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Subject: Re: C&C 3 Renegade Mod

Posted by [Titan1x77](#) on Mon, 12 Mar 2007 07:36:01 GMT

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Man, I wasnt directing that towards you, even quoted him.

Well I learned something anyways, the sun is produced with the dazzle that uses "shaders" in the long run to "light up" the area, which i referred to as the "old/fake bloom"...

What I hope you learned is theres nothing special with the shader support in Renegade, as something as simple as a bloom effect was faked by a dazzle and shaders (that were already supported)...while many newer engines have per pixel lighting, native normal mapping support, and better netcode

I worked and played with this engine for years, Love the game, dont care for the engine anymore...it's old now.

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