Subject: Re: [Request] Tutorial for Bloom
Posted by DeathC200 on Fri, 15 May 2009 15:20:21 GMT

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Izual wrote on Mon, 11 May 2009 22:20nopol10 wrote on Tue, 12 May 2009 05:01Using sdbedit.exe, select "Open Scene Shader Database" and find sceneshaders.sdb.

You'll see something called BloomStacked in the bottom right list.
Select it, then click Edit Shader.

In the Dialog that pops up, look on the right list and select either one of these 3 to tweak your bloom settings:

Brightpass, BloomH, BloomV.

Once you select one, click Edit Shader at the bottom of that dialog.
For Brightpass, change the Luminance value. For BloomH and BloomV, change the "Bloom Scale" value. Click OK all the way till you are back at the main dialog.

Under File, select "Save Scene Shader Database" and overwrite sceneshaders.sdb.

Make sure sceneshaders.sdb is in your data folder. Run the game and see if you are satisfied with the result.

That's a nice tutorial for all

For those who don't know where to get sdbedit here is it..
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finally thank you man for releasing sdbedit if you have wdump can you also release that thanks alot bro appreciate the awsome work for getting sdbedit for once i was actually gonna give up but no anymore so peace out bro thanks once again ^_^