Subject: Scrin's Bloom n' Shaders
Posted by Dreganius on Wed, 15 Jul 2009 08:37:52 GMT
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Here's the shaders and stuff he gave me.

Preview

To use these shaders, just extract everything into your Renegade/Data folder, but ALSO extract the .sdb files into your Renegade folder.

Well, that's what I was told by Scrin. Enjoy!

By the way, I'm going to call for all "Yeah look at MY shaders!" posts to be deleted.

File Attachments

1) Scrin's Shaders.zip, downloaded 278 times
2) Bloom n Shaders.jpg, downloaded 1419 times

Subject: Re: Scrin's Bloom n' Shaders
Posted by Gohax on Wed, 15 Jul 2009 09:18:13 GMT
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Idk what I'm doing wrong, but I extracted everything to the data folder, added the sdb files to my Renegade folder as well. I also have scripts 3.4 with shaders enabled. Anything else that could be affecting it? :/

Subject: Re: Scrin's Bloom n' Shaders
Posted by crysis992 on Wed, 15 Jul 2009 09:39:28 GMT
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Extract the "sdb" to the data, not renegadefolder.
Then it must work

Subject: Re: Scrin's Bloom n' Shaders
Posted by anant on Wed, 15 Jul 2009 09:55:20 GMT
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sweet release!

Subject: Re: Scrin's Bloom n' Shaders
Posted by CarrierII on Wed, 15 Jul 2009 10:26:18 GMT
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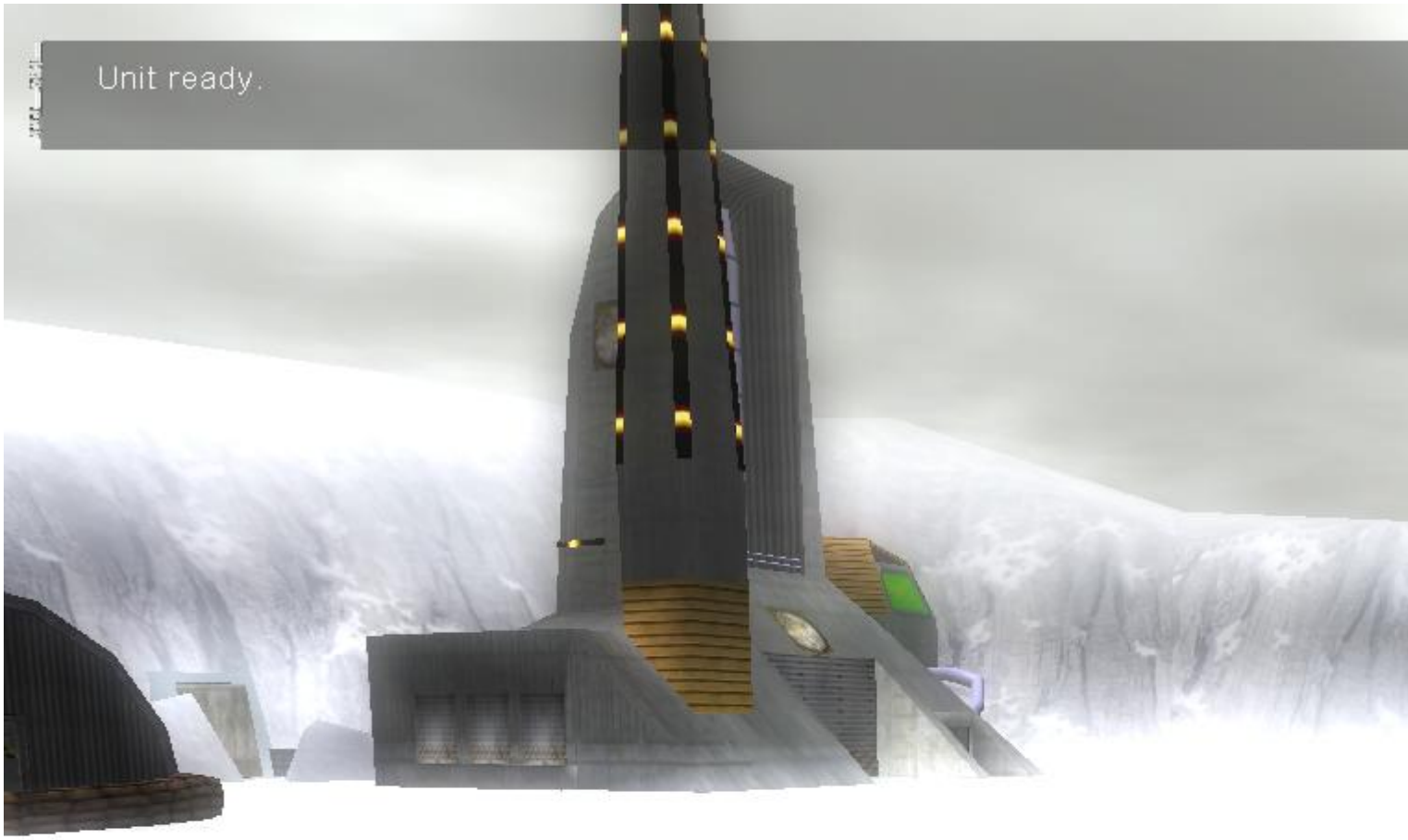
Nice idea, but snow maps, such as C&C_Alpine...
OWWW, MY EYES!

