
Subject: spam..
Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 23:32:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey can anyone help me how to adjust the bloom brightness values?

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Sun, 15 Mar 2009 23:54:14 GMT
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That wasnt a good effect like i did post a while ago,

Shaders for the Win!

Subject: Re: Bloom
Posted by [Slave](#) on Sun, 15 Mar 2009 23:55:56 GMT
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Nice job sticking your penis fistdeep in his topic.

How about actually helping him, and explaining how to adjust the values in question?

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Sun, 15 Mar 2009 23:58:54 GMT
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Wich values for what? lol jsut pull up the damn settings lol

Subject: Re: Bloom
Posted by [LiL KiLLa](#) on Mon, 16 Mar 2009 00:01:22 GMT
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which settings and where can I see the settings

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Mon, 16 Mar 2009 00:03:35 GMT
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For Brightness?

Optionen -> Konfiguration -> Video.

Subject: Re: Bloom
Posted by [LiL KiLLa](#) on Mon, 16 Mar 2009 00:09:53 GMT
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wow I already knew it -_-

I mean the bloom effect in the shaders and not in the simple settings in game

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Mon, 16 Mar 2009 00:11:52 GMT
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You mean that Bloom from Shaders.sdb? did you even enable it?

Subject: Re: Bloom
Posted by [LiL KiLLa](#) on Mon, 16 Mar 2009 00:12:36 GMT
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zomg you mean enabled from scripts 3.4.4?

Subject: Re: Bloom
Posted by [Gen_Blacky](#) on Mon, 16 Mar 2009 01:26:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol that's not how you adjust the bloom

Subject: Re: Bloom
Posted by [Dreganius](#) on Mon, 16 Mar 2009 08:07:51 GMT
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madrackz, I suggest you stop making yourself the fool and just help him.

He simply wants to know how to adjust the 'brightness' values of the bloom to increase or reduce the amount of bloom effect there is around the game, so things become more or less bright, as some people's eyes can't actually stand playing Renegade with a fully bloomed screen.

Subject: Re: Bloom
Posted by [renalpha](#) on Mon, 16 Mar 2009 11:29:09 GMT
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Im curious too tbh.

You can find the manual in the readme of the original scripts.
But i never found myself the time to do that kind of stuff.

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Mon, 16 Mar 2009 11:37:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just asked what "Bloom" he use or whatever lol?

Subject: Re: Bloom
Posted by [BLÄ»Îµl4Î²ÄL](#) on Tue, 17 Mar 2009 14:09:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yo,

Is it possible to set a bloom effect for like one tank only?
Someone hook me up!

Peace, blue

Subject: Re: Bloom
Posted by [saberhawk](#) on Tue, 17 Mar 2009 14:16:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

BLuel4bel wrote on Tue, 17 March 2009 10:09Yo,

Is it possible to set a bloom effect for like one tank only?
Someone hook me up!

Peace, blue

No, it's a post processing effect. Basically, it does an automated photoshopping of each frame

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Tue, 17 Mar 2009 14:19:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Saberhawk wrote on Tue, 17 March 2009 08:16BLuel4bel wrote on Tue, 17 March 2009 10:09Yo,

Is it possible to set a bloom effect for like one tank only?
Someone hook me up!

Peace, blue

No, it's a post processing effect. Basically, it does an automated photoshopping of each frame
Noob lol,

To BLuel4bel, Well not really you can just make a "Shiny" effect like Scrin or Di3HardNL has

Subject: Re: Bloom
Posted by [BLue4bel](#) on Tue, 17 Mar 2009 14:23:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/watch?v=ymMIZgD5Zvg>

Check out that mammy, it looks sick dont ya think?
Can someone hook me up with this shiz? That would be awesome!

Subject: Re: Bloom
Posted by [mrA£Ä\\$Ä-z](#) on Tue, 17 Mar 2009 15:17:03 GMT
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My Bloom + Shaders.SDB by Saberhawk:

Subject: Re: Bloom
Posted by [Player](#) on Tue, 17 Mar 2009 15:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 17 March 2009 09:17My Bloom + Shaders.SDB by Saberhawk:

Cool could you release it?

