

GShade to ReShade collaborative notes

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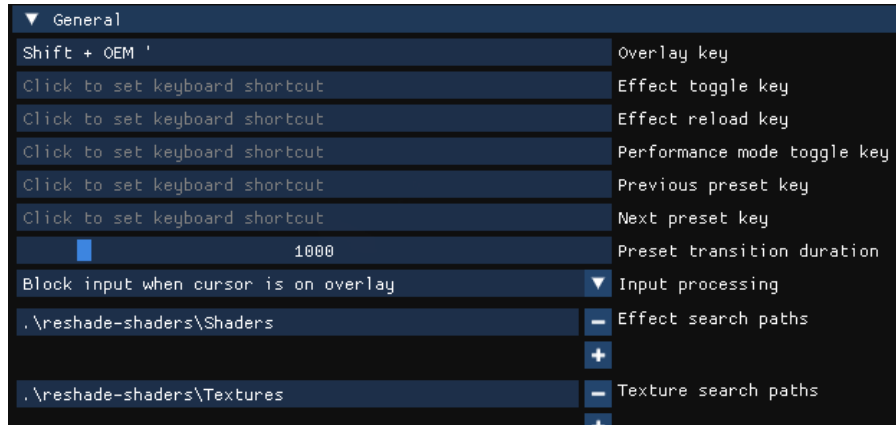
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No presets, no shaders, everything's on fire

Check your pathing for both presets and shaders if your lists are empty:



You want “Effect search paths” and “Textures search paths” to point to reshade-shaders" 's respective folders. When done, hit the Home tab and bottom of ReShade: reload.

I strongly advise you to create a “Custom Textures” folder within the “Textures folder” and to add it as a path into your ReShade settings. So you can install the preset textures separately from the shaders textures.

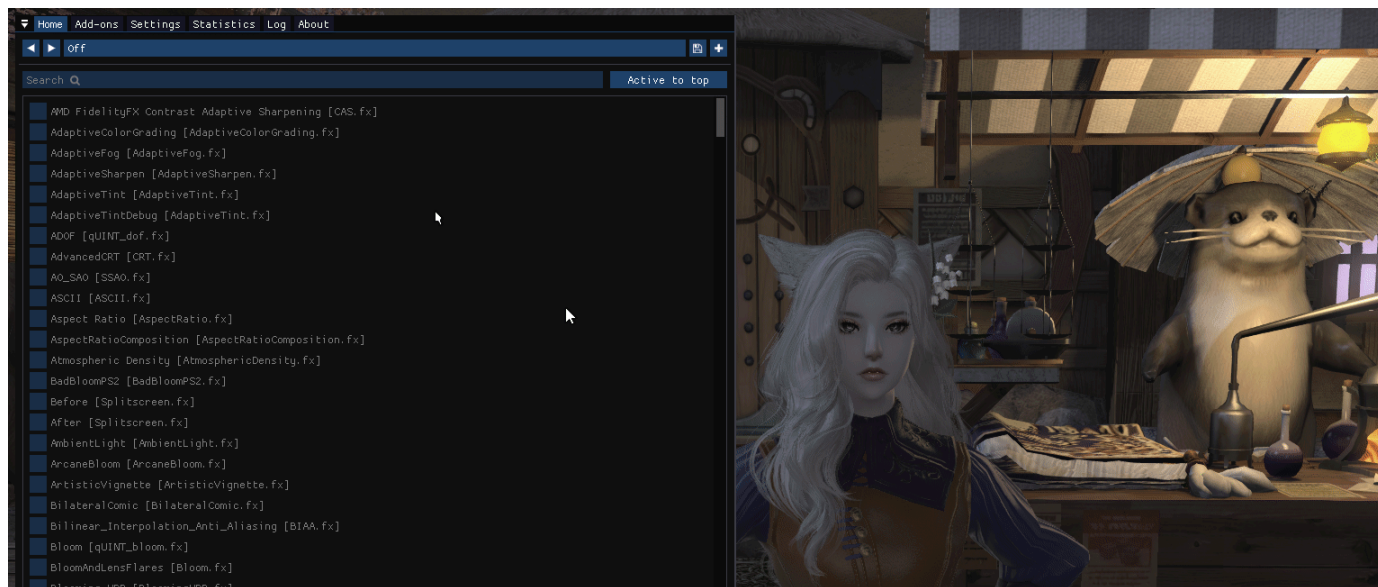
You might also want to switch default “Input processing” to “Block input when cursor is on overlay” to match GShade’s UI / game switch. (there’s lil glitching is you use direction arrows like me, ur char will run to oblivion, just hit reload to stop their pain)

GShade textures & shaders backup

2023.09 GShade shaders, textures & presets: [LINK](#)

No Vertical previewer in ReShade?

