How to setup HDR with ReShade

## Method 1: Using Special K with Lilium's Inverse Tone Mapping

DISCLAIMERS:

1. **WARNING: DO NOT USE WITH RenoDX!!! RenoDX does not work with RTGI or other shaders that don't play well with HDR.**
2. **Special K does not work with all games. If you cannot get Special K to load but ReShade works just fine, then consider trying Lilium's fork of DXVK or the AutoHDR addon instead.**
3. **Otis' Camera Tools are generally not compatible with Special K. Use Lilium's fork of DXVK or Lilium's AutoHDR addon instead.**
4. **The purpose of this guide is to help you get HDR working with ReShade shaders that don't like HDR, such as RTGI. Some games may require additional steps. Use with other mods or tools is not supported.**

THE GUIDE:

1. **IF the game has native HDR support, make sure HDR is turned off within the game's settings before continuing.**
2. **Download the latest version of the Special K installer from the Special K Discord and install Special K**
   - Special K Discord Invite: https://discord.gg/SpecialK
   - Installer will be found under the installers channel: https://discord.com/channels/778539700981071872/933778877996757033
   - OPTIONAL: Configure SK so it auto updates anytime a new installer is posted on the SK Discord
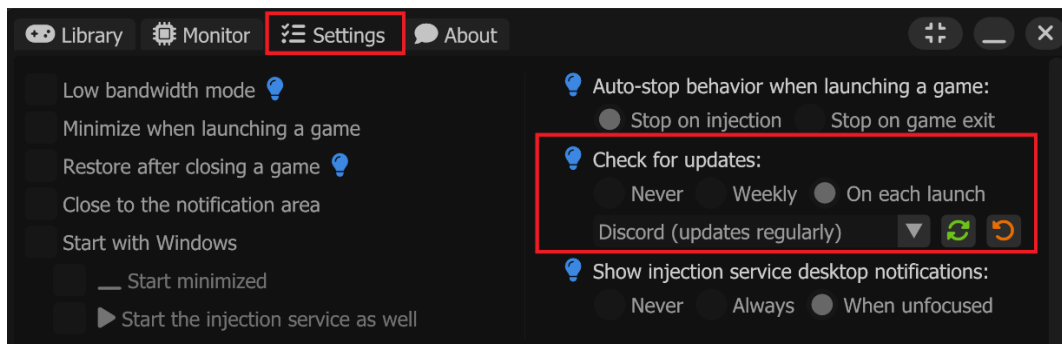
3. **Launch the game from the SK Launcher by clicking on it, then click Play.**
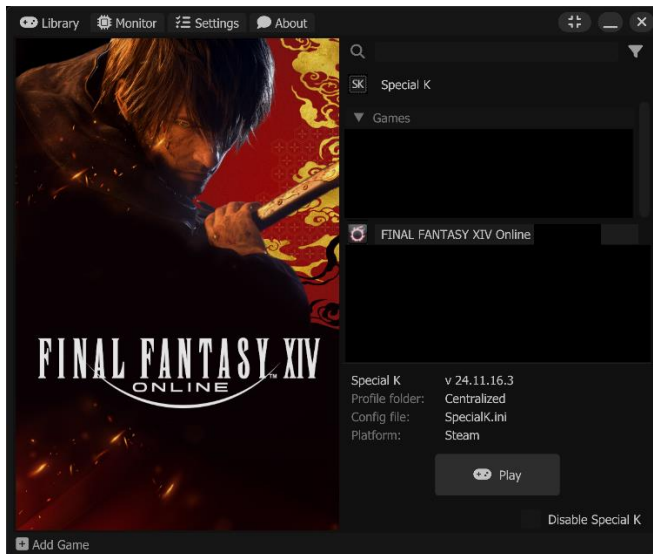
4. **You should see the Special K bar on top of your screen when the game launches.**
5. **Press Ctrl + Shift + Backspace to open the Special K menu**
6. **Click HDR > HDR Setup > Click the Radial next to scRGB**

7. **Press Alt + Enter a few times to activate HDR. If this doesn't work, exit the game and restart it from the Special K launcher again.**
8. **If this is your first time using Special K click on Profile Display Capabilities to calibrate Special K to your monitor.**


9. **Make sure sRGB Inverse is selected under Advanced, otherwise the test pattern won't show up. After your display is calibrated, you won't need to do this step ever again in Special K unless you get a**

