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Subject: Re: Smoke

Posted by [Jerad2142](#) on Thu, 06 Sep 2012 00:50:54 GMT

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2 of those have horrible texture settings. The snow one is brighter than the rest so that's more to add to the effect (especially if bloom is enabled).

But anyways, chances are if you had the texture quality on shit you also had the particle level low too, which would cap how many smoke particles are made.

To me it looks about the same as it always has to me however in stock ren.

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