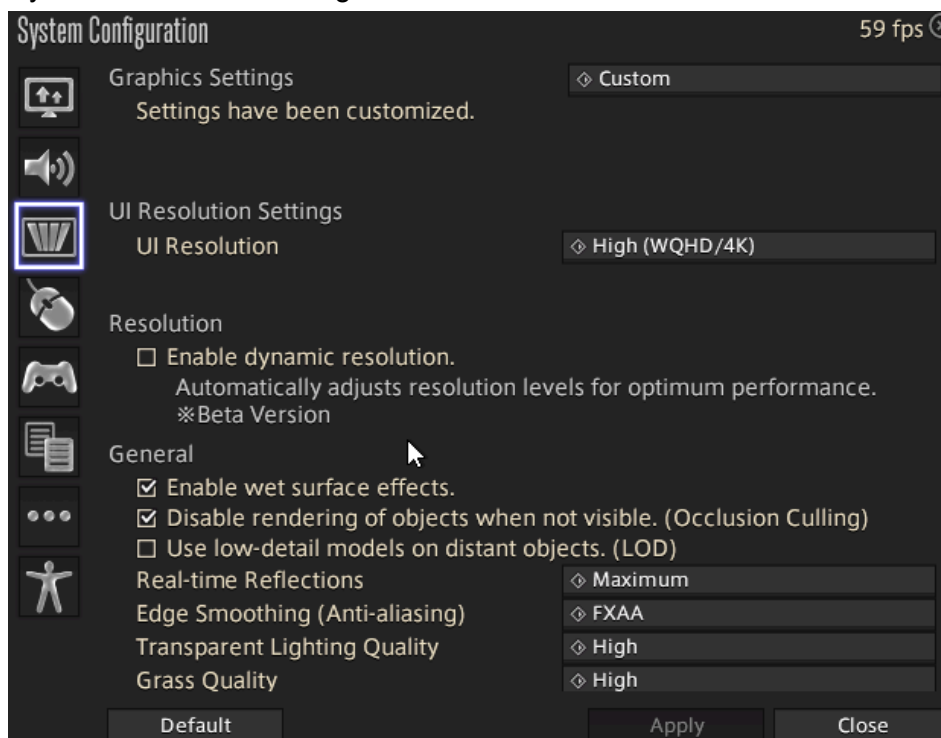
If you imported your GShade shaders, you actually have both VerticalPreviewer.fx shaders & texture (UIMask.png). You just need to look for them in the search field.



If you don't have your GShade shaders, you'll find a backup [here](#). Drag and drop in your reshade-shaders folder.

Not centred ADoF (qUINT_adof.fx) & MXAO (MXAO *.* (EX).fx) etc

Turn off in-game dynamic resolution setting.

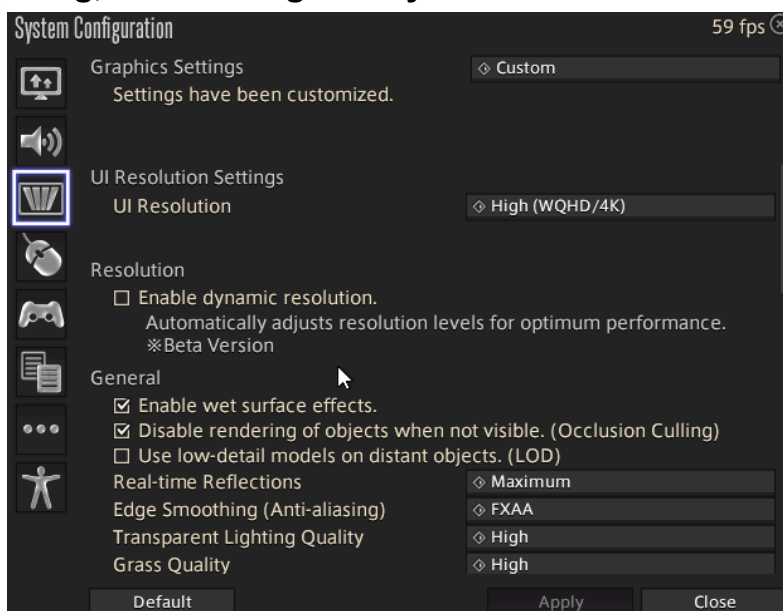


My Job Gauges have a weird frame (REST addon)



Example

First, before everything, disable in-game dynamic resolution:



There is a fix already up for this, you will need a ReShade addon, a shader and a configuration file.

[GitHub - 4lex4nder/ReshadeEffectShaderToggler-FFXIV](https://github.com/4lex4nder/ReshadeEffectShaderToggler-FFXIV)

Get the addon [here](#).