Subject: Re: Bloom
Posted by [mrA£Ä\\$Ä-z](#) on Tue, 17 Mar 2009 15:46:07 GMT

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Got it work gonna work on ALL Vehicles now

Subject: Re: Bloom

Posted by [Player](#) on Tue, 17 Mar 2009 15:57:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 17 March 2009 09:46Got it work gonna work on ALL Vehicles now

w00t
good luck

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Tue, 17 Mar 2009 15:59:11 GMT

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But it will be without my Bloom effect (so it will look different again) lol

Subject: Re: Bloom

Posted by [Gen_Blacky](#) on Tue, 17 Mar 2009 19:37:12 GMT

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just make a normal texture and use sredit to add shaders to certain meshes on the vehicle

Subject: Re: Bloom

Posted by [Gohax](#) on Tue, 17 Mar 2009 22:13:11 GMT

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Player wrote on Tue, 17 March 2009 09:40madrackz wrote on Tue, 17 March 2009 09:17My
Bloom + Shaders.SDB by Saberhawk:

Cool could you release it?

That looks really nice bro. And yeah, can't wait for all vehicles

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Tue, 17 Mar 2009 22:37:06 GMT

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Well i totally forgot that nopol10 made them a long time ago, so i dont need to redo them

Note: (just Bump Mapped Vehicles, no Bloom)

nopol10 wrote on Sun, 25 January 2009 17:49 Normal mapped vehicles I made a long time ago:

<http://www.megaupload.com/ru/?d=BN54BGG6>

The Nod APC may look screwed up with the shaders.

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Tue, 17 Mar 2009 22:54:28 GMT

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More Bloom Fun Blurry effect Removed.

Subject: Re: Bloom

Posted by [MGamer](#) on Tue, 17 Mar 2009 23:08:41 GMT

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stop posting useless ss and start helping

Subject: Re: Bloom

Posted by [Dreganius](#) on Wed, 18 Mar 2009 00:27:36 GMT

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MGamer wrote on Wed, 18 March 2009 10:08 stop posting useless ss and start helping
Exactly, otherwise we're all gonna start flaming you like we did Scrin, cos he was a dickhead and didn't release his shit.

Subject: Re: Bloom

Posted by [nopol10](#) on Wed, 18 Mar 2009 02:12:26 GMT

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Sorry to continue with the hijacking of this topic (I've already helped Kilaaaa with learning how to

modify the bloom over MSN) but its time to dispel some myths on the shaders madrackz has been showing. What he seems to have been using is a Direct3D hook which can be found here:
http://boris-vorontsov.narod.ru/download_en.htm

I only managed to get it to work once before it started crashing Renegade on startup but the effects and stuff are definitely the same as the ones in madrackz's screenshots and the hook can be used in games it was not made for.

Subject: Re: Bloom
Posted by [renalpha](#) on Wed, 18 Mar 2009 08:33:25 GMT
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holy crap,

madrackz u made hourglass beautifull.

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Wed, 18 Mar 2009 11:29:18 GMT
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Im using own Bloom Compiled Shaders from the DirectX Source, because all the other stuff took a way to much FPS But bloom is not what i want, im working on a new Shader (by mixing other shader sources a bit) what im trying to do i wont post yet and it will be much cooler than Bloom and wont take much FPS

The boris vorontson thing is crashing my Renegade when im replacing the DLL's.

Thats why im starting to find the Shader that i want.

Anyway wait for my Mod there will be my Shaders aviable (you can also use them for Standard Renegade then)... just wait

Subject: Re: Bloom
Posted by [LR01](#) on Wed, 18 Mar 2009 20:14:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

don't wait to long whit releasing your stuff, else:
Dreganius wrote on Wed, 18 March 2009 01:27MGamer wrote on Wed, 18 March 2009 10:08stop posting useless ss and start helping
Exactly, otherwise we're all gonna start flaming you like we did Scrin, cos he was a dickhead and didn't release his shit.

the longer you wait, the more you post without giving anything the less respect you get.

