Subject: Re: The "Blooms" Posted by nopol10 on Sun, 13 Sep 2009 14:05:02 GMT View Forum Message <> Reply to Message

Make sure all the .fx and .sdb files are in the data folder and that Shaders are checked on in BHS.DLL Options in the options menu within Renegade.

Bloom definitely works on my Vista 64bit Home Premium.

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