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Subject: Re: scripts.dll 3.2.3 is out

Posted by [saberhawk](#) on Sat, 26 May 2007 18:47:02 GMT

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Kinda hard to add an adjustment option as there are actually a couple of values that need to be adjusted. You can take a look for yourself by installing the "Developer Tools", and using sdbedit.exe to open sceneshaders.sdb and taking a look at the bright pass and bloom shaders under the only defined scene shader . The bright pass value controls what level of brightness gets allowed through, and the bloom scale value controls the multiplier for those values.

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