-=X=- wrote on Thu, 09 April 2009
09:05http://boris-vorontsov.narod.ru/enbseries_gtavc_v0075c3.zip

Just download it. Put the files in your renegade folder and hit shift+F12

edit the enbseries.cfg
look for...
Quote:[BLOOM]
BloomPowerDay=50
BloomFadeTime=2000
BloomConstantDay=20
BloomQuality=2
BloomScreenLevelDay=60
BloomCurveDay=3
BloomPowerNight=25
BloomConstantNight=5
BloomCurveNight=3
BloomScreenLevelNight=20
BloomAdaptationScreenLevel=80
BloomAdaptationMultiplier=45
BloomAllowOversaturation=3
BloomMaxLimit=70

It does look like crap. It's hardly playable on a 7900GT.
Bloom is supposed to enhance the lighting, not make everything look like you just swallowed a
bunch of ex.

Tryed that before, my renegade always crashed, browse the DX Forums for more info + some
source

I asked boris vorontsov already, he gave me some links to learn more about DX, you can contact
him over ICQ.

Quote:
It's hardly playable on a 7900GT.
Drunk? Check my Video + Computer that i used for this.

Hmmmm looks interesting it has many settings! i only use a dll i always have to compile to enable

some changes but i still cant get this one to work...

Like i said i dont wanted bloom it was just a test (thats why i dont released it) im trying to get a much cooler shader to work that CANt be done in ENBSeries (i think) because i dont see any good settings that i need for the shader that i want in the ENBSeries.ini