
Subject: Re: Bloom

Posted by [saberhawk](#) on Thu, 19 Mar 2009 01:04:34 GMT

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madrackz wrote on Wed, 18 March 2009 07:29Im 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

Which is a rather interesting statement because the bloom effect in shaders.dll 3.4.4 was based off a modified version of the effect from the DirectX SDK because the SDK version was far too slow.
