

---

**Subject:** Motion blur & DOF

Posted by [Stefan](#) on Thu, 26 Nov 2009 17:43:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I remember seeing some graphic enhancement mod called ENB for GTA:VC which added motion blur and Depth of Field. It worked for renegade too, although it made the game crash whenever you alttabbed out of the game.

Any chance of seeing this included as an option in TT?

---

---

---

**Subject:** Re: Motion blur & DOF

Posted by [-Xv-](#) on Sat, 28 Nov 2009 02:09:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

---

---

---

**Subject:** Re: Motion blur & DOF

Posted by [Stefan](#) on Sat, 28 Nov 2009 10:26:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

-Xv- wrote on Fri, 27 November 2009 20:09that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

What are you talking about? It also adds motion blur and some other cool stuff. It's possible to disable the horrid bloom.

MOTION BLURRIES

---

---

**Subject:** Re: Motion blur & DOF

Posted by [-Xv-](#) on Sat, 28 Nov 2009 10:58:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Stefan wrote on Sat, 28 November 2009 05:26-Xv- wrote on Fri, 27 November 2009 20:09that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

What are you talking about? It also adds motion blur and some other cool stuff. It's possible to disable the horrid bloom.

MOTION BLURRIES

Hmm my bad, the "ENB for GTA:VC" meant an entirely different thing in my mind.

that looks fun, but it blurred everything, including text and hud.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [ErroR](#) on Sat, 28 Nov 2009 12:15:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

left 4 dead has it (max graph settings i think) looks quite cool, but indeed the hud and text shouldn't be blurred

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Omar007](#) on Sat, 28 Nov 2009 12:18:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol the HUD and player stats blur with it xD

---

---

**Subject: Re: Motion blur & DOF**

Posted by [DL60](#) on Sat, 28 Nov 2009 15:58:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Stefan](#) on Sat, 28 Nov 2009 16:09:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's true that blur and all the other effects can be extremely annoying when it's over-done (like in the video, which i did to make the effect a bit more obvious). But a subtle implantation however would be quite nice.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [GEORGE ZIMMER](#) on Sun, 29 Nov 2009 19:28:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [CarrierII](#) on Sun, 29 Nov 2009 21:02:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

GEORGE ZIMMER wrote on Sun, 29 November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [saberhawk](#) on Sun, 29 Nov 2009 21:45:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

CarrierII wrote on Sun, 29 November 2009 16:02GEORGE ZIMMER wrote on Sun, 29 November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

Renegade can look amazing with a bit of work, the problem is that the same techniques needed for implementing most of the shiny graphics make keeping all the rendering code working on old

video cards painful.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [ErroR](#) on Thu, 03 Dec 2009 13:26:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

besides the maps and most models are plain square

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Jerad2142](#) on Thu, 03 Dec 2009 18:46:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Saberhawk wrote on Sun, 29 November 2009 14:45Carrierll wrote on Sun, 29 November 2009 16:02GEORGE ZIMMER wrote on Sun, 29 November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

Renegade can look amazing with a bit of work, the problem is that the same techniques needed for implementing most of the shiny graphics make keeping all the rendering code working on old video cards painful.

We already dropped 98/95 support, just don't support the older graphics cards with the new features. No reason to hold back just because some people are unwilling to upgrade their machines.

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Omar007](#) on Thu, 03 Dec 2009 19:22:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote Stack

Jerad Gray wrote on Thu, 03 December 2009 19:46Saberhawk wrote on Sun, 29 November 2009 14:45Carrierll wrote on Sun, 29 November 2009 16:02GEORGE ZIMMER wrote on Sun, 29 November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game

is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

Renegade can look amazing with a bit of work, the problem is that the same techniques needed for implementing most of the shiny graphics make keeping all the rendering code working on old video cards painful.

We already dropped 98/95 support, just don't support the older graphics cards with the new features. No reason to hold back just because some people are unwilling to upgrade their machines.

I wouldnt just abandon people with older systems with TT. I think quite a few people still play on older systems. A function to turn that kind of enhancements on or off would be the best solution imo

NOTE: For me it doesnt matter

---

---

Subject: Re: Motion blur & DOF

Posted by [Gen\\_Blacky](#) on Fri, 04 Dec 2009 10:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Omar007 wrote on Thu, 03 December 2009 13:22Quote Stack

Jerad Gray wrote on Thu, 03 December 2009 19:46Saberhawk wrote on Sun, 29 November 2009

14:45CarrierII wrote on Sun, 29 November 2009 16:02GEORGE ZIMMER wrote on Sun, 29

November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr\*\* like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr\*\*.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

Renegade can look amazing with a bit of work, the problem is that the same techniques needed for implementing most of the shiny graphics make keeping all the rendering code working on old video cards painful.

We already dropped 98/95 support, just don't support the older graphics cards with the new features. No reason to hold back just because some people are unwilling to upgrade their machines.

I wouldnt just abandon people with older systems with TT. I think quite a few people still play on older systems. A function to turn that kind of enhancements on or off would be the best solution imo

NOTE: For me it doesnt matter

Leaving people behind with bad machines is a horrible idea. You would lose 25% or more players. Having a feature to turn it on and off is a good idea.

---

---

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Renardin6](#) on Fri, 04 Dec 2009 16:20:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.youtube.com/watch?v=k5bnYy49wsE&fmt=22>

how can we enable ambient occlusion?

---

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Stefan](#) on Fri, 04 Dec 2009 16:28:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Unzip these files in your renegade/apb/reborn directory (not data) and watch the awesomeness make your face melt.

[File Attachments](#)

1) [eeNB\\_Test01.rar](#), downloaded 257 times

---

---

---

**Subject: Re: Motion blur & DOF**

Posted by [Omar007](#) on Fri, 04 Dec 2009 17:12:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Pretty cool but the further you look the blurrier your HUD, craracter etc becomes

It gives the coolest effect when something explodes or when you die imo

---

---

---

**Subject: Re: Motion blur & DOF**

Posted by [\\_SSnipe\\_](#) on Thu, 17 Dec 2009 06:40:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think it looks cool as fuck in the video

---

---

Subject: Re: Motion blur & DOF

Posted by [ChewML](#) on Thu, 17 Dec 2009 20:01:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Not being able to see everything cleary in the field as you fly over... no thanks.

---

---

Subject: Re: Motion blur & DOF

Posted by [BlueThen](#) on Mon, 21 Dec 2009 17:50:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's all about graphics nowadays

---

---

Subject: Re: Motion blur & DOF

Posted by [Omar007](#) on Mon, 21 Dec 2009 19:20:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

id. Games get larger and bigger in graphics but gameplay lacks now and then and storylines get shorter and shorter

Though games that are good on these points may be optimized on graphics ofcourse (GOOD graphics )

---