Subject: Reflective dazzle
Posted by nopol10 on Wed, 19 Dec 2007 03:20:58 GMT
View Forum Message <> Reply to Message

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 385 times

2) ScreenShot83.png, downloaded 381 times

FPS = 68, KBPS
Team   Score
0 GDI   0
1 Nod   0

Player   Score
1. Nopol   0

NW

EVA

+100
100

Nopol

Credits: 99129

001

Nuclear Strike E