Subject: The "Blooms"
Posted by Kimb on Thu, 10 Sep 2009 17:22:30 GMT
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So, i probably asked this before somewhere, but why the h*** dont the blooms work on my 64bit renegade? ive tryed every version, scrip, even tryed a clean install with just the blooms, but Playas vehicle effect works, nothing else works.

are the blooms not working on the 64bit platform?

and yes, Shaders and everything in BHS.DLL is on

plz help

Subject: Re: The "Blooms"
Posted by Tupolev TU-95 Bear on Thu, 10 Sep 2009 21:59:46 GMT
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can u post a SS? i might know whats wrong

Subject: Re: The "Blooms"
Posted by nope.avi on Fri, 11 Sep 2009 01:56:47 GMT
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bloom doesn't work for cheaters

Subject: Re: The "Blooms"
Posted by Kimb on Fri, 11 Sep 2009 13:11:44 GMT
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goliath35 wrote on Thu, 10 September 2009 16:59can u post a SS? i might know whats wrong

there, no bloom. I suspect lack of bloom support on x64 by BHS.dll

---

Subject: Re: The "Blooms"
Posted by Tupolev TU-95 Bear on Fri, 11 Sep 2009 13:58:26 GMT
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well have u downloaded scrins bloom n shaders and scripts 3.4.4?

if u didint download 3.4.4 but downloaded the bloom then tats could be the problem

Subject: Re: The "Blooms"
Posted by Kimb on Fri, 11 Sep 2009 14:09:44 GMT
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i got script 3.4.4, then downloaded the blooms, put them in data but also the sbd or whatever the name in renegade folder too

---

Subject: Re: The "Blooms"
Posted by cmatt42 on Sat, 12 Sep 2009 03:11:57 GMT
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Can you show a screenshot of something that would actually show the bloom, like the lamps near the AGT on Under?

Anyway, try the installer: http://4camp.net/scripts344.exe

Check 'Bloom' and install. Forget the sample sceneshaders and stuff, you don't need them.

Subject: Re: The "Blooms"
Posted by Kimb on Sat, 12 Sep 2009 10:28:07 GMT
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Toggle Spoiler

i dont know if it shows what you wanted, but its defently not bloom xD

Subject: Re: The "Blooms"
Posted by ErroR on Sat, 12 Sep 2009 11:11:23 GMT
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glowing mines   sorry offtop xD but why do you want the bloom so much

---

Subject: Re: The "Blooms"
Posted by Kimb on Sat, 12 Sep 2009 11:27:23 GMT
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ErroR wrote on Sat, 12 September 2009 13:11glowing mines   sorry offtop xD but why do you want the bloom so much
cause the blooms are cool and gives it new life? xD and ye, glowing mines, want me to remove

---

them?

also the blooms make renegade look like v2

Subject: Re: The "Blooms"
Posted by cmatt42 on Sat, 12 Sep 2009 21:13:48 GMT
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Okay. Did you run the installer?

Subject: Re: The "Blooms"
Posted by Kimb on Sat, 12 Sep 2009 23:59:58 GMT
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yes, but its still not working

Subject: Re: The "Blooms"
Posted by ErroR on Sun, 13 Sep 2009 09:36:02 GMT
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i don't know if it has to do anything with the bloom, but do you have the latest direct x?

Subject: Re: The "Blooms"
Posted by CarrierII on Sun, 13 Sep 2009 10:22:05 GMT
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What's your hardware?

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 10:31:45 GMT
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DirectX = 10
Intel i7
nVidia GeForce 230
9 GB RAM

need more?

Subject: Re: The "Blooms"
Posted by CarrierII on Sun, 13 Sep 2009 11:23:15 GMT
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No reason why that hardware shouldn't work.

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 11:31:29 GMT
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well then why the fuck dont it work

also i have SLI enabled, can that cause it to stop working? the blooms?

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 12:48:36 GMT
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i deleted the 3.4.4 and reinstalled, now i get Scripts2.dll was not found. Are you sure you installed scripts.dll right? and then ren exit

i just ressurected it from the recyclebin thing, but i got another problem now, look at the dump file

File Attachments
1) crashdump2.txt, downloaded 339 times

Subject: Re: The "Blooms"
Posted by Tupolev TU-95 Bear on Sun, 13 Sep 2009 13:30:38 GMT
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i think u should rename scripts2.dll to scripts.dll

Subject: Re: The "Blooms"
Posted by ErroR on Sun, 13 Sep 2009 13:38:16 GMT
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make a copy of scripts.dll and rename it to scripts2.dll

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 13:46:49 GMT
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ErroR wrote on Sun, 13 September 2009 08:38make a copy of scripts.dll and rename it to scripts2.dll
Scripts ErrorUnfortunately, there was an error loading scripts2.dll. Please report this bug!

