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List of Known Workarounds for Games with Forced TAA

List of Games That Do Not Have a Workaround Yet

(In Alphabetical Order)

Don't forget to always save changes made to the configuration files!

This list also contains a number of workarounds for various post-process effects.

Note: This is a collective effort. If you know any more games with forced TAA that have a workaround for them, then please leave a comment so I can update the list. A lot of the workarounds can be found on the PC Gaming Wiki. Some in Reddit posts, forums dedicated to a specific game or just generally on the internet. So it would be great if you'd always check the PC Gaming Wiki page of a game that you're playing that has TAA forced on.

Note 2: Most games that are built on Unreal Engine 4 have the same basic steps on how to disable TAA. Just locate the game's Engine.ini file and try each of the following lines until you find the one that works.

`[SystemSettings]
r.PostProcessAAQuality=0
or
r.DefaultFeature.AntiAliasing=0`

Note #3: For Unreal Engine 5 games, use `r.AntiAliasingMethod=0` to disable TAA.

[How to disable TAA in any game that has DLSS.](#)

[NexusMods Link](#)

[Latest Unreal Engine 5 Console Variables.](#)

A

Assassin's Creed Valhalla

Open the game's executable in a [HEX](#) editor.

Find: 38 33 33 33 3F C6 82 A0 00 00 00 01

Replace it with: 38 33 33 33 3F C6 82 A0 00 00 00 00

Save the changes.

Note: You need to set the game's Anti-Aliasing option to Low.

Ashen

Navigate to %LOCALAPPDATA%\Ashen\Saved\Config\WindowsNoEditor

Open the Engine.ini file in a notepad.

Add the following line to the bottom of the file, save the changes and set the file to read only:

```
[SystemSettings]
r.DefaultFeature.AntiAliasing=0
```

A Plague Tale: Innocence

Navigate to %USERPROFILE%\Documents\My Games\A Plague Tale Innocence

Open the *ENGINESETTINGS* file in a notepad.

Scroll down and find the following text:

```
}
{AA
Enabled 1
Type 2
Quality 1
*your numbers may be different
```

Replace the number next to *Enabled* with **0**

Save the changes and set the file to read only.

Note: In order to disable various forced post-process effects, find their corresponding location in the PostProcess section of the *ENGINESETTINGS* file:

Sharpen (Sharpening) [recommended when disabling TAA as the game may appear oversharpened]

DOF (Depth Of Field)

Fringe (Chromatic Aberration)

FilmGrain (Film Grain)

Vignette (Vignette)

and change their values to 0 in order to disable them.

Ancestors: The Humankind Odyssey

Navigate to %LOCALAPPDATA%\Ancestors\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Additional workarounds:

r.DepthOfFieldQuality=0 = disables Depth Of Field

A Way Out

Navigate to %LOCALAPPDATA%\Haze1\Saved\Config\WindowsNoEditor

Open the Engine.ini file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Agony Unrated

Navigate to: %LOCALAPPDATA%\Agony\Saved_Unrated\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Set the value of *Sg.AntiAliasingQuality* to **0**

Save the changes.

Aliens: Fireteam Elite

Navigate to: %LOCALAPPDATA%\Endeavor\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Aquanox: Deep Descent

Navigate to: %LOCALAPPDATA%\ANX\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Azur Lane: Crosswave

Navigate to: %LOCALAPPDATA%\Azurlane\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *Sg.AntiAliasingQuality* to **0**

Save the changes.

A Plague Tale: Requiem

Navigate to: %APPDATA%\A Plague Tale Requiem

Open the *ENGINESETTINGS* file in a notepad.

Find the following text:

AntiAliasing TAA

and change it to *AntiAliasing OFF*

Save the changes.

Additional workarounds:

In order to disable various forced post-process effects, find their corresponding location in the PostProcess section of the ENGINESETTINGS file:

Sharpen (Sharpening) [recommended when disabling TAA as the game may appear oversharpened]

DOF (Depth Of Field)

Fringe (Chromatic Aberration)

FilmGrain (Film Grain)

Vignette (Vignette)

and change their values to 0 in order to disable them.

Alan Wake II

Navigate to: AppData/Local/Remedy/AlanWake2

Open the *renderer.ini* file in a notepad.

Edit the following line as follows and save the changes:

"m_eSSAAMethod": 0

To disable the leftover sharpening filter, edit the following line as follows:

"m_fSSAASharpening": 0.0

Additional workarounds:

"m_bDepthOfField": false - disables Depth of Field

"m_bLensDistortion": false - disables the Lens Distortion effect

"m_bVignette": false - disables the Vignette effect

Assassin's Creed Mirage

[Download the latest version of fixes.](#)

Copy *ACMirage.NoTAA/ACMirage.NoTAA.asi* and *winmn.dll* to the game's directory.

The game can now be launched regularly from its executable. Upon startup, a configuration file *ACMirage.NoTAA.asi* will be created, and can be used to enable TAA and/or chromatic aberration again.

Avatar: Frontiers of Pandora

Navigate to: %USERPROFILE%\Documents\My Games\AFOP

Open the *graphic settings.ini* file in a notepad.

Find the TAA line, change its value to **0** and save the changes.

ARK: Survival Evolved

Navigate to: <path-to-game>\ShooterGame\Saved\Config

Open or create and open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Battlefield V

Set Motion Blur to 1%.

Create a *user.cfg* file and add the following line to it:

WorldRender.LightTileCsPathEnable 0

Save it to the game's main directory.

Note: Disabling TAA may break some of the game's lighting/remove it altogether, as well as leave behind visible jittering (camera shake/pulsation).

Note #2: If this workaround doesn't work in DirectX 12, then try switching to the DirectX 11 rendering API.

Note #3: Some users have reported that this workaround only works on NVIDIA graphics cards.

Biomutant

Navigate to %LOCALAPPDATA%\Biomutant\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

BPM: Bullets Per Minute

Navigate to: %LOCALAPPDATA%\BPM\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.SceneColorFringeQuality=0 - disables Chromatic Aberration

r.DepthOfFieldQuality=0 - disables Depth Of Field

Bright Memory: Infinite

[Install this mod.](#)

Banishers: Ghosts of New Eden

Navigate to: C:\Users\username\AppData\Local\Banishers Ghosts of New Eden\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

r.AntiAliasingMethod=0

Black Myth: Wukong

Use the Universal Unreal Engine 5 Unlocker or [this mod](#).

Type *r.AntiAliasingMethod 0* into the console if you're using the Unreal Engine Unlocker.

Note: You will have to apply this workaround upon each game launch.

