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