
Subject: Re: Shaders/Bloom help
Posted by [Kimb](#) on Sat, 08 Aug 2009 16:16:25 GMT
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I only say [x]*shaders, and vsync, high quality shadows, aa and image quality png or something like that

I cant find anything named bloom in the bhs.dll

EDIT: i messed around with all the settings and tested it, and i got this result

but its not nearly as close as the one crysis got, am i missing some files here or what?
