

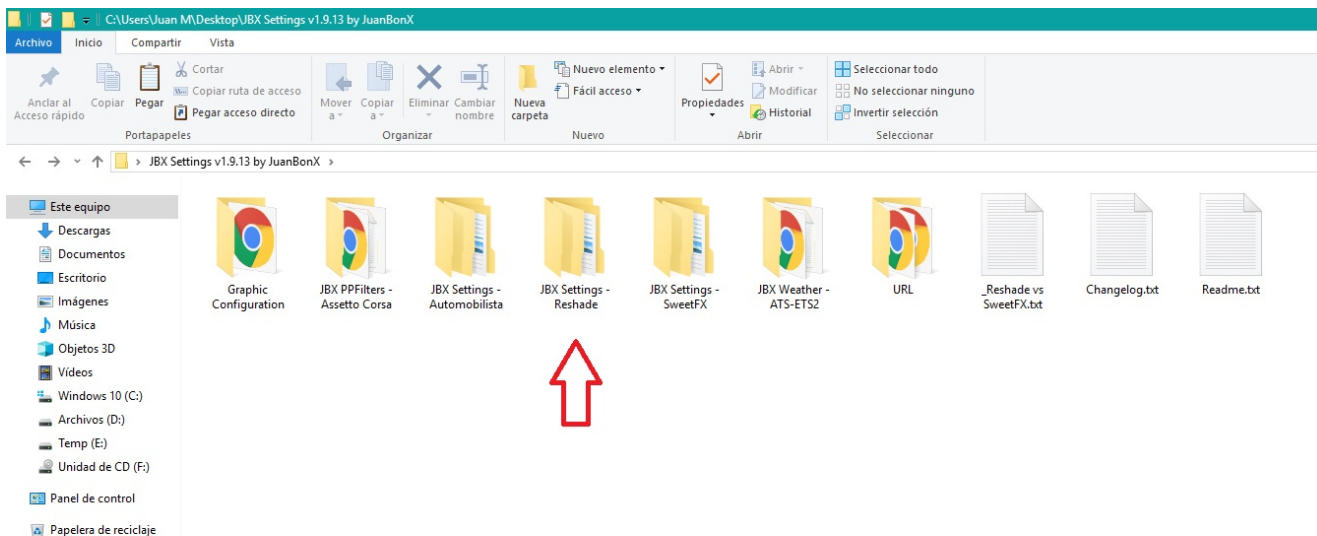
# Reshade + JBX Settings v1.9.13 - Update 13-12-2018

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

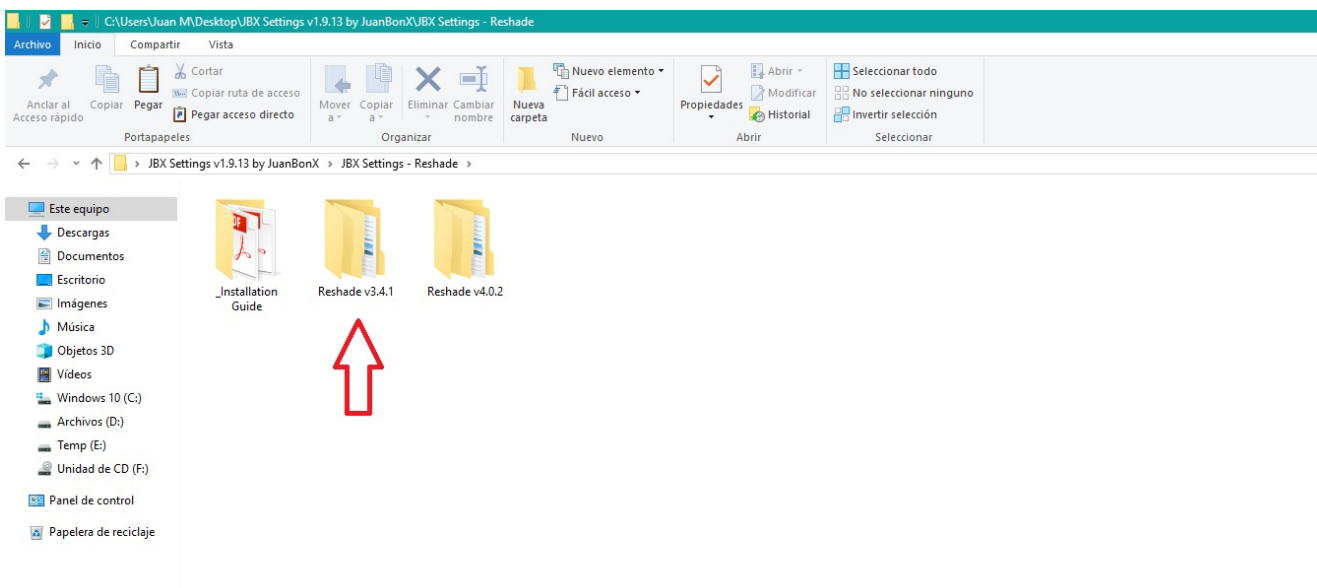
**Important:** Use only the effects folder that I share. It contains modifications and should not be changed or renamed. **Before proceeding with the installation we must remove all the previous Reshade files.**