I think that speaks for itself.

File Attachments

1) NeedsLESSBloom.jpg, downloaded 1182 times


Unit ready.

Carrier II
EVA
100
100
Credits:

Subject: Re: Scrin's Bloom n' Shaders
Posted by cAmpa on Wed, 15 Jul 2009 10:45:42 GMT
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Is there a download for your Light Tank?

Subject: Re: Scrin's Bloom n' Shaders
Posted by Dreganius on Wed, 15 Jul 2009 10:48:51 GMT
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cAmpa wrote on Wed, 15 July 2009 20:45Is there a download for your Light Tank?

http://www.renegadeforums.com/index.php?t=msg&th=33463&start=0&rid=2 2555

Subject: Re: Scrin's Bloom n' Shaders
Posted by MoMo on Wed, 15 Jul 2009 10:53:36 GMT
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cAmpa wrote on Wed, 15 July 2009 05:45Is there a download for your Light Tank?

www.renegadeskins.tk

its the CnC 3 Lighttank also more CnC 3 Tanks availuble at that site, nice release btw, i lvoe your undermap.

Subject: Re: Scrin's Bloom n' Shaders
Posted by cAmpa on Wed, 15 Jul 2009 10:57:06 GMT
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Dreganius wrote on Wed, 15 July 2009 12:48cAmpa wrote on Wed, 15 July 2009 20:45Is there a download for your Light Tank?

http://www.renegadeforums.com/index.php?t=msg&th=33463&start=0&rid=2 2555

Thank you.

Subject: Re: Scrin's Bloom n' Shaders

Posted by Dreganius on Wed, 15 Jul 2009 11:06:29 GMT
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MoMo wrote on Wed, 15 July 2009 20:53cAmpa wrote on Wed, 15 July 2009 05:45Is there a download for your Light Tank?

www.renegadeskins.tk

its the CnC 3 Lighttank also more CnC 3 Tanks availuble at that site, nice release btw, i lvoe your undermap.

You might want to read my post before you make yours, also it's my skin.

Subject: Re: Scrin's Bloom n' Shaders
Posted by Reaver11 on Wed, 15 Jul 2009 12:02:35 GMT
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Dreganius wrote on Wed, 15 July 2009 06:06MoMo wrote on Wed, 15 July 2009 20:53cAmpa wrote on Wed, 15 July 2009 05:45Is there a download for your Light Tank?

www.renegadeskins.tk

its the CnC 3 Lighttank also more CnC 3 Tanks availuble at that site, nice release btw, i lvoe your undermap.

You might want to read my post before you make yours, also it's my skin.

It's still yours even on that site. But tbh they should first ask whetever or no if you want it on their site!!!

Subject: Re: Scrin's Bloom n' Shaders
Posted by LeeumDee on Wed, 15 Jul 2009 12:04:30 GMT
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Reaver11 wrote on Wed, 15 July 2009 07:02
they should first ask whetever or no if you want it on their site!!!

Agreed.

edit: nice release by the way.

Subject: Re: Scrin's Bloom n' Shaders
Posted by MoMo on Wed, 15 Jul 2009 15:09:54 GMT
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Dreganius wrote on Wed, 15 July 2009 06:06MoMo wrote on Wed, 15 July 2009 20:53cAmpa wrote on Wed, 15 July 2009 05:45Is there a download for your Light Tank?

www.renegadeskins.tk

its the CnC 3 Lighttank also more CnC 3 Tanks availuble at that site, nice release btw, i lvoe your undermap.

You might want to read my post before you make yours, also it's my skin.

no point in getting high headed because its your skin, just trying to be helpfull.

Subject: Re: Scrin's Bloom n' Shaders
Posted by nikki6ixx on Wed, 15 Jul 2009 16:01:14 GMT
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The only good thing about 'bloom' is that after it blinds you, you may just forget how much it made your Renegade look like ass.

Subject: Re: Scrin's Bloom n' Shaders
Posted by CarrierII on Wed, 15 Jul 2009 18:10:08 GMT
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BEHAVE.

Subject: Re: Scrin's Bloom n' Shaders
Posted by ArtyWh0re on Wed, 15 Jul 2009 18:28:32 GMT
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I like my eyes the way they are, enough said.

Subject: Re: Scrin's Bloom n' Shaders
Posted by Gohax on Wed, 15 Jul 2009 19:45:11 GMT
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Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

Subject: Re: Scrin's Bloom n' Shaders
Posted by LiL KiLLa on Wed, 15 Jul 2009 19:55:49 GMT

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CarrierII wrote on Wed, 15 July 2009 12:26Nice idea, but snow maps, such as C&C_Alpine... OWWW, MY EYES!

