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Subject: Re: The "Blooms"

Posted by [Hieran\\_Del8](#) on Fri, 25 Sep 2009 20:15:23 GMT

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Code seems fine. The problem is a bit perplexing, especially as they're using semantics hidden in the dll you referenced. I'll need to get a hold of the mod you've installed and run a few tests. Can you post a link to the shader expansion you used, and any mods required by it? (Preferably, the location where you obtained them online.)

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