Subject: Smoke
Posted by Major-Payne on Mon, 23 Jul 2012 23:28:46 GMT
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Why was the smoke from tanks and rockets increased and thickened?

Can't see shit captain

Subject: Re: Smoke
Posted by Generalcamo on Tue, 24 Jul 2012 13:51:19 GMT
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It wasn't. You must have a mod on your client.

Subject: Re: Smoke
Posted by Major-Payne on Tue, 24 Jul 2012 14:51:11 GMT
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I'm not the only one who has this, I thought I was until two others mentioned it on teamspeak

Subject: Re: Smoke
Posted by Xpert on Wed, 25 Jul 2012 03:23:34 GMT
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This was an issue in the past.

See topic here:

 http://www.renegadeforums.com/index.php?t=msg&th=38954&start=0&rid=2 0487

Is it the same issue again?

Subject: Re: Smoke
Posted by Major-Payne on Wed, 25 Jul 2012 08:16:55 GMT
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No, the smoke is just white, but a lot thicker than in the past.

It's definitely 4.0, since I'm not the only one who has this issue.

Subject: Re: Smoke
Posted by danpaul88 on Wed, 25 Jul 2012 08:20:44 GMT
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Try running the same graphics settings on both and you will probably find they are the same. Based on the lol-blurry APC in the left hand image it looks as if that was taken with absolute minimum graphics settings, which do reduce the number of particles per emitter as I recall.

Subject: Re: Smoke
Posted by liquidv2 on Wed, 25 Jul 2012 09:15:33 GMT
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i'm tempted to ask di3hardnl to make a skin that removes explosions again - total advantage style the last few times i've played ren the shit was so bright that i shied away from a lot of tank battles if there wasn't a magical red hit box on the enemy vehicles i wouldn't know what on earth i was shooting at a lot of the time

Subject: Re: Smoke
Posted by Major-Payne on Wed, 25 Jul 2012 10:50:57 GMT
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danpaul88 wrote on Wed, 25 July 2012 01:20Try running the same graphics settings on both and you will probably find they are the same. Based on the lol-blurry APC in the left hand image it looks as if that was taken with absolute minimum graphics settings, which do reduce the number of particles per emitter as I recall.

No difference unfortunately

Subject: Re: Smoke
Posted by iRANian on Wed, 25 Jul 2012 12:46:28 GMT
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The smoke is thicker and whiter than pre-4.0 on minimum settings, but pre-4.0 if you set the details to low the smoke would be "less" then details set to high.

Subject: Re: Smoke
Posted by Sean on Wed, 25 Jul 2012 12:47:44 GMT
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Major-Payne wrote on Wed, 25 July 2012 03:50danpaul88 wrote on Wed, 25 July 2012 01:20Try

running the same graphics settings on both and you will probably find they are the same. Based on the lol-blurry APC in the left hand image it looks as if that was taken with absolute minimum graphics settings, which do reduce the number of particles per emitter as I recall.

No difference unfortunately

It's the cannabis your smoking.

lolol.

Subject: Re: Smoke
Posted by Major-Payne on Wed, 25 Jul 2012 15:53:45 GMT
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iRANian wrote on Wed, 25 July 2012 05:46The smoke is thicker and whiter than pre-4.0 on minimum settings, but pre-4.0 if you set the details to low the smoke would be "less" then details set to high.
I've been playing with increased settings ever since I got my new computer last year in January, and I really hadn't noticed any difference, the smoke seemed just as thick to me. But after I got 4.0 I really can't see shit anymore in tank fights.

Subject: Re: Smoke
Posted by NACHO-ARG on Wed, 25 Jul 2012 21:59:03 GMT
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this issue has been presnt since beta 3.

Subject: Re: Smoke
Posted by Major-Payne on Fri, 27 Jul 2012 07:28:01 GMT
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any announcements on a fix?

Subject: Re: Smoke
Posted by Jerad2142 on Fri, 27 Jul 2012 12:41:51 GMT
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Particle detail is controlled separately from texture detail; however, a low texture detail would make the emitters harder to see, due to the lack of detail in general. In addition, if you have particle detail set to a lower level it will reduce how many are drawn on screen.

Increase both to max and disable shaders (in both 4.0 and non 4.0) and then see how it compares.

Subject: Re: Smoke
Posted by Major-Payne on Sun, 12 Aug 2012 22:36:37 GMT
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Can someone please tell me this is being fixed in the next BETA release?

