

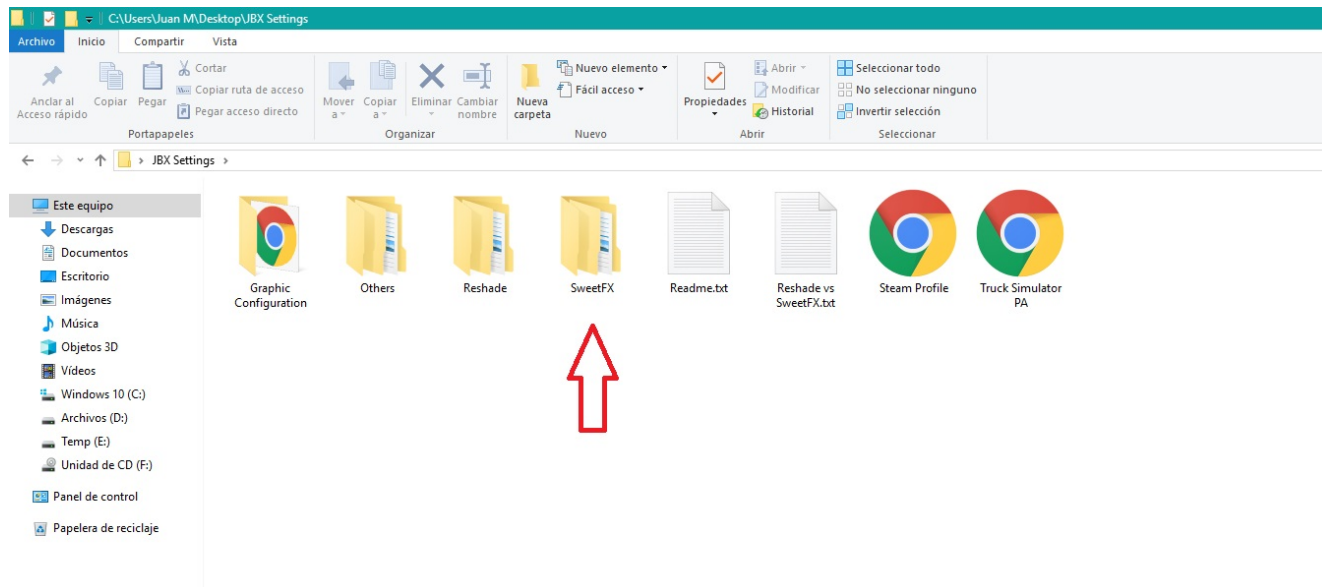
# SweetFX + JBX Settings v1.9.8.H - Update 11-7-2019

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

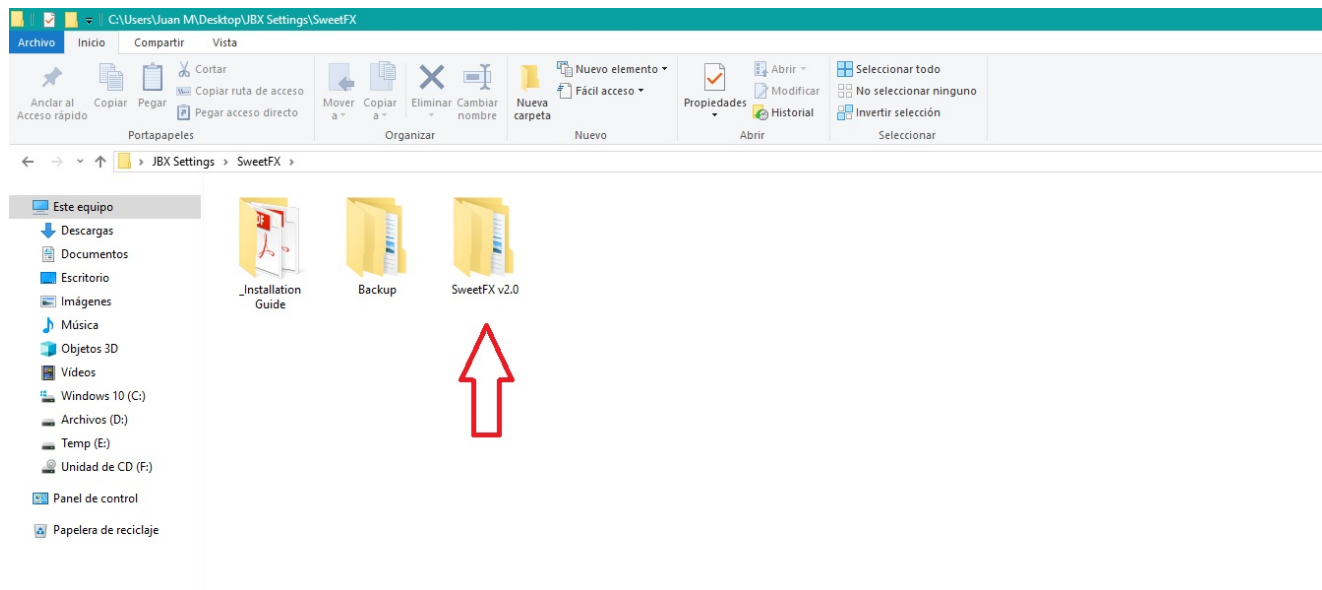
**Important:** Use only the effects folder that I share. It contains modifications and should not be changed or renamed. **Before proceeding with the installation remove all the previous SweetFX files.**

