

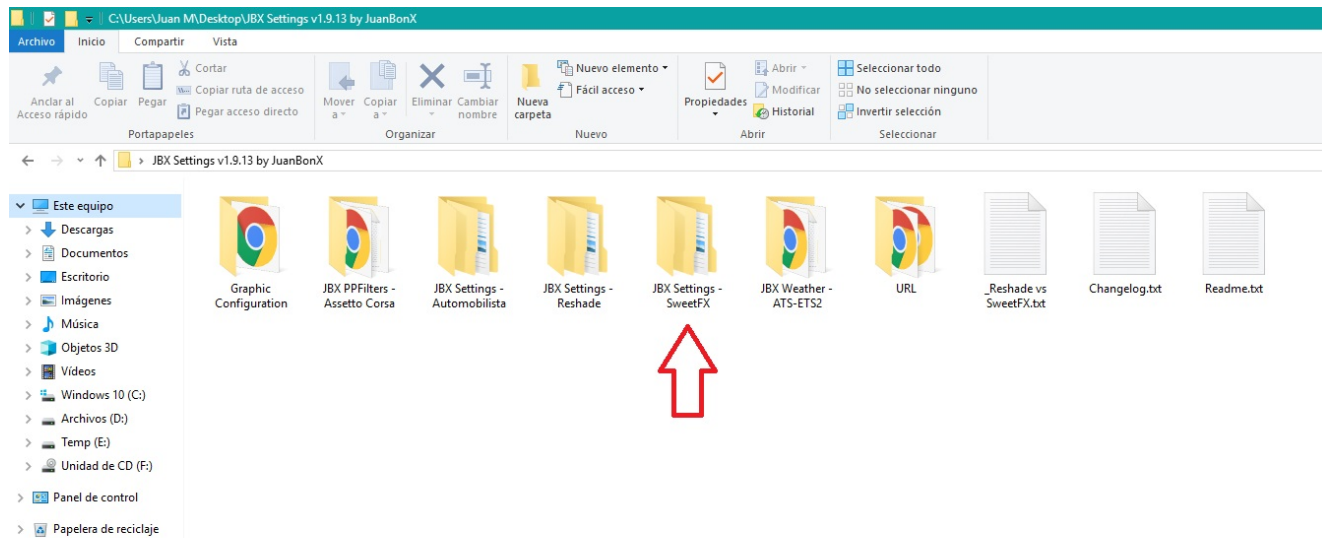
SweetFX + JBX Settings v1.9.8.B - Update 13-12-2018

This installation guide will help you easily install JBX Settings in many games compatible with SweetFX.

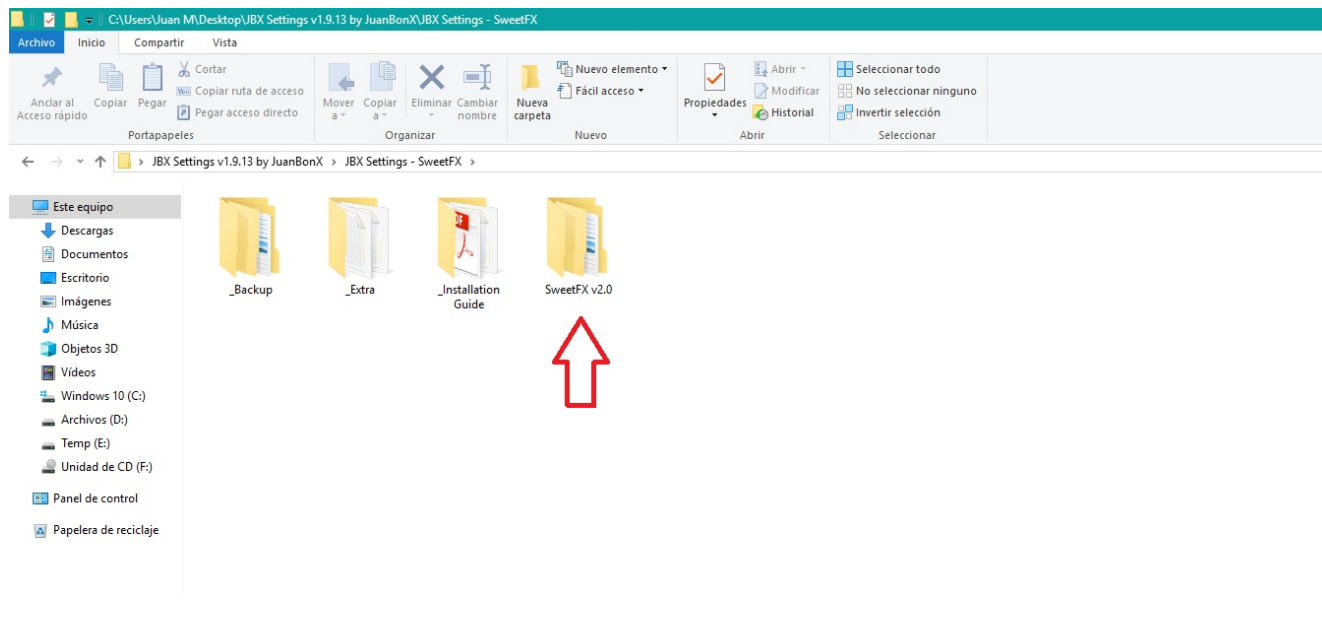
Important: Use only the effects folder that I share. It contains modifications and should not be changed or renamed. **Before proceeding with the installation we must remove all the previous SweetFX files.**

