

PRIMASHOCK CROPPING GUIDE

for Crystal Super Ultra Wide

Follow these 4 steps to apply your cropping profile



DO NOT CLICK APPLY. Primashock is only being used to configure the Override Resolution and FOV values.



THIS PROFILE IS THEORETICAL AND AWAITS HARDWARE VALIDATION.

1 ENABLE OVERRIDE RESOLUTION

Set Override resolution to **Yes**.

2 ENTER THE OVERRIDE RESOLUTION

Enter the Width and Height values from the profile.

NOTE: These values are the native crop for this profile. For even more performance and racing immersion, pair this with Table 2 (Helmet View Table).

3 ENTER THE FOV VALUES

Copy these six values exactly as shown in the profile.

DO NOT TOUCH

Do not edit anything in this section. Leave every value exactly as shown.
Do not enter 0 or change anything here.

4 RESTART YOUR GAME

Close Primashock and restart your VR game.



Performance

Appearance

Inputs

System

Menu

Override resolution

No

Yes

Display width (per eye)

4452

Display height (per eye)

1569

COPY THESE 2 VALUES

Color Gains:

Red

50

Green

50

Blue

50

Field of view

Simple

Advanced

Up

38% (22.7°/22.7°)

Down

38% (-22.7°/-22.7°)

Left/Left

81% (-56.0°)

Left/Right

83% (36.8°)

Right/Left

83% (-36.8°)

Right/Right

81% (56.0°)

COPY THESE 6 VALUES

Enter your native resolution

Native Width

0

Native Height

0

Supersampling

0%

Resolution Information

Total Visible Area

L 82% x 38% / R 82% x 38%

Target Resolution

L 0x0 / R 0x0

Pixel Density

0%

Load vs Native

-100%

Always apply this first and restart VR

Apply Resolution

READY

DO NOT CLICK

Border Improvements

Border

Sharp

Soft

Corner Style

Square

Rounded

Zoom

1.0x

Blind eye

None

Left

Right

Disable mask (HAM)

No

Yes

Exit menu

READY

PROFILE BASELINE (EXPERIMENTAL)

- Headset: Pimax Crystal Super Ultra Wide
- Override Resolution: 4452 x 1569 (per eye)
- Native vFOV: **Up 77.3° / Down 77.3°**
(38.65° per eye)

NOTES

- These values are theoretical and unvalidated.
- Do not click **APPLY** in Primashock.
- This profile is for reference and testing only.

TIPS

After entering the values, close Primashock and restart your VR game to apply.

TABLE 2 – HELMET VIEW FOV SELECTION

Optimal Up / Down Field-of-View Targets and Render Resolution for Pimax Crystal Super Ultra Wide (CSUW)

PIMAX CRYSTAL SUPER ULTRA WIDE (CSUW) — UP / DOWN TARGET VALUES AND PREDICTED RENDER RESOLUTIONS

Target total vFOV (°)	Motorsport Visor Category (Example)	Up Target (°)	Down Target (°)	Total vFOV (°)	Predicted Height (px per eye)	Render Resolution (Width × Height)	SUPER-SAMPLING RESOLUTIONS (per eye)			
							Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
25°	Formula 1 / Open Wheel	12.50° (21.8%)	12.50° (21.8%)	25.00° (21.8%)	840	4452 × 840	0.8x	3982 × 3306	13.16 MP	80%
30°	Prototype / LMP	15.00° (26.2%)	15.00° (26.2%)	30.00° (26.2%)	1,015	4452 × 1,015	0.9x	4224 × 3506	14.81 MP	90%
35°	GTE / Le Mans Endurance	17.50° (30.5%)	17.50° (30.5%)	35.00° (30.5%)	1,194	4452 × 1,194	1.0x (Native)	4452 × 3696	16.46 MP	100%
40°	GT3 / GT4 Sports Cars	20.00° (34.9%)	20.00° (34.9%)	40.00° (34.9%)	1,379	4452 × 1,379	1.1x	4669 × 3876	18.11 MP	110%
★ 45°	Touring Cars / TCR	22.50° (39.2%)	22.50° (39.2%)	45.00° (39.2%)	1,569	4452 × 1,569	1.2x	4877 × 4049	19.76 MP	120%
50°	Rally / WRC / Off-Road	25.00° (43.6%)	25.00° (43.6%)	50.00° (43.6%)	1,766	4452 × 1,766	1.3x	5076 × 4214	21.40 MP	130%
55°	Track Day Street Cars	27.50° (47.9%)	27.50° (47.9%)	55.00° (47.9%)	1,972	4452 × 1,972	1.4x	5268 × 4373	23.05 MP	140%
60°	Open Visor / Max View	30.00° (52.3%)	30.00° (52.3%)	60.00° (52.3%)	2,187	4452 × 2,187	1.5x	5453 × 4527	24.69 MP	150%
★ Recommended	Balanced / All Around	22.50° (39.2%)	22.50° (39.2%)	45.00° (39.2%)	1,569	4452 × 1,569				

