Quick setup

1. I recommend that you start from a clean installation of Red Dead Redemption 2, updated to the current version (1.0.1436.26), with no other mods, trainers, injectors or overlays present. Then if you wish, after you're confident that everything works correctly in VR with the R.E.A.L. mod, you can try mixing it up with other mods that you like, although I cannot guarantee there will be no incompatibilities (a sure source of problems for example would be trying to use additional mods that modify the camera FOV). If you're unable to update the game for some reason, old versions down to 1.0.1311.23 should also work, but I can't give you much support there.

2. If you have the Rockstar Launcher or the Epic Games Store version of the game, you'll need to give your user full control/permissions for the game folder, i.e., the one where `RDR2.exe` is. It is usually `C:\Program Files\Rockstar Games\Red Dead Redemption 2` for Rockstar or `C:\Program Files\Epic Games\Red Dead Redemption 2` for Epic or `C:\Program Files (x86)\Steam\steamapps\common\Red Dead Redemption 2` for Steam, unless you have customized the library paths. Steam sets the correct permissions for you automatically, so if you have the Steam version you should already be all set. See this great video tutorial from Paradise Decay if you have trouble: https://youtu.be/aVi3qG3J6qc?t=118

3. Unzip `REAL_mod_by_LukeRoss_v1_4_4.zip` into the main game folder, again, the one where `RDR2.exe` is. *Confirm overwrite for all files if you already had a previous release of the R.E.A.L. mod.* Otherwise, there should be no need to overwrite any existing files: if the extraction program asks you to do that, it is probably because you have other mods, trainers or injectors installed, which you should remove at least temporarily (see point 1). Be careful not to extract the mod into a subfolder: `RealVR64.dll` should end up right next to `RDR2.exe`.

4. Everything in this step is very important: if you fail to do this correctly, chances are that the R.E.A.L. mod will work very poorly—or not at all. The game must not be running as you perform these few operations. If you have the Steam version of RDR2, make sure that "Use Desktop Game Theatre while SteamVR is active" is *unchecked* in the game properties page for Steam. Find and run the `RealConfig.bat` file that the mod put into the main game folder. At the prompt, select "Ultra" if you have a high-end system with an RTX 3090, "Low" if you have a potato computer, or any of the intermediate options ("Very high", "High, "Medium") depending on how powerful your PC is and on how much you want to prioritize resolution and graphical quality at the expense of frame rate. The batch file will automatically backup your `Documents\Rockstar Games\Red Dead Redemption 2\Settings\system.xml` file as `system_ori.xml`, and replace it with one of my templates that provide good graphics settings known to be compatible with the VR mod. Check that the batch file doesn't give you any errors: if it does, see point 11 below.
Warning: Due to the way VR headsets work, you will only get optimal frame rate if you run the game in a square window, as configured by my presets. Don't try to put the game in full screen or to select a 16:9 resolution. Also, the graphics API should never be toggled, as the mod only supports Vulkan.
Update since 1.4.0: Many people seem to like the optimized settings proposed by Hardware Unboxed in this video, so I am now including them as an additional preset under the name "HUB

(O)ptimized". The only change wrt the video is that TAA is set to High, because Medium shows haloing artefacts in VR.

5. Remember to set your Windows default audio device to the VR headset, for example to "Headphones (Oculus Virtual Audio Device)" if you have a Quest 2, otherwise you will have no sound in game. If you have an Oculus system, this step can later be automated with the Oculus Tray Tool by creating a profile for RDR2 and enabling the Audio Switcher.

6. If you have an Oculus/Facebook Quest or Quest 2, you can either connect it to your PC using a USB 3 cable, or even better, check out Oculus Air Link for wireless play! Third-party solutions like Virtual Desktop or ALVR do not support my mods for the moment and give unacceptable stutter.

7. *New since 1.4.0:* Due to the complexities of making DLSS work correctly in VR, and to some nasty bugs found in RDR2 since build 1.0.1436.25 that mess up the graphics settings configuration each time you run the game, I now recommend to read this post in full before trying out the game in VR. If you don't, chances are that you will have an unsatisfactory experience. You've been warned!

8. Put on your HMD, pick up a gamepad (you can also use KB/M, but a gamepad gives you much more freedom), launch the game and marvel at the beauty of the West in VR! Whenever you need to recenter your view or to realign the HUD in front of you, just shake your head once from side to side, as though you were saying "no". If tracking seems jerky or jumpy, make sure that ASW (for Oculus)/Motion Smoothing (for SteamVR)/Motion Reprojection (for WMR) is *off*, either globally or for the RDR2 app. Looking around with your head should feel perfectly fluid and smooth, just like a native VR game.

9. If you are using a gamepad, I strongly suggest that you make the following adjustments to the settings (otherwise the game will forcefully steer the camera to "improve" your aim, with a rather comical and disorienting effect):

```
Settings> Controls> Controller> Lock-On Mode (On-Foot)         : Free Aim
Settings> Controls> Controller> Lock-On Mode (Mount / Vehicle) : Free Aim
```

10. For added immersion, I also recommend a setting that makes the minimap smaller and not so intrusive (it can still be brought to full size at any time with a tap on the D-Pad Down button):

```
Settings> Display> Radar : Compass
```

11. In case you need help, or if just want to know more, see my Patreon page, starting with the Troubleshooting post! I will keep it updated with new information as it's discovered, and the community there is very active and helpful.

Additional information and hints

If you are prone to motion sickness, there is one setting that makes the camera much more stable, and especially when riding on horseback it can make the experience less "intense":

```
Settings> Camera> First Person Head Bobbing : Reduced
```

As usual with my mods, every mission is fully playable both in 1st and 3rd person, although obviously I expect that most players will choose first-person view. Even Dead Eye, which is critical to succeeding in this game, works as expected. If this is your first time playing RDR2, the beginning of the game has a title sequence that begins with a rather long cutscene. As soon as you get control of your character riding a horse, even though the game doesn't tell you yet, you can immediately switch to first person using the `Back` or `Select` button on the gamepad or `V` on the keyboard.

The mod has a new overlay menu that should be much easier to navigate than the hotkey-based system I used with GTA V. To bring up or hide the R.E.A.L. VR overlay, you can press the `Pause/Break` key on the keyboard at any time, or squeeze both triggers on the gamepad while in the game menus. Once the overlay window is visible, it can be used normally with keyboard/mouse or with the gamepad. If you are navigating it with a gamepad, be mindful of a couple of quirks that come from using Dear ImGui: most controls are activated with the `A` or `Cross` button (for example to move a slider you first activate it with the `A` or `Cross` button and then slide it left or right using the D-Pad); to switch between tabs, you must keep the `X` or `Square` button pressed to bring up the tab list and then select among them with the shoulder buttons. You can also see the Dear ImGui button schemes at http://goo.gl/9LgVZW.

Additionally, I have incorporated the very good trainer by Alexander Blade into my mod (fixing the fonts to look correct in VR), so you won't need a separate download if you wish to cheat a bit, spawn objects or animals, change the weather and so on. It is activated with the `F5` key and navigation is via the numpad keys, with `NUMPAD5` working as Confirm and `F5` acting as Back.