Steps to follow:

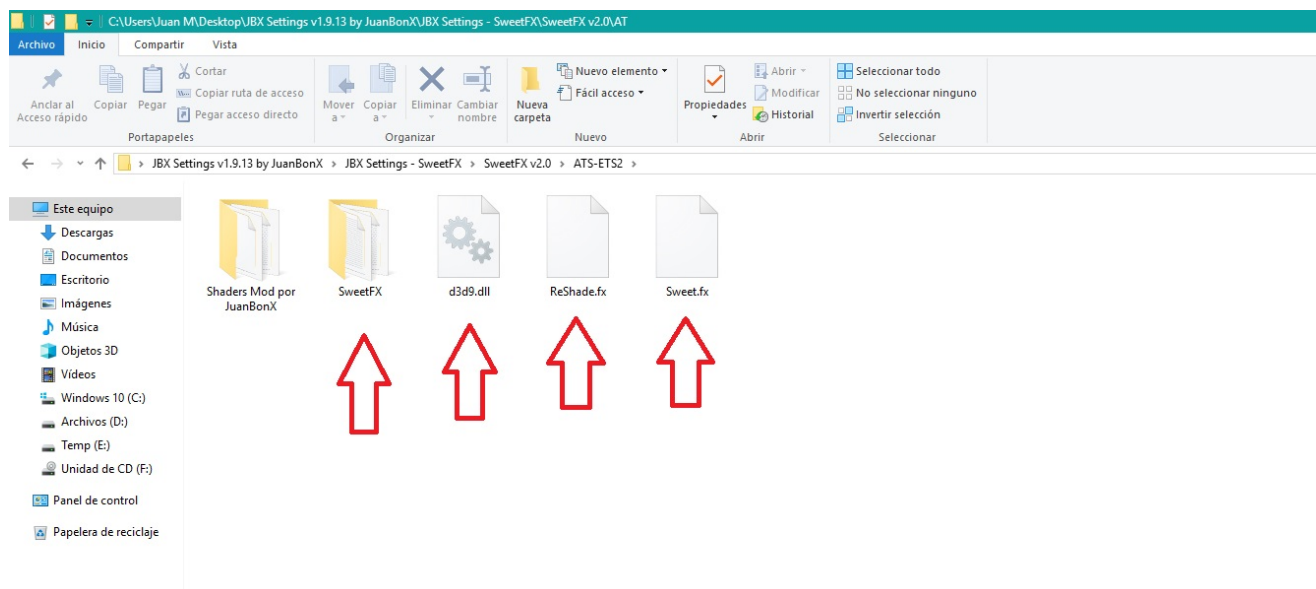
1.) Go to the next folder to select the SweetFX version that you need to install



2.) There is 1 version of SweetFX available.



3.) We copy the following required files* in the correct folder of the game:



Note: Step 3 is for ATS and ETS2. To install SweetFX in other games you must select the compatible rendering API in the _Backup folder.

