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Subject: Re: scripts.dll 3.0 is finally out  
Posted by [Blazea58](#) on Sat, 16 Dec 2006 00:12:59 GMT  
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What file is edited to change the bloom ammount ? Can anyone point me to the correct file so i could try increasing or decreasing the ammount?

Tad confused on which file would be the one as many of the files have code for the shaders. I just want to change the reflectivity etc.

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