ReShade installation

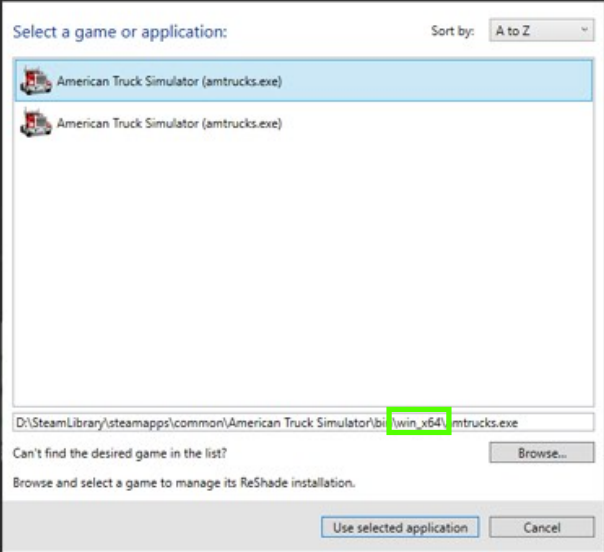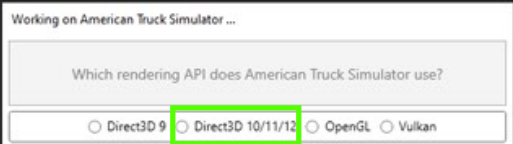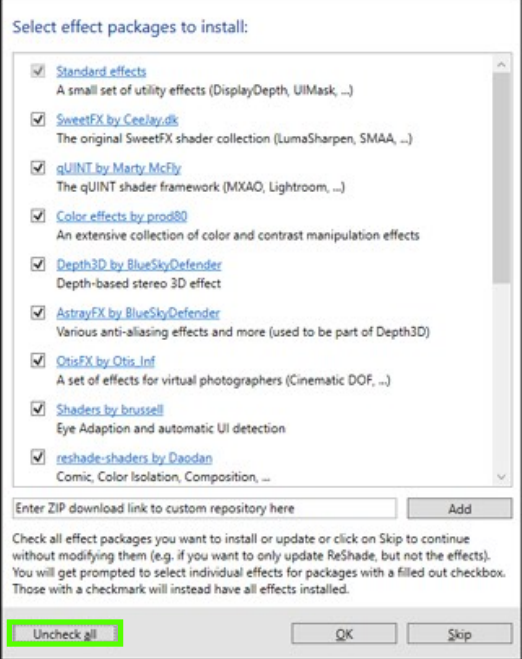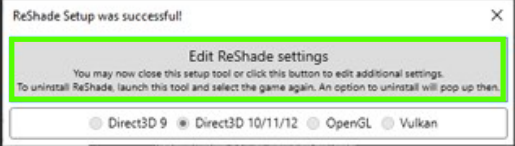In order to use the RL preset, you need to download and install ReShade from: https://reshade.me/
If you choose to use one of the presets which include Pascal Gilcher's RTGI shader, you must subscribe and get his shader from here: https://www.patreon.com/mcflypg
Run the executable and select ATS *64 bit version*.
IMPORTANT: until you are using ATS 32 bit version, make sure to select the 64 bit.

1.

2.

3.

4. Select all shaders using *Check/Uncheck all* button

5.

ReShade - First setup

Last step of the installtion process is about choosing your preset. Type or browse the path to the RL Skynet preset you wish to use. Also enable Performance Mode checkbox. Click OK and you can close the window. ReShade has now been installed.
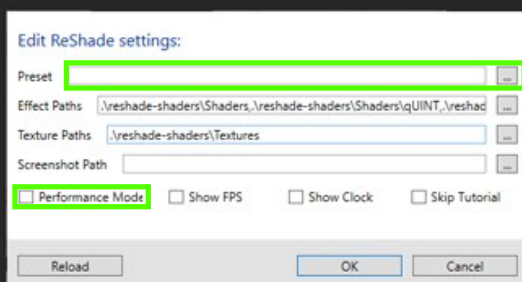

IMPORTANT: default shortcut to bring up ReShade UI in game is the HOME keyboard button, so make sure you haven't mapped it to some in game function.
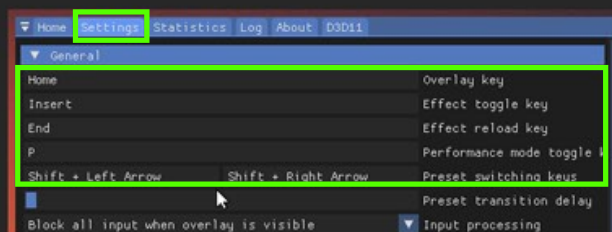You can still change ReShade UI shortcut later inside its settings window.