Example:

dxgi.dll,
d3d9.dll,
opengl32.dll

Important: Just copy a rendering API. Compatible with the game. **Not ALL!!!**

Location of files and compatible API in 14 games (Steam)

Assetto Corsa: Steam\steamapps\common\assetto corsa dxgi.dll in 64bits
ETS2: Steam\steamapps\common\Euro Truck Simulator 2\bin\win_x64 d3d9.dll in 64bits
ATS: Steam\steamapps\common\American Truck Simulator\bin\win_x64 d3d9.dll in 64bits
Farming Simulator 17: Steam\steamapps\common\Farming Simulator 17\x64 opengl32.dll in 64bits
Farming Simulator 19: Steam\steamapps\common\Farming Simulator 19\x64 dxgi.dll in 64bits
FIFA 18: Steam\steamapps\common\FIFA 18 dxgi.dll in 64bits
Grand Theft Auto V: Steam\steamapps\common\Grand Theft Auto V dxgi.dll in 64bits
GTR2 FIA: Steam\steamapps\common\GTR 2 - FIA GT Racing Game d3d9.dll in 32bits
MotoGP 17: Steam\steamapps\common\MotoGP™17 dxgi.dll in 64bits
Pro Evolution Soccer 2018: Steam\steamapps\common\Pro Evolution Soccer 2018 dxgi.dll in 64bits
Project CARS: Steam\steamapps\common\Project CARS dxgi.dll in 64bits
Project CARS 2: Steam\steamapps\common\Project CARS 2 dxgi.dll in 64bits
Pure Farming 2018: Steam\steamapps\common\PureFarming dxgi.dll in 64bits
Spintires MudRunner: Steam\steamapps\common\Spintires MudRunner d3d9.dll in 32bits

*When we finished copying the files, we started the game. **Installation finished !!!***

The key to activate and deactivate SweetFX is **INSERT**.

The 5 Modified Effects + SMAA. I recommend activating AntiAliasing SMAA for ATS/ETS2, Farming Simulator 17 and Spintires. Deactivate for other games.

```
28 ----
29
30 This is a preview release meant to allow users to beta test SweetFXs 2.0 new injector called ReShade.
31 More features, bugfixes and performance optimizations will come before release.
32
33 Hope you enjoy SweetFX and ReShade.
34 - CeeJay.dk
35
36 /*-----
37 /          Choose effects
38 /-----*/
39 // Effects are listed in the order that they are applied.
40 // Set to 1 for ON or 0 for OFF
41 #define USE_CURVES      1 //[0 or 1] Curves : Contrast adjustments using S-curves.
42 #define USE_DFX         1 //[0 or 1] Cineon DFX : Should make the image look like it's been converted to DXP Cineon - basically it's another movie-like look :
43 #define USE_SMAA        1 //[0 or 1] SMAA Anti-aliasing : Smoothens jagged lines using the SMAA technique.
44 #define USE_FXAA        0 //[0 or 1] FXAA Anti-aliasing : Smoothens jagged lines using the FXAA technique.
45 #define USE_LIFTGAMMAGAIN 1 //[0 or 1] Lift Gamma Gain : Adjust brightness and color of shadows, midtones and highlights.
46 #define USE_LUMASHARPEN 1 //[0 or 1] LumaSharpen : Sharpens the image.
47 #define USE_TONEMAP      1 //[0 or 1] Tonemap : Adjust gamma, exposure, saturation, bleach and defog. (may cause clipping)
48
49
50 /*-----
51 /          DFX settings
52 /-----*/
53 #define Red              8.0 //[1.0 to 15.0]
54 #define Green            8.0 //[1.0 to 15.0]
55 #define Blue             8.0 //[1.0 to 15.0]
56 #define DFX_Contrast    -1.5 //[0.0 to 1.0] Adjust the contrast. 0.0 is neutral.
57 #define ColorGamma      2.0 //[0.1 to 2.5] Adjusts the colorfulness of the effect in a manner similar to Vibrance. 1.0 is neutral.
58 #define DFXSaturation    1.0 //[0.0 to 8.0] Adjust saturation of the effect. 1.0 is neutral.
59 #define RedC             0.30 //[0.60 to 0.20]
60 #define GreenC           0.30 //[0.60 to 0.20]
61 #define BlueC            0.30 //[0.60 to 0.20]
62 #define Blend            0.20 //[0.00 to 1.00] How strong the effect should be.
63
64
65
```

Note: To deactivate the SMAA effect in SweetFX we must edit the following file with Notepad++ (**UTF8 without Bom**)

SweetFX\SweetFX_settings.txt

#define USE_SMAA **0** //[0 or 1] SMAA Anti-aliasing : Smoothens jagged lines using the SMAA technique.

Credits: JuanBonX (JBX Settings), CeeJay.dk (SweetFX), Crosire (Reshade)