



Real | RAGEV™

THE GTA V GRAPHICS ENHANCER

FEATURES

RESHADE EFFECTS

- qUINT lightroom
- qUINT bloom
- Ambient light (added lens dirt effect, nice, barely seeing, not bothering)
- qUINT deband
- qUINT sharp

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 distroction effects;
- Optional mods;
- And much more...



CURRENT TEXTURES

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

REQUIREMENTS

RESHADE 5.4.2

- 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 STRENGHT 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** 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** 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 mods 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** and the **timecycle_mods_2.xml** files 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 5.4.2 installer (download button at the bottom of the site): [HTTPS://RESHADE.ME](https://reshade.me)
- 02.** Copy the **Real RAGE V Graphics Enhancer.ini** from my mod's **reshade** folder to your game's folder where the **gta5.exe** is
- 03.** Start the installer
- 04.** In the appeared window click on the **Browse** button and find the game's folder, click on the **GTA5.exe** file, click on the open button
- 05.** Click on the **Next** button
- 06.** Select the **DirectX 10/11/12** radio button, and click on the **Next** button
- 07.** On the „**Select preset to install**“ window click on the **browse** button and find and select the **Real RAGE V Graphics Enhancer.ini** from your game's folder then click on the open button
- 08.** You will get back to the „**Select preset to install**“ window, click on the **next** button
- 09.** In the appearing „**Select effect packages to install**“ window you don't have to select anything, my preset already did it, just click on the **next** button;
- 10.** The installer downloads the shaders and If everything is ok, you will see the following text: „**Successfully installed ReShade. Click the finish button to exit the setup tool!**“. So click on the **finish** button
- 11.** Start the game and press **home** key on your keyboard
- 12.** The ReShade control panel will open, click on the **skip tutorial** button in it
- 13.** On the appearing panel's down right corner click on/check **performance mode**
- 14.** Press ESC key on your keyboard, that gonna close the ReSahde control panel
- 15.** Enjoy!

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 MODED 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 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#0K8MLSXIDSHUU](https://www.mediafire.com/folder/8AR1JHH1809CL/RESHADE_REPOSITORY#0K8MLSXIDSHUU)

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

My Donably page: donably.com/siko-gabor

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

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

v3.2 (09/17/22)

compatibility: 1.0.2699.0 | 1.61

OTHER CHANGES

- Made the mod compatible with the latest game update (1.0.2699.0 | 1.61);
- Updated the installation instructions for the textures due to the changes described in the TEXTURE CHANGES section;

RESHADE CHANGES

- **Updated to ReShade 5.4.2;**
- Updated the installation manual;
- Completely remade the preset with new FX shaders;

TEXTURE CHANGES

- Moved the water.ytd file from x64a.rpf file to update.rpf, so from now you don't need to copy x64a.rpf file into the mods folder;
- Updated the **BOKEH** texture;
- New water **CAUSTIC** texture;

CHANGES IN THE OPTIONAL MODS

- Made it compatible with the latest game update (1.0.2699.0 | 1.61);

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;