new monitor.
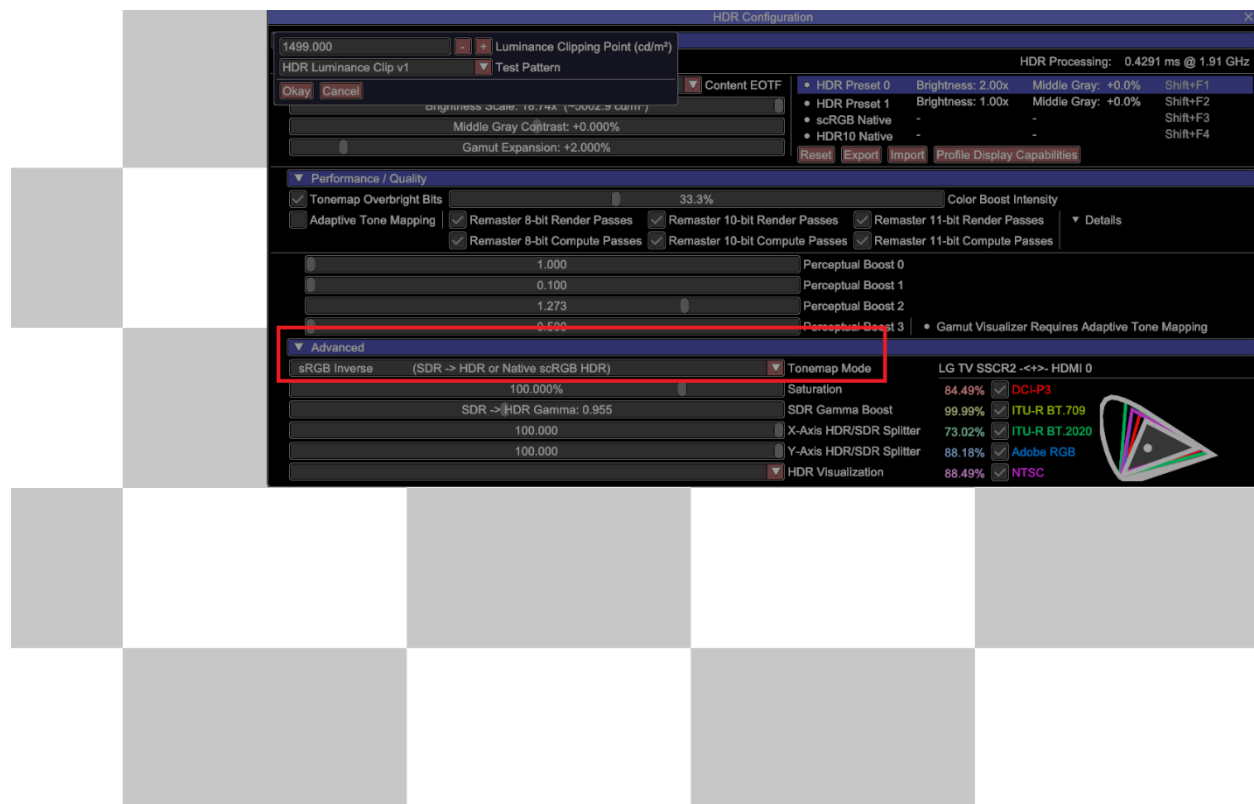
10. **Go back to the SK main menu. Toward the bottom click on Plug-Ins > Third-Party**

11. **Check the box next to *ReShade* and make sure *Early* is selected in the Load Order drop down. Un-Check the box next to Compatibility mode.**
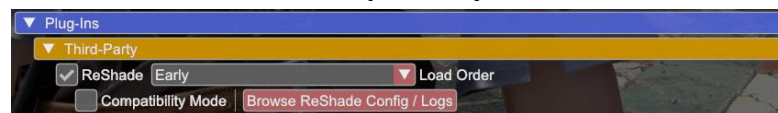
12. **Close out of the SK menu and exit the game.**

13. **Download Reshade with Full Addon Support from https://reshade.me/#download**

14. **Extract the ReShade64.dll file from the ReShade_Setup_6.X.X_Addon.exe using WinZip, 7Zip, WinRar, etc.**

15. **Copy the ReShade64.dll you extracted and paste it into the Special K\ Plugins\ThirdParty\ReShade folder wherever you installed Special K. If you installed to the default location on the C: Drive then it should be located in *C:\Program Files\Special K\PlugIns\ThirdParty\ReShade***

16. **Grab the latest version of EndlessFlowering's \ Lilium's HDR shaders at https://github.com/EndlesslyFlowering/ReShade_HDR_shaders/releases**

17. **Place the Shaders and Textures into the *Special K\Global\ReShade\Shaders* and *Special K\Global\ReShade\Textures* respectively. Place any other Shaders or Textures here as well.**

   - **The Shaders and Textures can alternatively be placed in *Special K\Profiles\GAME_NAME\ReShade\Shaders* or *Textures*.**
   - **If you have any addons you want to use, create an *Addons* folder in either *Special K\Global\ReShade or Special K\Profiles\GAME_NAME***
        i. **REMEMBER TO NOT PUT ANY RENODX ADDONS HERE!!!**

- **You can also place any ReShade presets you have into the *Special K\Profiles\GAME_NAME\ReShade* folder as well. You can do this regardless of whether or not you put any other ReShade files here.**
- **ReShade files placed in *Special K\Profiles\GAME_NAME\ReShade* will override any ReShade files located in *Special K\Global\ReShade*. Because of this you can place a renamed ReShade64.dll file here and it will work just fine. By renamed I mean: *dxgi.dll, d3d11.dll, d3d12.dll,* etc.**

18. Start the game from the Special K launcher.

19. Make sure both ReShade and Special K load. If not go through all the previous steps to make sure you didn't miss anything. Also, doublecheck to make sure ReShade compatibility mode is still not checked.

