Subject: Shaders/Bloom help
Posted by Kimb on Sat, 08 Aug 2009 14:23:14 GMT
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Ok, so i downloaded the Bloom Effect from renegadeskins.tk and put them in the folders, i downloaded the mappack from crysis and hes image look kinda good, compared to mine, how'd he do that? what am i missing???
Hes:

Mine:

Subject: Re: Shaders/Bloom help
Posted by ErroR on Sat, 08 Aug 2009 15:11:00 GMT
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it looks like it has no blood, your vid card (if it's old) may not support bloom

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Subject: Re: Shaders/Bloom help
Posted by Kimb on Sat, 08 Aug 2009 15:44:42 GMT
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well i use nvidia 8400GS on this pc, and its not that old o.O
And it should support the blooms, i think

Subject: Re: Shaders/Bloom help
Posted by LeeumDee on Sat, 08 Aug 2009 16:04:31 GMT
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Do you have bloom and shaders enabled ingame?
Or whatever is needed to be turned on under bhs.dll options?

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 resault

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

Subject: Re: Shaders/Bloom help
Posted by crysis992 on Sat, 08 Aug 2009 16:42:13 GMT
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so you said you downloaded a bloom effect from my website, so ok but there are only 2 released bloom effects.

did you downloaded this one:
 http://renegadeskins.forumieren.de/custom-shaders-f94/shadersbloom-effect-t653.h tm

or this:

 http://renegadeskins.forumieren.de/custom-shaders-f94/shadersscrin-s-bloom-n-sha ders-t794.htm

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Subject: Re: Shaders/Bloom help
Posted by Kimb on Sat, 08 Aug 2009 16:43:41 GMT
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 http://renegadeskins.forumieren.de/custom-shaders-f94/shadersbloom-effect-t653.h tm

Bloom Effect

btw, what are you using crysis?

Subject: Re: Shaders/Bloom help
Posted by crysis992 on Sat, 08 Aug 2009 17:04:14 GMT
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So here is my bloom that i use atm. if you want it download it.
Put it in your Data folder.

File Attachments
1) game2 2009-08-08 18-58-16-98.jpg, downloaded 365 times

MINES: 0

CREDITS: 97877

TIME: 00:58:30

crysis992

HEALTH: 400
SHIELD: 400

2) `Sceneshaders.zip`, downloaded 66 times

Subject: Re: Shaders/Bloom help
Posted by Kimb on Sat, 08 Aug 2009 17:12:35 GMT
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ty, the map is atleast glowing a little bit now xD

Subject: Re: Shaders/Bloom help
Posted by slosha on Sat, 08 Aug 2009 17:32:05 GMT
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Snow really blooms red

Subject: Re: Shaders/Bloom help
Posted by Kimb on Sat, 08 Aug 2009 17:36:37 GMT
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Glock~ wrote on Sat, 08 August 2009 12:32Snow really blooms red
nod bloom lol

btw crysis, can you upload your under map? it dident seem to be the one in the map pack

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Subject: Re: Shaders/Bloom help
Posted by LeeumDee on Sat, 08 Aug 2009 17:37:08 GMT
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ehhhm

It does indeed have a shade of red to it in the sunlight, not saying the shaders are epicly amazing
z0mg! but yes.....snow does "glow" red.

Subject: Re: Shaders/Bloom help
Posted by Jerad2142 on Sun, 09 Aug 2009 17:24:22 GMT
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LeeumDee wrote on Sat, 08 August 2009 11:37ehhhm

It does indeed have a shade of red to it in the sunlight, not saying the shaders are epicly amazing z0mg! but yes.....snow does "glow" red.
Wrong! Sunlight passing through the atmosphere can obtain a red tint, the snow just reflects that, snow itself doesn't glow at all.

Subject: Re: Shaders/Bloom help
Posted by LeeumDee on Sun, 09 Aug 2009 20:47:33 GMT
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Hence "glow"

Subject: Re: Shaders/Bloom help
Posted by Gen_Blacky on Sun, 09 Aug 2009 23:50:06 GMT
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snow is really bright in the sun light

Subject: Re: Shaders/Bloom help
Posted by anant on Mon, 10 Aug 2009 01:30:05 GMT
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but not pink