Subject: Bloom effect
Posted by Di3HardNL on Sat, 20 Jun 2009 15:25:55 GMT
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To prevent trouble, or if you want to remove this bloom make sure you back up SHADERS.DLL

You need scripts 3.4.4 and enable shaders in Renegade options.

I don't think you need to see screenshots, as you probably have seen quite alot already

Enjoy.

```
File Attachments
1) Bloom Effect.rar, downloaded 305 times
```

Subject: Re: Bloom effect
Posted by Tupolev TU-95 Bear on Sat, 20 Jun 2009 15:33:03 GMT
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thanks for bloom

Subject: Re: Bloom effect
Posted by LiL KiLLa on Sat, 20 Jun 2009 15:41:28 GMT
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Who made it?

Subject: Re: Bloom effect
Posted by Di3HardNL on Sat, 20 Jun 2009 15:42:30 GMT
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Scrin

Subject: Re: Bloom effect
Posted by Tupolev TU-95 Bear on Sat, 20 Jun 2009 15:42:53 GMT
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lol xD

Subject: Re: Bloom effect

Posted by Jeroenganges on Sat, 20 Jun 2009 15:44:14 GMT
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Screenshots?

Subject: Re: Bloom effect
Posted by LiL KiLLa on Sat, 20 Jun 2009 15:44:51 GMT
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Subject: Re: Bloom effect
Posted by Tupolev TU-95 Bear on Sat, 20 Jun 2009 15:45:18 GMT
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@Jeroenganges

read what Di3HardNL wrote

Subject: Re: Bloom effect
Posted by Jeroenganges on Sat, 20 Jun 2009 15:46:46 GMT
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I mean, is it that ugly one or the nice one I saw from Scrin? x)

Subject: Re: Bloom effect
Posted by Tupolev TU-95 Bear on Sat, 20 Jun 2009 15:47:18 GMT
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oh

Maybe the one u see in scrins SS

Subject: Re: Bloom effect
Posted by LiL KiLLa on Sat, 20 Jun 2009 15:47:56 GMT
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Jeroenganges wrote on Sat, 20 June 2009 17:46I mean, is it that ugly one or the nice one I saw

from Scrin? x)

from Scrin.. but Scrin made it ugly but enjoy it peoples blooooooom for you

edit: ah nooo I forgot that's not the original bloom from Scrin he told me that the bloom which he gave to Di3HardNL is just a fake of the original one..so he gave Di3HardNL not the original of him...well he like to trick the peoples..

Subject: Re: Bloom effect
Posted by Xena on Sat, 20 Jun 2009 16:54:24 GMT
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im happy that its not an extremely huge bloom effect

Subject: Re: Bloom effect
Posted by Jeroenganges on Sat, 20 Jun 2009 16:55:51 GMT
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It isn't working here (and yes I enabled shaders and I have 3.4.4)

Subject: Re: Bloom effect
Posted by Di3HardNL on Sat, 20 Jun 2009 16:59:48 GMT
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If you play the map C&C Mesa you should see a BIG difference.

Subject: Re: Bloom effect
Posted by LiL KiLLa on Sat, 20 Jun 2009 17:00:29 GMT
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Jeroenganges wrote on Sat, 20 June 2009 18:55It isn't working here (and yes I enabled shaders and I have 3.4.4)

same for me my ren crashed.. so all you have to do is..extract the files from the data folder in your original data folder and let the rest out..

Subject: Re: Bloom effect
Posted by mrÃ£Ã§Ä·z on Sat, 20 Jun 2009 17:03:51 GMT
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Thats a Glow Post Processing Effect! Bloom is here: (With Anti Alias)

Toggle Spoiler

Subject: Re: Bloom effect
Posted by ErroR on Sat, 20 Jun 2009 17:06:06 GMT
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here: (With Anti Alias)

Toggle Spoiler

GPP ftw, bloom sucks, but honestly i dislike them both.

Subject: Re: Bloom effect
Posted by mrÃ£Ã§Ä·z   on Sat, 20 Jun 2009 17:06:57 GMT
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What means GPP

Subject: Re: Bloom effect
Posted by ErroR on Sat, 20 Jun 2009 17:07:36 GMT
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glow post processing? that was an abbreviation

Subject: Re: Bloom effect
Posted by mrÃ£Ã§Ä·z   on Sat, 20 Jun 2009 17:12:53 GMT
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Subject: Re: Bloom effect

Posted by LiL KiLLa on Sat, 20 Jun 2009 17:21:09 GMT
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The forum is burning today...nice to see some action here^^

Subject: Re: Bloom effect
Posted by Goztow on Sat, 20 Jun 2009 17:41:51 GMT
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It's not against any forum rules but releasing elements that someone gave you privately, explicitly asking not to release them, isn't exactly the most fair thing one can do. That's all I'll say about that.

