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Subject: Re: Smoke

Posted by [Jerad2142](#) on Fri, 27 Jul 2012 12:41:51 GMT

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Particle detail is controlled separately from texture detail; however, a low texture detail would make the emitters harder to see, due to the lack of detail in general. In addition, if you have particle detail set to a lower level it will reduce how many are drawn on screen.

Increase both to max and disable shaders (in both 4.0 and non 4.0) and then see how it compares.

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