Bravely Default II

Navigate to: %USERPROFILE%\Documents\My Games\Bravely_Default_II\Steam\<user-id>\Saved\Config

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[/Script/Engine.RendererSettings]

r.DefaultFeature.AntiAliasing=0

Note: Low is FXAA, other options are TAA.

C

Cyberpunk 2077

Create (or open) the *user.ini* file that's located in

<path-to-game>\engine\config\platform\pc

Add the following line and save the file/changes made to it:

[Developer/FeatureToggles]

Antialiasing = false

Note: Disabling TAA will prevent DLSS, FSR2 and XeSS from working.

Note #2: Disabling TAA introduces a lot of pixel artifacts on Screen-Space Reflections, which would have been blended with the TAA. Disabling Screen-Space Reflections helps get rid of this. Alternatively, if you have an RTX card, using Ray-Traced Reflections is highly recommended, as they really enrich the game's visuals.

Note #3: As of patch 1.3, the Screen-Space Reflections have become less grainy. However, they're still very undersampled.

Note #4: Use [this mod](#) to disable the leftover Sharpening filter.

Control

Use the [following mod](#) to enable the developer console and disable TAA while in-game (labeled as SSAA or something along those lines):

Note: Requires the following prerequisite: [Control Plugin Loader](#).

Note #2: This mod allows you to disable TAA, Depth Of Field and many other effects separately while in-game, without the need to switch between rendering APIs.

Note #3: A recent update might have rendered this workaround non-functional. Needs more confirmation.

Crysis 2 (Original)

Create an *autoexec.cfg* file in the game's installation folder.

Add the following lines to it:

r_PostMSAA=0 - disables the temporal AA

r_UseEdgeAA=0 - disables MSAA

r_PostMSAAEdgeFilterNV=0 - potentially lowers the intensity of the temporal AA

Note: Even though Crysis 2 doesn't use TAA as we know it today, it uses a method that causes a certain amount of blur and ghosting.

Note #2: Alternatively, you can use the *r_PostMSAA=0* code with the game's console.

Citadel: Forged with Fire

Navigate to: %LOCALAPPDATA%\Citadel\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *Sg.AntiAliasingQuality* to 0

Save the changes.

Crymachina

Navigate to: %LOCALAPPDATA%\CRYMACHINA\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Clair Obscur: Expedition 33

Navigate to: %localappdata%\Sandfall\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

r.AntiAliasingMethod=0

D

DOOM Eternal

Navigate to %USERPROFILE%\Saved Games\id Software\DOOMEternal\base

Open *DOOMEternalConfig.cfg* in a notepad.

At the end of the file, add the line *r_antialiasing "0"*

Save the changes.

Note: Alternatively, you can use that line with the game's in-game console. However, you'll need to repeat this command each time you launch the game.

Note #2: Disabling 8x TSSAA may cause issues with Screen-Space Reflections.

Detroit: Become Human

Open the game's executable in a [HEX](#) editor.

Find: E8 41 03 00 00 4D

Replace it with: 90 90 90 90 90 4D

Find: E8 06 03 00 00 4D

Replace it with: 90 90 90 90 90 4D

Find: *E8 D4 02 00 00 49*

Replace it with: *90 90 90 90 90 49*

Find: *41 C7 83 40 01*

Replace it with: *7F C7 83 40 01*

Save the changes.

Note: This also disables Depth Of Field.

Note #2: Optionally, use [this patcher](#).

Days Gone

[Download this Helix mod.](#)

Extract the content to the installation folder.

Navigate to: %LOCALAPPDATA%\BendGame\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.TemporalAASamples=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

Note: Find the *d3dx.ini* file in the installation folder, open it in a notepad and change the value of *force_stereo* to 0

Note #2: Disabling Depth Of Field also disables it in the game's photo mode.

Devil May Cry 5

Open the game's executable in a [HEX](#) editor.

Find: *E9 3B 8F 65 00 8B D7*

Replace it with: *E9 3B 8F 65 00 B2 04*

Find: *74 48 66 0F 5A C8 48 8B CE E8*

Replace it with: *74 48 0F 57 C9 90 48 8B CE E8*

Save the changes.

Note: A game update may have rendered this workaround non-functional.

Note #2: Alternative workaround via [Helix Mod](#). Press 6 (not on the numpad) to toggle TAA.

Dungeons & Dragons: Dark Alliance

Navigate to %LOCALAPPDATA%\CotH\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
```

```
r.DefaultFeature.AntiAliasing=0
```

Drake Hollow

Navigate to %LOCALAPPDATA%\DrakeHollow\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
```

```
r.DefaultFeature.AntiAliasing=0
```

Dead By Daylight

Navigate to %LOCALAPPDATA%\DeadByDaylight\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[/Script/Engine.RendererOverrideSettings]
```

```
r.DefaultFeature.AntiAliasing=0
```

Dying Light 2: Stay Human

Navigate to: DyingLight2StayHuman\ph\source

Open the *data0.pak* file with a archive extractor (7-zip, WinRAR) and extract
scripts\frame_script.scr

Open it in a notepad and replace *Set("i_pp_taa_on", taa_on);* with

```
Set("i_pp_taa_on", 0);
```

Create a new zip file and label it as *data3.pak* with the following content:
scripts\frame_script.scr

Note: Use [this mod](#) to remove the leftover Sharpening filter.

Note #2: Use [this mod](#) if you want to disable various post-process effects such as Chromatic Aberration, Lens Flares, Anamorphic Bloom, Barrel Lens Distortion, Depth Of Field and a speed line effect while running. It can be disabled all at once, or selectively by creating your own custom version.

Note #3: The latest update might've potentially rendered all known workarounds non-functional. This'll remain here as a historical reference.

Dead Island 2

Navigate to: %LOCALAPPDATA%\DeadIsland\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
```

```
r.PostProcessAAQuality=0
```

Note: TAA is not forced, but there is no Off option that disables all anti-aliasing.

Dead Space Remake

Open the game's executable in a [HEX](#) editor.