If there's more than 2 lights/meds/mammies/gunners/etc shooting at you you really can't see ANYTHING at all, it's really unplayable.

I have shaders disabled in every way possible btw, in-game, CCC and in registry

---

Subject: Re: Smoke
Posted by Sean on Sun, 12 Aug 2012 23:42:35 GMT
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Major-Payne wrote on Sun, 12 August 2012 15:36Can someone please tell me this is being fixed in the next BETA release?

If there's more than 2 lights/meds/mammies/gunners/etc shooting at you you really can't see ANYTHING at all, it's really unplayable.

Disable shaders.

problem solved.

Subject: Re: Smoke
Posted by Helios on Mon, 20 Aug 2012 23:32:07 GMT
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I am also affected by this. Turning shaders all the way down has no effect, and game.exe won't let me remove shaders.dll

---

Subject: Re: Smoke

Posted by Helios on Tue, 21 Aug 2012 05:38:27 GMT
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FTR, MUDKIPS and I are both on AMD cards, if that makes any difference.

Subject: Re: Smoke
Posted by Major-Payne on Tue, 04 Sep 2012 07:32:33 GMT
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is this fixed in RC1?

Literally every single player I play with on teamspeak complain about they can't see a thing all the time.

Despite what is said about turning off shaders, that does NOT fix it

---

Subject: Re: Smoke
Posted by raven on Tue, 04 Sep 2012 14:32:51 GMT
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I started playing at 640x480 and it has disappeared

In other news, I now have a 700 FPS

Subject: Re: Smoke
Posted by Creed3020 on Tue, 04 Sep 2012 22:53:33 GMT
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I too lately have found that tank battles are impossible because you can't bloody see anything. I'll start taking some SS of the whiteness and my video settings for comparison.

I am running an AMD Radeon 8650.

Subject: Re: Smoke
Posted by Sean on Wed, 05 Sep 2012 00:14:41 GMT
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I'm running a ATI Radeon 6550 series and I don't experience this issue. As I said, its most likely due to an issue with shaders.

Subject: Re: Smoke
Posted by liquidv2 on Wed, 05 Sep 2012 01:10:19 GMT
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ATI Radeon HD 7700
i get some seriously bright shit
shouldn't have to squint to see a Renegade screen lol

Subject: Re: Smoke
Posted by Ani on Wed, 05 Sep 2012 01:16:07 GMT
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Running a pretty high end laptop here (quad core sandy bridge w/ a 570M) and it looks all fine to me.

Subject: Re: Smoke
Posted by Ethenal on Wed, 05 Sep 2012 03:11:04 GMT
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Croatoan wrote on Tue, 04 September 2012 19:14I'm running a ATI Radeon 6550 series and I don't experience this issue. As I said, its most likely due to an issue with shaders.
It must be, I have an ATI 2400XT (garbage card) and it doesn't bother me at all.

Subject: Re: Smoke
Posted by Major-Payne on Wed, 05 Sep 2012 05:56:31 GMT
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AMD HD5870 here

please don't dismiss the people who have this issue TT as the game is at times unplayable for us

---

Subject: Re: Smoke
Posted by Sean on Wed, 05 Sep 2012 10:55:21 GMT
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Major-Payne wrote on Tue, 04 September 2012 22:56AMD HD5870 here

please don't dismiss the people who have this issue TT as the game is at times unplayable for us

I know it sounds stupid, but have you tried turning the gamma down in rene? Also try messing around with your resolution. I use 1280x1024. While I could use 1440x900 I prefer the 1280x1024. Also, I know that you said that you've turned shaders all the way down but have you actually

disabled it within your client? Try that.

Failing that, I guess start posting (more)screenshots of your game.

Subject: Re: Smoke
Posted by StealthEye on Wed, 05 Sep 2012 16:32:35 GMT
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I believe we have asked for a comparison with the same settings before. So far I have not yet seen one with the same settings. I have compared stock to tt on this before, but found that the screenshots posted here are similar to what I get in stock. I still have not seen anything that confirms it is not a settings issue (possibly caused by different defaults for tt).

Subject: Re: Smoke
Posted by iRANian on Wed, 05 Sep 2012 17:05:17 GMT
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AMD Radeon HD 5750 here, the smoke is bright white.

Subject: Re: Smoke
Posted by Major-Payne on Wed, 05 Sep 2012 18:53:24 GMT
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StealthEye wrote on Wed, 05 September 2012 09:32I believe we have asked for a comparison with the same settings before. So far I have not yet seen one with the same settings.