....now, that dident work out to well, did it

Subject: Re: The "Blooms"
Posted by ErroR on Sun, 13 Sep 2009 13:52:48 GMT
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oh

File Attachments
1) scripts2.rar, downloaded 265 times

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 13:54:42 GMT
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 renegade works now

but the bloom bullshit dont

Subject: Re: The "Blooms"
Posted by nopol10 on Sun, 13 Sep 2009 14:05:02 GMT
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Make sure all the .fx and .sdb files are in the data folder and that Shaders are checked on in BHS.DLL Options in the options menu within Renegade.

Bloom definitely works on my Vista 64bit Home Premium.

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 14:09:58 GMT
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nopol10 wrote on Sun, 13 September 2009 09:05Make sure all the .fx and .sdb files are in the data folder and that Shaders are checked on in BHS.DLL Options in the options menu within

Renegade.

Bloom definitely works on my Vista 64bit Home Premium.
i heard it works for other people twho got 64bit too, but i dont work for me, i got
HLSLnormal_map.fx, PP_DownFilter8.fx, PP_BloomH.fx, PP_BloomV.fx,
PP_CombineUpscale8.fx, PP_BrightPass.fx, shaders.sdb, sceneshaders.sdb in my data folder
but also shaders.sdb and sceneshaders.sdb in my renegade folder

and just for the record, Players vehicle effect (the glowing one thing) works, just not the blooms...
:/ http://renegadeskins.forumieren.de/custom-shaders-f94/vehicle-effect-t581.htm

---

Subject: Re: The "Blooms"
Posted by Tupolev TU-95 Bear on Sun, 13 Sep 2009 14:12:28 GMT
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Kimb wrote on Sun, 13 September 2009 15:09nopol10 wrote on Sun, 13 September 2009
09:05Make sure all the .fx and .sdb files are in the data folder and that Shaders are checked on in
BHS.DLL Options in the options menu within Renegade.

Bloom definitely works on my Vista 64bit Home Premium.
i heard it works for other people twho got 64bit too, but i dont work for me, i got
HLSLnormal_map.fx, PP_DownFilter8.fx, PP_BloomH.fx, PP_BloomV.fx,
PP_CombineUpscale8.fx, PP_BrightPass.fx, shaders.sdb, sceneshaders.sdb in my data folder
but also shaders.sdb and sceneshaders.sdb in my renegade folder

and just for the record, Playas vehicle effect (the glowing one thing) works, just not the blooms... :/
http://renegadeskins.forumieren.de/custom-shaders-f94/vehicle-effect-t581.htm

what bit version have u got because its works for me and i got 64bit

---

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 13 Sep 2009 14:14:35 GMT
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Operating System: Windows Vista™ Home Premium (6.0, Build 6002) Service Pack 2

 DxDiag Version: 6.00.6001.18000 64bit Unicode

maybe theres something wrong with my bloom files?

Subject: Re: The "Blooms"
Posted by Goztow on Tue, 15 Sep 2009 06:24:51 GMT
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I do suppose your GFX card supports bloom?

Subject: Re: The "Blooms"
Posted by Kimb on Tue, 15 Sep 2009 10:50:12 GMT
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so it did in batman o.O it have its own bloom options (i think)xD and why wouldnt it support
blooms? =(

