
Subject: Reflective dazzle

Posted by [nopol10](#) on Wed, 19 Dec 2007 03:20:58 GMT

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Have a look at the screenshots:

As you can see, the dazzle on the beacon is also visible when it is over the shadow of the character.

Why does this happen?

2nd question:

How do you get the tone mapping shader to work? I've tried adding it to the BloomStacked sceneshader with a UID of 1 but it crashes the game

File Attachments

1) [ScreenShot84.png](#), downloaded 592 times



2) [ScreenShot83.png](#), downloaded 583 times



Subject: Re: Reflective dazzle

Posted by [saberhawk](#) on Wed, 19 Dec 2007 03:48:20 GMT

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Are the fx files for it in the data folder?

Subject: Re: Reflective dazzle

Posted by [nopol10](#) on Wed, 19 Dec 2007 03:55:55 GMT

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Yes the fx files are in.

But what I don't know is whether to stack the ToneMap shader on the bloom stacking scene shader (after the combineupscale8x).
grad3.tga should be the one used right?

Subject: Re: Reflective dazzle
Posted by [saberhawk](#) on Wed, 19 Dec 2007 11:37:08 GMT
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It should be just fine after the CombineUpscale8x (lower down in the stack and it affects either the bloom data or the copy of the scene that'll be used to generate the bloom data), and texture shouldn't cause crashing problems. Does it work by itself in a new sdb?

Subject: Re: Reflective dazzle
Posted by [nopol10](#) on Thu, 20 Dec 2007 01:26:35 GMT
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The shader doesn't work when it is by itself in a new sceneshaders.sdb.
I got these log files after the thing crashed.

File Attachments

- 1) [memreport_scripts.log](#), downloaded 132 times
 - 2) [memory_scripts.log](#), downloaded 119 times
 - 3) [memleak_scripts3.log](#), downloaded 124 times
 - 4) [crashdump51.txt](#), downloaded 397 times
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Subject: Re: Reflective dazzle
Posted by [Viking](#) on Thu, 20 Dec 2007 04:17:17 GMT
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WOW!

Thats some pretty nice work there!

Subject: Re: Reflective dazzle
Posted by [Ethenal](#) on Thu, 20 Dec 2007 04:22:45 GMT
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Viking wrote on Wed, 19 December 2007 22:17WOW!

Thats some pretty nice work there!

...Are you just trying to be an ass? Or have I completely missed something?

Subject: Re: Reflective dazzle
Posted by [nopol10](#) on Thu, 20 Dec 2007 08:45:19 GMT
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Viking wrote on Thu, 20 December 2007 12:17WOW!

Thats some pretty nice work there!

I think I'm missing something.

In case you haven't read correctly, I was asking if anyone has any idea why the reflected dazzle happens.

Subject: Re: Reflective dazzle
Posted by [The Corndog Man](#) on Thu, 20 Dec 2007 14:31:10 GMT
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Ethenal wrote on Wed, 19 December 2007 22:22Viking wrote on Wed, 19 December 2007 22:17WOW!

Thats some pretty nice work there!

...Are you just trying to be an ass? Or have I completely missed something?

He's not trying, he really is an ass.

Subject: Re: Reflective dazzle
Posted by [Dealman](#) on Sat, 22 Dec 2007 20:23:29 GMT
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The Corndog Man wrote on Thu, 20 December 2007 15:31Ethenal wrote on Wed, 19 December 2007 22:22Viking wrote on Wed, 19 December 2007 22:17WOW!

Thats some pretty nice work there!

...Are you just trying to be an ass? Or have I completely missed something?

He's not trying, he really is an ass.

So are you.

Subject: Re: Reflective dazzle

Posted by [saberhawk](#) on Mon, 24 Dec 2007 09:12:41 GMT

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nopol10 wrote on Wed, 19 December 2007 19:26The shader doesn't work when it is by itself in a new sceneshaders.sdb.

I got these log files after the thing crashed.

Not much I can do with those sadly, the debugging info for scripts 3.4.4 doesn't exist anywhere anymore
