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Oculus vr flight simulator

Hey guys, Has anyone tried any of the following simulation games on the Oculus Rift?- Microsoft FSX- X-Plane 10 or 11 betaHow is the experience in VR? I was planning to buy one of the simulations for myself with either FSX or X-Plane (I'm leaning on X-Plane 11) and also get thrustmaster Hotas WarDog and play in VR. I watched a couple of youtube videos and it seems to be great. But it would be great to hear some opinions from the community to hear as I dive in. Thanks. Intel i9 9900K @ 5GHZ - MSI Z390 GODLIKE Motherboard - EVGA GEFORCE RTX 2080 Ti FTW3 - 64 GB Corsair Vengeance 3200 MHZ Memory - 1 TB Samsung EVO PLUS Series M2 SSD - Corsair H115i Platinum Water Cooler - Phanteks Evolve X Case & 4xML140 Corsair RGB Fan - Corsair HXi 850 PSU - Corsair K70 MK2 Keyboard - Logitech G933 Headset - Logitech G903 Mouse - Oculus Rift S (Preordered)0 Skip to content CategoriesMSFS 2020. Spotlight, UncategorizedTagsbest flight simulator, flight, flight sim 2020, flight simulator, flight simulator 2020, flight simulator microsoft, FS20 Setup, FS20 VR, FS2020 Setop, FS2020 VR, FS2020 VR Setup, mfs, mfs 2020, microsoft flight sim, microsoft flight simulator, Microsoft Flight Simulator 2020, Microsoft Flight Simulator 2020 - VR UPDATE, Microsoft Flight Simulator 2020 VR, Microsoft Flight Simulator Requirements , Microsoft Flight Simulator VR, VR Setup Virtual Reality (VR) General Hi All, firstly, Happy Holidays for everyone, I hope you are all ok and safe. I'm so excited for this VR mode, but at the same time I'm incredibly impressed with the amount of elements I need to figure it out. Honestly I don't know where to look because there's so many places, but it doesn't seem to cover exactly what I'm looking for. My current setting is that I have MFS installed from the Microsoft Game Store. I also have an Oculus Rift (first generation I guess). When I put the headset on, Oculus automatically loads the Oculus store, so I'm not sure if I should force it to load MSF? I don't think I see it in the vr store/library section. So I then run MSFS and bind the VR keys (i.e. enable VR mode F9 and some other VR keys etc). I had to take my headset off to do Flight Sim links as its not launching under the VR headset. Then I'll start the flight and try to activate VR mode, but nothing happens. When the headset is turned on, only Oculus VR store mode is displayed. Am I missing something? Are there any major steps I should be taking? I would appreciate the help as I don't think to see any user friendly instructions on it – the added Oculus VR screen adds to the confusion as I'm not sure if I should be getting out of it and doing something else. Help, please, you checked out this post: VR Welcome Guide!? In particular, known questions where he talks about the need to modify the registry for oculus cracks. I have the same headphones as you and it is absolutely possible to get vr to run with this headset... but this registry setting must be changed. Sorted. (You can ignore everything you do with OpenXR for WMR and downloading from the MS Store-Windows Mixed Reality stuff has no effect on Oculus headphones and are not necessary for your VR enjoyment with rift) Thanks so much tamalien, I was so impressed I did not know where to look (sometimes my eyes see all the posts available and always miss the step of which one to look at the first haha). Let me take a look at that one now and confirm how it goes Hi, is this the part I need to focus on? No, it's okay. Before you use VR in Flight Simulator with an Oculus headset, your computer needs to know the location of the OpenXR runtime to use. To set this location in the registry, follow the steps below: Right-click the Start menu and choose Run. Type regedit (no citations), and then press Enter. This will run Registry Editor. Find the following key: HKEY_LOCAL_MACHINE\SOFTWARE\Khronos\OpenXR\1 For ActiveRuntime, change its value to a value that corresponds to your platform (note: the default path is shown below): C:\Program Files\Oculus\Support\oculus-runtime\oculus_openxr_64.json Close registry editor. Now you're ready to enter VR with an Oculus headset. If so, I noticed that STEP 3 does not show OpenXR under Khronos, I see only a subfolder in it called 'Vulkan', so maybe I need to install OpenXR? - you mentioend I should ignore anything into oppression so I'm a little confused (so easy to get confused these days haha) Hmm that's weird as I had it on my system. Open Oculus and click Settings on the left. In the right window click on Beta and then enable Public Test Channel Now check the registry settings again because the entry should be there and ensure it is as below screenshot shown, assuming your Oculus application is installed on disk C If there is not I think you could create a relevant record by creating directories OpenXR and 1 and then create a new string value called ActiveRuntime and modify its C value : Program Files Oculus \Support\oculus-runtime\oculus_openxr_64.json Check in Windows Explorer, also that the file exists in this location. There is one more setting in Oculus I forgot to mention, under the settings on the left, go to general on the right and allow 'unknown sources' to allow MSFS to run. (It also may be a requirement for an application to create a registry entry, but who knows that one!) Hi maccab82. I've experienced something similar to what you describe. If you are already in MSFS and when switching to VR mode you find yourself in the oculus store, look down at the oculus control panel thing (console?) and you should see an icon with a set of black and white lines on the panel (Mine was between home and virtual desktop icons. Click on this and it will put you in the cockpit in the sim. Unfortunately sometimes this infamous dumps you on the floor jammed against the rudder pedals, or even towards the rear ... This is Another important task comes in ... Binding a pre-preview view in a VR key. Do this before you try to get into VR mode. This way, you can reorient yourself immediately when you enter VR mode. good luck! It's worth it! The crack works a lot better than I thought it would after rolling back nvidia drivers and tweaking the settings a little bit. What you have a tomdo is downlo d V24 when you turn on the beta and everything will work. Dont touch open xr and registry can you please post a picture of the icon because all I see is a virtual flat screen but it never takes me into the cockpit of reality VR. No matter how I try, it can't switch from a large flat screen to A VR. Please help. Already software beta 24. Sorry, but I do not know how the screenshots in the VR bit I see simply a white square with two cik-cak black lines (upside down w shapes that look like a mountain panorama). You could also try long press oculus manual menu drivers... it can bring to the menu where you also see this icon click to switch to Sim. This may be something completely different causing your problem... Inches... hope ot works for you. Thanks so much, will try that. Considering the highly anticipated VR update for Microsoft Flight Simulator dropped today. Flying a plane in your basement has never been so realistic! Microsoft Flight Simulator received a major update today that included long-awaited VR support. And it's not just a small accessory. You can play the whole game in virtual reality, including everything from the beginning of the menu to the cockpit view. VR update for Flight Simulator is compatible with any OpenXR-compatible headset, which means it should be ok with basically all the headphones that work with SteamVR. Microsoft said the VR update is currently optimized for HP Reverb G1 and G2 headphones and Samsung Odyssey Windows Mixed Reality. In other words, if you have any of these headphones, you won't have to make any additional settings. SteamVR and Oculus headsets require additional configuration to work with OpenXR and therefore flight simulator. SteamVR headsets currently require a SteamVR beta tree. You must also configure the oculus runtime to run the Rift Public Test Channel.Even if you have compatible headphones and set up correctly, it may not be worth the effort if you have a top-end gaming system. Microsoft said you could run the game in VR on the i5-8400 with the GTX 1080, but the company suggests that you run this game on a much more powerful machine. The recommended settings include Intel Core i9-9900K and RTX 2080Ti or equivalent. You will also need 150 GB of free space to install the game. 3D Insider is supported by advertising and makes money from clicks and other ways. Wearing a VR headset is one of the most beautiful ways to enjoy a game or movie. However, this unrivalled degree of immersion also makes VR technology suitable for more practical Flight Sims have always been at the heart of pilot pilot but more and more institutions recognize the value of putting flight Sims into VR. Whether you want to pass a flight sim for training or for pure recreation, doing it in VR is a whole new experience. In this article, we are going through the best VR flight sims available today with great selections on each of the popular VR platforms. What to consider when choosing a VR flight sim1. Realism or fun? While it is possible, as realism and fun, to co-exist in one sim flight, one is often compromised in favor of another. Flight Sims focused more on realism, focusing on making the interface look as similar as possible to the cockpit of a real plane. The instrument panels provide relevant data and you must respond by pressing the correct buttons. Modern flight sims have become so realistic that VR headsets have become a mainstay of the air and air fair. On the other hand, some VR flight sims are more focused on making the player a more exciting game. These flight sims usually have simplified controls so players can understand quickly. The event is the main focus of these Sims flights. In many ways, action-oriented