Find: 83 F9 07 77 56 48 63 C1 48 8D 15 C1 31 4F FC

Replace it with: 83 C1 07 90 90 48 63 C1 48 8D 15 C1 31 4F FC

Note: It is possible to use other post-process anti-aliasing methods, which are bundled in the game but soft-locked (some of them don't seem to work, though):

FXAA Low:

Replace it with: 83 C1 06 90 90 48 63 C1 48 8D 15 C1 31 4F FC

FXAA Medium:

Replace it with: 83 C1 05 90 90 48 63 C1 48 8D 15 C1 31 4F FC

FXAA High:

Replace it with: 83 C1 04 90 90 48 63 C1 48 8D 15 C1 31 4F FC

FXAA Compute:

Replace it with: 83 C1 03 90 90 48 63 C1 48 8D 15 C1 31 4F FC

FXAA Compute Extreme:

Replace it with: 83 C1 02 90 90 48 63 C1 48 8D 15 C1 31 4F FC

SMAA 1x:

Replace it with: 83 C1 01 90 90 48 63 C1 48 8D 15 C1 31 4F FC

Delta Force: Hawk Ops (multiplayer)

Navigate to: steamapps\common\Delta Force Hawk Ops Pre-Alpha Test\Game\DeltaForce\Saved\Config\WindowsClient

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Diablo IV

Use the [DLSS workaround method](#).

DOOM: The Dark Ages

Navigate to: %USERPROFILE%\Saved Games\id Software\DOOM\base\DOOMConfig.cfg

Open the DOOMConfig.cfg file in a notepad.

At the end of the file, add the line ***r_antialiasing "0"***

Save the changes.

E

Earth Defense Force: World Brothers

Navigate to: %LOCALAPPDATA%\EDFWB\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Forced FXAA.

Evil West

Navigate to: %LOCALAPPDATA%\HighMoon\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following lines to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Elden Ring

Open the game's executable in a [HEX](#) editor.

Find: *8B 53 28 48 8B CF E8 C4 DF C8 FF*

Replace it with: *33 D2 90 48 8B CF E8 C4 DF C8 FF*

Save the changes.

Note: *This is a minor fix that will force anti-aliasing to be Off at startup, as the game defaults to TAA each time.*

F

F.I.S.T.: Forged In Shadow Torch

Navigate to: %LOCALAPPDATA%\ZingangGame\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file, save the changes and set the file read only:

[SystemSettings]

r.PostProcessAAQuality=0

Fade To Silence

Navigate to: %LOCALAPPDATA%\FadeToSilence\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Final Fantasy VII Remake

[Follow the instructions in this post to disable TAA and several other post-process effects.](#)

Fractured Space

Navigate to: <path-to-game>\spacegame\Config

Open the *DefaultEngine.ini* file in a notepad.

Find *r.DefaultFeature.AntiAliasing* at around the 143rd line and change its value to 0

F1 22

Navigate to: %USERPROFILE%\Documents\My Games\F1 22\hardwaresettings\hardware_settings_config.xml

Open the *hardware_settings_config.xml* file in a notepad.

Change *antialiasing taa=true* to *antialiasing taa=false* and save the changes.

F1 23

Navigate to: %USERPROFILE%\Documents\My Games\F1 23\hardwaresettings

Open the *hardware_settings_config.xml* file in a notepad.

Change *antialiasing taa=true* to *antialiasing taa=false* and save the changes.

F1 24

Navigate to: %USERPROFILE%\Documents\My Games\F1 24\hardwaresettings

Open the *hardware_settings_config.xml* file in a notepad.

Change *antialiasing taa=true* to *antialiasing taa=false* and save the changes.

Note: Config file changes might not be working. Use the [DLSSEnhancer](#) method instead, if that's the case.

Forza Motorsport

Navigate to: the game's main directory\media\base\gametunablesettings

Open the *userconfigoptions.xml* file in a notepad.

Search for *TAA* in the file by pressing Ctrl + F.

Edit the following section so that it looks like this and save the changes:

```
Header name="IDS_ImageModifiers_Header" type="Default"/>
  <Option name="IDS_TAA_Label" desc="IDS_TAA_Desc" id="29" type="Default">
```

```
allowDynamicControl="0" isToggle="1">
    <Value name="IDS_Off" id="0">
        <Property id="TilingScenario" value="2"/>
    </Value>
    <Value name="IDS_On" id="1">
        <Property id="TilingScenario" value="3"/>
    </Value>
</Option>
```

```
<Header name="IDS_ImageModifiers_Header" type="Default"/>
<Option name="IDS_TAA_Label" desc="IDS_TAA_Desc" id="29" type="Default" allowDynamicControl="0" isToggle="1">
    <Value name="IDS_Off" id="0">
        <Property id="TilingScenario" value="2"/>
    </Value>
    <Value name="IDS_On" id="1">
        <Property id="TilingScenario" value="3"/>
    </Value>
</Option>
```

Note: Make sure to include the spaces. Do not use Tab to create the spaces.

Note 2: If done correctly, then a TAA option should now appear in the Display settings tab.

Note 3: Set Dynamic optimization to Custom and disable upscaling technologies.

Note 4: It is recommended to make a backup of the userconfigoptions.xml file in case you mess up something.

Note #5: As of a game update, an official toggle has been added. This workaround will remain for historical reference.

Fallout 76

Navigate to: %USERPROFILE%\Documents\My Games\Fallout 76

Open the *Fallout76Prefs.ini* file in a notepad.

Find the *sAntiAliasing* line under the **Display** section and change its value to **0**

Save the changes.

Note: If the line is not there, then add it manually by typing *sAntiAliasing=0*

Note #2: Change the value to 1 for FXAA.

Final Fantasy XVI

[Use the DLSS method.](#)

Frostpunk 2

[Follow the instructions from this post by using the Universal Unreal Engine 5 Unlocker.](#)

Final Fantasy VII Rebirth

Navigate to %USERPROFILE%\Documents\My Games\FINAL FANTASY VII REBIRTH\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file, save the changes and set the file to *read only*:

```
[SystemSettings]
r.PostProcessAAQuality=0
```

FBC: Firebreak

Navigate to: %LOCALAPPDATA%\Remedy\FBCFirebreak

Open the *renderer.ini* file in a notepad:

Edit the following line as follows and save the changes:

```
"m_eSSAAMethod": 0
```

G

Gears of War 4

Navigate to %LOCALAPPDATA%\Packages\Microsoft.SpartaUWP_8wekyb3d8bbwe\LocalState\GearGame\Saved\Config\UWP

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file, save the changes and set the file to *read only*:

```
[SystemSettings]
r.PostProcessAAQuality=0
```

Gears 5

[Download this patcher.](#)

Place the file into the game's main directory (where the executable is located).

Run the patcher.

Note: This method only works on a pirated version of the game.

Grounded

Navigate to %LOCALAPPDATA%\Maine\Saved\Config

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

Guardians of the Galaxy

Open the game's executable in a [HEX](#) editor.

Find: *01 01 02 00 00 00 00 80 3F*

Replace it with: *00 01 02 00 00 00 00 80 3F*

Save the changes.

