Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1
Posted by roszek on Sun, 11 Oct 2015 21:57:30 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Sun, 11 October 2015 13:47roszek wrote on Sun, 11 October 2015 14:05No more disappearing smoke and explosions. This pleases me
The flashing emitters and alphas still happens when there are to many on the screen.

I only tested it in lan where I would have emitters disappearing on my maps, and it ran smooth.

When I first loaded the game it was the same as usual (stuff disappearing) so I went to ren config and bumped it to high and it worked, even though it doesn't stay on high.