
Subject: Reflective dazzle

Posted by [nopol10](#) on Wed, 19 Dec 2007 03:20:58 GMT

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Have a look at the screenshots:

As you can see, the dazzle on the beacon is also visible when it is over the shadow of the character.

Why does this happen?

2nd question:

How do you get the tone mapping shader to work? I've tried adding it to the BloomStacked sceneshader with a UID of 1 but it crashes the game

File Attachments

1) [ScreenShot84.png](#), downloaded 582 times



2) [ScreenShot83.png](#), downloaded 572 times

FPS = 68, KBPS = 0
Team 0 GDI 0
1 Nod 0
Player 1. Nopol Score 0