ReShade in-game setup

If your ReShade has been correctly installed, you will see a ReShade banner on top of the screen.
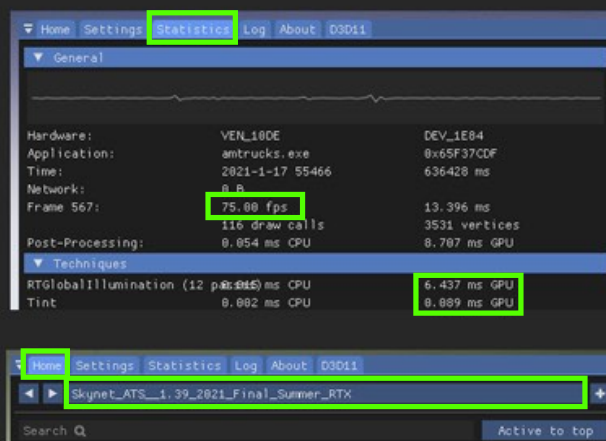Default keyboard button to show up ReShade UI is *Home*.
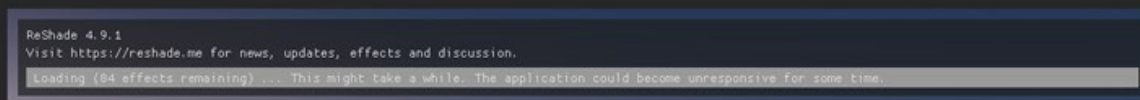
In the *Settings* tab you can change ReShade settings and map new shortcuts if you wish

You can also check your system performances in the *Statistics* tab.
If your FPS goes below your needs, you may want to choose a less demanding preset in the *Home* tab.

!! IMPORTANT !! - How to fix incorrect depth buffer

To get RL preset working properly, you must invert the *depth buffer*, otherwise you will see artifacts and wrong shadows while playing. To do this, you need to go to the Home tab, disable the performance mode(uncheck the setting at the bottom-right corner) and open the preprocessor definitions.
In the Global tab, set **RESHADE_DEPTH_INPUT_IS_UPSIDE_DOWN** to **1**.
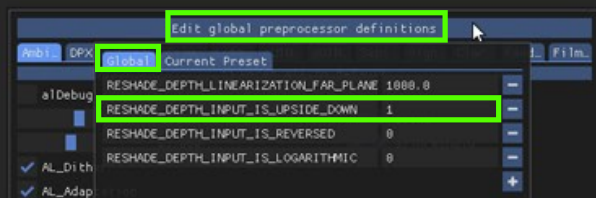
You can re-enable Performance mode at the bottom of the screen
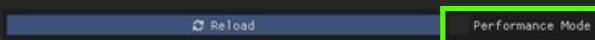
Package Content:

- 8 presets, 4 of them using McFly's RTGI shader coming with different quality settings, mostly affecting raytracing fidelity (in case of RTGI) and AO (Ambient Occlusion) on non-RTGI presets.

Known Issues
Some known issues due to ATS engine are:

- when too many trees are rendered on screen, it may happen that the Z-Buffer stops working,resulting in incorrect AO and raytracing computation for some instants.
- on menu/pause screen, the Z-Buffer works upside down and with a different size ratio, resulting in some artifacts or wrong shadows.

If you experience flickering / Depth buffer ssues, you maya want to lock your depth buffer in the **D3D11 tab** in ReShade UI. Select the buffer using your current screen resolution and you should be good to go.
You can also check current depth buffer using the DisplayDepth shader.

Recommended Mods

Skynet RealLife preset is designed to work with the vanilla version of ATS, so you must disable any other mod affecting weather and the defaul lighting system significantly.
Behing a ReShade preset, which is an overlay postprocess layer over the base game, it can work also on ETS2 which uses the same ATS engine and - more or less - lighting. However, RL preset comes with several tweaks based on the US environment which is overall quite different than the EU.
Therefore, there is no guarantee that RL preset will work on ETS2 as expected.

- RTGI -
As already mentioned, you need this shader to use one of the raytracing presets provided.
You can get it via Patreon subscription: https://www.patreon.com/mcflypg

- MHAPro Support version -
This mod is built over the default ATS (so it's incompatible with additional map mods) and brings a huge number of enhancements to current map and DLCs, including new towns, roads, junctions and a lot of life to ATS.
You can get a demo (free) or paid (extended and with support) version here: https://www.mhapro.com/

- ProjectNG for ATS -
High resolution skyboxes for ATS: https://forum.scssoft.com/viewtopic.php?t=279162
Still working with ATS 1.40

Skynet RealLife ReShade preset 2.0
2021/03/06

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