- 1) Install it directly "**ReshadeEffectShaderToggler.addon**" in your game install folder (where your ffxiv_dx11.exe is)

Default game install:

C:\Program Files (x86)\SquareEnix\FINAL FANTASY XIV - A Realm Reborn\game*

(Put the .ADDON file here)

- 2) Put the **ReshadeEffectShaderToggler.ini** according to your launcher:

- **Vanilla launcher users:**

C:\Program Files (x86)\SquareEnix\FINAL FANTASY XIV - A Realm Reborn\boot*

- **Dalamud users:**

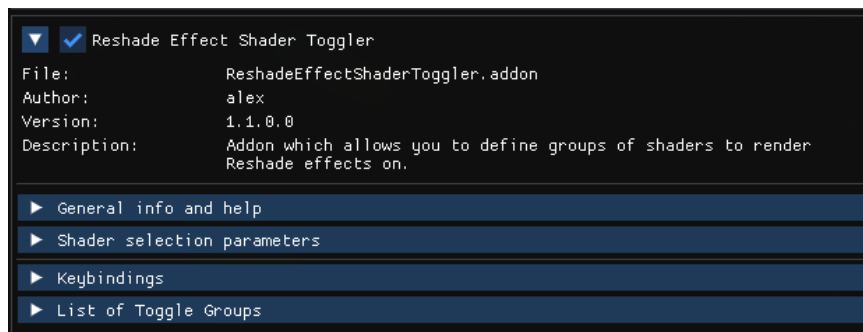
C:\Program Files (x86)\SquareEnix\FINAL FANTASY XIV - A Realm Reborn\game*

- **Steam users:** (put in both folders the INI)

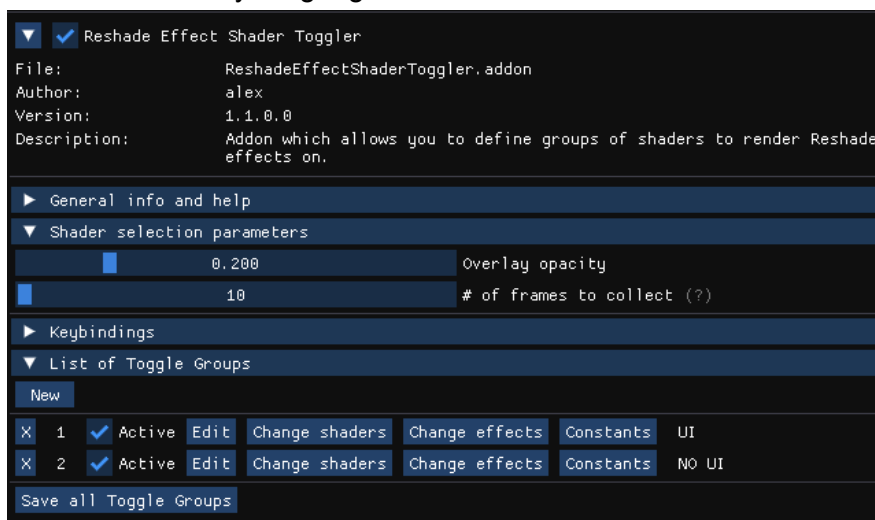
C:\Program Files (x86)\SquareEnix\FINAL FANTASY XIV - A Realm Reborn\boot*

3) THEN, RESTART YOUR GAME ENTIRELY, not just login off, shut the game and restart it.

You will see in the addon tab your newly added addon “Reshade Effect Shader Toggler”:



Toggle it on and then roll down the “List of Toggle Groups” menu, if you have a list of 2 active toggles, you successfully installed the addon and your gauges should now be back to normal.