Note: The game renders at a slightly lower internal resolution than you have selected in-game (nothing to do with DLSS). Use the following fix to have the game render at your chosen resolution:

Find: *2C C9 83 E1 C0*

Replace it with: *2C C9 90 90 90*

Find: *2A C8 83 E2 C0*

Replace it with: *2A C8 90 90 90*

Save the changes

Gal*Gun 2

Navigate to: %LOCALAPPDATA%\GalGun2\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *Sg.AntiAliasingQuality* to **0**

Save the changes.

Graven

Navigate to: %LOCALAPPDATA%\Praest\Saved\Config\WindowsNoEditor

Open the Engine.ini file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

God of War

Download [this patcher](#).

Run the patcher. Manually select the game's executable if the patcher does not detect it.

Note: This also disables the Sharpening filter that's used alongside TAA.

Additional workarounds:

[Patcher for Depth Of Field.](#)

Note #2: Disables both the cutscene and gameplay Depth Of Field.

[Patcher for Vignette.](#)

[Patcher only for the Sharpening filter.](#)

Note #3: Anti-virus software may flag the patchers as malware. They are safe.

Godfall

Navigate to: %LOCALAPPDATA%\Aperion\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Set the quality of Visual Effects to Medium or Low. Anything higher will cause visual/graphical glitches.

GhostWire: Tokyo

Navigate to: %USERPROFILE%\Saved Games\TangoGameworks\GhostWire Tokyo\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *sg.AntiAliasingQuality=3* to **0**

Save the changes.

Granblue Fantasy: Relink

Download [this mod](#)

Follow the instructions on the mod page, download the file labeled “Disable TAA only” and extract the contents into the game installation directory.

Additional workarounds:

Download specific files to disable additional settings located on the same mod page.

- Motion Blur
 - Depth of Field
 - Fog
 - Bloom
-

Gray Zone Warfare

Navigate to: C:\Users\<username>\AppData\Local\Warfare or Grayzone\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[/script/engine.rendereroverridesettings]
```

```
r.AntiAliasingMethod=0
```

God of War: Ragnarök

Download [the latest version of fixes](#).

Copy *GoWR.NoTAA\GoWR.NoTAA.asi* and *!ASI_Loader_x64\dinput8.dll* in the game folder *God of War Ragnarok*

Rename *dinput8.dll* to *winmm.dll*

Note: The game can now be launched regularly from its executable. Upon startup, a configuration file GoWR.NoTAA.ini will be created and can be used to re-enable the effects.

Grand Theft Auto V Enhanced Edition (with enabled ray-tracing)

Navigate to: *Documents\Rockstar Games\GTAV Enhanced*

Open the *settings.xml* file in a notepad.

Change the value of the following parameter to `<AAType value="0" />`

Save the changes.

Note: The game forces on TAA when you enable ray-tracing.

Note #2: Going into the video settings and changing anything will revert this change.

Granblue Fantasy: Relink

[Use this mod.](#)

H

Hellblade: Senua's Sacrifice

Navigate to `%LOCALAPPDATA%\HellbladeGame\Saved\Config\WindowsNoEditor`

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

r.SceneColorFringeQuality=0 - disables Chromatic Aberration

r.Tonemapper.GrainQuantization=0 - disables Film Grain (requires the line below)

r.Tonemapper.Quality=0 - disables Film Grain (requires the line above)

r.MotionBlurQuality=0 - disables Motion Blur

Note: Disabling TAA can introduce a noticeable amount of texture and shadow dithering.

Note #2: Depth Of Field is used especially during cutscenes but also to emphasize certain gameplay situations. Disabling it will also make the effect unavailable in the game's Photo Mode.

Hydroner

Navigate to: `%LOCALAPPDATA%\Mining\Saved\Config\WindowsNoEditor`

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Hogwarts Legacy

Navigate to: %LOCALAPPDATA%\Hogwarts Legacy\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following lines to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Hitman 3

Download the [latest version of fixes](#).

Copy *Hitman3.NoTAA\Hitman3.NoTAA.asi* and *dinput8.dll* in the game folder
HITMAN3\Retail

The game can now be launched regularly from its executable. Upon startup, a configuration file *Hitman3.NoTAA.ini* will be created, and can be used to enable again TAA or tune the sharpening filter.

Halo Infinite

Download [this mod](#).

Drag and drop the contents inside the ZIP into your game's directory and click Overwrite.

Note: Set the Shadow Quality to at least the High setting.

Inside

[Install this mod](#).

Islands of Insight

Navigate to: %userprofile%\AppData\Local\FactoryGame\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

r.AntiAliasingQuality=0

Indiana Jones and the Great Circle

Download the [latest version of fixes](#).

Copy *TheGreatCircle.NoTAA\TheGreatCircle.NoTAA.asi* and *!ASI_Loader_x64\dinput8.dll* in the game folder *TheGreatCircle*

Rename *dinput8.dll* to *winmm.dll*

The game can now be launched regularly from its executable. Upon startup, a configuration file *TheGreatCircle.NoTAA.ini* will be created, and can be used to enable TAA again.

J

K

Killing Floor 3

Navigate to: %localappdata%\Nightfall\Saved\Config\WindowsClient

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

r.DefaultFeature.AntiAliasing=0

L

Life is Strange: True Colors

Navigate to %LOCALAPPDATA%\Siren\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

r.ToneMapper.Sharpen=0 - disables Sharpening

Lost In Random

Navigate to the game's installation folder.

Open the *GameAssembly.dll* file in a [HEX](#) editor.

Find: 48 89 5C 24 08 48 89 74 24 10 57 48 81 EC 80 00 00 00 80 3D 3C E9 D5 02 00

Replace it with: C3 89 5C 24 08 48 89 74 24 10 57 48 81 EC 80 00 00 00 80 3D 3C E9 D5 02 00

Save the changes.

Note: The game uses 2 passes of FXAA. This workaround only disables 1 pass. Disabling both passes of FXAA can result in various graphical glitches such as certain HUD elements not rendering properly. If you wish to disable Anti-Aliasing entirely, then apply the following workaround as well:

Find: 8B 47 44 89 83 34 01 00 00

Replace it with: B0 00 90 89 83 34 01 00 00

Save the changes.

Note #2: Disabling post-processing fixes the graphical glitches. If you wish to do so, then apply the following workaround as well:

Find: 41 0F B6 46 40 88 83 10 01 00 00

Replace it with: B0 00 90 90 90 88 83 10 01 00 00

Save the changes.

Like A Dragon: Ishin!

Navigate to: %LOCALAPPDATA%\LikeaDragonIshin\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
r.PostProcessAAQuality=0
```

