Kimb wrote on Sun, 13 September 2009 15:09nopol10 wrote on Sun, 13 September 2009 09:05Make 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.
i heard it works for other people twho got 64bit too, but i dont work for me, i got HLSLnormal_map.fx, PP_DownFilter8.fx, PP_BloomH.fx, PP_BloomV.fx, PP_CombineUpscale8.fx, PP_BrightPass.fx, shaders.sdb, sceneshaders.sdb in my data folder but also shaders.sdb and sceneshaders.sdb in my renegade folder

and just for the record, Playas vehicle effect (the glowing one thing) works, just not the blooms... :/
http://renegadeskins.forumieren.de/custom-shaders-f94/vehicle-effect-t581.htm

what bit version have u got because its works for me and i got 64bit