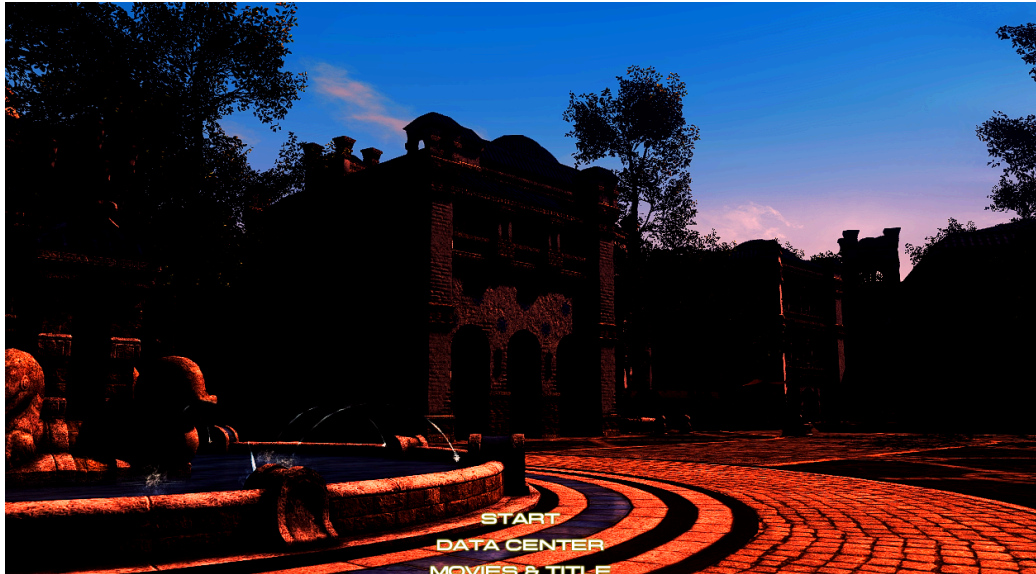
If those instructions did not work for you, try to strictly follow Alex’s original instructions (that got updated for more detailed and complete step by step instructions): [GitHub - 4lex4nder/ReshadeEffectShaderToggler-FFXIV](https://github.com/4lex4nder/ReshadeEffectShaderToggler-FFXIV)

If you run through issues not mentioned in this document, note errors, crash reports, screenshot issues and collect any relevant info and submit an issue to the GitHub entry. Alex is actively working on this addon, any info will be welcomed.

With REST addon, you should remove KeepUI.fx from your shaders: doing this, you won’t need to manually fix presets which included it as it can totally make said preset unusable.

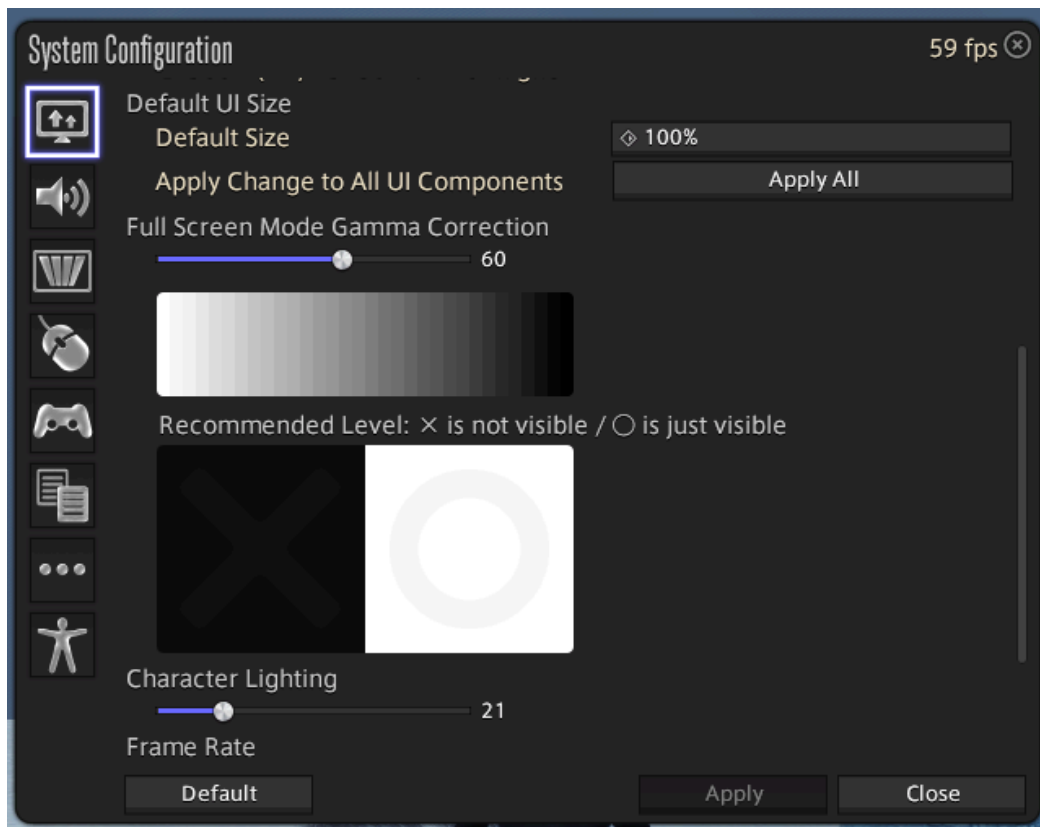
My screen is very dark / looks haunted with REST addon

Example:



Fixes possible:

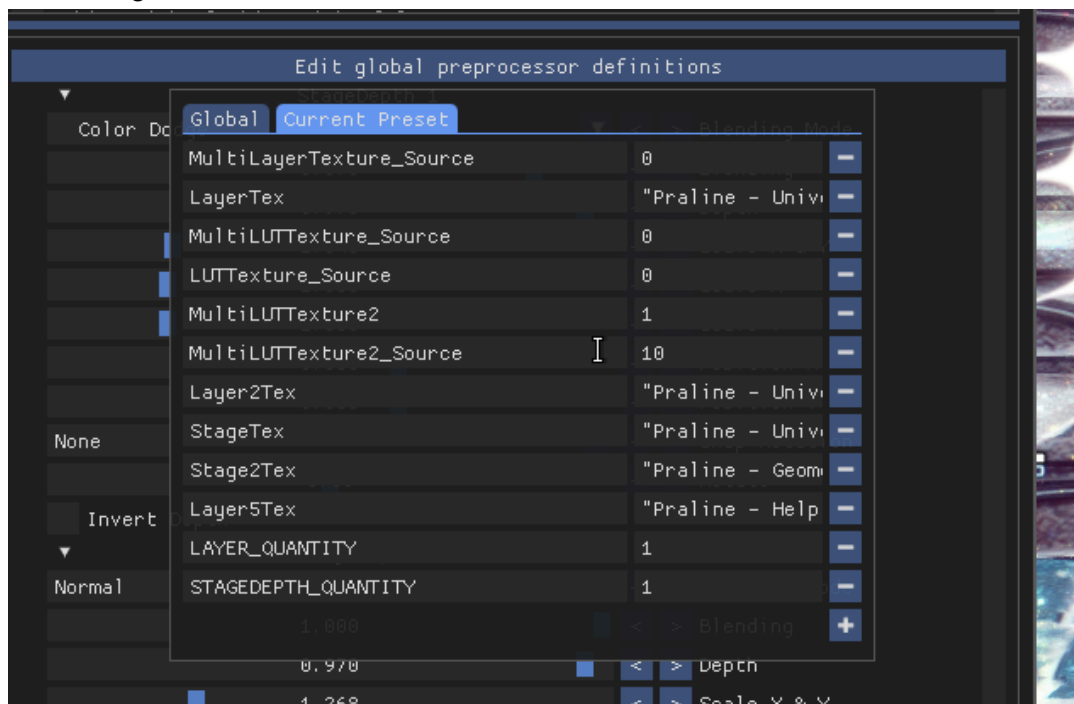
- Set you in-game gamma value to anything else than 50 (literally anything)



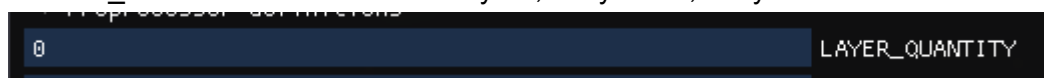
- Check your MultiLUTs / LUTs, if broken: [GShade to ReShade collaborative notes](#) (LUT chapter)
- Bring MXAO / AO / RTGI / RayTracing shaders ON TOP of your list
- Disable KeepUI.fx
- Your shaders might be outdated, delete your Shaders folder and get BlackWaltz's archive
- You might want to try untick the PPFx SSDO shader (outdated)

Edit later Layer.fx / StageDepth.fx

With ReShade, activating your texture shader will not be enough to access all preprocessor settings. To pick and tweak your shader to its fullest, you will need to click “Edit Global preprocessor definitions” And then go to the tab “Current Preset”.



“LAYER_QUANTITY” = number of layers, 1 layer = 0, 2 layers = 2



All blending options are working.

To edit the texture used on your layer:

Edit global preprocessor definitions > Current preset

Add a new field, write “LayerTex” left and the texture file name between inverted commas:



Grammar for Layer 2 is “Layer2Tex”, layer 3 “Layer3Tex” etc.

If your fields are empty, you need to fill both left field and right field, but it will work, I promise.

Fixing outdated presets using old Layer.fx (advanced)

The old version of layers was using preprocessing digit definition to let users choose between a natively available set of textures, therefore not using the texture name but calling it by a digit.

Reading OG Layer.fx code, I've been able to understand which texture is what digit to fix this in the current Layer.fx shader.

| | |
|-----------------|--------------------|
| 0 = LayerA.png | 4 = Dirt4.png |
| 1 = LensDBA.png | 5 = Dirt3.jpg |
| 2 = LensDB2.png | 6 = Lightrays1.png |
| 3 = DirtA.png | |

If you see something like "LayerTexture_Source = 0" in your preprocessor definitions, this means the texture is being called by an outdated function.

You will need to note the digit down (here 0) and all of the blending mode, blending amount, scaling etc and reset Layer.fx to default.

Then head back to preprocessor definitions and call the texture listed above: LayerTex = "LayerA.png"

Then put back all of the blending info, layer info is now all fixed.

