



Real | RAGEV™

THE GTA V GRAPHICS ENHANCER

FEATURES

RESHADE EFFECTS

- Levels Plus
- Adaptive Sharpen
- Ambient light (added lens dirt effect, nice, barely seeing, not bothering)
- Deband

GAME TWEAKS

Various weather adjustments, e.g. dark nights, heavy thunder, etc.;

- Increased, more spectacular bullet impacts;
- Increased tire smoke and trail effects;
- More realistic siren lights;
- Adjusted rain drops, ripples, puddles, etc.;
- Adjusted lightning;
- Disabled chromatic aberration and lens distrotron effects;
- Optional mods;
- And much more...



CURRENT TEXTURES

Real | RAGE V - Graphics Enhancer currently contains **4K Water**, **Lights Corona** and **Bokeh** textures.

REQUIREMENTS

RESHADE 4.9.1

- 64bit Windows
- In the graphics settings set the DirectX version to DirectX 11

GAME TWEAKS

You need the **OpenIV Tool** to install this mod!

Download link: <https://www.gta5-mods.com/tools/openiv>

IN THE GRAPHICS SETTINGS SET THE MOTION BLUR STRENGTH TO MINIMUM (TURN IT OFF)!

IF YOU ARE USING THE „ORIGINAL MOTION BLUR“ OPTIONAL MOD YOU CAN TURN ON THE MOTION BLUR IN THE GRAPHICS SETTINGS IF YOU WANT.



WARNING

Don't play GTA Online with this mod, because you will get banned!

This mod changes a lots of things, so it can interfere with Story Mode missions!

AUTO INSTALL

GAME TWEAKS AND TEXTURES

There are two OIV installer files in the install folder, **game tweaks** and **textures**.

- If you need the full **Real | RAGE** experience, install both.
- If you using other texture mods and you only need the game modifications just install the **game tweaks** installer.
- If you using other graphics mod and you only need the textures mods, just install the **textures** installer.

- 01.** Install OpenIV (you can skip this if you already installed it)
- 02.** Creat a new folder in the game's root directory and name it to „**mods**“ (you can skip this if you already created it)
- 03.** Copy the **update folder** and the **x64a.rpf** file (they are in the root directory) into the mods folder (you can skip this if you already did it)
- 04.** Extract the mod's archive somewhere
- 05.** Open up OpenIV
- 06.** Install the OpenIV's **OpenIV.asi** and **ASI loader** (if you already installed Script Hook V you don't need to install ASI loader) (you can skip this if you already did it)
- 07.** Click on „**Tools**“ menu then „**Package Installer**“ in it.
- 08.** In the opened browser window find the mod's folder where you extracted it before, select one of the OIV file you want to install in the install folder and click the open button.
- 09.** In the opened window click on the „**Install**“ button.
- 10.** On the opened pop-up window select the „**mods folder**“ option, then click on the „**Install* Confirm Installation**“ text and when the mod installation succeeded click on the close button.
If you want to install both (game tweaks and textures) you have to repeat step 7-8-9-10.
- 11.** Close OpenIV
- 12.** DONE

Here is a tutorial to install the OpenIV.asi and ASI Loader, and to use of the OpenIV's mods folder feature: <http://openiv.com/?p=1132>

MANUAL INSTALL

- 01.** Install OpenIV (you can skip this if you already installed it)
- 02.** Creat a new folder in the game's root directory and name it to „**mods**“ (you can skip this if you already created it)
- 03.** Copy the **update folder** and the **x64a.rpf** file (they are in the root directory) into the mods folder (you can skip this if you already did it)
- 04.** Extract the mod's archive somewhere
- 05.** Open up OpenIV
- 06.** Install the OpenIV's **OpenIV.asi** and **ASI loader** (if you already installed Script Hook V you don't need to install ASI loader) (you can skip this if you already did it)
- 07.** Enable „**Edit mode**“
- 08.** Find the mod's folder where you extracted it before, open the **install** then the **manual install** folder in it
- 09.** In the mod's manual install folder the other folders are named and structured according to the paths in OpenIV, so follow the paths in OpenIV according to the mod's folders and drag&drop the files into OpenIV
- 10.** Close OpenIV
- 11.** DONE

INSTALL OF THE OPTIONAL MODS

These modded files are totally optional, can impact heavily the performance of the game, and/or other mod's use these files and you maybe don't want to use mine, so it is not gonna installed automatically with the normal installer.

