Sorry to continue with the hijacking of this topic (I've already helped Kilaaaa with learning how to modify the bloom over MSN) but its time to dispel some myths on the shaders madrackz has been showing. What he seems to have been using is a Direct3D hook which can be found here: http://boris-vorontsov.narod.ru/download_en.htm

I only managed to get it to work once before it started crashing Renegade on startup but the effects and stuff are definitely the same as the ones in madrackz's screenshots and the hook can be used in games it was not made for.