Blending modes equivalents

| | | |
|------------------|-------------------|---------------------------|
| 0 = Normal | 11 = Overlay | 22 = Divide (Alternative) |
| 1 = Darken | 12 = Soft Light | 23 = Divide (Photoshop) |
| 2 = Multiply | 13 = Hard Light | 24 = Reflect |
| 3 = Color Burn | 14 = Vivid Light | 25 = Grain Extract |
| 4 = Linear Burn | 15 = Linear Light | 26 = Grain Merge |
| 5 = Lighten | 16 = Pin Light | 27 = Hue |
| 6 = Screen | 17 = Hard Mix | 28 = Saturation |
| 7 = Color Dodge | 18 = Difference | 29 = Color |
| 8 = Linear Dodge | 19 = Exclusion | 30 = Luminosity |
| 9 = Addition | 20 = Subtract | |
| 10 = Glow | 21 = Divide | |

It's a bit of a hassle especially if the preset maker doesn't have readme infos, sometimes opening the preset in a notepad / notepad++ will be easier.

Good luck fixing, soldiers.

Use GShade's LUT / MultiLUT (LUT files not switching)

Toggle-on MultiLUT.fx, the file list will not work:

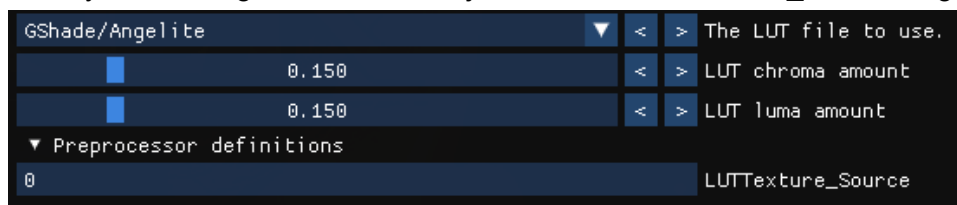


You will need to change digit there:



This will switch the LUT file you're using, now the LUT dropdown will change for every digit (1 to 12) you put there.

Exactly the same goes with LUT.fx, just edit the "LUTTexture_Source" digit.



To enable Pass 2 and/or Pass 3:

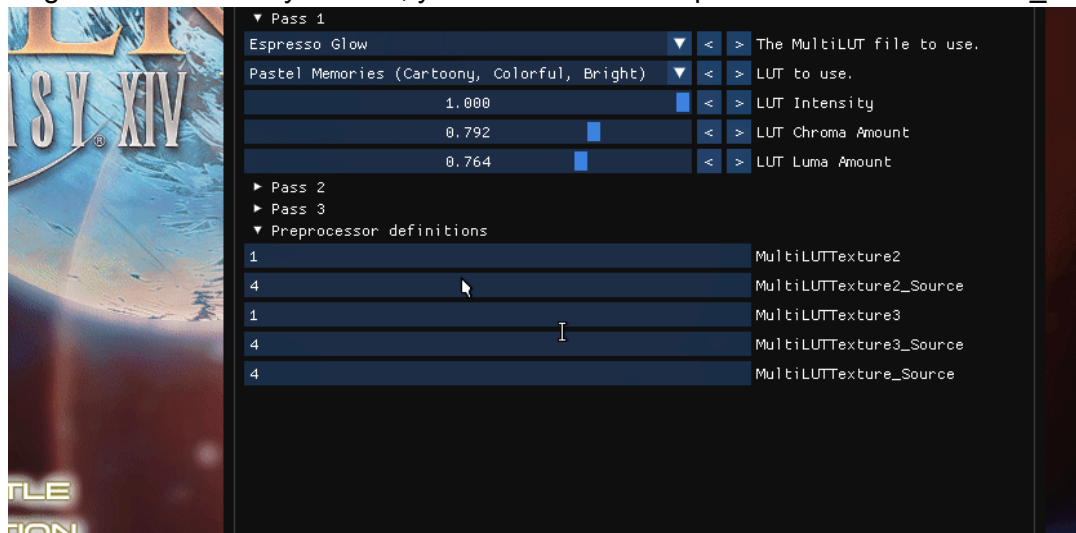
Pass 2 = MultiLUTTexture2, change the digit to 1 to enable Pass 2

Pass 3 = MultiLUTTexture2, change the digit to 1 to enable Pass 3



You'll have the dropdown menu for Pass 2 and / or Pass 3 to open but those cannot be edited either.

