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Subject: Re: Smoke

Posted by [StealthEye](#) on Sat, 08 Sep 2012 11:46:21 GMT

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Arty shake can already be disabled on the server side. It is also offtopic.

I just tested it again, I see no difference between stock and TT. Yes, the smoke is quite blinding, but it also happens in stock. Are you sure that you are comparing to stock (without any scripts.dll)? It is possible that some previous version of scripts.dll had a bug that made the smoke less visible.

If you are indeed comparing to a stock copy, please install Renegade to an empty folder (without any custom scripts), then copy the folder and install TT into one copy. Test it with two players. Fraps the behavior in both copies (screenshot is not enough), using the same resolution with the same settings, and shooting on the same map in the same location (i.e. keep as much as possible the same except for TT/stock).

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