I have already shown you three comparison screenshots, two of which are lowest settings, one of which is before and one of which is after.

I lowered the settings to the ones from the left screenshot for this one, the same happens:

and this last one is on medium-ish settings

Multiple people have told me already that it is NOT fixed by turning off shaders either, and two here have already told you.

Helios wrote on Mon, 20 August 2012 16:32I am also affected by this. Turning shaders all the way

down has no effect, and game.exe won't let me remove shaders.dll
Creed3020 wrote on Tue, 04 September 2012 15:53I too lately have found that tank battles are impossible because you can't bloody see anything. I'll start taking some SS of the whiteness and my video settings for comparison.

I am running an AMD Radeon 8650.
liquidv2 wrote on Tue, 04 September 2012 18:10ATI Radeon HD 7700
i get some seriously bright shit
shouldn't have to squint to see a Renegade screen lol

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.

Subject: Re: Smoke
Posted by jonwil on Thu, 06 Sep 2012 02:04:41 GMT
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I should say that 4.0 (at least the default install) does NOT have any "shaders" except for the fxaa shader support.
It does not have bloom (and as far as I know does not even have the code needed to support it)
As for the talk about "removing shaders.dll", that will never be possible, shaders.dll is not just for shaders, its got a lot of important code (the name shaders.dll is a historical artifact from when it did contain mostly shader code)

Subject: Re: Smoke
Posted by jonwil on Thu, 06 Sep 2012 02:09:26 GMT
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I should also add that the only way you could have any "shaders" running other than the fxaa shader is if you have a "shaders.ini" file or any .shd files loose in your data folder (or in mix files)

If all you have is the official TT always3.dat file (and its included default.shd file) you will not have ANY custom shaders running except the FXAA support.

Subject: Re: Smoke
Posted by iRANian on Thu, 06 Sep 2012 08:09:29 GMT
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I've checked with stock and 4.0 on all settings and the smoke is exactly the same on all settings, except for the white being a lot brighter

Setting 'Geometry Detail' to the lowest setting helps a lot, but it's still a bit brighter then.

Subject: Re: Smoke
Posted by Major-Payne on Thu, 06 Sep 2012 19:42:59 GMT
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I don't see how it can be unrelated to TT when before TT there was no remote mention of this bug and now literally everybody i play with closely complains to me about the smoke and how they cant see shit.

It's not like "oh you've got your settings fucked up" that causes this. A host of people are experiencing serious issues that makes the game UNPLAYABLE at times. If there is more than one tank shooting at you you cannot see a thing, you have no idea where you are aiming, the only indication you are hitting anything is your points going up. It's so damn bright you can't even see the selection box clearly

This all started after 4.0 was released, and it's not one complaint, it's dozens (possibly hundreds, who haven't complained) of people experiencing this issue

The bug is down to 4.0 and it's down to TT to fix it.

Subject: Re: Smoke
Posted by Xpert on Thu, 06 Sep 2012 21:52:12 GMT
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TT should play in Jelly and experience a full out tank fight. The other day, I was tank battling on Field and my goodness it's near impossible to see when a bunch of mammoths and med tanks are shooting a specific target. The white smoke is too thick. This has never been bad in other

scripts versions.

Subject: Re: Smoke
Posted by UksRene on Fri, 07 Sep 2012 02:26:48 GMT
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I had the same but I have a skin to reduce smoke, Now I see much better. It was virtually impossible to play with all the white all around me. I have 2 graphic cards on my laptop and I couldn't see anything, I played around with settings, Nothing worked.

Subject: Re: Smoke
Posted by liquidv2 on Fri, 07 Sep 2012 03:11:08 GMT
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i suppose i could fraps a battle for their benefit

Subject: Re: Smoke
Posted by Good-One-Driver on Fri, 07 Sep 2012 05:20:12 GMT
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Don't know if this still works with 4.0 cause it's w3d emitters with out the actual emitter which makes fps much better...

http://www.fileden.com/files/2009/2/5/2307214/Better_FPS_gameplay.rar

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Subject: Re: Smoke
Posted by Helios on Fri, 07 Sep 2012 17:04:19 GMT
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Lurker, can you PM me that smoke skin on Jelly forums? Thanks.

Subject: Re: Smoke
Posted by shaitan on Sat, 08 Sep 2012 00:20:20 GMT
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Hax.

