madrackz wrote on Tue, 12 May 2009 06:32nopol10 wrote on Mon, 11 May 2009 22:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

Thats what i did a long time ago, the only thing taht i got was only a blurry screen, already told it saberhawk but he was not interessted to take a look at it or help. So i started a new way...

Telling you to look at how the example bloom shader is hooked up is certainly not the same thing at not helping... As I had mentioned to you, bloom is a compound effect and not doing what the example bloom shader is doing will not get you the results you want.