
Subject: Re: Bloom

Posted by [saberhawk](#) on Wed, 08 Apr 2009 05:44:41 GMT

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madrackz wrote on Tue, 07 April 2009 14:56Killaaaaa wrote on Tue, 07 April 2009 13:54madrackz wrote on Tue, 07 April 2009 18:11BUMP!

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.

gott ist das grässlig. da tränen ein ja die augen

Wer hat mir PM's geschickt um die Shaders zu bekommen?

Quote:

That is no different from shaders.sdb.

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

I dont know how to use Shaders.SDB i always just got a full blurry screen, and you couldnt apply it on the menu and other stuff,

but with the DX source you can use shaders for the whole game its a bit the same way like DX ripper does by affecting the whole game + menu etc.

DX ripper gave me the idea to do this, after some googeling i found some more infos

Saberhawk did a great job with his Shaders stuff but theres not much info about it/i cant really understand it

Bloom not affecting the menu/ingame text is sorta the point. *Alot* of hard work was done so that it wouldn't because it detracts from the "realism" of the Bloom effect.
