The jitteriness actually kinda levelled out after few minutes and the game then ran okay.

This then caused the issue that when I aimed through the sights my head wasn’t quite positioned in the right place within the game so the sights no longer lined up where they were supposed but fuck that who needs accuracy after spending an hour setting up their SNEAK SNIPER BUILD \*zoom to each thing that reaffirms this as you say\* but you can fix this by turning off true iron sights which means you use the dot in the centre instead of the iron sights totally ruining a large portion of the immersion but hey problem solved.

Also now I’ve made these changes I wonder what happens when I talk to peopl- OH FOR FUCK SAKE IT’S BACK AGAI-

Protip don’t try and set this up after you’ve had lunch – urgh why did I eat so much

MENUS AND CONVERSATIONS

You may remember a tiny little gripe I had about Fallout’s flashing menus “play clip”

Ah, those were the days \*laugh then start crying with editing so the video starts to fall\* When entering every single one of those menus or conversations in New Vegas VR the game zooms in like you’re trying to use the pipboy to tell the time but you’re partially blind \*tape switch to arm\* \*IM OVERENCUMBERED\*

After running DirectVR the game world runs fantastically but the menus and conversations as well as being zoomed to fuck now move with you when you move your head, and that may not sound so bad but it’s completely unbearable as it makes you feel very sick.

Now smartie pants’ out there will suggest increasing the field of view exclusively for the pip boy and within conversations so this zoom effect is minimised, you can do this using a mod or altering the Ini settings but… \*exhausted like in sequilitis, no, it doesn’t wor- (show the pip boy totally fucked) but do feel free to let me know in the comments all the other ways I’m a total fuck fac-

What you CAN do is whenever you enter a conversation or menu press the middle mouse wheel, and this will enter CINEMA MODE

Ohhh yeah. \*me eating pop corn\*and watching lord of the rings, then show mouth of Sauron UHHH \*I CAN SEE WHY THEY CUT THIS\* on screen.

All this really means is you see the game more like you are sitting in a movie theatre with New Vgeas running on an enormous screen in front of you, this fixes all the zooming issues with one click and is like you are watching Fallout New Vegas, the movie \*TAKE IT, MAKE IT HAPPEN\* (throw money at TV)

Now taking your hands off the controller to click a mouse wheel every 15 seconds is a little “enormously” immersion breaking, so what you can do is map the “bring up pip boy button” to also correspond to a middle mouse click, which will automatically activate the cinema mode whenever you use the pip boy, avoiding this: \*I take a sip from my trusty vault 13 cantee-\*,

to do this you first activate steam’s big picture mode by clicking here… uh, clicking..here

UHHHHHH

There, map this and this to go together DONE

There are also a few other ways you can make this game run a little smoother, and once you do New Vegas VR still manages to be a little better than fallout 4 VR was on it’s day one launch. So once again new vegas does everything better than any game todd howard was involved with. But it’s not surprise really whe- What was that, have todd howards head disappear off camera, then I go to door and open door handle and mannenquin with todds fave on attacks me. We roll around on floor, I sit on it and read paper in one cut, Wait. Skyrim pie edition. Funny splat sound effect. All downplayed

The demon is defeated.

MODS

Before starting this I’d fortunately already spent the required 100 hours carefully and meticulously modding New Vegas, a game that’s basically held together with paperclips and rubber bands, to the point where it was stable and almost never crashed

Look at that picture of elegance, that cornucopia of order, that plethora

I don’t recommend using Mod organiser , it doesn’t always play well with Vorpx, I used Nexus mod manager,

Hit head on table PLEASE. NO

Using nexus mod manager is like defusing a quantum bomb that takes 15 hours to defuse and if you sneeze it’s over and the collective universe collapses around you

Fallout 4 Quickloot for New Vegas

Sure Fallout 4 dismantled one of the greatest single player RPG choice based intellectual properties of all time by degenerating it into a system where your characters personality has absolutely no effect whatsoever on their interactions within the world Unlike in previous games, Intelligence has no effect on skills but you don’t have to use menus to loot boxes anymore so it basically levels out anyway (show a scale with fallout 4 on one side with a fallout 4 menu on the right)

Adding this mod means when looting in new vegas VR you don’t have to open a separate menu, which means when looting you don’t have to select the container, enter cinema mode, leave the container, and close cinema mode all in one go so it’s as fucking compulsory as avoiding sloan after putting every skill point into barter

Back off from deathclaws looking around

Y’no I really think we can strike a deal here.

