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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?

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