Subject: Re: Motion blur & DOF
Posted by Omar007 on Thu, 03 Dec 2009 19:22:33 GMT

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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