Subject: Re: Bloom effect
Posted by slosha on Sat, 20 Jun 2009 17:47:12 GMT
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Thank you di3hard. I'm not sure if it will work, but I'm glad someone released it. I just must have been doing things wrong because this works.. It's pretty subtle and not too overwhelming

---

Subject: Re: Bloom effect
Posted by DutchNeon on Sat, 20 Jun 2009 22:30:56 GMT
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Works fine for me, but DAM, it's really bright! lol

For some reason, it's less bright on a screenshot though.

Edit: Some skies are screwded due the bloom; Hourglass sky is almost green lol.

Edit2: Lights are messed up too from a distance. The 'bloom' litterly 'moves' when moving your character. Areas around the Obelisk top turn red too (see Under). It seems that the bloom is really overdone. It looks good, but some maps get really weird lighting.

Subject: Re: Bloom effect
Posted by ArtyWh0re on Sat, 20 Jun 2009 23:59:41 GMT
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Tryed it and Im not using this because I like my eyes how they are.

Subject: Re: Bloom effect
Posted by Omar007 on Sun, 21 Jun 2009 00:03:27 GMT
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ArtyWhore wrote on Sun, 21 June 2009 01:59Tryed it and Im not using this because I like my eyes how they are.

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 00:26:32 GMT
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Something is wrong with my mammoth tank... I don't know if it's your bloom but I'm pretty sure I deleted the mammoth thing from the "normal maps 1" thing.

The flame tank is messed up too. whats the deal?
See The Problem?

File Attachments
1) ss1.JPG, downloaded 797 times
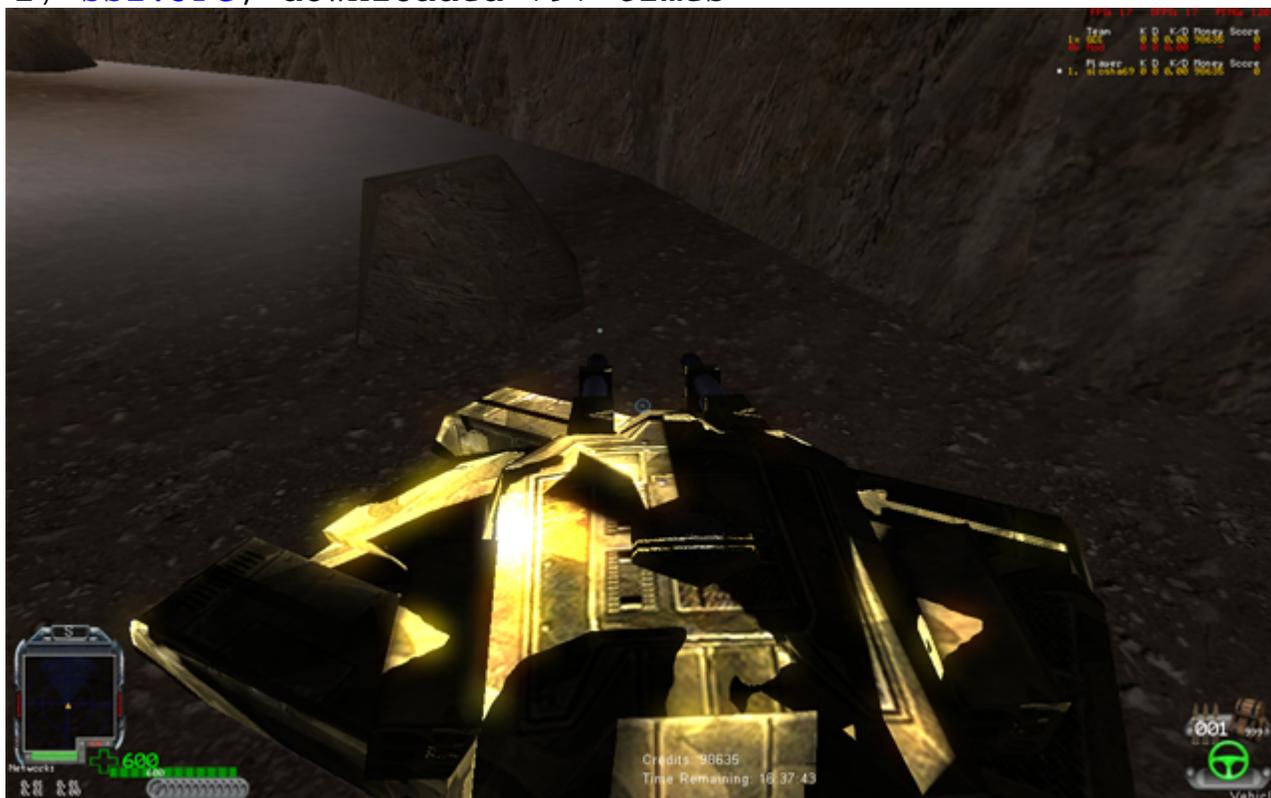
2) ss2.JPG, downloaded 785 times

3) ss3.JPG, downloaded 774 times

Subject: Re: Bloom effect
Posted by crazfulla on Sun, 21 Jun 2009 00:29:08 GMT
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I get that too - On the flame tank also.