anyways there was a game with Enabel Bloom option, i enabled and it worked there

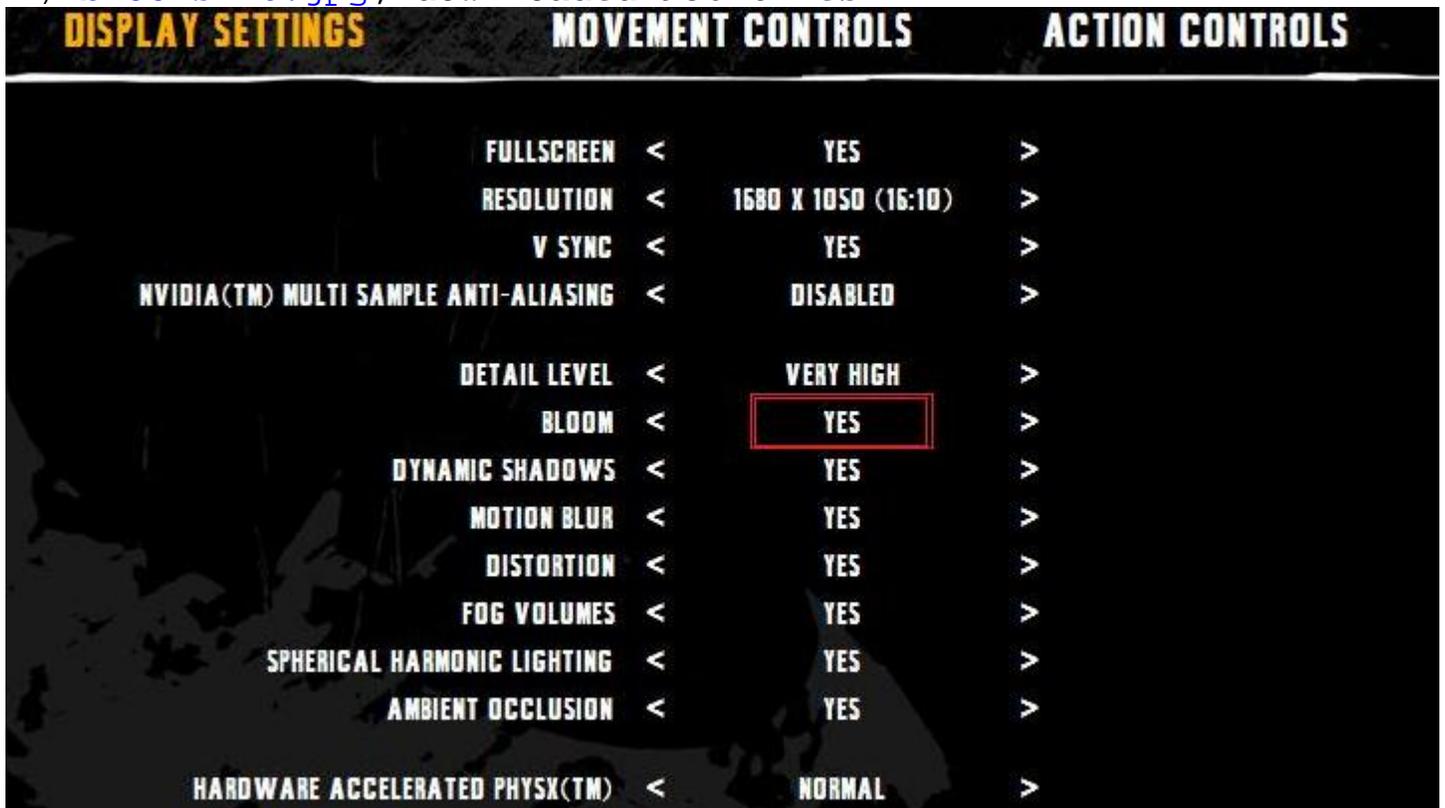(or my eyes messed up, is there any way to find out if it support blooms??)

default settings for Batman AA

so i guess it does aye?
cause first time you start the demo it scans for your graphic card

File Attachments
1) bloomshit.jpg, downloaded 950 times

Subject: Re: The "Blooms"
Posted by Kimb on Wed, 16 Sep 2009 19:33:40 GMT
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i just messaged nvidia asking them if it support bllom, i got this back
nVidiaYou card fully supports Bloom features in all games. Bloom is a software feature, not a
hardware feature like HDR. All 3D accelerator should support it fine.

sooo...wtf? does it matter if i use TFD or do i need to install the old renegade CD with no text?
(text wont display lol)

Subject: Re: The "Blooms"
Posted by Tupolev TU-95 Bear on Wed, 16 Sep 2009 20:10:46 GMT
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Kimb wrote on Wed, 16 September 2009 20:33i just messaged nvidia asking them if it support
bllom, i got this back
nVidiaYou card fully supports Bloom features in all games. Bloom is a software feature, not a
hardware feature like HDR. All 3D accelerator should support it fine.

sooo...wtf? does it matter if i use TFD or do i need to install the old renegade CD with no text?
(text wont display lol)

the (text wont display lol) becuase u didnt restart ren

but god knows what wrong then

Subject: Re: The "Blooms"
Posted by cmatt42 on Thu, 17 Sep 2009 00:43:54 GMT
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Actually, to fix that, you need to restart your computer.

That still won't fix your problem. I dunno, I would just try reinstalling from scratch. Follow this:
http://www.renegadeforums.com/index.php?t=msg&th=24533&start=0&rid=3 134

Subject: Re: The "Blooms"
Posted by Kimb on Thu, 17 Sep 2009 11:32:46 GMT
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using CP2 or anything renguard related on 64bit make renegade stop working, atleast in my end.
I've done the rest, i cant really say it worked out to well

Subject: Re: The "Blooms"
Posted by CarrierII on Thu, 17 Sep 2009 16:03:09 GMT
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CP2 can be installed independently of Renguard, and MUST be installed indepedently of Renguard on x64 systems due to the SVKP runtime-execution packing service which Renguard uses to protect itself from reverse engineering.

