
Subject: Re: C&C 3 Renegade Mod

Posted by [Jerad2142](#) on Mon, 12 Mar 2007 05:46:14 GMT

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Titan1x77 wrote on Sun, 11 March 2007 22:54

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.

Jerad Gray wrote on Thu, 08 March 2007 20:20

Because thats a dazzle effect, bloom makes the all bright objects glow (and flicker as you move), and does not just simply make the screen get brighter when you look at the object. It is at least 95 percent different, dazzle effects are also 100 % textures.

Titan1x77 wrote on Thu, 08 March 2007 21:14

The dazzle is the lens flare your referring to...Don't try and put words in my mouth.

No, you were the one that mentioned the lens flare, I was originally was talking about dazzle, you actually put words into my mouth.

The effect the sun makes is done by a dazzle effect which shows through the clouds. There are two layers of clouds with "multiply and Add" set as their shaders. The dazzle is added into the cloud textures and makes what you are calling the suns bloom.

But yes this is further brightened by the new scripts.

Titan1x77 wrote on Sun, 11 March 2007 22:54 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.

My last post was meant to end this discussion, because I am getting tired of seeing this tread at the top of the topics list. And yet you bring it all up again.

Titan1x77 wrote on Sun, 11 March 2007 22:54

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.

The disco ball effect was fixed in 3.4.
