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Subject: Re: Smoke

Posted by [TORN](#) on Sat, 15 Sep 2012 12:09:21 GMT

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saberhawk wrote on Sat, 15 September 2012 05:21Major-Payne wrote on Sat, 15 September 2012 00:13It appears that I was wrong about stock smoke being less bright.

However I do wonder why the intensity was increased in 4.0 compared to 3.4.4?

There was most likely a bug in scripts 3.x that's probably related to ambient lighting which affects more than just particles.

Put the bug back in to make the smoke and explosions less bright.

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