To get to the LUT file you want, you'll need to edit respective "MultiLUTTexture*_Source" digit:



MultiLUT files numbers and their corresponding file:

0 = GShade [Angelite-Comptible]
1 = Custom
2 = Reshade
3 = Johto
4 = EspressoGlow
5 = Faeshade / Dark Veil / HQ Shade /
Moogleshade
6 = ninjafada Gameplay
7 = seri14
8 = Yomi
9 = Neneko
10 = Yaes
11 = Ipsusu
12 = Nightingale

LUT files numbers and their corresponding file:

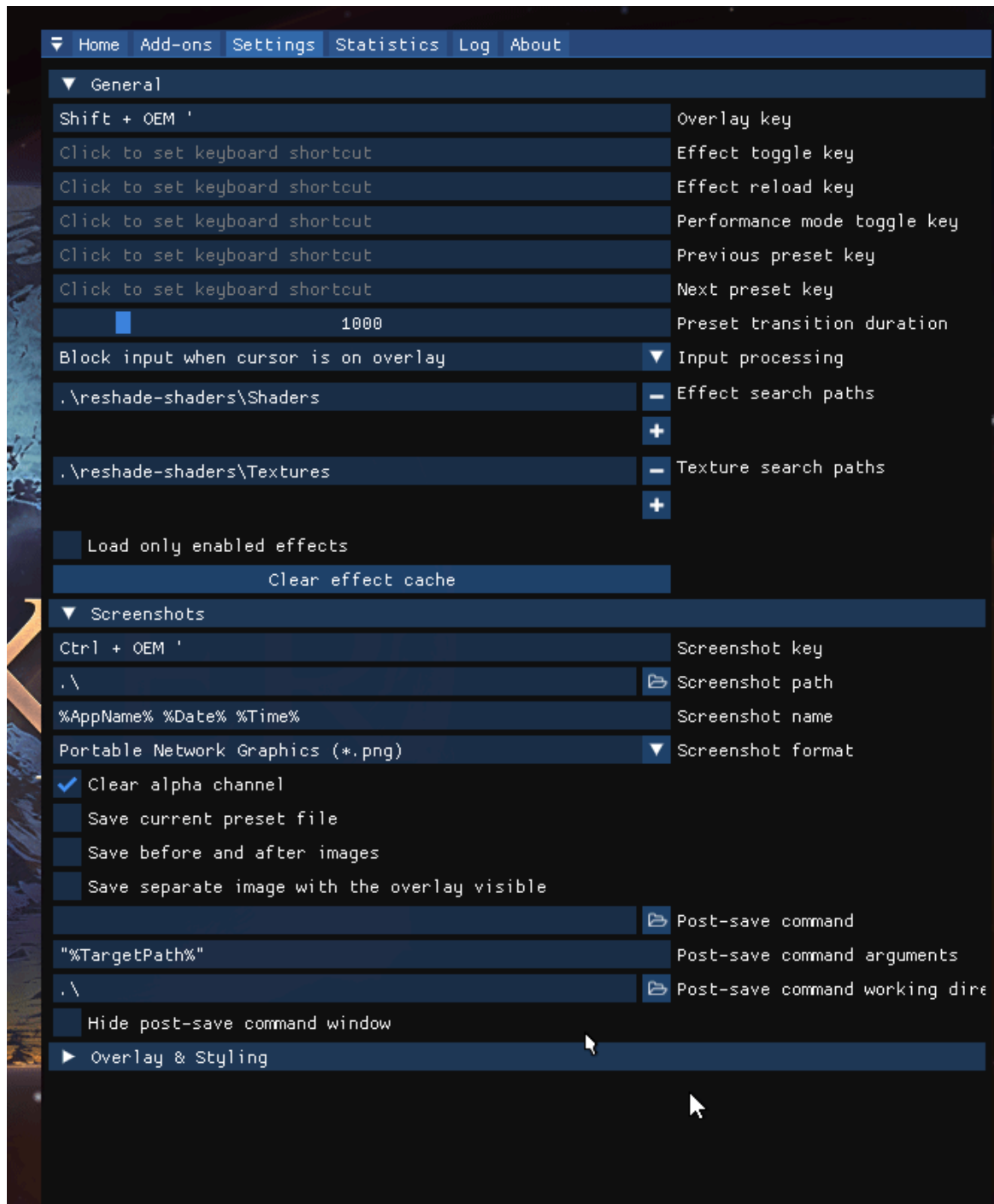
0 = GShade / Angelite
1 = LUT - Warm.fx
2 = Autumn
4 = ninjafada Gameplay
5 = ReShade | Custom
6 = Sleeps_Hungry
7 = Feli
8 = Lufreine Legacy
9 = Ipsusu Gameplay