New Vegas stutter remover

New Vegas is as about as smooth as me at a speed dating evening \*THIS IS MARGRET\* and as I’ve explained VR games need to be as close as possible to real life so stutters can really affect the experience, like if you were walking through a room and this started happening it would hardly feel fantastic. Kill me. (could say kill me sanding in lots of position so it forms a sentence with me jumping all over the place.

Not only does this mod fix stutters as you would expect you can also lock your framerate at a lower value to prevent things jumping about, I gotta say it’s very sad locking a game at 45 FPS when the Vive runs at 90, like running pong though the hall 9000 (This is beneath me, dave)

oHUD

Now I bet you’re wondering if just blanket port an unsupported game to VR where do the game overlays like health, the compass, messages and action points go- ANSWER-WHEREVER THEY FUCKING WANT,UNFOCUSED AS FUCK AND SCATTERED TO THE COSMIC WINDS

oHUD is a mod by golpher that allows you to basically do everything you can imagine to the menus, you can move each element individually, remove the hud totally, have the fixed messages fade away over time, add a clock, take the compass out for dinner. “You haven’t touched your ravioli”

This way you can also set the HUD to behave like it does in Skyrim VR and Fallout 4 VR, in these games your health appears whenever you’re hurt, and then slowly disappears over time, so you can still keep an eye on it without it making you go crosseyed (show Austin powers)

Weapon animation replacers

As I said at the beginning you don’t get to use your own hands in this game, so a lot of the screen is taken up by arms that aren’t actually your own

Have arms all over TV “I’m so funny”

So this can break immersion a little, it’s also worth mentioning that due to some scaling issues your hands are the sizes of melons. I’M REALLY THERE (tape melons to hands). This mod allows you to select some poses that keep the guns away from the centre of the screen most of the time, fixing any size and immersion issues.

So those are the main mods you need to stop the immersion breaking aspects of the game,

you know the more I speak the more I realise that Bethesda may have actually done more work that I give them credit for when it came to porting this game into VR, turning the game and all of its assets into VR, that seems fairly straight forward, but porting the moving arms, the VATS system, fine turning the menus and the way you look around the world might not be as easy as I first thought, sure, 60 dollars was way too much for a game that came out in 2015

\*sad music over todd howard mannequin with stuff on face\*

Bur to be perfectly honest I wonder if it was all worth it, (start putting on jacket) all that time and energy and the game still not a true VR experience. Look I’m Sorry you all got twisted up in this scene

From where you’re sitting it must seem like maybe this all isn’t worth it

Truth is… \*laugh and have camera zoom out when I laught\* THE GAME WAS RIGGED FROM THE START, LIKE HE SAYS IN THE REAL GAME, HAVE ARM OUT THEN JUST EMOTIONALESS AIM AT SCREEN AND FIRE.

Sid

Why did you not use me in your video human, Khajit is most angry.

Woooo

KHAJIT WANTS IT

by the time you’re ready to actually start tweaking this you’ve got your keyboard, xbox controller, wireless mouse vive, and vive controllers all around you, try grabbing the specific one you need while wearing the vive it’s not easy, \*do the grab along ground thing\* grabbing a gun, a knife, a mannequin face, ah here we are.

Now although it seems like I went through a lot fo get this to work the steps were really, get the hud mod, intall and run vorpx, apply vorpx settings for this particular game, makes you wonder what Bethesda actually did for that 60 dollars per game that is already 2 years old.

\*me banging head on table\* to be perfectly honest this is actually better than how fallout 4 was release as the cinema is still basically all you can see and means there’s no flashing lights, once again new vegas does everything better than a game todd howard was involved with. What the fuck was that, have todd howards head disappear off camera, then I go to door and open door handle and mannenquin with todds fave on attacks me. We roll around on floor, I sit on it and read paper in one cut, Wait. Skyrim pie edition. Funny splat sound effect. All downplayed

The demon is defeated.

The demon is defeated.

Walk into bar and see guy dead on table if you kill them all when enter, uh Trudy, Trudy, I think something more important is going on over there