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 547 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