Check the other subforums for details on how to install CP2 without RG. It shouldn't be needed for bloom anyway.

Subject: Re: The "Blooms"
Posted by Kimb on Sat, 19 Sep 2009 10:53:59 GMT
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CarrierII wrote on Thu, 17 September 2009 11:03CP2 can be installed independently of Renguard, and MUST be installed indepedently of Renguard on x64 systems due to the SVKP runtime-execution packing service which Renguard uses to protect itself from reverse engineering.

Check the other subforums for details on how to install CP2 without RG. It shouldn't be needed for bloom anyway.
ill never, ever installing renguard again or CP2, i dont need CD to play anymore, i just press Cancel and it works, no matter what, it fucks up renegade

Subject: Re: The "Blooms"
Posted by C C_guy on Sun, 20 Sep 2009 01:06:50 GMT
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Kimb wrote on Sun, 13 September 2009 09:14Operating System: Windows Vista™ Home Premium (6.0, Build 6002) Service Pack 2

 DxDiag Version: 6.00.6001.18000 64bit Unicode

maybe theres something wrong with my bloom files?

Update your directx its outdated.

Subject: Re: The "Blooms"
Posted by CarrierII on Sun, 20 Sep 2009 09:51:24 GMT

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Hmm... I don't think so. Nope, his dxdiag is up to date.

Subject: Re: The "Blooms"
Posted by ErroR on Sun, 20 Sep 2009 11:56:33 GMT
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It's a sign from beyond. Don't use bloom

Subject: Re: The "Blooms"
Posted by Kimb on Sun, 20 Sep 2009 12:22:33 GMT
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ErroR wrote on Sun, 20 September 2009 06:56It's a sign from beyond. Don't use bloom
  noooooo...ooooooooo

..ooooooooooooooo

Subject: Re: The "Blooms"
Posted by ErroR on Mon, 21 Sep 2009 12:56:41 GMT
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Kimb wrote on Sun, 20 September 2009 15:22ErroR wrote on Sun, 20 September 2009 06:56It's
a sign from beyond. Don't use bloom
  noooooo...ooooooooo

..ooooooooooooooo
i mean to say above, but w/e you get it

Subject: Re: The "Blooms"
Posted by Kimb on Mon, 21 Sep 2009 13:09:47 GMT
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ErroR wrote on Mon, 21 September 2009 07:56Kimb wrote on Sun, 20 September 2009
15:22ErroR wrote on Sun, 20 September 2009 06:56It's a sign from beyond. Don't use bloom
  noooooo...ooooooooo

..ooooooooooooooo
i mean to say above, but w/e you get it
yeah, i got it

---

nooo

Subject: Re: The "Blooms"
Posted by Hieran_Del8 on Thu, 24 Sep 2009 20:35:55 GMT
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Could you post the shader (fx) files, or a link to the source you got them from? I'm a shader
programmer, and might be able to fix it. There were some changes to the dx shaders recently,
with some new bugs, but there are workarounds.

Subject: Re: The "Blooms"
Posted by Kimb on Fri, 25 Sep 2009 13:23:06 GMT
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Hieran_Del8 wrote on Thu, 24 September 2009 15:35Could you post the shader (fx) files, or a link
to the source you got them from? I'm a shader programmer, and might be able to fix it. There were
some changes to the dx shaders recently, with some new bugs, but there are workarounds.

that should be it

File Attachments
1) Data.7z, downloaded 189 times

Subject: Re: The "Blooms"
Posted by Hieran_Del8 on Fri, 25 Sep 2009 20:15:23 GMT
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Code seems fine. The problem is a bit perplexing, especially as they're using semantics hidden in
the dll you referenced. I'll need to get a hold of the mod you've installed and run a few tests. Can
you post a link to the shader expansion you used, and any mods required by it? (Preferably, the
location where you obtained them online.)

Subject: Re: The "Blooms"
Posted by nopol10 on Sat, 26 Sep 2009 00:24:52 GMT
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 http://sourceforge.net/projects/rentools/files/scripts/scripts.dll%203.4.4/scrip ts344.zip/download

The shader codes are found in the "shaders" project. Still, I doubt its to do with that since it works
fine on other Vista x64 systems.

Subject: Re: The "Blooms"
Posted by Kimb on Sat, 26 Sep 2009 11:31:36 GMT
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well, i got mine from game-maps :/
http://ren.game-maps.net/index.php?act=view&id=828

Subject: Re: The "Blooms"
Posted by CarrierII on Sun, 27 Sep 2009 06:19:26 GMT
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Same file.