Subject: Re: Bloom

Posted by [saberhawk](#) on Thu, 19 Mar 2009 01:04:34 GMT

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madrackz wrote on Wed, 18 March 2009 07:29Im using own Bloom Compiled Shaders from the DirectX Source, because all the other stuff took a way to much FPS But bloom is not what i want, im working on a new Shader (by mixing other shader sources a bit) what im trying to do i wont post yet and it will be much cooler than Bloom and wont take much FPS

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Which is a rather interesting statement because the bloom effect in shaders.dll 3.4.4 was based off a modified version of the effect from the DirectX SDK because the SDK version was far too slow.

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Thu, 19 Mar 2009 11:30:34 GMT

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Then change some Settings use .INI's to Modifie it fast, now with same bloom i can play with 10 FPS (on this computer instead of 2)

On my Other Laptop's Computer's i can fully play now with 60+ FPS

BTW i tryed you bloom and spent much time in it but never got it work, like i said bloom is not what i want its just a test, the real shader that i want i will post later

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Tue, 07 Apr 2009 16:11:59 GMT

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BUMP!

Yeah i optimized the Bloom effect on the same Computer that i always use (same PC that i made my old Bloom Video taht lagged)

Now it only takes 10 FPS lol. One special thing is that the bloom will be gone when i go into tunnels or caves only light in

tunnels will be shiny lol, and yeah i used extra much bloom i dint knew YouTube will enable HQ this time

Here is a Preview of it: YouTube Video.

Subject: Re: Bloom
Posted by [DynaFrom](#) on Tue, 07 Apr 2009 16:49:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 07 April 2009 11:11BUMP!

Yeah i optimized the Bloom effect on the same Computer that i always use (same PC that i made my old Bloom Video taht lagged)

Now i can still play with 40 FPS and made a Video + Sound + Music (to prove this time that nothing is Photoshoped)

Note: YouTube fucked up the Quality BADLY!
You have to wait some Hours till YouTube edit this Video with a better Quality!

Here is a Preview of it: YouTube Video.
sweet!..... ShaderHawk got LmOwNeD

Subject: Re: Bloom
Posted by [ErroR](#) on Tue, 07 Apr 2009 16:50:20 GMT
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how many accounts do u have

Subject: Re: Bloom
Posted by [LR01](#) on Tue, 07 Apr 2009 16:59:46 GMT
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ueh, when will we be able to see this ourself?

since I kinda seen enough screens and vids about to make me wanna try it out.

Subject: Re: Bloom
Posted by [Canadacdn](#) on Tue, 07 Apr 2009 18:31:42 GMT
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Don't take this the wrong way, but it still looks awful. The bloom is so bright I can't see where the

hell anything's supposed to be. This would actually make gameplay worse, as spotting snipers or approaching tanks in that pile of bright blurs would be nearly impossible. Tone it down a bit.

Subject: Re: Bloom
Posted by [Jerad2142](#) on Tue, 07 Apr 2009 18:37:13 GMT
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ErroR wrote on Tue, 07 April 2009 10:50how many accounts do u have
I have 13 and post with each of them 10 times a day

Subject: Re: Bloom
Posted by [mr£ÄŞÄ-z](#) on Tue, 07 Apr 2009 18:47:53 GMT
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Canadacd wrote on Tue, 07 April 2009 13:31Don't take this the wrong way, but it still looks awful. The bloom is so bright I can't see where the hell anything's supposed to be. This would actually make gameplay worse, as spotting snipers or approaching tanks in that pile of bright blurs would be nearly impossible. Tone it down a bit.

I can low down the Bloom effect

Subject: Re: Bloom
Posted by [jnz](#) on Tue, 07 Apr 2009 18:50:50 GMT
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madrackz wrote on Tue, 07 April 2009 17:11BUMP!

Yeah i optimized the Bloom effect on the same Computer that i always use (same PC that i made my old Bloom Video taht lagged)

Now it only takes 10 FPS lol. One special thing is that the bloom will be gone when i go into tunnels or caves only light in tunnels will be shiny lol, and yeah i used extra much bloom i dint knew YouTube will enable HQ this time

Here is a Preview of it: YouTube Video.

That is no different from shaders.sdb.
EDIT: Saberhawk actually knows what he is talking about, you obviously don't.

Subject: Re: Bloom
Posted by [jnz](#) on Tue, 07 Apr 2009 22:21:41 GMT

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If you're messing around with DX you could create much better effects than that.