Altered versions of my modded files goes here too.

FIRST INSTALL THE NORMAL INSTALLERS AFTER THAT INSTALL THE OPTIONAL MODS!

- **ORIGINAL MOTION BLUR:** install this if you don't like my motion blur tweaks.

Put the **timecycle_mods_1.xml** file from the Install/Optional/Original motion blur/ folder into OpenIV, install path:
mods/update/update.rpf/common/data/timecycle

RESHADE INSTALL

- 01.** Download the ReShade 4.9.1 installer (download button at the bottom of the site): [HTTPS://RESHADE.ME](https://reshade.me)
- 02.** Start the installer and click on „**Click here to select a game and manage its ReShade installation**”
- 03.** In the appeared window click on the „**Browse...**” button and find the game's folder, click on the **PlayGTAV.exe** file, click on the open button
- 04.** Select the **Direct3D 10/11/12** radio button
- 05.** In the appearing „**Select effect packages to install**” window **deselect the SweetFx effect package** and **click once on the Legacy standard effects checkbox** (filled in full black checkbox not with checkmark), so only two effects has to be selected, Standard and Legacy.
Then click on the „**OK**” button;
- 06.** In the appearing „**Select „Legacy standard effects” ...**” window select only the **AdaptiveSharpen.fx, AmbientLight.fx, Deband.fx** and the **LevelsPlus.fx** effects (leave the others unchecked) then click on the „**OK**” button;
- 07.** If you see the following text on the base window you can close it: „**Edit ReShade settings**” - in the header: „**ReShade Setup was successful!**”
- 08.** Open the **ReShade.ini** file from the mod's ReShade folder with a text editor (Notepad, Notepad++, etc.)
- 09.** You need to correct the screenshot's path, change the path to where you want to save them
SavePath=D:\Grand Theft Auto V – **change this to e.g. D:\ or if your game is installed under the same path like mine you can leave it.**
IntermediateCachePath=C:\Users\gabe\AppData\Local\Temp\ - **change Windows user name in the path („gabe”) to your Windows user name.**
- 10.** Save and close the ReShade.ini file
- 11.** Copy the **Real RAGE V Graphics Enhancer.ini** and the corrected **ReShade.ini** files from the „**reshade**” folder to the game's root folder, where the **PlayGTAV.exe** file is.

UNINSTALL

If you want to uninstall this mod you can do it automatically and manually.

The process is the same as the installation, just you have to use the files from „**uninstall**” folder.

If you want to uninstall an Optional mod, follow the install path of the given file, but put the file into OpenIV from the Uninstall/Optional folder instead of Install/Optional folder.

WITH THE USE OF OPENIV'S MODS FOLDER FEATURE YOU DON'T HAVE TO ALTER THE ORIGINAL FILES, SO YOU CAN PLAY WITH ACTIVE INTERNET CONNECTION! BUT DON'T PLAY WITH GTA ONLINE BECAUSE YOU WILL GET BANNED! WITH MODDED GTA YOU CAN PLAY ONLY WITH THE STORY MODE! IF YOU WANT TO PLAY GTA ONLINE SIMPLY DELETE THE OPENIV.ASI, THEN INSTALL IT AGAIN WHEN YOU WANT TO PLAY THE MODDED STORY MODE.

RESHADE CONTROLS

When the game starts the ReShade starts automaticaly.

- **enable/disable the whole ReShade:** press **DELETE** button
- **enable/disable the Ambient Light effect:** press **SHIFT+A** buttons (this FX using the dirt lens effect, so it will be disabled too)
- **enable/disable Deband:** press **SHIFT+D** buttons
- **take screenshot:** press **PRINTSRCEEN** button (you can find the screenshots in the game's root directory in .png file format)

RESHADE REPOSITORY

If there is a newer ReShade version on the official site than you need, you can download the older one you need for this mod from the ReShade repository.
Link: [HTTPS://WWW.MEDIAFIRE.COM/FOLDER/8AR1JHH1809CL/RESHADE_REPOSITORY](https://www.mediafire.com/folder/8AR1JHH1809CL/RESHADE_REPOSITORY)



CRASH MANAGEMENT

Make sure you are not running **XFire**, **Afterburner**, **EVGA**, other kind of tools and **overlays**.

