
Subject: Re: Bloom

Posted by -Xv- on Thu, 09 Apr 2009 22:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

-=X=- wrote on Thu, 09 April 2009

10:05http://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.

I tried that enb series over a year ago, when I was using it for another game with quite success, but no matter which I tried or how I tweaked or what not (bear in my im a total retard when it comes to coding or whatever) I could not get Ren to run with it, it always crashed. How did you get it to run?