CRYSTAL SUPER ULTRA WIDE (CSUW)



- ✓ Optimized Native Window (distortion-free): **4452 × 3696**
- ✓ Native vFOV: **88.6°** — Up **44.3°** / Down **44.3°**
- ✓ Fixed Width: **4452 px per eye**
- ✓ Heights calculated using tangent-space scaling
- ✓ Example (45° total vFOV): **4452 × 1569 (validated)**

★ RECOMMENDED DEFAULT

45° total vFOV — Balanced / All Around
Best overall immersion and clarity.



BASED ON CURRENT OPTIMIZED NATIVE WINDOWS AND NATIVE VFOV VALUES

CSUW **4452 × 3696 (88.6° vFOV)**

HOW TO USE

1

Choose visor style
(or target total vFOV)



2

Set Up / Down targets
in your OpenXR toolkit



3

Use the predicted height
(or render resolution)



SUPER-SAMPLING NOTE

Super-sampling values above are for CSUW.
For other helmet models, refer to [Table 3](#)
for their respective Super-Sampling
Resolutions.

TABLE 3 — SUPER-SAMPLING RESOLUTIONS (PER EYE)

Pimax Crystal Super Ultra Wide (CSUW) — All Visor Categories



All resolutions are per eye.

Values use Inverse √ Scaling (from native 1.0x)

Scale range: 0.8x to 1.5x.

Native width is fixed: [4452 px](#)

Table that matches your visor category from [Table 1](#).

1. FORMULA 1 / OPEN WHEEL Native: 4452 × 840 (0.840 MP)				2. PROTOTYPE / LMP Native: 4452 × 1015 (1.015 MP)				3. GTE / LE MANS ENDURANCE Native: 4452 × 1194 (1.194 MP)				4. GT3 / GT4 SPORTS CARS Native: 4452 × 1379 (1.379 MP)			
Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x	3982 × 751	2.99 MP	64.0%	0.8x	3982 × 908	3.61 MP	64.0%	0.8x	3982 × 1068	4.25 MP	64.0%	0.8x	3982 × 1233	4.91 MP	64.0%
0.9x	4224 × 797	3.37 MP	72.0%	0.9x	4224 × 963	4.07 MP	72.0%	0.9x	4224 × 1133	4.78 MP	72.0%	0.9x	4224 × 1308	5.52 MP	72.0%
1.0x (Native)	4452 × 840	3.74 MP	100%	1.0x (Native)	4452 × 1015	4.52 MP	100%	1.0x (Native)	4452 × 1194	5.33 MP	100%	1.0x (Native)	4452 × 1379	6.13 MP	100%
1.1x	4669 × 881	4.11 MP	110.0%	1.1x	4669 × 1065	4.97 MP	110.0%	1.1x	4669 × 1252	5.86 MP	110.0%	1.1x	4669 × 1446	6.74 MP	110.0%
1.2x	4877 × 920	4.49 MP	120.0%	1.2x	4877 × 1112	5.43 MP	120.0%	1.2x	4877 × 1308	6.40 MP	120.0%	1.2x	4877 × 1511	7.36 MP	120.0%
1.3x	5076 × 958	4.86 MP	130.0%	1.3x	5076 × 1157	5.88 MP	130.0%	1.3x	5076 × 1361	6.93 MP	130.0%	1.3x	5076 × 1572	7.97 MP	130.0%
1.4x	5268 × 994	5.24 MP	140.0%	1.4x	5268 × 1201	6.33 MP	140.0%	1.4x	5268 × 1413	7.46 MP	140.0%	1.4x	5268 × 1632	8.58 MP	140.0%
1.5x	5453 × 1029	5.61 MP	150.0%	1.5x	5453 × 1243	6.78 MP	150.0%	1.5x	5453 × 1462	7.99 MP	150.0%	1.5x	5453 × 1689	9.19 MP	150.0%