NVidia GeForce Experience can produce issues with the ReShade, same with **Steam Overlay** enabled in-game.

Start the game in admin mode.

Trainers can conflict with ReShade!

If the game crashing with this mod I recommend to use **Simple Trainer for GTA V!**

With this trainer I can start the game without crash in 99.9% of starts.

Trainer's page: [HTTPS://WWW.GTA5-MODS.COM/SCRIPTS/SIMPLE-TRAINER-FOR-GTAV](https://www.gta5-mods.com/scripts/simple-trainer-for-gtav)

Win7:

Install Platform Update for Windows 7: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=36805](https://www.microsoft.com/en-us/download/details.aspx?id=36805)

Install Microsoft Microsoft .NET Framework 4.6: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=48130](https://www.microsoft.com/en-us/download/details.aspx?id=48130)

Win8.1/10:

Install Microsoft .NET Framework 4.6: [HTTPS://WWW.MICROSOFT.COM/EN-US/DOWNLOAD/DETAILS.ASPX?ID=48130](https://www.microsoft.com/en-us/download/details.aspx?id=48130)

If nothing helps, that means unfortunately you can't use this graphic mod's ReShade preset. 😞



SUPPORT

I have a [Patreon](#) page, so you can support me and my work if you think me and my work is worth to be supported!

There are lots of tiers with rewards like your name will be in [The Hall of Patrons](#), in videos and its descriptions, in mods readme files, in the modded files, and more!

My Patreon page: patreon.com/realgabe

I have PayPal too: paypal.me/gaborsiko

Thank you very much for the support!



NOTICE

GTA5-MODS.COM profile: [HTTPS://WWW.GTA5-MODS.COM/USERS/REAL_GABE](https://www.gta5-mods.com/users/real_gabe)
website: [WWW.THEREALGABE.NET](http://www.therealgabe.net)

If you make a video with/about this mod, please link the mod's page at least in the video's description!
Do not claim you made this mod and don't upload and/or alter it without my permission!

DOWNLOAD THIS MOD ONLY FROM [GTA5-MODS.COM](https://www.gta5-mods.com) FOR YOUR SAFETY!

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PERFORMANCE

MY PC

CPU: **AMD Ryzen 7 2700X**

MB: **ASUS Prime X370-Pro** (bios: 5601)

MEMORY: **G.SKILL Ripjaws V F4-3000C15D-16GVGB 16GB DDR4 @2866MHz**

VGA: **GALAX/KFA2 GTX 1070 8GB Hall of Fame** (driver: 456.71)

OS: **Windows 10 Pro** (version: 2004)

Monitor: **Acer Predator XB1** (XB271HUAbmiprz) 144Hz G-SYNC

OS and the game are on an SSD (**SAMSUNG 840 EVO**)

GAME SETTINGS

All settings on highest possible.

Vsync: **OFF**; DirectX Version: **DirectX 11**; Soft Shadows: **NVIDIA PCSS**; Anisotropic Filtering: **x16**; FXAA: **ON**; MSAA: **x8**; Reflection MSAA: **x8**;

Pause Game on Focus Loss: **OFF**; Motion blur strenght: **minimum (OFF)**

ORIGINAL GAME			
	1440p		
PASS	MIN FPS	AVG FPS	MAX FPS
0	4.8	41.0	136.5
1	14.9	29.1	70.2
2	22.9	39.3	109.7
3	28.5	44.3	125.0
4	23.4	39.7	80.1
AVG	18.9	38.6	104.3

MODDED GAME			
	1440p		
PASS	MIN FPS	AVG FPS	MAX FPS
0	16.3	34.2	136.6
1	12.5	27.9	62.8
2	23.6	34.2	151.6
3	25.7	37.7	122.5
4	21.6	34.5	70.7
AVG	19.9	33.7	108.8

