

Real|RAGE™

[HTTP://WWW.REALRAGE.THEREALGABE.NET](http://www.realrage.therealgabe.net)



THE NAME

„**Real**“ comes from my nickname (The Real_Gabe) and „**RAGE**“ comes from the game’s engine called **RAGE** (Rockstar Advanced Game Engine).

ABOUT THE PROJECT

The **Real | RAGE** project contains all my Real | RAGE mods (**Real | RAGE Graphics Enhancer - Real | RAGE Weapons and Damage Enhancer – Real | RAGE 4K Water Overhaul - Real | RAGE - Vehicles Enhancer**).

This project’s goal is to enhance the GTA V experience in all way.

FEATURES

by the Real | RAGE Graphics Enhancer

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 distrotion effects;
- And more...

by the Real | RAGE - Vehicles Enhancer

- Increased deformation for all vehicles (including DLC vehicles); cop cars has lower deformation than other cars;
- Increased tire smoke on burnout;
- Adjusted the smoke color;
- Increased trail effect;
- Bigger and more intensive siren lights;
- Police motorcycle has now proper siren lights;
- Rhino Tank adjustments;
- Weapons now shooting through vehicles (and some more materials too);
- Adjusted drag and traction on some terrain (ice, snow, sand, mud, etc.);

by the Real | RAGE Weapons and Damage Enhancer

- All weapons and vehicle turrets are enhanced;
 - Vehicles and more objects/materials can be shoot through;
 - Damage of weapons and ped's health has been balanced, cops are tougher, small caliber pistols has lower headshot damage, sometimes peds needs 2 shots to the head to be fatal, cops needs 2 shots mostly, and SWAT helmet needs 3 or 4 shots;
 - Silencers are not affecting the damage and the range of the weapons;
 - The weapons will not be more accurate when you zoom in;
 - Semi-automatic weapons works like they should, you need to click (pull the trigger) before every shot;
 - Improved bullet impact visuals;
 - All weapons has unique range, recoil, rumble and accuracy;
 - All weapons's muzzle flash and smoke, force, zoom and FOV has been adjusted;
 - Increased the zoom of the weapons and added zoom to weapons wich ones doesn't have originally;
 - Adjusted the firerate and reload time of all the weapons;
 - You can use more weapons in vehicles;
 - Firework launcher reworked: fast rockets, faster reload, detonation on high altitude, bigger effects... so you can make more spectacular fireworks!
 - You can shoot down planes flying on high altitude with homing launcher;
 - Now you can detach the scopes of the sniper rifles with a trainer (except marksman rifle);
 - Enhanced ragdoll, body physics and reactions (euphoria);
 - Added a description to the installation guide to make peds suffer when critically injured instead of die immediately;
 - Pickups are not glowing and you have to press action button to pick them up; smaller pick up radius (you have to stand next to them to pick them up);
 - Peds drop nothing when they die;
 - Adjustments for blood effects: no blood mist on body shot, only on headshot, added headshot exit wound, no blood mist on dead bodies (only on headshots);
 - Gangs hates each others, domestic animals likes the player, and some more relationships tweaks;
 - Tweaked fist and melee fights, no more kicking with melee weapon in hand;
 - Tweaked dispatch: Increased cop's, ambulance's and fire dept.'s spawn time; hidden evasion times are halved on 1 and 2 stars; more cop car types will spawn; female cops are comming for you! 😊; police motorcycles will spawn at wanted level 2 and 3; now deputys are comming with sheriff jeeps too not just the SWAT;
 - Cops, SWAT and army now reacts to when their comrades gets shot;
 - Cops, SWAT and army are now less accurate when firing at you;
 - Now cops are not firing at you from police helicopter (police helicopters are now just for searching, following and showing your position with reflectors);
 - SWAT has flashlight on their guns; cops has flashlight on their pistols;
 - The minigun now sounds like an A-10 Warthog... BRRRRRRRRRRRRRT... 😊
- ...and much more!



CURRENT TEXTURES

Currently contains **4K Water**, **Lights Corona** and **Bokeh** textures.

VERSIONS EXPLANATION

The Real | RAGE mods's version numbers consists of three parts. **The first part is the number of the main version, the second part is the number of the compatible game version, the third part is the mod's release number** (the number of the updates in the given main version).

Example: **v1.1032.1**

REQUIREMENTS

RESHADE 4.3.0

- 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>

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!

INSTALL

GAME TWEAKS AND TEXTURES

There are two OIV installer files in the install folder, „**install The GTA V Enhancer.oiv**“ and „**install textures.oiv**“.

