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Subject: Re: New Shaders

Posted by [mr£\\$Ä-z](#) on Wed, 15 Jul 2009 14:11:43 GMT

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The Shaders work on this way:

When i enter a darked zone then it will change some Light and shadow settings a bit darker.

When i look to sun or when im entering a bright zone then my bloom will be more heavyer and the color correction also starts then to get a little darker

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