
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 810 times

NVIDIA FX Composer 2.5 - Project1.fxcproj

File Edit View Create Build Analyze Help

New Open Import

Save All

Undo Redo

Effect

Rebuild All

Compile

Analyze

Sphere

Teapot

Torus

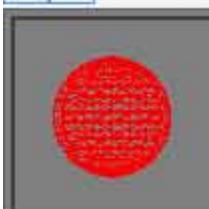
Plane

Point

Spot

Materials

Filter:



HLSLnormal...

Editor

Shader Library

Models

P_BrightPass.fx

PP_CombineUpscale8.fx

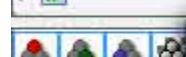
PP_DownFilter8.fx

PP_Invert.f...

```

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),matWorld);
91     OUT.EyeVector = mul(matViewInverse[3].xyz - worldVertPos, objToTan);
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_LINEAR) +
97     1 / exp(pow(dist * fogDensity, 2)) * (fogMode == FOGMODE_EXP);
98     saturate((fogEnd - dist) / (fogEnd - fogStart));
99
100    return OUT;
101
102

```



Renegade

