Subject: Re: spam..
Posted by saberhawk on Sat, 11 Apr 2009 00:57:01 GMT
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madrackz wrote on Fri, 10 April 2009 20:40nopol10 wrote on Fri, 10 April 2009 18:52WTF? How is that even different from overpowered bloom?
I like the overpowered bloom, i already did low down the bloom, and i dont have to enable the bloom for every texture like on shaders.sdb

Protip: If you need to "enable" bloom on every texture, then you are doing it wrong. Bloom is a post processing effect, which therefore goes in "sceneshaders.sdb" and it's applied to the results of rendering the scene, sort of like an automated photoshopping of a screenshot of the scene. The framework to do this is already entirely in place in scripts 3.4.4.