

Titanfall 2 VR

+ M O T I O N

An unofficial fan mod for Titanfall® 2

VERSION 1.0.0

One download, one button: Titanfall 2 in VR with your motion rig moving with your Titan, through YawVR GameLink, SimHub or Sim Racing Studio, switched on the Play page at any time. With GameLink, motion compensation, the chair's motion and the VR mod's console settings are set up exactly the way VRGamerDude plays it on stream - the same VRGD motion plugin and the same tuning.

VR by CircuitLord's Titanfall 2 VR mod (installed separately). This package adds the motion; it does not include the game or the VR mod.

Runs on the YAW Ultimate motion simulator by ShallXR: <https://shallxr.com/?ref=vrgamerdude> - code vrgamerdude for \$200 off

V R G D S T U D I O S

WHAT YOU NEED

- **Titanfall 2** on Steam, fully downloaded.
- **Titanfall 2 VR**, the VR mod by CircuitLord, installed with its own installer (it puts its **TF2VR** folder and **Titanfall12VRLauncher.exe** into the game folder). This package works with it and changes none of its files.
- A **motion program** (page 04), one or more of: **YawVR GameLink** from Steam on its **beta** branch (right-click it in Steam, **Properties**, **Betas**, choose **beta**), opened once with your chair connected; **SimHub**; **Sim Racing Studio**. Without one, VR still works.
- A **motion rig**, such as a YAW motion simulator by ShallXR, or a six-axis rig that SimHub or Sim Racing Studio drives.
- A **PC VR headset** with its PC app or SteamVR installed and run once, so Windows knows your VR runtime.
- The **Microsoft .NET Desktop Runtime 8** or newer, which this program runs on, and an internet connection the first time you install if OpenXR-MotionCompensation is not on your PC yet (3.5 MB).

WHAT GETS INSTALLED

PIECE	WHAT IT DOES	WHERE IT GOES
VRGD Motion package (Northstar)	Reads your Titan's movement while you play; it changes nothing of the game or the VR mod.	The VR mod's TF2VR\packages folder. An older VRGD Motion package there is moved into the backup.
Titanfall 2 motion plugin	Moves a GameLink-driven chair with your Titan.	GameLink's Gameplugins folder, with its tuning file.
Motion link	Sends your Titan's movement to Sim Racing Studio or SimHub.	This program's own folder.
OpenXR-MotionCompensation	Keeps the view steady while the rig moves (by BuzzteeBear, GNU LGPL 2.1).	Its own installer, only when it is missing; plus one settings file for this game.
This program	Install, Play, Repair and Uninstall in one.	%LOCALAPPDATA%\VRGD\Titanfall12VR , a desktop icon and a Start-menu entry.

The settings of GameLink, SimHub and Sim Racing Studio are never changed by this package. Your rig's strength and limits stay exactly as you set them there.

INSTALL

1. Unpack the zip anywhere and double-click **Titanfall 2 VR Motion.exe**. If Windows SmartScreen shows "Windows protected your PC", click **More info**, then **Run anyway**.
2. **Checking your PC.** Each line shows OK, or Needed for the pieces it installs for you. A line that says Action needed tells you what to do first (for example, install the VR mod, or close the game).
3. **The license.** Read the VRGD Studios License Agreement and tick its two boxes. Decline closes the program and changes nothing.
4. **Here is everything this will do.** The page lists every change. Nothing has been changed yet. Click **Install**.
5. If OpenXR-MotionCompensation is missing, Windows asks for permission and its own installer opens: read and accept its licence, keep its suggested choices and click Install.
6. When it says Done, use the **Titanfall 2 VR Motion** icon on your desktop to play.

Everything that is changed is backed up first. If the install is stopped halfway (the window closed, the PC switched off), the next start puts back every file it had changed, exactly as it was.

REPAIR AND UPDATE

Repair on the Play page checks every file again and puts back what is missing or changed. It keeps the tuning files you changed yourself unless you tick **Reset to the standard settings**. Starting a newer version of this program updates the installed one.

Installed GameLink, SimHub or Sim Racing Studio after this package? Press **Repair**: it adds what that program needs.

PLAY

1. Sit in your rig with the emergency stop in reach, and press **PLAY**.
2. Only the chosen program drives your rig: any other motion program that is running is closed before the game starts, and again if it starts during the game. GameLink parks your chair as it closes.
3. The game starts the way the VR mod's own "Launch in VR" does, with OpenXR-MotionCompensation asked for this game and your console settings on the start line. Put your headset on.
4. A few seconds after the game starts, OpenXR-MotionCompensation counts down and switches on by itself. When you hear it, sit in your normal position and look straight ahead: it takes the chair's centre from where your headset is at that moment.
Ctrl+Insert switches motion compensation off and on again.
5. If the view drifts when the chair turns, sit straight, look ahead and press **Ctrl+Delete** (OpenXR-MotionCompensation's recalibrate key) to take the centre again.
6. Quit the game normally. The program closes when the game does.