Subject: Re: Bloom

Posted by [MGamer](#) on Wed, 08 Apr 2009 00:19:57 GMT

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RoShamBo wrote on Tue, 07 April 2009 13:50madrackz wrote on Tue, 07 April 2009 17:11BUMP!

Yeah i optimized the Bloom effect on the same Computer that i always use (same PC that i made my old Bloom Video taht lagged)

Now it only takes 10 FPS lol. One special thing is that the bloom will be gone when i go into tunnels or caves only light in tunnels will be shiny lol, and yeah i used extra much bloom i dint knew YouTube will enable HQ this time

Here is a Preview of it: YouTube Video.

That is no different from shaders.sdb.

EDIT: Saberhawk actually knows what he is talking about, you obviously don't.

10 FPS!?! but that means that am only gonna get 6 FPS D:

Subject: Re: Bloom

Posted by [Gen_Blacky](#) on Wed, 08 Apr 2009 00:29:26 GMT

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still looks like the brightness is just turned up , the pt icon where even brights i know u didn't add shader affects to the menu models.

Subject: Re: Bloom

Posted by [saberhawk](#) on Wed, 08 Apr 2009 05:44:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Tue, 07 April 2009 14:56Killaaaaa wrote on Tue, 07 April 2009 13:54madrackz wrote on Tue, 07 April 2009 18:11BUMP!

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tunnels will be shiny lol, and yeah i used extra much bloom i dint knew YouTube will enable HQ this time

Here is a Preview of it: YouTube Video.

gott ist das grässlig. da tränen ein ja die augen

Wer hat mir PM's geschickt um die Shaders zu bekommen?

Quote:

That is no different from shaders.sdb.

EDIT: Saberhawk actually knows what he is talking about, you obviously don't.

I dont know how to use Shaders.SDB i always just got a full blurry screen, and you couldnt apply it on the menu and other stuff,

but with the DX source you can use shaders for the whole game its a bit the same way like DX ripper does by affecting the whole game + menu etc.

DX ripper gave me the idea to do this, after some googeling i found some more infos

Saberhawk did a great job with his Shaders stuff but theres not much info about it/i cant really understand it

Bloom not affecting the menu/ingame text is sorta the point. *Alot* of hard work was done so that it wouldn't because it detracts from the "realism" of the Bloom effect.

Subject: Re: Bloom

Posted by [Scrin](#) on Wed, 08 Apr 2009 11:40:57 GMT

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Saberhawk wrote on Wed, 08 April 2009 00:44madrackz wrote on Tue, 07 April 2009 14:56Killaaaaa wrote on Tue, 07 April 2009 13:54madrackz wrote on Tue, 07 April 2009 18:11BUMP!

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Bloom not affecting the menu/ingame text is sorta the point. *Alot* of hard work was done so that it wouldn't because it detracts from the "realism" of the Bloom effect.

Rackzy have showed me his glowing hud and menus screenshots... i totally get PwNd

Subject: Re: Bloom

Posted by [mr£Ä\\$Ä-z](#) on Wed, 08 Apr 2009 17:34:12 GMT

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OMG!

IT AFFECTS WHOLE GAME,

HUD, PT ICONS, MENU, VEHICLES, MAPS, CHARACTERS GUNS AND EVERYTHING! stop pissing me off if you dont even have any clue!

WANT ANOTHER VIDEO? to show the fuck menu?

Subject: Re: Bloom

Posted by [Killgeak](#) on Wed, 08 Apr 2009 19:53:49 GMT

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Why?

Subject: Re: Bloom
Posted by [saberhawk](#) on Wed, 08 Apr 2009 22:07:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 08 April 2009 13:34OMG!

IT AFFECTS WHOLE GAME,

HUD, PT ICONS, MENU, VEHICLES, MAPS, CHARACTERS GUNS AND EVERYTHING! stop
pissing me off if you dont even have any clue!

WANT ANOTHER VIDEO? to show the fuck menu?

I'm saying mine *doesn't* because there's no point in it *at all*.