## Steps to follow:

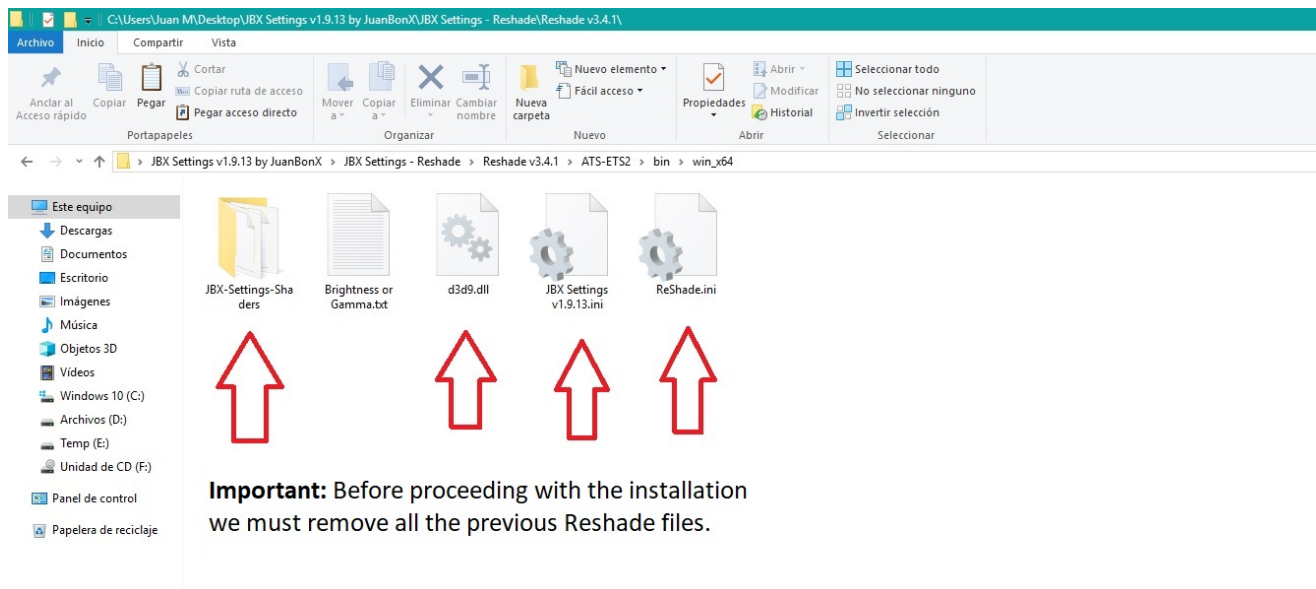
1.) Go to the next folder to select the Reshade version that you need to install