I think that speaks for itself.

OWWW, MY ALPINE!

Subject: Re: Scrin's Bloom n' Shaders
Posted by Xpert on Wed, 15 Jul 2009 20:09:10 GMT
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Gohax wrote on Wed, 15 July 2009 15:45Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

That's exactly the reason why it don't work.

Knowing your computer as it is, it can't handle anything with high end graphics.

Subject: Re: Scrin's Bloom n' Shaders
Posted by raven on Wed, 15 Jul 2009 20:16:11 GMT
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Xpert wrote on Wed, 15 July 2009 15:09Gohax wrote on Wed, 15 July 2009 15:45Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

That's exactly the reason why it don't work.

Knowing your computer as it is, it can't handle anything with high end graphics.

Don't say "high end graphics" when referring to Renegade.

Subject: Re: Scrin's Bloom n' Shaders
Posted by LR01 on Wed, 15 Jul 2009 21:58:45 GMT
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what about, a little less bright?
I know snow is white, but that...

nice to see it's getting released though, keep it up

Subject: Re: Scrin's Bloom n' Shaders
Posted by Gohax on Wed, 15 Jul 2009 22:32:56 GMT
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Xpert wrote on Wed, 15 July 2009 15:09Gohax wrote on Wed, 15 July 2009 15:45Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

That's exactly the reason why it don't work.

Knowing your computer as it is, it can't handle anything with high end graphics.

Rofl thank you Mav. That second part wasn't needed, but being the asshole you are you just couldn't resist.

Thank you again.

Subject: Re: Scrin's Bloom n' Shaders
Posted by HaTe on Wed, 15 Jul 2009 22:52:37 GMT
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CarrierII wrote on Wed, 15 July 2009 13:10BEHAVE.

You guys listen well

Subject: Re: Scrin's Bloom n' Shaders
Posted by Xpert on Wed, 15 Jul 2009 23:57:09 GMT
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Gohax wrote on Wed, 15 July 2009 18:32Xpert wrote on Wed, 15 July 2009 15:09Gohax wrote on Wed, 15 July 2009 15:45Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

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Knowing your computer as it is, it can't handle anything with high end graphics.

Rofl thank you Mav. That second part wasn't needed, but being the asshole you are you just

couldn't resist.

Thank you again.

Wasn't trying to be an asshole. I was being realistic but I'm glad you took offense to it!

Subject: Re: Scrin's Bloom n' Shaders
Posted by Gohax on Thu, 16 Jul 2009 00:05:58 GMT
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Xpert wrote on Wed, 15 July 2009 18:57Gohax wrote on Wed, 15 July 2009 18:32Xpert wrote on Wed, 15 July 2009 15:09Gohax wrote on Wed, 15 July 2009 15:45Still not working. :/ I think I had this problem before. My gfx card may not support bloom/shaders?

That's exactly the reason why it don't work.

Knowing your computer as it is, it can't handle anything with high end graphics.

Rofl thank you Mav. That second part wasn't needed, but being the asshole you are you just couldn't resist.

Thank you again.

Wasn't trying to be an asshole. I was being realistic but I'm glad you took offense to it!

Of course you weren't. But again, you had to get that last little bitch of a comment in just to prove how big of a jackass you really are.

Again thanks for proving my point even further :/

Subject: Re: Scrin's Bloom n' Shaders
Posted by -Xv- on Thu, 16 Jul 2009 09:37:16 GMT
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You both fail. Hard.

Subject: Re: Scrin's Bloom n' Shaders
Posted by Xena on Thu, 16 Jul 2009 09:47:56 GMT
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if i would use that bloom, and i move my mouse ingame, i guess that a little 10 minutes later it

finally starts to move because of mouse lag o.o

with a lil bit of bloom my mouse has a delay too lol

Subject: Re: Scrin's Bloom n' Shaders
Posted by -Xv- on Thu, 16 Jul 2009 10:48:26 GMT
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I actually like it. I just lowered gamma a little for Ren (ATI CCC ftw) and it works perfect. no fps lag whatsoever.

Subject: Re: Scrin's Bloom n' Shaders
Posted by ErroR on Thu, 16 Jul 2009 13:17:44 GMT
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omgz lookz like renegadex

Subject: Re: Scrin's Bloom n' Shaders
Posted by _SSnipe_ on Thu, 16 Jul 2009 17:27:47 GMT
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I can't get it to work

Subject: Re: Scrin's Bloom n' Shaders
Posted by mrÃ£Ã§Ä·z on Thu, 16 Jul 2009 17:29:52 GMT
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ErroR wrote on Thu, 16 July 2009 08:17omgz lookz like renegadex
FAIL.

Subject: Re: Scrin's Bloom n' Shaders
Posted by CarrierII on Thu, 16 Jul 2009 18:20:44 GMT
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This is getting locked. When I have the time lots of people will be given warnings. You guys caught me on a bad day (and only one person found my C&C Alpine SS amusing)