Additional workarounds:

r.MotionBlurQuality=0 - disables Motion Blur

r.DepthOfFieldQuality=0 - disables Depth Of Field

Lies of P

Navigate to: <path-to-game>\LiesofP\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
```


r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

LEGO Horizon Adventures

Download the [latest version of fixes](#).

Copy *LegoHorizonAdventures.NoTAA\LegoHorizonAdventures.NoTAA.asi* and *dinput8.dll* in the game folder *LEGO Horizon Adventures\Glow\Binaries\Win64*

Rename *dinput8.dll* to *winm.dll*.

The game can now be launched regularly from its executable. Upon startup, a configuration file *LegoHorizonAdventures.NoTAA.NoTAA.ini* will be created, and can be used to re-enable the TAA again, as well as disable depth of field.

M

Mortal Shell

Navigate to:

%USERPROFILE%\Documents\MyGames\MortalShell\Dungeonhaven\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Maneater

%LOCALAPPDATA%\Maneater\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Mirror's Edge Catalyst

Set the in-game graphics preset to *Custom*.

Navigate to %USERPROFILE%\Documents\Mirrors Edge Catalyst\settings\PROF_SAVE_profile

Open the *PROF_SAVE_profile* file in a notepad.

Change the value of *GstRender.AntiAliasingDeferred* and *GstRender.AntiAliasingPost* to **0**

Save the changes.

Note: If the game crashes after applying this workaround, change the details of the reflections to Low with the following code:

GstRender.ReflectionQuality 0

Note #2: Because of the game's visual direction having massive amounts of high contrast edges and a constantly moving camera, disabling Anti-Aliasing will produce a massive amount of aliasing and shimmering. And since the game's Screen Space Reflections rely on temporal accumulation, disabling TAA will cause visual bugs.

Myth Of Empires

Navigate to C:/Users/(your username)/AppData/Local/MOE/Saved/Config/WindowsClient

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Mutant Year Zero: Road To Eden

Navigate to: %LOCALAPPDATA%\ZoneUE4\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Forced FXAA.

Metro Exodus (not the Enhanced Edition)

Download [this mod](#).

Extract the files into the game's directory, where the executable is located.

Note: Set the graphics preset to Extreme.

Note #2: This workaround also disables depth of field.

Mafia III

[Install this mod.](#)

Marauders

Navigate to: %LOCALAPPDATA%\RaidGame\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]  
r.PostProcessAAQuality=0
```

Additional workarounds:

r.DepthOfFieldQuality=0 - disables *Depth Of Field*

Marvel Rivals

Navigate to: %LOCALAPPDATA%\Marvel\Saved\Config\Windows

Open the *GameUserSettings.ini* in a notepad.

Find *AntiAliasingSuperSamplingMode* and change the value to **0**

Set the file to read-only mode.

Additional workarounds:

CASSharpness=0 - disables the sharpening

Note: Do not open the Settings after you apply this workaround, as it'll revert it.

Note #2: Anti-Aliasing will remain enabled in the menus.

Note #3: As of the winter update, config file tweaks have been blocked. This'll remain archived here for historical reference.

Note #4: As of another update, a toggle for anti-aliasing was added.

Metal Gear Solid Δ: Snake Eater

Navigate to: %LOCALAPPDATA%\MGSDelta\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

```
[SystemSettings]
```

r.AntiAliasingMethod=0

Metal Eden

Navigate to: C:\Users\<username>\AppData\Local\MetalEden\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.AntiAliasingMethod=0

N

Ninja Gaiden 2 Black

Navigate to: Users\<your
username>\AppData\Local\NINJAGAIKEN2BLACK\Saved\Config\Windows

Create an *Engine.ini* file.

Add the following line to the bottom of the file, save the changes and set to read-only:

[SystemSettings]

r.AntiAliasingMethod=0

O

Octopath Traveler

Navigate to
%USERPROFILE%\Documents\MyGames\Octopath_Traveler\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

P

Project CARS 3

Navigate to: %LOCALAPPDATA%\Slightly Mad Studios\Project CARS 3

Open the *GraphicsConfigDX11.xml* file in a notepad.

Change the value of `<prop name="AntiAlias" antialias="0" />` to **0**

Save the changes.

Note: *Disabling TAA may cause graphical issues in the garage. Such as a [stretched screen](#) and [broken reflections](#).*

Note #2: *Alternatively, you can replace the TAA with SMAA + FXAA by changing the value of `<prop name="SMAAFXAA" smaafxaa="0" />` to **1***

Planet Of Lana

Download the [the latest version of fixes](#).

Copy *dinput8.dll*, *PlanetOfLana.NoTAA.asi* and *PlanetOfLana.NoTAA_d3d11.ini* in the game folder *Planet of Lana*.

Finally, rename *dinput8.dll* to *d3d11.dll* and *PlanetOfLana.NoTAA_d3d11.ini* to *d3d11.ini* so that the game directory contains the following files: *d3d11.dll*, *d3d11.ini* and *PlanetOfLana.NoTAA.asi*

The game can now be launched regularly from its executable. Upon startup, a configuration file *PlanetOfLana.NoTAA.ini* will be created, and can be used to tune the TAA setting (on or off).

Persona 3 Reload

Navigate to: C:\Users\<username>\AppData\Local\P3R\Saved\Config\WinGDK

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Project Borealis: Prologue

Navigate to:

%LOCALAPPDATA%\ProjectBorealis\Saved\Config\Windows\GameUserSettings.ini

Create and open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.AntiAliasingMethod=0

Note: Refer to [this post](#) for extra command variables that potentially lessen the aliasing and noise as a result of removing temporal AA.

Note #2: The *Engine.ini* file has to be marked as Read-only. Otherwise, it'll get deleted upon each game launch.

Q

R

Resident Evil Village

Open the game's executable in a [HEX](#) editor.

Find: *75 49 83 B8 F8 01 00 00 05 74 40*

Replace it with: *75 49 C6 80 F8 01 00 00 05 EB 40*

Note: You need to select TAA in the game's graphics menu.

Note #2: Ending cutscenes may stutter on some configurations. In this case, revert back to the original executable.

Resident Evil 7: Biohazard

Open the game's executable in a [HEX](#) editor.

Find: *89 51 34 85 D2 74 1E (DX11)*

Replace it with: *B2 04 89 51 34 74 1E (DX11)*

Find: *89 51 20 85 D2 74 23 (DX12)*

Replace it with: *B2 04 89 51 20 74 23 (DX12)*

Save the changes.