## Steps to follow:

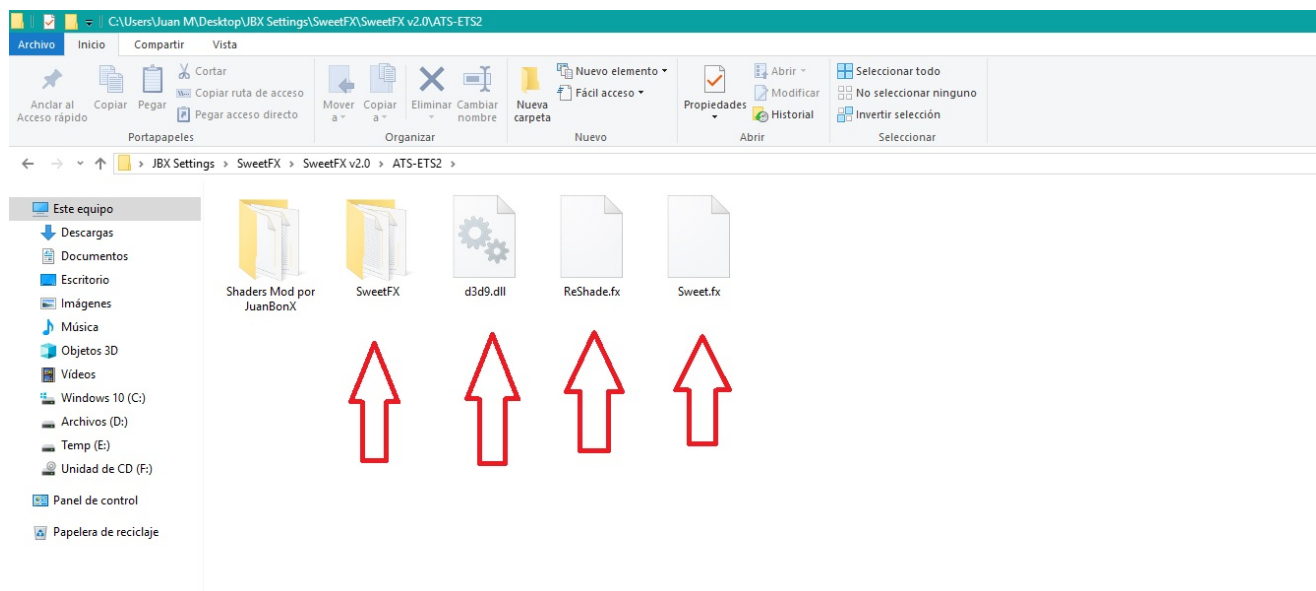
1.) Go to the next folder to select the SweetFX version that you need to install



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,  
d3d11.dll,  
d3d9.dll,  
opengl32.dll

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

### Location of files and compatible API in 16 games (Steam)

**Automobilista:** Steam\steamapps\common\Automobilista d3d9.dll in 32bits  
**Assetto Corsa:** Steam\steamapps\common\assetto corsa dxgi.dll in 64bits  
**ETS:** Steam\steamapps\common\Euro Truck Simulator d3d9.dll in 32bits  
**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  
**Pro Evolution Soccer 2018:** Steam\steamapps\common\Pro Evolution Soccer 2018 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  
**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.** The SMAA effect of SweetFX helps reduce the jagged edges in the game environment but affects the clarity of the texts in some cases.

```
11 Compatible: Con la mayoría de los juegos - With most games
12
13 Features: Better Lighting, Better Color, Better Contrast, Sharpness and Better Color Temperature.
14
15 -----
16
17 Description: The post-processing effects of SweetFX + JBX Settings v1.9.8.G offer more realistic graphics and compatibility with many Games.
18
19 -----
20
21 Important: Always use the modified file DFX.h (SweetFX and eFX) for the correct visual of the effect.
22
23 Path: SweetFX\Shaders\DPX.h
24
25 Note: It is only necessary if you use another SweetFX or eFX package.
26
27 -----
28
29 This is a preview release meant to allow users to beta test SweetFXs 2.0 new injector called ReShade.
30 More features, bugfixes and performance optimizations will come before release.
31
32 Hope you enjoy SweetFX and ReShade.
33 - CeeJay.dk
34
35 /*-----*/
36 /          Choose effects
37 /*-----*/
38 // Effects are listed in the order that they are applied.
39 // Set to 1 for ON or 0 for OFF
40
41 #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
42 #define USE_LIFTGAMMAGAIN 1 //[0 or 1] Lift Gamma Gain : Adjust brightness and color of shadows, midtones and highlights.
43 #define USE_LUMASHARPEN  1 //[0 or 1] LumaSharpen : Sharpens the image.
44 #define USE_TONEMAP       1 //[0 or 1] Tonemap : Adjust gamma, exposure, saturation, bleach and defog. (may cause clipping)
45 #define USE_VIBRANCE      1 //[0 or 1] Vibrance : Intelligently saturates (or desaturates if you use negative values) the pixels depending on their original s.
46 #define USE_SMAA          0 //[0 or 1] SMAA Anti-aliasing : Smoothens jagged lines using the SMAA technique.
47
48
```

**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)