The rig moves only while you are in a Titan. On foot as a pilot, in a cutscene or while you eject, it holds still: walking is not a machine ride. With GameLink the chair turns the moment your stick does, frame by frame with your view; on a six-axis rig the turns return to centre within the rig's own range.

CONSOLE SETTINGS FOR THE VR MOD

The VR mod forgets some of its own settings each time the game loads, so the Play page puts them on the game's start line. Out of the box:

`+tf2vr_titan_gun_turn 0 +tf2vr_turn_speed 120` (the Titan turns only with your stick, at 120 degrees a second). Change them in the box on the Play page and press **Save**. Only console settings (`+name value`) are taken.

THE STATUS LIGHTS

LIGHT	ON MEANS
GameLink / SimHub / Sim Racing Studio	The chosen program is running (Sim Racing Studio: it is running and listening, and the game's motion is going to it).
Game data	The VRGD Motion package is reading the game (it starts once a level is loaded).
Motion compensation	OpenXR-MotionCompensation is compensating in the game.

YOUR MOTION PROGRAM

Choose the program that drives your rig on the Play page; you can change it any time between games. Choosing never installs or removes anything. YAW owners can use any of the three where that program lists their chair; six-axis rigs use SimHub or Sim Racing Studio.

YAWVR GAMELINK

Play starts GameLink for you. GameLink runs the Titanfall 2 plugin when it sees the game and parks the chair when the game closes, by its own settings. If GameLink does not connect your chair by itself, Play asks you to click your chair in GameLink first. OpenXR-MotionCompensation's YAW tracker reads GameLink's motion-compensation data file: switch it on in GameLink if it is off.

SIM RACING STUDIO

Start Sim Racing Studio yourself; the launcher never starts it, and never closes it while it is the chosen program. Play starts the motion link out of sight once the game is running. When you quit the game, the link brings your rig gently back to rest and closes by itself.

SIMHUB

Start SimHub yourself and choose **DiRT Rally** in it: the motion link sends Titanfall 2 to SimHub as DiRT Rally on UDP port [20779](#). In SimHub, open the DiRT Rally game settings and set its UDP port to 20779 once. This package never changes SimHub's settings; Play tells you when SimHub's port is another one.

MOTION COMPENSATION

Play writes this game's OpenXR-MotionCompensation file for the chosen program. With GameLink, the chair's centre of rotation is set 14 cm in front of and 30 cm below your headset (a good starting point for a YAW seat); to fit your own seat, change the `offset_forward` and `offset_down` lines in

`%LOCALAPPDATA%\OpenXR-MotionCompensation\Titanfall2VR.ini`. With SimHub or Sim Racing Studio, the settings you made in OpenXR-MotionCompensation itself are used.

SAFETY

Motion rigs move your body hard and fast. Keep your rig's emergency stop within reach every time you ride, and know how to use it. Read Section 5 of the license agreement before your first ride.

- Keep the area around the rig clear, and route cables so they cannot catch you as the rig turns.
- Get in and out only when the rig is parked and has stopped moving.
- Stop at once if you feel sick, dizzy or uncomfortable.
- Change tuning files in small steps and test gently: `titanfall2-tuning.cfg` (GameLink, beside the plugin) and `titanfall2-srs-tuning.cfg` (the motion link, in this program's `bridge` folder).

WHEN SOMETHING IS WRONG

WHAT YOU SEE	WHAT TO DO
Titanfall 2 VR mod: Action needed	Install CircuitLord's Titanfall 2 VR with its own installer, then run this again.
Something changed your setup.	Press Repair on the Play page.
The game did not start	Start the game once from the VR mod's own installer to see its own message, then press Play again.
Another mod replaced dxgi.dll or d3d11.dll	Remove that mod: it takes the picture away from VR.
The rig does not move in SimHub mode	In SimHub, choose DiRT Rally and set its UDP port to 20779.
Motion compensation stays off	Check that OpenXR-MotionCompensation is installed and switched on, then press Repair.
Your antivirus removed a file	Allow the folder <code>%LOCALAPPDATA%\VRGD\Titanfall2VR</code> , then press Repair.

UNINSTALL

Press **Uninstall** on the Play page, or use **Titanfall 2 VR Motion - Uninstall** in the Start menu. It puts back every file it replaced, puts back an older VRGD Motion package it moved aside, takes its entry out of the VR mod's list of enabled mods, removes the profile GameLink made for this game if it was not there before, and then removes its own folder. Nothing of this package is left on your PC. OpenXR-MotionCompensation stays installed, because other games may use it.

CREDITS

Titanfall 2 VR + Motion by VRGD Studios. VR by CircuitLord's Titanfall 2 VR mod (installed separately). Northstar by the Northstar project. OpenXR-MotionCompensation by BuzzteeBear. YawVR GameLink by ShallXR/YawVR. SimHub by Wotever. Sim Racing Studio by Studio Simulateur de Course Inc. This package is not made, approved or supported by the makers of the game, the VR mod or the motion programs.

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The full notices are in THIRD-PARTY-NOTICES.txt in this program's folder.