flight sims feel like playing arcade games – fast, exciting and easy to learn. In both cases, there's one aspect where you'd like your flight sim to get will be heavily influenced by the VR headset platform you already have. If you don't already have a VR headset, redirect to our VR shopping guide or the best VR headsets for your PC. Top 5 best VR flight Sims1. X-Plane 11 When it comes to Flight Sims, the X-Plane has always been revered because of how realistic it is - sometimes to mistake. At a time when other Flight Sims focused on creating wonderful environments, Laminar Research (the developers behind the X-Plane) decided to stick to its strengths and focused on aircraft design and a realistic user experience. The X-Plane series has been around since the early 90s and actually came into the VR game a little late. The 11th version of X-Plane has been available for PC for several years before the VR port. Despite the fact, Laminar was able to deliver a VR experience that is probably even better than anything that came before it. Interacting with anything in the cockpit of VR is very intuitive. Turning buttons feels and responsive, the buttons are sensitive (though a little too small), and checking the tool readers is so much easier with headset tracking, controlling the plane using a virtual yoke instead of the physical joystick takes some getting used to, but it can be perfected. Since X-Plane 11 is played on a PC using the SteamVR platform, the possibility of hooking a joystick controller is not completely out of the question. The biggest weakness of the X-Plane 11 is that it just doesn't have the mass appeal that easier flight applications have. It doesn't have much action, and the user interface, both on the menu and the plane cockpit, are a little too complicated for players who aren't exactly hardcore fans of Flight Sims. The X-Plane 11 usually goes for \$60 on Steam, but can go as low as \$20 if you can score them for sale. Platform Any SteamVR-compatible headsetPROS Highly realistic Excellent physics engineCONS Comprehensive user interface Expensive Not user friendly2. DCS WorldFirst Stuff First, Digital Combat Simulator (DCS) World can be downloaded and played for free. There are many downloadable content such as additional maps and planes that you can pay for, but these are completely optional. The fact that you can try this sim flight without having to pay for anything is already worth a lot of points in our book. The free version comes with two planes - a modern attack jet and a World War II-era trainer. The flight sim has been around for a while, but only came out for VR around 2015. Right now, flight sim supports both the Oculus Rift and HTC Vive headsets. Entering the cockpit for the first time in DCS World certainly is a stunning experience. VR has a unique feature to give the user a sense of scale that is not possible with playing on the monitor. This sense of scale is on full display in DCS World, especially since the flight sim allows you to leave the cockpit to walk around your plane. The flight sim also does a bit of hand-holding, so beginners can make sense of the intricate controls inside the cockpit. DCS World does a much better job than the X-Plane 11 in this aspect, making this sim flight much more user friendly. The area where DCS World suffers is in resolution. Although the flight sim looks great on a typical PC monitor, looking at it up close through the VR display only highlights how imperfect the graphics are. Fortunately, the cockpit looks in sufficient detail so you can see the tool reading clearly, but the outdoor environment leaves a lot to be desired. Overall, the drop in display resolution doesn't completely ruin the immersion of DCS World, and we imagine that this is a problem that can be solved with a software update or headset with a better screen. Since the game is free to play, there is really no reason for the flight sim fan to try it out. Platform Any SteamVR-compatible headsetPROS Free to play User FriendlyCONS Expensive DLC Bad Graphics Resolution 3. Aerofly FS2A another flight sim that stretches somewhere between fun realistic is Aerofly SF2. This sim flight was actually very popular, even before it was ported to VR. It's pretty cheap - you can get it for about \$20 or less on Steam. The basic game comes with twenty planes, a nice selection of maps, and a virtual interactive flight school. At the price you have to pay for the basic game, Aerofly SF2 represents a compelling purchase if you are looking to maximize value. The experience of being in the cockpit, turning dials, and flipping switches are very good. There's haptic feedback every time you press a button or switch a switch, which is quite satisfying. Lever shift or yoke rotation is less accurate due to lack of physical resistance, but it is limiting VR controls that still need to be overcome. There is a bit of simplification in how the aerofly sf2 controls have been designed to make it more accessible to casual gamers. The