[Additional workarounds](#)

ReadySet Heroes

Navigate to: %LOCALAPPDATA%\CNB\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *Sg.AntiAliasingQuality* to **0**

Save the changes.

Remothered: Tormented Fathers

Navigate to: %LOCALAPPDATA%\Remothered\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Ruiner

Navigate to: %LOCALAPPDATA%\Ruiner\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Ready Or Not

Navigate to: %LOCALAPPDATA%\ReadyOrNot\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Remnant II

Download [the latest version of fixes](#).

Copy *dinput8.dll*, *Remnant2.NoTAA.asi* and *Remnant2.NoTAA_d3d11.ini* in the game folder *Remnant2\Remnant 2\Binaries\Win64*.

Finally, rename *dinput8.dll* to *winm.dll* and so that the game directory contains the following files: *winm.dll* and *Remnant2.NoTAA.asi*

The game can now be launched regularly from its executable. Upon startup, a configuration file *Remnant2.NoTAA.asi* will be created, and can be used to tune the TAA setting (on or off).

RoboCop: Rogue City

Use the Universal Unreal 5 Unlocker.

Type *r.AntiAliasingMethod 0* into the console.

Note: *You will have to apply this workaround upon each game launch.*

Resident Evil 4 Remake

Although this game doesn't force TAA, it has a forced sharpening filter. Most likely due to the developers expecting players to use TAA. Follow the instructions in [this post](#) to disable it.

Returnal

Navigate to: %LOCALAPPDATA%\Returnal\Steam\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.SceneColorFringeQuality=0 - disables Chromatic Aberration

r.Tonemapper.Quality=0 - disables Vignette

Riven (2024)

Navigate to: %LOCALAPPDATA%\Riven\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.AntiAliasingMethod=0

Note: *This workaround also applies to the VR mode.*

Risk of Rain 2

[Download and install this mod.](#)

Note: *Forced FXAA. Possibly forced TAA.*

S

Star Wars Jedi: Fallen Order

Navigate to %LOCALAPPDATA%\SwGame\Saved\Config\WindowsNoEditor

Open *GameUserSettings.ini* in a notepad.

Find `sg.AntiAliasingQuality=3` at the very bottom under "**ScalabilityGroups**", and change it to **0**

Save the changes.

Additional workarounds:

`sg.PostProcessingQuality=0` - disables Depth Of Field (but some other effects as well)

Star Wars Battlefront II (2017)

Set Motion Blur to 1%.

Create a *user.cfg* file and add the line **WorldRender.LightTileCsPathEnable 0** to it.

Place it in the game's main directory (where the executable is located).

Note: If this workaround doesn't work in DirectX 12, then switch to the DirectX 11 rendering API.

Severed Steel

Navigate to %%LOCALAPPDATA%\ThankYouVeryCool\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

State Of Decay 2

Navigate to %LOCALAPPDATA%\StateOfDecay2\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Super People

Navigate to: %LOCALAPPDATA%\BravoHotelGame\Saved\Config\WindowsNoEditor

Open the Engine.ini file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.Tonemapper.Sharpen=0 - disables Sharpening

Scavengers

Navigate to: %LOCALAPPDATA%\Scavenger\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *Sg.AntiAliasingQuality* to **0**

Save the changes.

Sniper: Ghost Warrior 3

Navigate to: <path-to-game>\GameSDK

Create a file called *game.cfg* and open it in a notepad.

Add the following line to the file and save the changes:

r_AntiAliasingMode=1

Note: The game uses Temporal SMAA. Using this workaround results in a less blurry image. If you wish to disable Anti-Aliasing entirely, then write a 0 instead of a 1.

Note 2: Entirely disabling Anti-Aliasing results in flickering and lighting issues.

Additional workarounds:

r_DepthOfField=0 - disables the blurring of distant landscapes as well as the Radial Blur when using iron sights

r_HDRGrainAmount=0 - disables Film Grain

Shenmue III

Navigate to: %LOCALAPPDATA%\Shenmue3\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Note: Even though you can disable Anti-Aliasing in-game by selecting the Very Low preset, doing so will disable/lower the quality of several other effects. Use this workaround to bypass this inconvenience.

Note 2: Someone has reported that the above workaround does not work. It needs additional confirmation.

Song Of Horror

Navigate to: %LOCALAPPDATA%\SongOfHorror\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

SpongeBob SquarePants: Battle For Bikini Bottom - Rehydrated

Navigate to: %LOCALAPPDATA%\Pineapple\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Forced FXAA.

Street Power Ball

Navigate to: %LOCALAPPDATA%\SFL\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Sifu

Navigate to: %LOCALAPPDATA%\Sifu\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.Tonemapper.GrainQuantization=0 - (disables Film Grain) [requires the line below as well]

r.Tonemapper.Quality=0 - (disables Film Grain) [requires the line above as well]

Stray

Navigate to: %LOCALAPPDATA%\Hk_project\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

Scorn

Navigate to: %LOCALAPPDATA%\Scorn\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following lines to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

r.SceneColorFringeQuality=0 - disables Chromatic Aberration

r.Tonemapper.GrainQuantization=0 - (disables Film Grain) [requires the line below as well]

r.Tonemapper.Quality=0 - (disables Film Grain) [requires the line above as well]

Sons Of The Forest

The game may still have anti-aliasing enabled even if you disable it in the settings. To completely disable it, first enable it and then disable it once again. Do the same if you want to use a specific AA method. Enable a different one, disable it and enable the one that you want.

Star Wars Jedi: Survivor

Method #1:

[Use the Universal Unreal Engine 4 Unlocker](#) and manually type the workaround into the console.

Note: This workaround must be applied each time that you launch the game.

Method #2:

[Use this mod.](#)

Steelrising

Navigate to: %USERPROFILE%\Documents\Steelrising

Open the *settings.json* file in a notepad.

Under the *graphic* section, find `<"aaQuality": "TAA",>` and change its value to `<"aaQuality": "DISABLE",>`

Save the changes.

System Shock Remake

Navigate to: %USERPROFILE%\Saved Games\Nightdive Studios\SystemShock\Saved\Config\WindowsNoEditor

Open the *GameUserSettings.ini* file in a notepad.

Change the value of *sg.AntiAliasingQuality* to **0**

Save the changes.

Starfield

Navigate to: %USERPROFILE%\Documents\My Games\Starfield

Open the *StarfieldCustom.ini* file in a notepad.

Add the following text to the file and save the changes:

[Display]

bTemporalAA_idTech7=0

Sleeping Dogs: Definitive Edition

[Install this mod.](#)

Note: No AA Off option in the game. Forces a choice between FXAA and SSAA.

