

# cPostEffect\_ToneMapping

## Fields

cPostEffect\_ToneMapping has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
void	SetDisabled	bool abX	
bool	IsDisabled		
void	SetActive	bool abX	
bool	IsActive		
void	Reset		
void	FadeGradingTexture	<a href="#">iTexture</a> @ apGrading, float afTime	
void	FadeExposure	float afExposure, float afWhiteCut, float afTime	
void	FadeWindowExposure	float afExposure, float afWhiteCut	
float	GetTransitionTime		
void	SetColorGradingActive	bool abX	
void	SetBloomActive	bool abX	
void	SetFilmGrainActive	bool abX	
bool	GetColorGradingActive		
bool	GetBloomActive		
bool	GetFilmGrainActive		
void	SetSRGBGamma	bool abX	
float	GetExposure		
void	GetParams	float& afKey, float& afGammaCorrection, float& afFilmGrainIntensity, float& afBrightPass, float& afBloomWidth, <a href="#">cColor</a> & avBloomTint, float& afBloomFalloff	
void	SetParams	float afKey, float afGammaCorrection, float afFilmGrainIntensity, float afBrightPass, float afBloomWidth, const <a href="#">cColor</a> &in avBloomTint, float afBloomFalloff	

## Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

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