Subject: Re: Bloom
Posted by [ErroR](#) on Thu, 09 Apr 2009 13:37:20 GMT
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This topic has no point, i don't really like it because it's bright, release it or stop posting here it's
useless

Subject: Re: Bloom
Posted by [-X-](#) on Thu, 09 Apr 2009 14:05:39 GMT
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http://boris-vorontsov.narod.ru/enbseries_gtavc_v0075c3.zip

Just download it. Put the files in your renegade folder and hit shift+F12

edit the enbseries.cfg

look for...

Quote:[BLOOM]

BloomPowerDay=50

BloomFadeTime=2000

BloomConstantDay=20

BloomQuality=2

BloomScreenLevelDay=60

BloomCurveDay=3

BloomPowerNight=25

BloomConstantNight=5

BloomCurveNight=3

BloomScreenLevelNight=20

BloomAdaptationScreenLevel=80

BloomAdaptationMultiplier=45

BloomAllowOversaturation=3
BloomMaxLimit=70

It does look like crap. It's hardly playable on a 7900GT.
Bloom is supposed to enhance the lighting, not make everything look like you just swallowed a bunch of ex.

Subject: Re: Bloom
Posted by [mr£ÄŠÄ-z](#) on Thu, 09 Apr 2009 14:24:44 GMT
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-=X=- wrote on Thu, 09 April 2009
09:05http://boris-vorontsov.narod.ru/enbseries_gtavc_v0075c3.zip

Just download it. Put the files in your renegade folder and hit shift+F12

edit the enbseries.cfg
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BloomAllowOversaturation=3
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It does look like crap. It's hardly playable on a 7900GT.
Bloom is supposed to enhance the lighting, not make everything look like you just swallowed a bunch of ex.

Tried that before, my renegade always crashed, browse the DX Forums for more info + some source

I asked boris vorontsov already, he gave me some links to learn more about DX, you can contact him over ICQ.

Quote:

It's hardly playable on a 7900GT.

Drunk? Check my Video + Computer that i used for this.

Hmmmm looks interesting it has many settings! i only use a dll i always have to compile to enable some changes but i still cant get this one to work...

Like i said i dont wanted bloom it was just a test (thats why i dont released it) im trying to get a much cooler shader to work that CANT be done in ENBSeries (i think) because i dont see any good settings that i need for the shader that i want in the ENBSeries.ini

Subject: Re: Bloom

Posted by [-=X=-](#) on Thu, 09 Apr 2009 15:15:46 GMT

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Just posting it up for anyone to impatient to wait for anything from the TT team or you

Maybe it's my computer, I don't know. One of my old scripts dll's sets has a nice effect and it works great on my 7900GT, kinda iffy on my X1900XTX though.

CPU, P4 550j (Not x64) @ 4.12ghz

Video, XFX 7900GT xXx edition @ 6250mhz core and 1500mhz memory
memory, 4GB crucial Ballistix @ 940mhz

File Attachments

1) [1.jpg](#), downloaded 1089 times



2) [2.jpg](#), downloaded 1106 times



Subject: Re: Bloom

Posted by [DynaFrom](#) on Thu, 09 Apr 2009 16:11:42 GMT

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-=X=- wrote on Thu, 09 April 2009

09:05http://boris-vorontsov.narod.ru/enbseries_gtavc_v0075c3.zip

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BloomMaxLimit=70

It does look like crap. It's hardly playable on a 7900GT.
Bloom is supposed to enhance the lighting, not make everything look like you just swallowed a bunch of ex.

its crashed my game, just like Martin says
i just want glowing hud/menu

Subject: Re: Bloom
Posted by [mrÅ£Ã\\$Ä·z](#) on Thu, 09 Apr 2009 18:40:54 GMT
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Nice FPS eating Bloom

Gonna learn INI now to make edit my bloom like on ENB series

Oh yeah go create own shaders thats much funnyser, the shader i want i got mostlyx work now anyway mne go to party now cya have fun with ENB

Subject: Re: spam..
Posted by [-X-](#) on Thu, 09 Apr 2009 20:42:25 GMT
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ENB is junk. Like I said. Best to wait for something better.

Why mess with bloom anyway? There are so many other things to break.

File Attachments

1) [Untitled-1.jpg](#), downloaded 1032 times



Materials

Filter:



HLSLnormal_...

