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Subject: Re: TT TEASER! - water rendering and widescreen fix

Posted by [jnz](#) on Sun, 19 Apr 2009 12:50:42 GMT

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madrackz wrote on Sun, 19 April 2009 11:58 Maybe he can edit his shads, look my Bloom droped 110 FPS to 10 FPS.

Now my bloom only takes 10 FPS so, good luck SaberHawk

I don't know if you're trying to square up to SaberHawk, but if you are at least know what you're talking about before you do. It is extremely -easy- to add a bloom effect, so you should stop trying to show off your e-penis.

I've also never had any frame-rate drop with 3.4.4 + bloom.

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