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Subject: 4.0 explosions and smoke seem extra bright...

Posted by [liquidv2](#) on Mon, 16 Jan 2012 05:18:49 GMT

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Quote:[22:21:28] <troyfox19> wierd q but since i did 4.0 i seem to have an incredible amount of smoke and exploion blinding.....any solutions?

[23:14:53] <liquid[REN]> i've had the same, and i have no idea

[23:15:28] <troyfox19> ok least its not jsut me....but damn hard to see sometimes

[23:15:32] <liquid[REN]> it's awful

[23:15:36] <liquid[REN]> the field is just a bright light

[23:15:45] <liquid[REN]> i don't know what i'm firing at; i can't even see enemy hitboxes through it

[23:15:59] <troyfox19> yep im gettin the same. wonder if it can be toned down or emit less smoke

[23:16:12] <troyfox19> yeah im same way firing blind

[23:16:25] <liquid[REN]> i'd like that very much

i was on st0rm and looking out into Field from the GDI base i couldn't see a damn thing; it's almost unplayable

in bigger games it gets even worse when there's more firing and things blowing up was that intended or are we both just seeing things?

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Subject: Re: 4.0 explosions and smoke seem extra bright...

Posted by [saberhawk](#) on Mon, 16 Jan 2012 06:42:25 GMT

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<http://www.renegadeforums.com/index.php/t/38863/20619/> <-- Same issue, was fixed but the fix is not yet out.

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Subject: Re: 4.0 explosions and smoke seem extra bright...

Posted by [liquidv2](#) on Mon, 16 Jan 2012 11:02:54 GMT

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damn; sorry for the inconvenience, but i'm glad to hear it was looked at and that i wasn't just imagining it

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