Editor Shader Library Models

P_BrightPass.fx PP_CombineUpscale8.fx PP_DownFilter8.fx PP_InvertF...

```

81     vertexOutput OUT;
82     OUT.Position = mul(float4(IN.Position,1),matWorldIT);
83     OUT.TexCoord0 = IN.TexCoord0;
84
85     float3 T = mul(float4(IN.Tangent,1),matWorldIT);
86     float3 N = mul(float4(IN.Normal,1),matWorldIT);
87     float3 B = cross(T,N);
88     float3x3 objToTan = float3x3(T,B,N);
89
90     float3 worldVertPos = mul(float4(IN.Position,1),matWorldIT);
91     OUT.EyeVector = mul(matViewInverse[3].xyz - worldVertPos,matViewInverse[0]);
92     OUT.LightVector = mul(lightDirection.xyz,objToTan);
93
94     float dist = OUT.Position.z;
95     OUT.Fog = (fogMode == FOGMODE_NONE) +
96             1 / exp(dist * fogDensity) * (fogMode == FOGMODE_EXP) +
97             1 / exp(pow(dist * fogDensity, 2)) * (fogMode == FOGMODE_EXP2) +
98             saturate((fogEnd - dist) / (fogEnd - fogStart));
99
100    return OUT;
101
102

```



Renegade



Subject: Re: Bloom

Posted by -Xv- on Thu, 09 Apr 2009 22:33:00 GMT

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-=X=- wrote on Thu, 09 April 2009

10:05http://boris-vorontsov.narod.ru/enbseries_gtavc_v0075c3.zip

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BloomMaxLimit=70

It does look like crap. It's hardly playable on a 7900GT.

Bloom is supposed to enhance the lighting, not make everything look like you just swallowed a bunch of ex.

I tried that enb series over a year ago, when I was using it for another game with quite success, but no matter which I tried or how I tweaked or what not (bear in my im a total retard when it comes to coding or whatever) I could not get Ren to run with it, it always crashed. How did you get it to run?

Subject: Re: Bloom

Posted by [nopol10](#) on Fri, 10 Apr 2009 00:29:42 GMT

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Use the one compatible with Oblivion and make sure you start the game with the effects disabled. Enable them manually when in the game and don't ALT-TAB.

Subject: Re: spam..
Posted by [mrÅ£Ä§Ä-z](#) on Fri, 10 Apr 2009 08:17:58 GMT
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Have fun with crap Bloom, im still trying to get the shader that i want.

Subject: Re: spam..
Posted by [saberhawk](#) on Fri, 10 Apr 2009 08:51:24 GMT
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madrackz wrote on Fri, 10 April 2009 04:17Have fun with crap Bloom, im still trying to get the shader that i want.

Oh, so bloom is now crap? Nice turnaround

Subject: Re: spam..
Posted by [mrÅ£Ä§Ä-z](#) on Fri, 10 Apr 2009 08:53:50 GMT
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If you see the shader that i want then bloom is the fail hehe

Subject: Re: spam..
Posted by [saberhawk](#) on Fri, 10 Apr 2009 09:07:57 GMT
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madrackz wrote on Fri, 10 April 2009 04:53If you see the shader that i want then bloom is the fail hehe

If you see what *I* am working on, then you'd never stop bugging me for it

Subject: Re: spam..
Posted by [mrÅ£Ä§Ä-z](#) on Fri, 10 Apr 2009 09:10:59 GMT
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Please dont come with Shaders.sdb i will only use selfmade work also only selfmade skins...

Subject: Re: spam..
Posted by [saberhawk](#) on Fri, 10 Apr 2009 10:17:41 GMT
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madrackz wrote on Fri, 10 April 2009 05:10 Please dont come with Shaders.sdb i will only use selfmade work also only selfmade skins...

Huh?

Subject: Re: spam..
Posted by [nopol10](#) on Fri, 10 Apr 2009 11:50:07 GMT
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What he means to say is to ignore him, basically.

