Subject: Re: Bloom Posted by mrãçÄ·z on Wed, 18 Mar 2009 11:29:18 GMT View Forum Message <> Reply to Message

Im using own Bloom Compiled Shaders from the DirectX Source, because all the other stuff took a way to much FPS But bloom is not what i want, im working on a new Shader (by mixing other shader sources a bit) what im trying to do i wont post yet and it will be much cooler than Bloom and wont take much FPS

The boris vorontson thing is crashing my Renegade when im replacing the DLL's.

Thats why im starting to find the Shader that i want.

Anyway wait for my Mod there will be my Shaders aviable (you can also use them for Standard Renegade then)... just wait

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