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Subject: White Smoke Effect

Posted by [DoMiNaNt\\_HuNtEr](#) on Mon, 05 Aug 2013 19:10:01 GMT

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This effect is useless. You can't see jack shit.

How do I get rid of it? Is it a shader thing? My settings are maxed out.

I want to get rid of the smoke without lowering any other settings.

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Subject: Re: White Smoke Effect

Posted by [Xpert](#) on Mon, 05 Aug 2013 20:33:32 GMT

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It's 4.0 related. The bright white smoke is much worse than it was in 3.4.4 but TT team thinks there's nothing wrong despite many of us complaining how much brighter the white smoke got.

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Subject: Re: White Smoke Effect

Posted by [DoMiNaNt\\_HuNtEr](#) on Tue, 06 Aug 2013 00:46:37 GMT

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My god. So they can the scrolling minimap and building bar health, and then BLIND people with suffocating gas clouds....

Something is wrong.

So to get rid of the stupid smoke, I have to get rid of 4.0?

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Subject: Re: White Smoke Effect

Posted by [dubstar](#) on Tue, 06 Aug 2013 01:10:54 GMT

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The white smoke is unbearable. If anyone succeeds in reducing the intensity please post

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Subject: Re: White Smoke Effect

Posted by [saberhawk](#) on Tue, 06 Aug 2013 07:24:10 GMT

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Xpert wrote on Mon, 05 August 2013 13:33It's 4.0 related. The bright white smoke is much worse than it was in 3.4.4 but TT team thinks there's nothing wrong despite many of us complaining how much brighter the white smoke got.

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Looks the same to me. Find a particle system that differs between the game and w3dviewer, then we'll look at it.

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Subject: Re: White Smoke Effect  
Posted by [Good-One-Driver](#) on Tue, 06 Aug 2013 07:55:12 GMT  
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If it didn't block all w3d files I could of made the emitter a lot smaller, but yeah I agree it is bad and so annoying.

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Subject: Re: White Smoke Effect  
Posted by [saberhawk](#) on Tue, 06 Aug 2013 09:01:19 GMT  
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Good-One-Driver wrote on Tue, 06 August 2013 00:55 If it didn't block all w3d files I could of made the emitter a lot smaller, but yeah I agree it is bad and so annoying.  
You make this out to be very unilateral. If it annoys you, make a smaller emitter, release it, and get server owners to add it their approved file list. Problem solved.

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Subject: Re: White Smoke Effect  
Posted by [sla.ro\(master\)](#) on Tue, 06 Aug 2013 12:45:20 GMT  
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saberhawk wrote on Tue, 06 August 2013 12:01 Good-One-Driver wrote on Tue, 06 August 2013 00:55 If it didn't block all w3d files I could of made the emitter a lot smaller, but yeah I agree it is bad and so annoying.  
You make this out to be very unilateral. If it annoys you, make a smaller emitter, release it, and get server owners to add it their approved file list. Problem solved.

or just make a DDS transparent and the smoke will become invisible.

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Subject: Re: White Smoke Effect  
Posted by [ehh](#) on Tue, 06 Aug 2013 14:30:08 GMT  
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iirc iran made one, but it was very hard to see any tracers at all

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Subject: Re: White Smoke Effect

Posted by [Good-One-Driver](#) on Wed, 07 Aug 2013 04:51:13 GMT

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saberhawk wrote on Tue, 06 August 2013 02:01 Good-One-Driver wrote on Tue, 06 August 2013 00:55 If it didn't block all w3d files I could have made the emitter a lot smaller, but yeah I agree it is bad and so annoying.

You make this out to be very unilateral. If it annoys you, make a smaller emitter, release it, and get server owners to add it to their approved file list. Problem solved.

lol I don't think people like my emitters

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Subject: Re: White Smoke Effect

Posted by [reborn](#) on Wed, 07 Aug 2013 07:51:01 GMT

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Good-One-Driver wrote on Wed, 07 August 2013 00:51 saberhawk wrote on Tue, 06 August 2013 02:01 Good-One-Driver wrote on Tue, 06 August 2013 00:55 If it didn't block all w3d files I could have made the emitter a lot smaller, but yeah I agree it is bad and so annoying.

You make this out to be very unilateral. If it annoys you, make a smaller emitter, release it, and get server owners to add it to their approved file list. Problem solved.

lol I don't think people like my emitters

They're pro.

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Subject: Re: White Smoke Effect

Posted by [dubstar](#) on Wed, 07 Aug 2013 08:44:24 GMT

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sla.ro(master) wrote on Tue, 06 August 2013 05:45 or just make a DDS transparent and the smoke will become invisible.

Is e\_master01.dds the correct file to edit?

If not does anyone know which dds/w3d files are used to create the white smoke? \*\* EDIT \*\* I'm guessing it is e\_fiery\_smoke ? are there any other files connected?

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Subject: Re: White Smoke Effect  
Posted by [BAGUETTE](#) on Wed, 07 Aug 2013 17:47:28 GMT  
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e\_master is the one you can modify for the smoke/burning/missle effects.

Not entirely sure what the other fiery ones do, whenever I modified them in the past they didn't do jack, only e\_master did

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Subject: Re: White Smoke Effect  
Posted by [Starbuzz](#) on Thu, 08 Aug 2013 22:45:52 GMT  
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The white smoke from the Mammoth is the most annoying which wasn't there before.

It shows up even if you set the graphics to the lowest setting.

Hopes someone can make a smaller emitter if it is too difficult for TT to change it.

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