- 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)
- 07.** Click on „**Tools**“ menu then „**Package Installer**“ in it.
- 08.** In the opened window find the mod's folder where you extracted it before, select the „**install The GTA V Enhancer.oiv**“ file 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.
After that you have to repeat step 7-8-9-10 to install the „install textures.oiv“ file.
- 11. Optional:** If you want the peds suffer instead instant death, copy the **x64c.rpf** to the mods folder.
Follow this path in OpenIV: **mods/x64c.rpf/anim/ingame/clip_combat@.rpf then delete the combat@death@from_writhe.ycd** file.
- 12.** Close OpenIV
- 13.** 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>

RESHADE

- 01.** Download the ReShade 4.3.0 installer (download button at the bottom of the site): [HTTPS://RESHADE.ME](https://reshade.me)
- 02.** Start the installer and click on „**Select Game**”
- 03.** In the appeared window find the game’s folder, click on the **PlayGTAV.exe** file, click on the open button
- 04.** Select the **Direct3D 10+** radio button
- 05.** Click on the „**yes**” button when the window appears with this: „**Do you wish to download a collection of standard effects from...**”
- 06.** When the window appears with this text: „**Choose wich effect files you want to install**”; 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: **Succeeded!**
- 08.** Open the **ReShade.ini** file from the mod’s ReShade folder and from the game’s root directory with a text editor (Notepad, Notepad++, etc.)
- 09.** You need to correct the paths below in the mod’s ReShade.ini file, change the path to your game’s directory:
CurrentPresetPath=D:\Grand Theft Auto V\Real RAGE Graphics Enhancer.ini
ScreenshotPath=D:\Grand Theft Auto V
- 10.** Save and close the ReShade.ini file
- 11.** Copy the **Real RAGE 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 the mod you can do it automatically.

The process is the same like the installation, just you have to use the OIV files from the „uninstall” 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 **END** button (this FX using the dirt lens effect, so it will be disabled too)
- **enable/disable Deband**: press **INSERT** button
- **take screenshot**: press **PRINTSRCEEN** button (you can find the screenshots in the game’s root directory in .png file format)



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 the support!



NOTICE

GTA5-MODS.COM profile: [HTTPS://WWW.GTA5-MODS.COM/USERS/REAL_GABE](https://www.gta5-mods.com/users/real_gabe)

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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!

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PERFORMANCE

MY PC

CPU: **AMD Ryzen 7 1800X**

MB: **ASUS Prime X370-Pro** (bios: 4024)

MEMORY: **G.SKILL Ripjaws V F4-3000C15D-16GVGB 16GB DDR4 @2933MHz**

VGA: **GALAX/KFA2 GTX 1070 8GB Hall of Fame** (driver: 416.34)

OS: **Windows 10 Pro** (version: 1803)

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**

ORIGINAL GAME						
	1080p			1440p		
PASS	MIN FPS	AVG FPS	MAX FPS	MIN FPS	AVG FPS	MAX FPS
0	5.2	60.7	88.2	6.9	38.7	139.6
1	20.5	43.2	69.9	14.3	30.6	71.2
2	35.4	59.8	113.5	28.2	39.6	113.6
3	40.5	67.7	139.0	31.7	44.4	141.5
4	15.6	59.1	114.8	9.0	40.1	98.5
AVG	23.4	58.1	105.0	18.0	38.6	112.8

MODDED GAME						
	1080p			1440p		
PASS	MIN FPS	AVG FPS	MAX FPS	MIN FPS	AVG FPS	MAX FPS
0	16.3	52.1	139.3	7.7	34.0	53.6
1	20.0	43.5	133.3	13.4	29.4	58.5
2	35.0	53.0	100.7	18.5	34.8	134.5
3	37.6	58.6	140.6	26.1	37.4	129.8
4	24.1	52.0	92.5	18.4	34.3	88.8
AVG	26.6	51.8	121.2	16.8	33.9	93.0

*Results are from the ingame benchmark. Game version: 1.0.1604.0

RELEASE NOTES

v2.1737.3 (08/05/19)

Now compatible with the new game update v1.0.1737.0!

Made some changes in the installers, maybe solves some installation errors.

