

LouiEriksson::Engine  
::Settings::PostProcessing  
::Bloom

+ static bool s\_Enabled  
+ static float s\_Intensity  
+ static float s\_Threshold  
+ static float s\_Clamp  
+ static float s\_LensDirt  
+ static float s\_Anamorphism  
+ static float s\_Diffusion

+ static bool IsActiveAndEnabled  
( ) noexcept