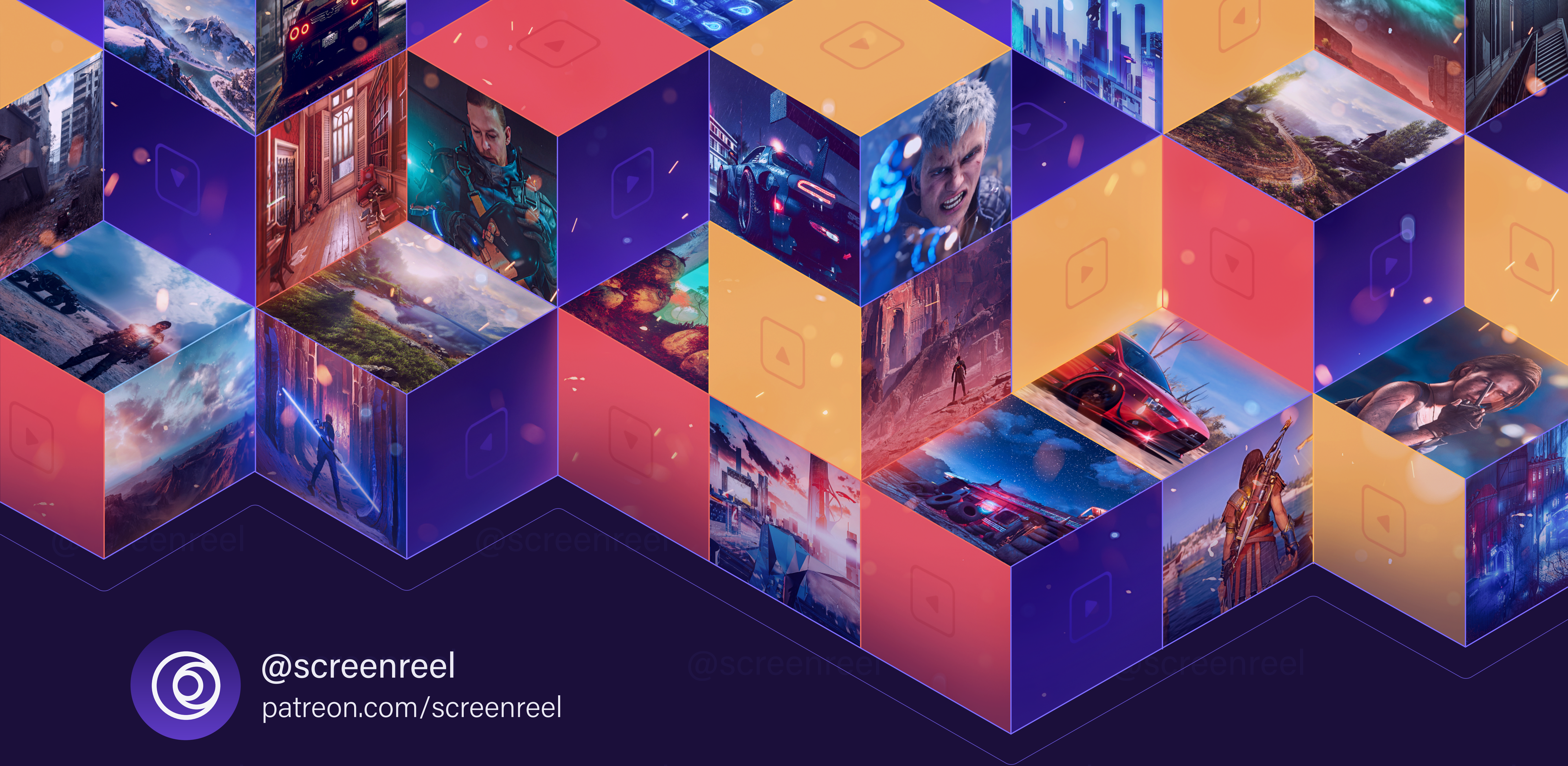




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MAFIA DEFINITIVE EDITION

NON-RT GRAPHICS PACK V1.0

Original Petreon post - <https://www.patreon.com/posts/mafia-definitive-153261461>

Mafia DE - API, executable, and engine info for the Windows OS

DX11

API VERSION

64-bit

EXECUTABLE

Fusion

GAME ENGINE

mafiadefinitiveedition.exe file location

Steam - Steam(Library)\steamapps\common\Mafia Definitive Edition

Epic Games - Epic Games\MafiaDefinitiveEdition

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**.

Table of Contents

- 1. Graphics Mods - None
- 2. Reshade Version & Install - ReShade 6.7.3 with full add-on support
- 3. HUD Toggle - Available
- 4. Reshade Presets - Natural . Filmic . Enhanced . Realism
- 5. Presets Type - **Non-RT** Presets
- 6. Extra Shaders - Not required
- 7. Reshade Presets Installation
- 8. How to quickly switch ReShade presets
- 9. Reshade Depth Buffer - Configuration is not required
- 10. In-game | Custom Video & Graphics Settings - None
- 11. Display and Game Color Mode - SDR mode (Non-HDR)

[Continue to the Detailed Guide](#)



Sections with the mark IDENTICAL

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

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

1. Graphics Mods IDENTICAL

No decent graphics mods are currently available for **Mafia Definitive Edition**.

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 **Mafia Definitive Edition**

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 proper .exe file in the list - **mafiadefinitiveedition.exe** or click **Browse**, manually locate and select your **mafiadefinitiveedition.exe** file. Press **Next**.

03. Choose a proper rendering API. For the **Mafia Definitive Edition**, 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 [**Mafia Definitive Edition_HUD Toggle**] folder in the downloaded archive, move all the files into your game directory, where the **mafiadefinitiveedition.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 - Improved, natural look and color balance. Better detail, lighting, and color density.

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

Enhanced - Richer image and color density. Enhanced lighting and details.

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

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

Mafia Definitive Edition_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 [**Mafia Definitive Edition_Non-RT_Presets v1.0**] folder in the downloaded archive. Move all the files into your game directory, where the **mafiadefinitiveedition.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

Mafia Definitive Edition_Non-RT_Presets v1.0 don't use any depth-dependent shaders, so you don't need to configure the ReShade depth buffer.

10. In-game | Custom Video and Graphics Settings

IDENTICAL

There is not need to set or turn off any specific graphics settings for the **Mafia Definitive Edition_Non-RT Graphics Pack_v1.0**.

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 my presets, ensure that all required shaders are functioning and in the correct order. To do that, minimize your game and check here. For each Mafia Definitive Edition Non-RT preset, the shader list and order should match those of the in-game Reshade overlay:

1. Mafia DE_Non-RT_Natural_v1.0

Clarity2,
LevelsPlus,
prod80_03_Shadows_Midtones_Highlights,
prod80_04_SelectiveColor_v2,
Technicolor2,
prod80_02_Bloom,
AdaptiveTonemapper,
prod80_01B_RT_Correct_Color,
AMD FidelityFX CAS

2. Mafia DE_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,
AMD FidelityFX CAS,
ChromaticAberration [Prism], - - - - - (Optional effect) - Screen edge chromatic aberration
Border - - - - - (Optional effect) - Black bars

3. Mafia DE_Non-RT_Enhanced_v1.0

Clarity2,
Technicolor2,
Bloom [qUINT_bloom],
LiftGammaGain,
Lightroom,
prod80_03_Shadows_Midtones_Highlights,
prod80_01B_RT_Correct_Color,
prod80_03_FilmicTonemap,
AMD FidelityFX CAS

4. Mafia DE_Non-RT_Realism_v1.0

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

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.