
Subject: Re: C&C 3 Renegade Mod
Posted by [Titan1x77](#) on Mon, 12 Mar 2007 04:54:21 GMT
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Comrade wrote on Sat, 10 March 2007
19:09http://www.n00bstories.com/n00bfile_view.php?id=6848

Fobby, wtf really.

DX8 to my knowledge never sported bloom, and the fancy lens flare effect we get when we stare at the sun isn't bloom.

Bloom is something new and was made available to the community by Saberhawk (who dissociates himself from BHS even though his work is bundled in scripts 3.0 and further, but I believe that's only the result of a partnership between BHS (Jonwil) and APB/Reborn).

Jerad also apologized concerning the stealing of game assets from our modification, so there's no need to treat him the way you are concerning this.

But you do have a point, rather than starting to work on a 5 year old game that doesn't have support comparable to say Starcraft, you're better off finding a better game to modify.

You can't just go on and call him a n00b for having a different opinion, if he feels that this engine is perfectly adequate and that the improvements made to it lately are satisfying, then so be it.

I tried to distinguish the lens flare from the bloom....he first brought up the lens flare, i never mentioned that until afterwards, remove the scripts and look into the sky, its a fake bloom sort of how it is with the scripts... I really only see increased brightness with 3.0+ scripts... they are more or less the same...the area around you brightens...but your right its not a true bloom, but does the same effect in the end.

I didn't want to go into great detail cause he was getting side tracked with dazzles, and textures and whatever else he brought up.

I dont even play with those new scripts anyways, for more reasons then just the bugs (disco ball effect), Scripts should of stayed server side...I'll leave it at that.