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GRID LEGENDS

NON-RT VISUAL PACK V1.0

Original Petreon post - <https://www.patreon.com/posts/grid-legends-non-156171958>

Grid Legends - API, executable, and engine info for the Windows OS

DX12

API VERSION

64-bit

EXECUTABLE

EGO

GAME ENGINE

GridLegends.exe file location:

Steam - Steam(Library)\steamapps\common\GRID Legends

Other launchers - Please check PCGamingWiki or just Google it for a specific launcher

Please follow the guide in the given order to get everything work

If you have experience in Reshade and its add-ons, depth buffer, modding, and other related areas, you can quickly review the **Table of Contents** below and the **1. Graphics Mods** section under the **Detailed Guide** to get the required graphics mods, Reshade version, extra shaders, configs, add HUD Toggle, and Reshade preset files to the game directory as well.

If you are unsure or prefer step-by-step guidance, please **continue to the Detailed Guide**.

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Sections with the mark IDENTICAL

If a section has this mark, it means the content is the same for both **Non-RT** and **RT** Visual Packs, so you don't need to go through it twice for the same game.

For example, you downloaded the **Non-RT Visual Pack** and walked through the guide. After that, if you download the **RT visual Pack**, you can skip its guide sections with that mark.

1. Graphics Mods IDENTICAL

No decent graphics mods are currently available for **Grid Legends**.

2. Reshade Version and Installation IDENTICAL

You will need **Reshade 6.7.3 with full add-on support** (or a later version).

Note: if you already have an earlier Reshade version installed for this game, first uninstall it and manually delete the remaining Reshade files if necessary.

If you need guidance on Reshade uninstallation, installation, and loading presets, watch the step-by-step video tutorials:

- ▶ How to install, set up Reshade, and load presets - <https://youtu.be/CIFMKxFR-nU>
- ▶ How to properly uninstall ReShade - https://youtu.be/FJ0UAtV_1xg

Quick Guide - How to install Reshade for Grid Legends

01. Download the **Reshade 6.7.3 with full add-on support** (or a later version)

👉 Latest Reshade version download (official) - <https://reshade.me>

👉 Any Reshade version download (official) - https://www.mediafire.com/folder/8ar1jhh1809cl/ReShade_Repository

02. Run the downloaded Reshade file and select the correct .exe file in the list - **GridLegends.exe**, or click **Browse**, manually locate and select your **GridLegends.exe** file. Press **Next**.

03. Choose a proper rendering API. For the **Grid Legends**, select **DirectX 10/11/12**. Press **Next**.

04. Click **Uncheck all**, and then **Check all** to select all effects (shaders). Wait until Reshade downloads all the shaders.

05. If you are installing **Reshade with full add-on support**, you will get the "Select add-ons to install" window. You don't need to mark any of these add-ons here. Press **Next** & **Finish**.

3. HUD Toggle - How to Install and Use IDENTICAL

HUD Toggle allows you to instantly show or hide the game's Heads-Up Display using a keyboard key. After installing the correct ReShade version, install the HUD Toggle.

To install HUD Toggle, open the [**Grid Legends_HUD Toggle**] folder in the downloaded archive, move all the files into your game directory, where the **GridLegends.exe** file is located. Accept if it asks to overwrite or replace any files.

The HUD toggle **ON/OFF** keyboard shortcut key is **Caps Lock**

- ▶ How to change HUD toggle keyboard shortcut key - https://youtu.be/EPH6lh_pz9A

Caution: Ensure you disable HUD Toggle when opening the game menu, map, inventory, or during cutscenes, as these may be affected.

Credits: ShaderToggler add-on by **Frans Bouma (Otis_Inf)** - <https://github.com/FransBouma>

4. About Reshade Presets

Natural - An improved, natural look and color balance, with better detail, lighting, and contrast.

Filmic - Unique color grading and lighting. Boosted contrast, details, and post-processing.

Enhanced - Richer color density and contrast. Enhanced lighting and improved detail.

Realism - Realistic overall look with custom color grading and enhanced detail.

5. Presets Type

Non-RT Presets do not use any SSRTGI (Screen-Space Ray-Traced Global Illumination) shaders and are more performance-friendly.



6. Required Extra Shaders

Grid Legends_Non-RT_Presets v1.0 do not require any extra Reshade shaders.

7. Reshade Presets Installation

After you have the proper Reshade version (**6.7.3 with full add-on support** or later) installed, add my preset files to the game directory.

To do that, open the [**Grid Legends_Non-RT_Presets v1.0**] folder in the downloaded archive. Move all the files into your game directory, where the **GridLegends.exe** file is located. Accept if it asks to overwrite or replace any files.

8. How to quickly switch ReShade presets

IDENTICAL

When you have multiple Reshade presets for the same game, it's handy to be able to switch between these presets with hotkeys without opening the Reshade interface.