2.) There are 2 versions of Reshade available. I recommend installing v3.4.1



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



**Important:** Before proceeding with the installation we must remove all the previous Reshade files.

**Note:** Step 3 is for ATS and ETS2. To install Reshade 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)

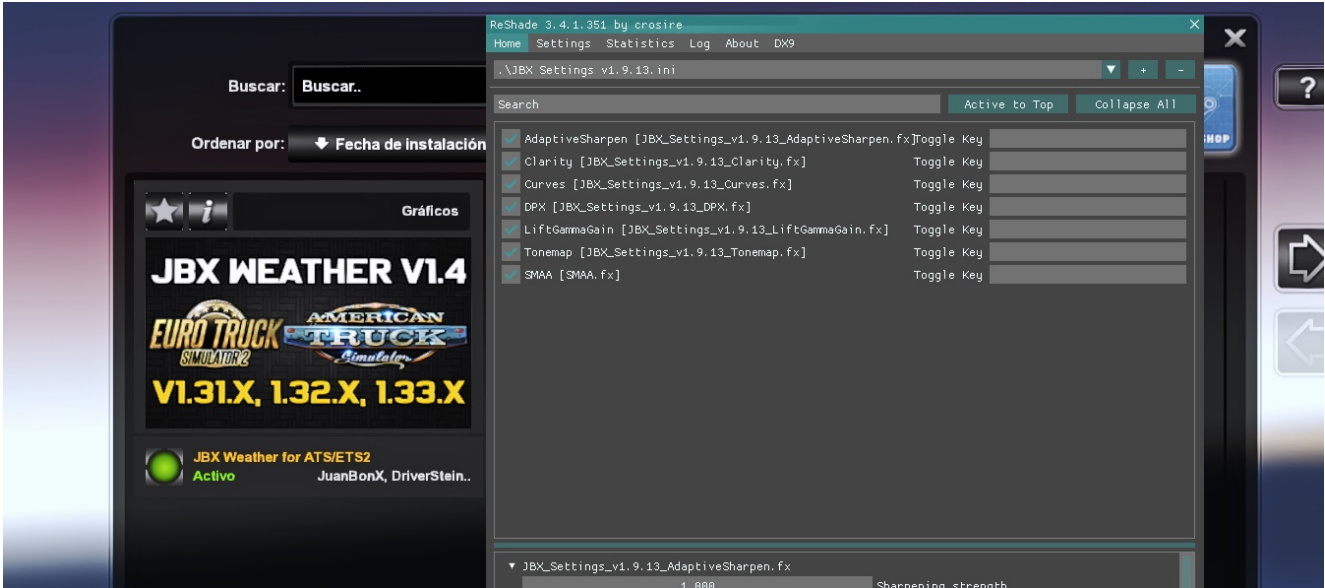
**Assetto Corsa:** Steam\steamapps\common\assetto corsa dxgi.dll in 64bits  
**ETS2:** Steam\steamapps\common\Euro Truck Simulator 2\bin\win\_x64 d3d9.dll in 64bits  
**ATS:** Steam\steamapps\common\American Truck Simulator\bin\win\_x64 d3d9.dll in 64bits  
**Farming Simulator 17:** Steam\steamapps\common\Farming 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 finish copying the files we start the game. **Installation finished!!!**

**Important:** In some games the **automatic installation** may fail and it is necessary to verify in the Reshade Menu that the 6 required effects are activated. **AntiAliasing SMAA.fx** is optional.

**Reshade menu:** **Shift + Delete**. The key to activate and deactivate Reshade is **INSERT**.

The 6 Modified Effects + SMAA. I recommend activating AntiAliasing SMAA for ATS/ETS2, Farming Simulator 17 and Spintires. Deactivate for other games.



**Credits:** JuanBonX (JBX Settings), Crosire (Reshade), Bacondither (AdaptiveSharpen), Ioxa (Clarity), CeeJay.dk (Curves), Loadus (DPX), 3an and CeeJay.dk (LiftGammaGain), CeeJay.dk (Tonemap)