5. TOURING CARS / TCR Native: 4452 × 1569 (1.569 MP)				6. RALLY / WRC / OFF-ROAD Native: 4452 × 1766 (1.766 MP)				7. TRACK DAY STREET CARS Native: 4452 × 1972 (1.972 MP)				8. OPEN VISOR / MAX VIEW Native: 4452 × 2187 (2.187 MP)			
Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)	Inverse √ Scaling (from native 1.0x)	Render Resolution (Width × Height)	Total Pixels (MP)	vs Native (%)
0.8x	3982 × 1403	5.59 MP	64.0%	0.8x	3982 × 1580	6.29 MP	64.0%	0.8x	3982 × 1764	7.03 MP	64.0%	0.8x	3982 × 1956	7.79 MP	64.0%
0.9x	4224 × 1488	6.28 MP	72.0%	0.9x	4224 × 1675	7.07 MP	72.0%	0.9x	4224 × 1871	7.91 MP	72.0%	0.9x	4224 × 2075	8.79 MP	72.0%
1.0x (Native)	4452 × 1569	6.99 MP	100%	1.0x (Native)	4452 × 1766	7.85 MP	100%	1.0x (Native)	4452 × 1972	8.77 MP	100%	1.0x (Native)	4452 × 2187	9.81 MP	100%
1.1x	4669 × 1646	7.68 MP	110.0%	1.1x	4669 × 1852	8.63 MP	110.0%	1.1x	4669 × 2068	9.64 MP	110.0%	1.1x	4669 × 2294	10.79 MP	110.0%
1.2x	4877 × 1719	8.36 MP	120.0%	1.2x	4877 × 1935	9.41 MP	120.0%	1.2x	4877 × 2160	10.51 MP	120.0%	1.2x	4877 × 2396	11.77 MP	120.0%
1.3x	5076 × 1789	9.05 MP	130.0%	1.3x	5076 × 2014	10.20 MP	130.0%	1.3x	5076 × 2248	11.39 MP	130.0%	1.3x	5076 × 2494	12.76 MP	130.0%
1.4x	5268 × 1856	9.73 MP	140.0%	1.4x	5268 × 2090	10.98 MP	140.0%	1.4x	5268 × 2333	12.25 MP	140.0%	1.4x	5268 × 2588	13.74 MP	140.0%
1.5x	5453 × 1922	10.43 MP	150.0%	1.5x	5453 × 2163	11.76 MP	150.0%	1.5x	5453 × 2415	13.13 MP	150.0%	1.5x	5453 × 2679	14.72 MP	150.0%



NOTE: These values are for Pimax Crystal Super Ultra Wide (CSUW).
For other helmet models (e.g., Dream Air), refer to the corresponding
[Table 3](#) for their respective Super-Sampling Resolutions.

HOW TO USE

1

Find your visor category in [Table 1](#)



2

Choose your preferred scale (0.8x – 1.5x)



3

Apply the render resolution in your OpenXR toolkit



TIP

Higher scale = higher image quality but more GPU load. Use what your system can handle smoothly.