Subject: Re: Smoke
Posted by liquidv2 on Sat, 08 Sep 2012 05:02:43 GMT
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i have no problem whatsoever with players using that skin on my server
i'd rather everyone saw things that way
same goes for arty screen shake; either have it 10% of what it is now or just remove it, and let
visual/game effects play less of a role in determining game outcomes

---

Subject: Re: Smoke
Posted by Ani on Sat, 08 Sep 2012 05:08:53 GMT
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I'm actually going to retract my previous statement and say that I indeed experience these
"blistering white" explosions on my screen... I never noticed the difference really and it doesn't
really harm gameplay as much as people claim it to me. I understand if there are something like
10 mammies coming and rushing and attacking you, you probably can't see a thing - and you
shouldn't either, lol.

That being said, it's not hard to play at all with the explosions the way they are in a server with
~30 people.

Subject: Re: Smoke
Posted by EvilWhiteDragon on Sat, 08 Sep 2012 11:03:20 GMT
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liquidv2 wrote on Sat, 08 September 2012 07:02i have no problem whatsoever with players using
that skin on my server
i'd rather everyone saw things that way
same goes for arty screen shake; either have it 10% of what it is now or just remove it, and let
visual/game effects play less of a role in determining game outcomes
We're not changing gameplay mechanics. The smoke thing might be a bug, the arty shake
certainly is not.

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).

Subject: Re: Smoke
Posted by liquidv2 on Sat, 08 Sep 2012 23:24:38 GMT
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my concern is that a 50 player game creates a problem with smoke and screenshake; the amount of it becomes nauseating, in all honesty

might seem fine and dandy in a 10v10 or something but when you have that many players running around it becomes a whole new ball game

sorry to bother you StealthEye, but how exactly do i disable screenshake serverside?

Subject: Re: Smoke
Posted by StealthEye on Sun, 09 Sep 2012 01:01:41 GMT
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If that's stock behavior, then we're not changing it. If it isn't then we should fix it. I still don't know which one is true.

It's a server.ini key. I don't know which one, but it was in the release logs for beta 5/4/3. This is still offtopic, so create a new one if you want to say more on this.

Subject: Re: Smoke
Posted by jonwil on Sun, 09 Sep 2012 14:01:24 GMT
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ok, guys, we really need to know (with proof in the form of videos) if there really IS a difference between 4.0 and stock renegade (not 4.0 and 3.4.4, 4.0 and STOCK)
If that information isn't provided, we will be unable to do anything to make this better.

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.

Subject: Re: Smoke
Posted by iRANian on Fri, 14 Sep 2012 18:58:29 GMT
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I've taken a second look and the smoke is the same with 4.0 and stock with no scripts, BUT the smoke is a lot less bright with 3.4.4 (like in MUDKIPS' screenshot).

The first time I tested it I was using stock with scripts 3.4.4, I wasn't aware of that, thought I wasn't running any scripts.

here's a comparison between no scripts and 4.0:
http://www.youtube.com/watch?v=omdpMc0xNQY&feature=youtu.be

Subject: Re: Smoke
Posted by Major-Payne on Sat, 15 Sep 2012 07:13:42 GMT
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It 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?

Subject: Re: Smoke
Posted by saberhawk on Sat, 15 Sep 2012 09:21:06 GMT
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Major-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.

Subject: Re: Smoke
Posted by T0RN 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

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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.

Subject: Re: Smoke
Posted by liquidv2 on Sat, 15 Sep 2012 17:44:52 GMT
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^ please

Subject: Re: Smoke
Posted by saberhawk on Sat, 15 Sep 2012 21:00:20 GMT
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T0RN wrote on Sat, 15 September 2012 05:09saberhawk 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.

StealthEye wrote on Sat, 08 September 2012 18:01If that's stock behavior, then we're not changing it.

The bug in question affects much more than particles, including stealth and anything else alpha-blended and is non-deterministic in nature. Since particles behave like stock (and w3dview for that matter), there is no bug here and we aren't changing it. If you don't like how existing particle systems look, change them; e_master01.dds is a good place to do so.


```
File Attachments
1) smoke_comparison_w3dview.png, downloaded 641 times
```

MZ_V_GDI_APC

H-LOD

V_GDI_APC

Mesh Collection

Aggregate

Emitter

e_chopperdust1

e_fiery_ex06mtr

e_fiery_fall

e_fiery_smoke

e_flare1

e_mz_smoke_X4

Object controls