
Subject: Re: spam..

Posted by -=X=- on Thu, 09 Apr 2009 20:42:25 GMT

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ENB is junk. Like I said. Best to wait for something better.

Why mess with bloom anyway? There are so many other things to break.

File Attachments

1) [Untitled-1.jpg](#), downloaded 591 times

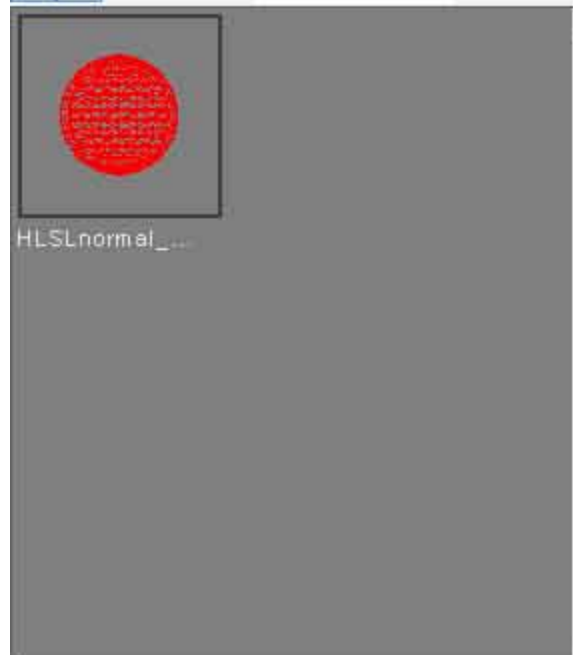
NVIDIA FX Composer 2.5 - Project1.fxproj

File Edit View Create Build Analyze Help

New Open Import Save All Undo Redo Effect Rebuild All Compile Analyze Sphere Teapot Torus Plane Point Sphere

Materials

Filter:



HLSLnormal_...

Editor Shader Library Models

P_BrightPass.fx PP_CombineUpscale8.fx PP_DownFilter8.fx PP_Invert

```

81 vertexOutput OUT;
82 OUT.Position = mul(float4(IN.Position,1),matWorldIT);
83 OUT.TexCoord0 = IN.TexCoord0;
84
85 float3 T = mul(float4(IN.Tangent,1),matWorldIT);
86 float3 N = mul(float4(IN.Normal,1),matWorldIT);
87 float3 B = cross(T,N);
88 float3x3 objToTan = float3x3(T,B,N);
89
90 float3 worldVertPos = mul(float4(IN.Position,1),matWorldIT);
91 OUT.EyeVector = mul(matViewInverse[3].xyz - worldVertPos,matViewInverse[0..2]);
92 OUT.LightVector = mul(lightDirection.xyz,objToTan);
93
94 float dist = OUT.Position.z;
95 OUT.Fog = (fogMode == FOGMODE_NONE) +
96     1 / exp(dist * fogDensity) * (fogMode == FOGMODE_EXP) +
97     1 / exp(pow(dist * fogDensity, 2)) * (fogMode == FOGMODE_EXP2) +
98     saturate((fogEnd - dist) / (fogEnd - fogStart));
99
100 return OUT;
101

```

Renegade