Custom textures dont seem to do that though. none fo the C&C3 ones I've downloaded black out, maybe someone needs to maek a mammoth and flame skin in C&C3 colours?

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 00:30:25 GMT
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crazfulla wrote on Sat, 20 June 2009 19:29I get that too - On the flame tank also.

Custom textures dont seem to do that though. none fo the C&C3 ones I've downloaded black out, maybe someone needs to maek a mammoth and flame skin in C&C3 colours?
At first I thought it was a custom texture. I took my skin out and it's still doing it.

Subject: Re: Bloom effect
Posted by crazfulla on Sun, 21 Jun 2009 00:35:10 GMT
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Dang. anyone gots teh fix?

Subject: Re: Bloom effect
Posted by Gen_Blacky on Sun, 21 Jun 2009 00:38:25 GMT
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reinstall scripts.dll

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 00:46:13 GMT
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Gen_Blacky wrote on Sat, 20 June 2009 19:38reinstall scripts.dll
still doesn't work :\

Subject: Re: Bloom effect
Posted by DutchNeon on Sun, 21 Jun 2009 01:29:14 GMT

Mammy and Flamer work fine for me, besides the overdone glow on them

Toggle Spoiler

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 01:38:02 GMT

Put that in spoiler

If someone can help please help me.

Subject: Re: Bloom effect
Posted by LeeumDee on Sun, 21 Jun 2009 01:44:15 GMT

Glock~ wrote on Sun, 21 June 2009 03:38Put that in spoiler

If someone can help please help me.

Im not sure exactly, but i have gotten that "black weird thing" across my mammy and flamer before. Without any modifications to the game whatsoever. I always thought it was some shit i downloaded at some time and added. But realised after installing ren a few times, its some kind of corrupt install.

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 01:55:49 GMT

LeeumDee wrote on Sat, 20 June 2009 20:44Glock~ wrote on Sun, 21 June 2009 03:38Put that in spoiler

If someone can help please help me.

Im not sure exactly, but i have gotten that "black weird thing" across my mammy and flamer before. Without any modifications to the game whatsoever. I always thought it was some shit i downloaded at some time and added. But realised after installing ren a few times, its some kind of corrupt install.
well, installing is a big hassle.. dont think i'll be doing that. thanks though.

Any other ideas?

Subject: Re: Bloom effect
Posted by nopol10 on Sun, 21 Jun 2009 03:46:17 GMT
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Check if you have v_gdi_mammth_n.dds and v_nod_flame_n.dds in your data folder. It seems that Renegade can't find the texture for those normal maps.

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 04:03:30 GMT
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nopol10 wrote on Sat, 20 June 2009 22:46Check if you have v_gdi_mammth_n.dds and v_nod_flame_n.dds in your data folder. It seems that Renegade can't find the texture for those normal maps.
can you give me the mammoth and flame? i've looked through your normal maps and they weren't there? if you could upload them here or in pm that'd be great

Subject: Re: Bloom effect
Posted by nopol10 on Sun, 21 Jun 2009 04:26:17 GMT
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They are packaged with the scripts 3.4.4 source and the installer.

Subject: Re: Bloom effect
Posted by slosha on Sun, 21 Jun 2009 04:39:30 GMT
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nopol10 wrote on Sat, 20 June 2009 23:26They are packaged with the scripts 3.4.4 source and the installer.
Thank you. My mammy looks l33t
It works!

File Attachments
1) ss.jpg, downloaded 740 times

Good to see MORE people are enjoying the bloom now

Subject: Re: Bloom effect
Posted by Xena on Sun, 21 Jun 2009 10:10:04 GMT

=/ my bloom still doesnt work on vehicles. still the black parts..

Subject: Re: Bloom effect
Posted by mrÃ£Ã§Ä·z   on Sun, 21 Jun 2009 10:12:12 GMT

Xena wrote on Sun, 21 June 2009 05:10=/ my bloom still doesnt work on vehicles. still the black parts..
Start a LAN Game, play for one Minute. After that Join a Server, then Problemm should be solved. Because Shaders didnt work correctly for me in LAN Mode

---

Subject: Re: Bloom effect
Posted by nopol10 on Sun, 21 Jun 2009 10:24:39 GMT

Did you:

nopol10 wrote on Sun, 21 June 2009 11:46Check if you have v_gdi_mammth_n.dds and v_nod_flame_n.dds in your data folder. It seems that Renegade can't find the texture for those normal maps.

?

Subject: Re: Bloom effect
Posted by Xena on Sun, 21 Jun 2009 11:27:17 GMT

yes @ nopol