*Results are from the ingame benchmark. Game version: 1.0.2060.1 / 1.52

**Tested mod version: Real | RAGE V - Graphics Enhancer 3.0.7



RELEASE NOTES

v3.1.0 (04/25/21)

compatibility: 1.0.2245.0 | 1.53

OTHER CHANGES

- Made the mod compatible with the new game update (1.0.2245.0 | 1.53);

GAME TWEAKS CHANGES

- Adjusted clouds, reflections, plate lights, taxi lights, vehicle's neon lights, headlights, siren lights, heli searchlight;
- Adjusted HBAO;
- Adjusted fire effects: more and bigger fires on more materials, peds burns more too :D;

RESHADE CHANGES

- **Updated to ReShade 4.9.1;**
- Updated the installation manual, there is a new line in ReShade.ini which contains a path with Windows user name which you have to change to your Windows user name;
- Adjusted sharpen;

TEXTURE CHANGES

- No changes were made;

CHANGES IN THE OPTIONAL MODS

- Made it compatible with the new game update (1.0.2245.0 | 1.53);

v3.0.8 (11/22/20)

compatibility: 1.0.2060.1 | 1.52

OTHER CHANGES

- No changes were made;

GAME TWEAKS CHANGES

- Adjusted motion blur (smooth as hell);
- Adjusted the number of rain particles;
- Adjusted clouds visuals;
- Adjusted the lights (head, tail, etc.) of the cars;
- Adjusted the LOD distance of the cars;
- Adjusted the LOD of the peds;
- Adjusted distant lights;
- Adjusted the puddles;
- Increased the density of some vegetation (WIP);
- Adjusted raindrops in thunder and rain weathers;

RESHADE CHANGES

- No changes were made;

TEXTURE CHANGES

- **Fixed:** my modded textures was not applied;

CHANGES IN THE OPTIONAL MODS

- No changes were made;

v3.0.7 (11/08/20)

compatibility: 1.0.2060.1 | 1.52

OTHER CHANGES

- No changes were made;

GAME TWEAKS CHANGES

- Made compatible with the new game version (1.0.2060.1 | 1.52);

RESHADE CHANGES

- **Updated to ReShade 4.8.2;**

- Due to the new ReShade installer I updated the install instructions (4th page);

TEXTURE CHANGES

- No changes were made;

CHANGES IN THE OPTIONAL MODS

- Added „**Original motion blur**“, install this if you don't like my motion blur tweaks;

v3.0.6 (05/02/20)

compatibility: 1.0.1868.1 | 1.50

OTHER CHANGES

- Added textures to the manual install/uninstall folders;

GAME TWEAKS CHANGES

- No changes were made;

RESHADE CHANGES

- **Updated to ReShade 4.6.1;**

- Due to the new ReShade installer I updated the install instructions (3rd page);

TEXTURE CHANGES

- No changes were made;

v3.0.5 (03/02/20)

compatibility: 1.0.1868.0 | 1.49

OTHER CHANGES

- Added back the manual installation/uninstallation;

- Removed my intro video;

GAME TWEAKS CHANGES

- Enhanced the motion blur effect;

- Minor adjustments in the Overcast weather;

- Disabled (that's the original state) the lightning in Overcast weather to avoid overbright sky;

- Adjusted HBAO;

- Adjusted the bloom effect;

- Minor adjustments in the Extra Sunny weather;

RESHADE CHANGES

- **Updated to ReShade 4.5.4;**

- Changed the Ambient Light effect's enable/disable button from „END“ to „SHIFT+A“;

TEXTURE CHANGES

- No changes were made;

v3.0.0 (01/19/20)

compatibility: 1.0.1868.0 | 1.49

This is a new version, this is v3!

From now the Real | RAGE mods version numbers are simpler/traditional for easier understanding.

From now I will indicate the compatible game version and title update in release notes.

Older (before v3) release notes are not included, because they are irrelevant to v3.

GAME TWEAKS CHANGES

- Made the mod compatible with the new game update (1.0.1868.0 | 1.49);

RESHADE CHANGES

- **Updated to ReShade 4.5.3;**

- Changed key to enable/disable deband effect from **INSERT** to **SHIFT+D**;

- Updated the ReShade installation instructions on the 3rd page due to the changes of ReShade's installation process;

TEXTURE CHANGES

- No changes were made;