20. If everything worked as planned you should see Draw ReShade First is checked under Direct3D Settings within the Special K menu.

21. Once you're at the main menu of the game, open the SK menu and go to HDR > HDR Setup

22. Under Advanced change Tonemap Mode to Raw Framebuffer. Your screen will look washed out after this but that's normal. The next steps will fix this.
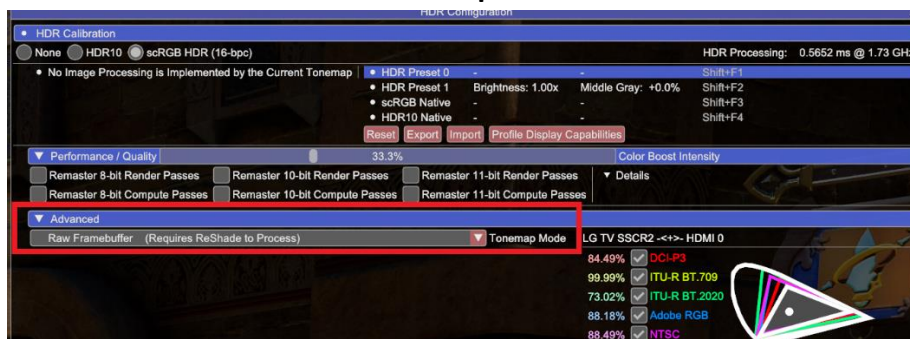

23. Open the ReShade menu. (Default key is HOME)

24. Search for *Lilium's inverse tone mapping* and activate it. Make sure that it is after all non-HDR ReShade Shaders (the ones that need tone-mapped into HDR). If you place it below all other shaders, it should be fine.

25. Change the settings of lilium_inverse_tone_mapping.fx according to the tool tips provided. The settings required for each game and/or monitor will be different. You'll probably have to play around with the settings a little bit until you're happy with the overall look because this part is ultimately up to the user's preference.
- **You can also use the AdvancedAutoHDR.fx shader or SK's built-in inverse tone mapping instead of either shader. These methods are currently not covered by this guide but may be added in the future.**

- **Example of settings I used for FFXIV:**
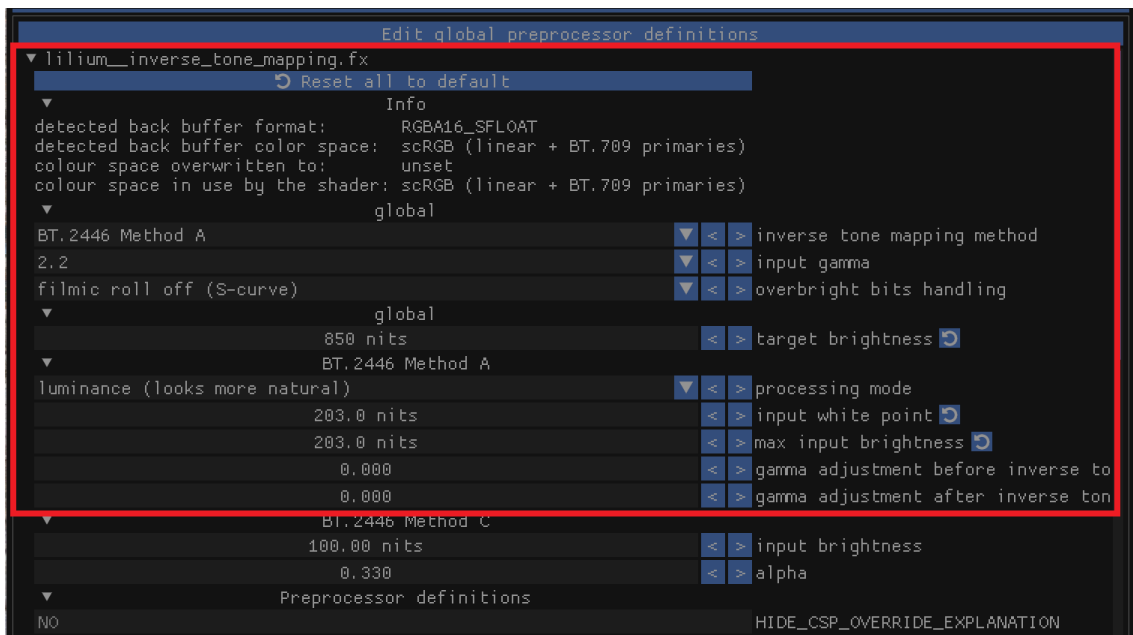
You can take HDR PNG screenshots with SK by pressing the F9 key. By default, these will go into the *Special K\Profiles\GAME\Screenshots\HDR* folder. The screenshot settings can be adjusted within the in-game SK HDR menu.

HDR PNG screenshots will auto tone map into SDR for anyone with an SDR monitor and is the only way to share HDR screenshots in Discord. Make sure hardware acceleration is enabled within the Discord settings. Otherwise, you'll have to open the screenshot in a web browser to see the full image quality.

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