▶ How to quick-switch Reshade presets - <https://youtu.be/Oe8bpJ3J6F4>

9. In-game | Reshade Depth Buffer Configuration

The **Filmic** preset utilizes an optional depth-dependent **Depth of Field** shader - "**ADOF**," and may not function correctly unless the **Reshade Depth Buffer** is properly configured.

However, if you don't want the Depth of Field effect and intend to turn it off, then there's no need to configure the **Reshade Depth Buffer** for the **Grid Legends_Non-RT_Presets v1.0**, and you can skip this part of the guide.

▶ If you need guidance on configuring the **ReShade Depth Buffer** for any game, here is a detailed video guide - https://youtu.be/XiTslLudy_Q

(I'm using in-game **TAA** (anti-aliasing) in **Grid Legends**)

You can also check how the **Depth Buffer** configuration looks for my **Grid Legends** game. For that, open the [**Guide screenshots**] folder in the downloaded archive and review the screenshots: "**1. Edit global preprocessor definitions**" and "**2. Add-ons tab**".

Keep in mind that your configuration may differ from mine. It's always best to know how to configure the Reshade Depth Buffer for your game, so please check the video guide.

10. In-game | Custom Video and Graphics Settings

Preferable - Disable Variable Rate Shading

Go to in-game **Options > Video > Advanced** and set **Variable Rate Shading** to **off**.

Preferable - Brightness/Contrast/Gamma Settings

Go to in-game **Options > Video > Basic > Brightness** and Set the **brightness** to the default **50%**, or adjust it between **40 - 60%** depending on your monitor and what looks best to your eye.

11. Display and Game Color Mode

IDENTICAL

Presets were tweaked and tested in **SDR** mode. It will not look decent in HDR mode.

Make sure you are using the **SDR** (Non-HDR) mode for your game, monitor, or TV.

Make sure **HDR** is set to **OFF** for your Windows OS as well. You can check it under the **Settings > System > Display**.

The same image looks different on different displays. You may need to adjust your monitor's/TV's brightness, contrast, gamma, and saturation if the Reshade presets look different from the showcase.



Reshade preset shaders check (Optional)

Caution! Some ReShade shaders/effects may produce only a very subtle effect in certain areas. However, they have a significant impact on other environments. **Therefore, I strongly recommend that you don't disable any shaders if you want the preset to work as intended.** When my presets include optional shaders, I'll let you know.

You can skip this section if you have the proper ReShade version installed with all shaders.

After launching the game and loading the presets, ensure that all required shaders are enabled, and in the correct order. To do this, minimize the game and check here. For each **Grid Legends_Non-RT_v1.0** preset, the shader list and order should match the in-game ReShade overlay:

1. Grid Legends_Non-RT_Natural_v1.0

Clarity2,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
Technicolor2,
Lightroom,
AdaptiveTonemapper,
Hyperblur,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

2. Grid Legends_Non-RT_Filmic_v1.0

Unsharp
Clarity2,
FILMDECK,
Technicolor2,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
AmbientLight,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
ChromaticAberration [Prism], - - - - - **(Optional effect)** - Screen edge chromatic aberration
AMD FidelityFX CAS,
ADOF, - - - - - **(Optional effect)** - Fixed Focus Depth of Field (distant objects only)
Border - - - - - **(Optional effect)** - Black bars

3. Grid Legends_Non-RT_Enhanced_v1.0

Clarity2,
LiftGammaGain,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
LevelsPlus,
prod80_03_FilmicTonemap,
prod80_02_Bloom,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

4. Grid Legends_Non-RT_Realism_v1.0

Clarity2,
GaussianBlurCS,
AmbientLight,
Technicolor2,
LiftGammaGain,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
Lightroom,
AdaptiveTonemapper,
PPFXBloom@,
prod80_01B_RT_Correct_Color,
VHS_RA,
AMD FidelityFX CAS,
LensDistort

CREDITS

ReShade - Crosire
ShaderToggler - Frans Bouma (aka Otis_Inf)
ReshadeEffectShaderToggler - 4lex4nder
Mod Installers/Managers and Mods - The original developers and creators
ReShade shaders - Marty McFly • Otis_Inf • prod80 • CeeJay.dk • AlucardDH • luluco250 • BlueSkyDefender • Daodan • brussell • Fubaxiusz • Radegast • originalnicord • Lord of Lunacy • SirCobra • akgunter • Matsilagi • retroluxfilm • Zenteon • AlexTuduran • papadanku • Lilium • vortigern11 • BarricadeMKXX • TreyM • Anastasia Brouwsma • Pumbo • PotatoFury • Marot • PthoEastCoast • nullfractal • MaxG3D • Barbatos • smolbbsoop • yaboi BFB • cybereality • P0NYSLAYSTATION • kaido • rj200

My respect and gratitude to all these creative people who provide us with such powerful and handy tools, as well as game mods, making it possible to enhance the visuals of our beloved video games.