GAME TWEAKS CHANGES

- **Adjusted** all weapons damage;
- **Adjusted** all weapons recoil and rumble;
- **Adjusted** all weapons bullet penetration on peds;
- **Lowered** the reload rate for almost all of the weapons;
- **Heavy shotgun:** more accurate;
- **Heavy pistol:** adjusted fire rate;
- **UP-N-ATOMIZER:** peds not gonna catch fire, increased force for more fun;
- **Homming launcher:** slowed a bit the rocket for more chance to hit close and mid-range targets;
- **Micro SMG:** decreased bullet force;
- **Machine pistol:** decreased bullet force;
- **Combat PDW:** decreased bullet force;
- **MG:** decreased bullet force, easier handle;
- **Combat MG:** decreased bullet force, easier handle;
- **Gusenber:** decreased bullet force;
- **Assault rifle:** easier handle;
- **Assault rifle MK II:** easier handle;
- **Adjusted** cops health: increased a bit the HP, decreased a bit the armor, other minor adjustments;
- **Dispatch changes:** 1 police car with 1 cop will dispatch with ambulance and with fire department to investigate the scene; added police van to dispatch, so it will appear when you get wanted level or to investigate scene with ambulance/fire department;
- **Adjusted** thunder and rain weather;
- **Adjusted** nights in all weathers (except neutral and Halloween);
- **Adjusted** size and brightness of the Moon in all weathers (except neutral and Halloween);
- **Adjusted** saturation in all weathers (except neutral and Halloween);
- **Adjusted** bokeh and distant lights brightness, flicker, and twinkle;

RESHADE CHANGES

- **Updated to ReShade 4.3.0;**
- **Adjusted** Levels Plus effect for brighter nights;
- **Adjusted** Deband, no more weird blurs;

v2.1493.2 (04/23/19)

Now compatible with the new game update v1.0.1604.1!

Clean install needed! Do not install it on previous version of this mod!

GAME TWEAKS CHANGES

- **Adjusted** BOKEH effects;
- **Adjusted** HBAO effect;
- **Adjusted** all weathers: little bit brighter nights, increased saturation, other minor changes;
- **Adjusted** pistol's fire rate, now you can shoot faster;
- **Increased** the damage of the combat pistol because it is burst firing (fires 3 bullets at once) so it has to be more damage than a normal pistol;
- **Decreased** the tank's rumble and kickback amplitude;
- **New:** cops are now patrolling with cars in much more areas; cops are now patrolling on foot; more peds on all beaches and promenades;
- **Adjusted** Euphoria when peds hit by car and peds can grab moving cars longer;

RESHADE CHANGES

- **Updated to ReShade 4.2.1;**
- **Deleted** „Levels“;
- **Deleted** „Vibrance“ because I edited the saturations in the game files;
- **Added** „Levels Plus“;
- **Adjusted** „Deband“;

TEXTURE CHANGES

- **Bokeh 3.0 texture:** more realistic and spectacular bokeh effect;

v2.1493.1 (01/04/19)

THIS IS A MAJOR UPDATE, THIS IS NOW V2!

Now compatible with the new game update v1.0.1604.0!

Clean install needed! Do not install it on previous version of this mod!

- Brand new readme file;

GAME TWEAKS CHANGES

- **Adjusted** Horizon-Based Ambient Occlusion (HBAO) effect;
- **Adjusted** puddles;
- **Adjusted** water effects;
- **Adjusted** lightning effects;
- **Adjusted** car fire effects;
- **Adjusted** bloom in clear and extra sunny weather;
- No more manual install, from now you can only install this mod with OIV auto installer;
- **No more fun guns:** removed the tracer from the taser (stun gun) and increased a bit the recharge time; decreased the firework launcher's reload speed; sawn-off shotgun is no more a hand cannon; snowball is now a regular snowball (if you need, you can download the flaming snowball mod from here: <https://www.gta5-mods.com/weapons/the-great-snowball-of-fire>).
- **Ray pistol (Up-N-Atomizer) changes:** decreased the reload time, adjusted the force of the weapon, adjusted rumble and recoil, adjusted the FOV, increased zoom, adjusted the damage, increased the muzzle flash, projectile sets peds on fire, now you can use it in vehicles;
- **Ray carbine changes (Unholy Hellbringer):** adjusted the force of the weapon, the rumble and recoil, the FOV, increased zoom, increased the muzzle flash, adjusted the damage and the accuracy, now you can use it in vehicles;
- **Ray minigun (Widowmaker):** adjusted the force of the weapon, the rumble and recoil, the FOV, increased zoom, increased the muzzle flash, adjusted the damage and the accuracy;
- **Railgun changes:** added red laser bullet tracer and muzzle flash, changed back the fire type to the original (exploding projectile);
- **Fixed** the hunting mission bug when kills not counted and the map displaying dead animals like they alive;
- Made some structural changes, so from now don't need the x64w.rpf file;

RESHADE CHANGES

- Removed some effects;
- Adjusted the remained effects;
- Active effects: **levels, deband, ambient light, adaptive sharpen, vibrance;**
- Faster game start and more performance because of the removed effects (compared to the previous version);
- **Updated to ReShade 4.0.2** (faster game start and more performance);

TEXTURE CHANGES

- From now you can only install the full texture mod;
- Added OIV auto installer for the textures, no more manual install;
- **Bokeh 2.0 texture:** more smoother and nicer bokeh effect;