SCUM

Navigate to: %LOCALAPPDATA%\SCUM\Saved\Config\WindowsNoEditor

Open the *Engine.ini* in a notepad.

Add the following text to the file and save the changes:

```
[/script/engine.rendereroverridesettings]  
r.DefaultFeature.AntiAliasing=0
```

Sea Of Thieves

Navigate to: %LOCALAPPDATA%\Athena\Saved\Config\WindowsClient

Open the *Engine.ini* file in a notepad.

Add the following text to the file, save the changes and set the file to read-only:

```
[SystemSettings]  
r.PostProcessAAQuality=0
```

Note: Forced FXAA.

Star Citizen

Navigate to <path-to-game>\LIVE\USER

Open the *user.cfg* file in a notepad.

Add the following line to it and save the changes:

```
r.TSR 0
```

Note: Alternatively, you can type this command into the game's console.

Senua's Saga: Hellblade II

Navigate to: %LOCALAPPDATA%\Hellblade2\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.AntiAliasingMethod=0

Additional workarounds:

r.FilmGrain=0 - disables film grain

r.NT.Lens.ChromaticAberration.Intensity=0 - disables chromatic aberration

r.NT.Lens.Distortion.Intensity=0 - disables lens distortion (requires the line below as well)

r.NT.Lens.Distortion.Stretch=0 - disables lens distortion (requires the line above as well)

r.NT.DOF.RotationalBokeh=0 - disables depth of field (requires the line below as well)

r.NT.DOF.NTBokehTransform=0 - disables depth of field (requires the line above as well)

r.NT.EnableConstrainAspectRatio=0 - disables letterboxing (requires the line below as well)

[/Script/Engine.LocalPlayer]

AspectRatioAxisConstraint=AspectRatio_MaintainXFOV - disables letterboxing (requires the line above as well)

Star Wars Outlaws

Navigate to: %USERPROFILE%\Documents\My Games\Outlaws

Open the *graphic_settings* file in a notepad.

Add **taa = "Off"** between the **sun shadow bit depth** and **terrain occlusion2** lines and save the changes.

T

Tom Clancy's The Division 2

Navigate to Username/Documents/My Games/Tom Clancy's The Division 2

Open *graphic_settings.cfg* in a notepad.

Set "**taa=0**"

Save the changes.

The Outer Worlds

Navigate to %LOCALAPPDATA%\Indiana\Saved\Config\WindowsNoEditor\

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Disabling TAA can add light strobing which is caused by the Bloom effect. If it bothers you, add the line *r.BloomQuality=0* as well in order to disable Bloom.

The Ascent

Navigate to %LOCALAPPDATA%\TheAscent\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Additional workarounds:

r.DepthOfFieldQuality=0 - disables Depth Of Field

The Sinking City

Navigate to: %LOCALAPPDATA%\TSCGame\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

The Sojourn

Navigate to: %LOCALAPPDATA%\TheSojourn\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Trials of Mana

Navigate to: %USERPROFILE%\Documents\My Games\Trials of Mana\Steam\<user-id>\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

Note: Requires to be run after each launch of the game. Setting the file to read-only may circumvent this issue.

The Gunk

Navigate to:

%LOCALAPPDATA%\Packages\Thunderful.TheGunk_8j53pwgd019sy\LocalCache\Local\Dust\Saved\Config\WinGDK

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Additional workarounds:

r.MotionBlurQuality=0 - disables Motion Blur

r.SceneColorFringeQuality=0 - disables Chromatic Aberration

r.Tonemapper.GrainQuantization=0 - (disables Film Grain) [requires the line below as well]

r.Tonemapper.Quality=0 - (disables Film Grain) [requires the line above as well]

The Quarry

Download the [Universal Unreal Engine 4 Unlocker](#).

Extract the files to a folder of your choosing.

Launch *UuuClient.exe*.

Launch the game.

Once in the main menu, Alt-Tab from the game to the Universal Unreal Engine 4 Unlocker window, and then click on the **Select** button to the right of 'Process to inject to'.

Select the game's executable and then click **Select** in the lower-right corner.

Click the blue **Inject DLL** button.

Go back to the game and tap the tilde key (above Tab and below Escape) to open the console.

Type the following line: `r.DefaultFeature.AntiAliasing 0`

Additional workarounds:

`r.Tonemapper.Sharpen 0` - disables Sharpening

`r.DepthOfFieldQuality 0` - disables Depth Of Field

Note: *This needs to be done every time you launch the game. Config file edits don't work in The Quarry (the game overrides them), so there is currently no way to permanently disable TAA.*

The Last of Us Part I

Open the game's executable in a [HEX](#) editor.

Find: `84 C0 74 08 41 8A C7 EB 05`

Replace it with: `84 C0 90 90 32 C0 90 EB 05`

Find: `44 0F B6 F8 C5 C8 57 F6 84 C0`

Replace it with: `45 33 FF 90 C5 C8 57 F6 84 C0`

Note: *This will also disable the sharpening filter that is bundled with the TAA.*

Note #2: *If you own the Steam version, then you may have to download [Steamless](#) and first unpack the executable (tlou-i.exe). Then, create a backup of tlou-i.exe and rename tlou-i.exe.unpacked.exe to tlou-i.exe.exe.*

Note #3: *Consult the [corresponding post](#) for the most up-to-date codes if you run into any issues with this workaround.*

Note #4: *This fix might not be functional in the current version of the game.*

The Talos Principle II

Navigate to: `%LOCALAPPDATA%\Local\Talos2\Saved\Config\Windows`

Open the `Engine.ini` file in a notepad.

Add the following line to the bottom of the file and save the changes:

`[/script/engine.renderersettings]`

`r.AntiAliasingMethod=0`

To reduce aliasing as much as possible while keeping TAA disabled, add the following lines as well:

r.ContactShadows=0
r.AmbientOcclusion.Compute=1
r.AmbientOcclusion.Compute.Smooth=1
r.MipMapLODBias=-15/+15
r.SSR.Quality=0

The Expanse: A Telltale Series

Navigate to: C:\Users\"your
username"\AppData\Local\Artemis\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]
r.DefaultFeature.AntiAliasing=0

Terminator: Resistance

Navigate to: %LOCALAPPDATA%\Terminator\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]
r.PostProcessAAQuality=0

Tekken 8

Download [this program](#).

Press F1 after launching the game and select the AA Off option.

Note: In-game AA should be set to TAAU. Other options might work as well. That is, except for the upscalers.

