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Subject: Re: Bloom

Posted by [jnz](#) on Tue, 07 Apr 2009 18:50:50 GMT

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madrackz wrote on Tue, 07 April 2009 17:11BUMP!

Yeah i optimized the Bloom effect on the same Computer that i always use (same PC that i made my old Bloom Video taht lagged)

Now it only takes 10 FPS lol. One special thing is that the bloom will be gone when i go into tunnels or caves only light in tunnels will be shiny lol, and yeah i used extra much bloom i dint knew YouTube will enable HQ this time

Here is a Preview of it: YouTube Video.

That is no different from shaders.sdb.

EDIT: Saberhawk actually knows what he is talking about, you obviously don't.

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