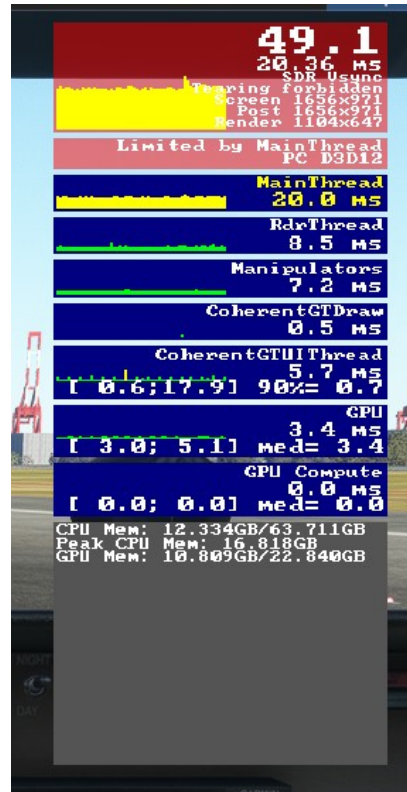


Before selecting flight.



After selecting a flight in PC mode



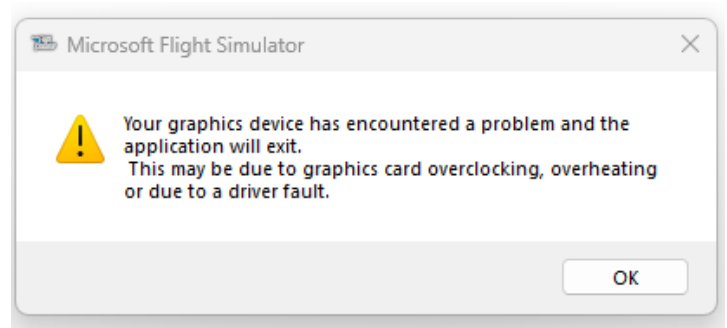
CTD when I switched to VR while on the runway.



Please note the Screen size after switching to VR is now 3160x3096, which is not correct, however, my HP G2 headset only goes up to **2160 x 2160 per eye**. I suspect this might be the issue.

I've noticed that SDR Vsync is active in the PC mode but it is not active in the VR mode – “SDR NoVsync” as per above frame rate screen capture. It may not be required.

As soon as I switch to VR I get the “Graphics device has encountered a problem...” error. See below. At this point the MSFS2020 window is not responding (frozen).



I click on the OK button but the MSFS2020 windows does not close.

Then I click Ctrl-Alt + Delete that will bring the screen with the selections for task manager and other options. I click on Cancel button and then after about 10 to 15 seconds MSFS2020 window screen will close and I get control over my desktop.

Any suggestions will be appreciated.