The First Descendant

Navigate to: C:\Users\<username>\AppData\Local\M1\Saved\Config\Windows

Open the *Engine.ini* file in a notepad.

Add the following lines to the bottom of the file and save the changes:

[SystemSettings]

r.TemporalAA.Algorithm=0

r.TemporalAA.Upsampling=0

r.TemporalAA.ClampTolerant=0

r.TemporalAACurrentFrameWeight=1 (lowering this to 0.4, for example, will reduce shimmer but increase blur, change it to your preference)

r.TemporalAAFilterSize=0.1

Note: This practically fully disables the TAA. It gets re-enabled after the game enters online mode.

Throne and Liberty

Navigate to: %localappdata%\TL\Saved\Config\WindowsNoEditor

Create an *Engine.ini* file.

Add the following lines to the bottom of the file and save the changes:

[SystemSettings]

r.DefaultFeature.AntiAliasing=0

The Crew 2

Navigate to: C:\Users\yourusername\Documents\The Crew 2

Open the *PCScalability.xml* file in a notepad.

Modify the following parameters as follows in order to disable TAA:

AntiAliasing="2"

TemporalAA="69420"

Note: You can type any number that's higher than 5 into the TemporalAA parameter.

Note #2: Setting AntiAliasing to 2 might not be needed.

Note #3: Turning off Screen-Space Reflections might be recommended given that they're heavily dithered.

The Finals

[Use the DLSSEnhancer method.](#)

The Alters

UE5 config method works.

U

Uncharted 4: A Thief's End

Open the game's executable in a [HEX](#) editor.

Find: *75 04 B0 01 EB 02 32 C0 41 88 86 93 14 01 00*

Replace it with: *EB 04 B0 01 EB 02 32 C0 41 88 86 93 14 01 00*

Find: (original, u4.exe / non-AVX2, u4-l.exe): *C5 C0 57 FF 40 0F 95 C6 / C5 C8 57 F6 40 0F 95 C7*

Replace (original, u4.exe / non-AVX2, u4-l.exe): *C5 C0 57 FF 40 32 F6 90 / C5 C8 57 F6 40 32 FF 90*

Save the changes.

To disable the leftover Sharpening filter, apply the following fix:

Find: *B0 01 EB 04 32 DB 32 C0*

Replace it with: *32 C0 EB 04 32 DB 32 C0*

Save the changes.

To disable Depth Of Field (during cutscenes and gameplay), apply the following fix:

Find: *41 8B 87 20 0C 00 00*

Replace it with: *B8 00 00 80 7F 90 90*

Save the changes.

To disable the mild Chromatic Aberration, apply the following fix:

Find: *41 8B 86 50 0D 00 00*

Replace it with: *33 C0 90 90 90 90 90*

Save the changes.

To disable the barrel distortion effect, apply the following fix:

Find: *41 8B 86 48 0D 00 00*

Replace it with: *33 C0 90 90 90 90 90*

Save the changes.

Note: If you own the Steam version, then download [Steamless](#) and first unpack the executable (u4.exe). Then, create a backup of u4.exe and rename u4.exe.unpacked.exe to u4.exe.

Note 2: Consult the [corresponding post](#) for the most up-to-date codes if you run into any issues with this workaround.

Uncharted: The Lost Legacy

Find: *75 04 B0 01 EB 02 32 C0 41 88 86 F3 14 01 00*

Replace it with: *EB 04 B0 01 EB 02 32 C0 41 88 86 F3 14 01 00*

Find: (original, tll.exe / non-AVX2, tll-l.exe): *C5 C8 57 F6 41 0F 95 C6 / C5 C8 57 F6 40 0F 95 C5*

Replace it with: (original, tll.exe / non-AVX2, tll-l.exe): *C5 C8 57 F6 45 32 F6 90 / C5 C8 57 F6 40 32 ED 90*

Save the changes.

To disable the leftover Sharpening filter, apply the following fix:

Find: *B0 01 EB 04 32 DB 32 C0*

Replace it with: *32 C0 EB 04 32 DB 32 C0*

Save the changes.

To disable Depth Of Field (during cutscenes and gameplay), apply the following fix:

Find: *41 8B 87 B0 0C 00 00*

Replace it with: *B8 00 00 80 7F 90 90*

Save the changes.

To disable the mild Chromatic Aberration, apply the following fix:

Find: *41 8B 87 DC 0D 00 00*

Replace it with: *33 C0 90 90 90 90 90*

Save the changes.

To disable the barrel distortion effect, apply the following fix:

Find *41 8B 87 D4 0D 00 00*

Replace it with *33 C0 90 90 90 90 90*

Save the changes.

Screen zoom fix:

Find: *41 8B 87 D8 0D 00 00*

Replace it with: *B8 00 00 80 3F 90 90*

Save the changes.

Note: If you own the Steam version, then you may have to download [Steamless](#) and first unpack the executable (tll.exe). Then, create a backup of tll.exe and rename tll.exe.unpacked.exe to tll.exe.

Note #2: Consult the [corresponding post](#) for the most up-to-date codes if you run into any issues with this workaround.

Unawake

Navigate to: %LOCALAPPDATA%\Unawakes\Saved\Config

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.AntiAliasingMethod=0

V

Visions of Mana

Navigate to: %LOCALAPPDATA%\VisionsofMana\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

W

Warhaven

Navigate to: %LOCALAPPDATA%\Warhaven\Saved_SNF\Config\WindowsClient

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

Way of the Hunter

Note: [This game forces upscaling.](#) You need to set the internal resolution to native via the Universal Unreal Engine 4 Unlocker by using the `Sg.ResolutionQuality 100` command upon every launch.

Warhammer 40,000: Space Marine II

[Use the DLSSEnhancer method.](#)

X

Xuan-Yuan Sword VII

Navigate to: %LOCALAPPDATA%\SOFTSTAR\SWD7\Saved\Config\WindowsNoEditor

Open the *Engine.ini* file in a notepad.

Add the following line to the bottom of the file and save the changes:

[SystemSettings]

r.PostProcessAAQuality=0

XDefiant

Navigate to: %USERPROFILE%\Documents\My Games\XDefiant

Open the *bc_gfx_settings_unauthenticated.cfg* file in a notepad.

Change the value of “*taa*” to **0**

Save the changes.

Y

Yooka-Laylee

Download [this mod](#).

Extract the contents to the installation folder.

Open the *d3dx.ini* file in the notepad.

Find the *Post Processing AA* line.

Change the value of *w=0* to *w=1* and save the changes.

Additional workarounds:

Press F4 to disable depth of field.

Note: Some kind of forced post-process AA.

Z