Transparent screenshots with ChromaKey

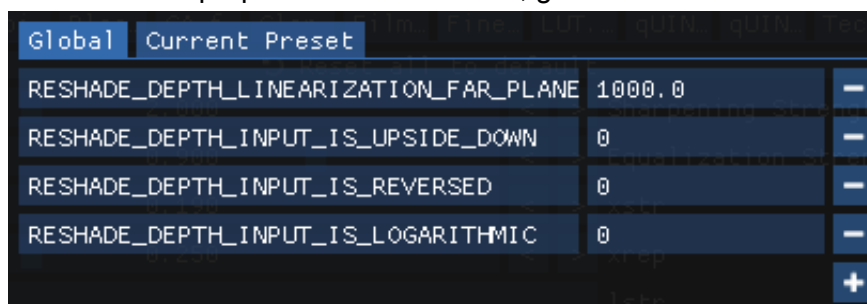
Settings > Screenshots > uncheck “Clear alpha channel”

Toggle-on “ChromaKey.fx” or “ChromaKey2.fx”

Choose “Alpha Transparency” in Color Settings



In “Edit Global preprocessor definitions”, go to “Global” tab and set the last 3 values to 0:



GShade presets ported to ReShade

Listing of presets / presets and shaders makers I know who updated their work for ReShade current build.
If you are a preset/shader maker and want your stuff linked here add a comment and I'll just add you there.

- **Nya Nya presets**
<https://twitter.com/nyanyaxiv/status/1623281113748721665>
- **Ipsusu presets**
<https://twitter.com/ipsusu/status/1623091685260509190>
<https://github.com/ipsusu/lpsuShade>
- **Candle presets**
<https://twitter.com/CandleGrimoire/status/1764337299351810071>
https://ko-fi.com/candle_/shop
- **Ril presets**
https://ko-fi.com/ril_/shop
- **Nic presets**
<https://beta.aetherlink.app/mods/7029128370231476224>
- **Nyeps presets**
<https://ko-fi.com/nyeps/shop>
- **ULTIMA presets** (gameplay RTGI support (optional))
<https://www.nexusmods.com/finalfantasy14/mods/185?tab=description>
- **Alive ReShade presets** (gameplay & screenshot RTGI support (optional))
<https://www.nexusmods.com/finalfantasy14/mods/156>
- **Feli presets** (ReShade 4.5 based)
https://drive.google.com/drive/folders/10kuHNsfH1Rq5Q_BY--tatj6Fy99vA8WF
<https://drive.google.com/drive/folders/1EAF2DF-IYo3NqKE9y4NTmxFz1fUFOQOF> (older releases)
- **Witch presets**
<https://twitter.com/niaymth/status/1622833922139643904>
<https://github.com/WitchMana/WitchsPresetsReshade/tree/main>
- **Zevyn11 presets**
<https://github.com/Zevyn11/Zevyn11-s-ReShade-Preset-for-FFXIV>
- **Moon presets**
<https://github.com/traugdor/Moon-Presets>
- **Major Praline presets**
<https://trello.com/c/o7ry9HE8/63-simpy-presets-pack>
- **Phos presets**
<https://ko-fi.com/s/29ef56f99d>
- **Mewhi presets**

https://github.com/meanwhile0/mewhi_helios

- **Wifi presets**

https://twitter.com/WiFi_photospire/status/1623879007837224962

- **UFantasy presets**

<https://www.xivmodarchive.com/modid/61541>

- **Moon-shade presets**

<https://moonshades.xyz/#presets>

- **Yomigami presets**

<https://github.com/MeynanAneytha/YomigamiOkami-reshade-shaders>

- **Gil Bun presets**

https://twitter.com/gilbun_/status/1612058554479030273

https://drive.google.com/drive/folders/1fhX-dek4XHodW6KPCwA2cd_jPEbiHSZO

- **Espresso Glow**

<https://twitter.com/Espressolala/status/1623850750291111936?t=4jaZi1ZYKGx9rkxCAk2GNA&s=34>

<https://drive.google.com/drive/u/2/folders/1rvwJuzOVksryMuoXPv3JONpOzySsuKii>

- **Scarlett's Time Studio Presets**

<https://twitter.com/ScarlettMffxiv/status/1624454480778362882?s=20&t=Yo5ZffhupTQ8M-uTct1ZYg>

- **Sneef's Presets**

<https://sneefxiv.gumroad.com//sneefspresets1>

- **Yuli's presets**

<https://twitter.com/yuliaFF14/status/1624688100445401088?s=20&t=oDEeRGEOZw2p8tx1u9IXSA>

<https://twitter.com/yuliaFF14/status/1624684880507572226?s=20&t=oDEeRGEOZw2p8tx1u9IXSA>

- **Kyren Cinematic Presets**

<https://ko-fi.com/s/-88c29c9ce3>

- **AquaShades - ReShade Gameplay Presets**

<https://www.glamouredresser.com/mods/aquashades-reshade-gameplay-presets>

- **Aeroshades - Abyssos**

<https://discord.gg/aerosteel>