

**What Remains of Edith Finch with VorpX**  
Full VR Solution  
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1. Install game
2. Download and install CheatEngine from <https://www.cheatengine.org/downloads.php>
3. Get the cheat table corresponding to your version:
  - **GOG / Epic edition:** Get this cheat table <http://www.wsgf.org/phpBB3/download/file.php?id=3081> and extract it.
  - **Steam edition:** Get this cheat table <http://www.wsgf.org/phpBB3/download/file.php?id=1810> and extract it.
4. **GOG / Epic edition:** Replace main EXE with the one in this archive (Keep a backup copy of the original EXE just in case) [http://www.wsgf.org/fu/contrib/dr/29862/hacks/WRoEF\\_below\\_16x9.7z](http://www.wsgf.org/fu/contrib/dr/29862/hacks/WRoEF_below_16x9.7z) (Do not do this for Steam edition)
5. **GOG / Epic edition:** Copy the WRoEF VorpX profile and bind it to FinchGame-Win64-Shipping.exe (When you copy the profile, check the "Keep special shader definitions" option) or the game won't hook with VorpX.
6. Run game once on desktop (especially if you have never run it at all), set GFX levels:
  - Use your desktop's resolution for the game, likely 1920x1080, a 16:9 resolution.
    - \*The game crashes if launched windowed with VorpX, so 4:3 or 5:4 is not possible unless your desktop resolution is such.
  - Resolution scale high or ultra; ultra looks great but resource intensive
  - Anti Aliasing on Low (Which effectively turns it off)
  - Shadows preferable on Low (Very intensive and displaying wrong anyway)
  - Effects preferable on Medium
  - Post Process preferable on LowOnce done, quit out of the game.
7. Avoid a game crash by going to  
**C:\Users\YourUser\AppData\Local\FinchGame\Saved\Config\WindowsNoEditor\GameUserSettings.ini**  
Under [/Script/FinchGame.FinchGameUserSettings] set:  
**FullscreenMode=1** (If it is 0 or 2 make SURE to change it to 1)  
-If you do not see a FullScreenMode setting, you should add it under [/Script/FinchGame.FinchGameUserSettings] and set it to 1  
\*Not doing this may result in a game crash right upon loading with VorpX
8. Kill off chromatic aberration by going to  
**C:\Users\YourUser\AppData\Local\FinchGame\Saved\Config\WindowsNoEditor\Engine.ini**  
and adding to the file:  
[/Script/Engine.RendererSettings]  
r.SceneColorFringe.Max=0
9. Open the cheat table corresponding to your version we downloaded at step 3. This will launch CheatEngine.
10. Start VR runtimes (Oculus Home or SteamVR) and VorpX. Launch the game again. Steam users, launch the game from Steam. GOG/Epic users, manually run FinchGame-Win64-Shipping.exe. Now it should hook with VorpX.
11. Alt-tab to CheatEngine, Go File->Open Process, find the game's EXE file in the Applications tab and click the Open button: For Steam it will be FinchGame.exe. For GOG/Epic it will be FinchGame-Win64-Shipping.exe
12. When CheatEngine asks Keep the current addresslist /codes list, say Yes.
13. Set your FOV in CheatEngine; this varies slightly depending on which edition you're running:  
**GOG / Epic edition:** cheat table has one entry called "FOV". Double-click on the value and enter 0.0123.  
**Steam edition:** cheat table has 4 entries. On the "v.1.1\_FOV" entry, double-click on the value and enter 0.0123.
14. VorpX Settings:  
**Main settings**
  - Play Style: Full VR Mode
  - Reconstruction: Geometry 3D
  - 3D Strength/scale: 0.55
  - HT sensitivity: 0.95 (Game's mouse sensitivity should be on default – 50% - for this to work)**Image Settings**
  - G3D Shadow Treatment to Turn Off
  - Image Zoom: 0.75 (Maximum pixel density, matches proposed CheatEngine FOV value)
  - Set Background to Ambiance**Display Settings**
  - Direct mode FluidSync: Off
  - Tracking prediction: Off
15. Play the game. Keep in mind the starting scene and other scenes will restrict or lock your mouse movement and head tracking, but for most of the game you are in full control.

**Notes on Gameplay**

- There is a position shift when the head moves in this game. It may lead you to think the FOV is ever so slightly off by moments. It's just the way the camera moves in the game, and it's minor enough to ignore.
- Lewis's scene is completely glitched. We had to reduce FOV to default, switch to EdgePeek and the mouse movement still had issues. We managed to get through the scene but it was difficult.
- At least two scenes (Molly, Walter and Calvin) enforce a very large field of view.
- EdgePeek recommended for the user interface or seeing the book completely.