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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.

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