downside is that this sim flight may not appeal to those looking for the most realistic experience. There is no ATC to get in touch with or AI-controlled flights in single player mode, and the game does not offer multiplayer mode. Another area where Aerofly SF2 has been heavily criticised is the lack of a dynamic environment. Outside the cockpit, everything in this flight sim feels flat. There is no changing weather, there are not many detailed buildings, and you do not see any other aircraft. Overall, the world of Aerofly just seems lifeless. The lack of textured landscape can somehow be addressed if you download any of the texture packs for lat sim, although it would give you back a few more bucks. Platform Any SteamVR-compatible headsetPROS User friendly Good haptic feedback on cheapons controls Low-resolution graphics Non-dynamic environment Expensive DLC4. Ace Combat 7Ace Combat 7 is one of the most amazing games to come to psvr. Its own platform VR playstation. Psvr has nowhere near the number of games that you can play using the SteamVR platform, but it's basically just an add-on to what is arguably the most successful game console of this generation. Flight sim was released only earlier this year and uses with better graphics and experience that was specially created for PSVR pocket controllers. If you want a controller with better tactile feedback, you also have the ability to mount a third-party flight to hold the PlayStation 4.Out of all flight Sims in this list, ace combat 7 is by far the most action-oriented. If you are looking for an exciting and fast-paced aerial combat, then this is the perfect name for you. The game was made to appeal to all types of players, so the controls and mechanics are absolutely basic. As you'd expect, it's not exactly the most realistic. We have a great grip when it comes to reviewing Ace Combat 7 as a VR flight sim: The VR campaign only takes three missions. The fact that CoR missions have been so well carried out makes it difficult to accept the fact that the rest of the flight sim card must be played using a standard controller and on the TV. Multiplayer mode also does not support VR, which is a shame because it would be a wonderful experience. Fortunately, PlayStation games can get very cheap a few months after release. There's a good chance that you can get a copy of Ace Combat 7 for less than \$20 nowadays. While it's not exactly a realistic flight sim, every fan of aviation-related games is sure to get a kick out of this one. PROS Excellent graphics Easy to learn controlsCONS Less focused on realism Short VR content5. UltrawingsOne check out Ultrawings, and you'll know that developers didn't try at all for realism. Graphics, including the cockpit and the environment, both stylishly cartoony. This is not necessarily a bad thing, and it accurately reflects that this is a light-hearted and fun flight sim. However, more hardcore flight sim fans will almost certainly not be interested in this game. Ultrawings is somewhere between an arcade flyer and a flight sim, although we have to say it's a little leaning toward a more arcade-like style. Instead of having to pay for extra planes, you have to earn them in the game by doing a series of challenges. Most of these problems are you flying over rings, shooting targets with a handheld weapon, or successfully landing an aircraft at a designated location. This flight sim is great for winding up at the end of the day. None of the mechanics are complex, and flying around the color world is very relaxing. With its open-world mechanics, you have free to fly around different islands and discover new airports, each one with a number of new challenges waiting for you to unlock. There's no pressure - you can do everything at your own pace. Ultrawings is available through both SteamVR and PSV4, a rare flight sim that can be played virtually using any of the high-profile VR headsets on the market today. This sim flight offers a fun, carefree experience for everyone, whether you're the perfect pilot or someone who's never played a sim flight before. Platform Any SteamVR-compatible headset; PSVRPROS User friendly stylish graphics Extensive compatibility of headphonesCONS Lacks realism Limited contentFinal ideasLet sim looks like one of the best ways to bend the capabilities of VR technology. Playing a flight sim in VR only gives you a sense of range and immersion that is not possible with old-fashioned gaming with a TV or monitor. This is not a new concept, either, as many flight schools have already recognized how VR-assisted Flight Sims can be a legitimate training tool. The choice of flight sims that are compatible with VR headsets is still very limited. Apart from the five we've listed here (which are some of the best), there aren't many other options out there. VR gaming is still on the rise, though, and we don't expect developers to forget about the Sims flight anytime soon. Soon.

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