
Subject: Re: Tiberian Technologies Releases TT Scripts 4.2 Update 1

Posted by [Jerad2142](#) on Sun, 11 Oct 2015 23:49:33 GMT

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roszek wrote on Sun, 11 October 2015 15:57Jerad 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.

It should stay maxed after you slide it to full once, it did for me anyways and I've been running this stuff for quite some time now.

The main gain of the max geometry setting being knocked up is that LOD shouldn't kick in as soon.