Subject: Re: spam..
Posted by [mr£Ä\\$Ä-z](#) on Fri, 10 Apr 2009 12:01:09 GMT
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Yeah i dont see a reason to release my good stuff, i dont care about all here except some Peoples! stop trying to get my good stuff throught PM's or MSN and i wont help anyone here! thats what i learned here.

lol Renegade Forums

Subject: Re: spam..
Posted by [Prulez](#) on Fri, 10 Apr 2009 12:13:29 GMT
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madrackz wrote on Fri, 10 April 2009 14:01 Yeah i dont see a reason to release my good stuff, i dont care about all here except some Peoples! stop trying to get my good stuff throught PM's or MSN and i wont help anyone here! thats what i learned here.

lol Renegade Forums

.....

Wow. Lost for words. Nice turning around.

Subject: Re: spam..
Posted by [Carrierll](#) on Fri, 10 Apr 2009 12:25:02 GMT
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I'm trying to work out whether this belongs here...

On topic, less bickering please...

Subject: Re: spam..
Posted by [Scrin](#) on Fri, 10 Apr 2009 12:28:07 GMT
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madrackz wrote on Fri, 10 April 2009 07:01 Yeah i dont see a reason to release my good stuff, i dont care about all here except some Peoples! stop trying to get my good stuff throught PM's or MSN and i wont help anyone here! thats what i learned here.

lol Renegade Forums
TRUE!

Subject: Re: spam..
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 10 Apr 2009 13:03:18 GMT
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Some peoples still doesnt believe me

Subject: Re: spam..
Posted by [MGamer](#) on Fri, 10 Apr 2009 14:24:11 GMT
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madrackz wrote on Fri, 10 April 2009 08:03 Some peoples still doesnt believe me :lol:

MY EYES i dont see them D:

Subject: Re: spam..
Posted by [Scrin](#) on Fri, 10 Apr 2009 16:02:43 GMT
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madrackz wrote on Fri, 10 April 2009 08:03 Some peoples still doesnt believe me

let's burn them all!

Subject: Re: spam..
Posted by [mrÅ£Ä\\$Ä-z](#) on Fri, 10 Apr 2009 16:29:57 GMT
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Yeah

Subject: Re: spam..
Posted by [Omar007](#) on Fri, 10 Apr 2009 22:50:29 GMT
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OMG NOES IM BLIND

Well i hope we'll see what your planning to do finished soon madrackz

Subject: Re: spam..
Posted by [nopol10](#) on Fri, 10 Apr 2009 23:52:42 GMT
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WTF? How is that even different from overpowered bloom?

Subject: Re: spam..
Posted by [mr£Ä\\$Ä-z](#) on Sat, 11 Apr 2009 00:40:58 GMT
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nopol10 wrote on Fri, 10 April 2009 18:52WTF? How is that even different from overpowered bloom?

I like the overpowered bloom, i already did low down the bloom, and i dont have to enable the bloom for every texture like on shaders.sdb

Subject: Re: spam..
Posted by [saberhawk](#) on Sat, 11 Apr 2009 00:57:01 GMT
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madrackz wrote on Fri, 10 April 2009 20:40nopol10 wrote on Fri, 10 April 2009 18:52WTF? How is that even different from overpowered bloom?

I like the overpowered bloom, i already did low down the bloom, and i dont have to enable the bloom for every texture like on shaders.sdb

Protip: If you need to "enable" bloom on every texture, then you are doing it wrong. Bloom is a post processing effect, which therefore goes in "sceneshaders.sdb" and it's applied to the results of rendering the scene, sort of like an automated photoshopping of a screenshot of the scene. The framework to do this is already entirely in place in scripts 3.4.4.

Subject: Re: spam..

Posted by [mr£Ã\\$Ä-z](#)

on Sat, 11 Apr 2009 01:04:46 GMT

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I dunno how to work with Shaders.SDB. I tried that before to get the bloom work, but the screen only turend blurry, on Scrins pictures you see only some textures are blurry

Subject: Re: spam..

Posted by [saberhawk](#) on Sat, 11 Apr 2009 01:10:48 GMT

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madrackz wrote on Fri, 10 April 2009 21:04I dunno how to work with Shaders.SDB. I tried that before to get the bloom work, but the screen only turend blurry, on Scrins pictures you see only some textures are blurry

The reason for that is that you just applied the "bloom" shader directly. Bloom is a compound effect requiring a downscale, a low-pass filter, the bloom filters (both V and H), another set of those filters for higher quality, an upscale, and then an additive blend to the original scene.
