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Subject: Re: Smoke

Posted by [Jerad2142](#) on Mon, 10 Sep 2012 12:37:24 GMT

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Actually I think that we have this backward, explosions were dim for AMD before 4.0 and 4.0 fixed it. Because I just finished playing on 3.4.4, and all the explosions were just as bright if not more than what these pictures are showing and I'm running Nvidia.

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