
Subject: Smoke textures are going mad.....WTF???

Posted by [EA-DamageEverything](#) on Fri, 29 Apr 2005 03:42:00 GMT

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OK, guys and girls, I have upgraded my PC. Firstly, read the difference between old and current configuration please (I'm NOT an Overclocker)=

OLD=

Athlon XP2200+ @1,8Ghz Thoroughbred (FSB266)

1GB Kingston RAM (DDR266 & DDR400)

Elitegroup K7S5A pro Mainboard with SiS735 Chipset (FSB266)

GeForce FX5700 (ASUS V9570) with 256MB

Forceware 66.93

CURRENT System=

Athlon XP3200+ @2,2Ghz Barton (FSB400)

1GB Corsair RAM (DDR400 Dual Channel Kit)

MSI K7N2 delta ILSR Mainboard with Nvidia Nforce2 Ultra400 Chipset (FSB400 Dual Channel)

GeForce 6600GT (XFX PVT43AND) with 128MB

Forceware 71.89 and Nforce 5.10 drivers

The upgrade increased my System performance, especially loading a map in Renegade takes only 3-4 seconds now. THX to the Dual-Channel feature. But I have a problem now with the smoke textures. You all know the FDS (SSAOW) feature

EnableVehicleDamageAnimation=1

When a damaged vehicle is driving away, it has a bit of smoke clouds which signs you, its nearly wrecked by now. If a vehicle is blown up, you can see the black smoke after the orange flame of explosion. The same thing after blowing C4... So here is my problem: This smoke isn't round anymore, it is like squares flying around! But take a look at the 2 pictures to see it exactly=

First one: It was City_flying, I was killed by a stank

<http://img244.echo.cx/img244/2028/killedbytank1cw.jpg>

Second one: The same map, but NOD attacked our base (I was at PP) -look at the APC!

<http://img244.echo.cx/img244/4647/damagedapc2wc.jpg>

Funny -isn't it? I dont think. How can I correct this? Should I set "AGP Fastwrite" off? My performance settings in the graphic driver are default, I tried "High Quality" (default is "Quality"), but there was no difference. My Renegade is running on 1024x768, 32bit Colordepth and all Details on. This problem occured since I installed the newest Forceware (71.89). All Direct3D features are enabled @Dxdiag and there are no problems. I really don't know if downgrading to Forceware 66.93 would solve the problem. I even don't know if it's a soft- or hardware problem.

In comparison to this game, NFSU2 is running fine. No problems with smoke when I'm doing a burnout for example. So please don't let me stay alone out there, post your Ideas here!

Subject: Smoke textures are going mad.....WTF???
Posted by [PhrozenUnit](#) on Fri, 29 Apr 2005 04:08:13 GMT
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Upgrade your drivers.

Subject: Smoke textures are going mad.....WTF???
Posted by [flyingfox](#) on Fri, 29 Apr 2005 16:06:52 GMT
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Had the problem with another game. It would happen, fix itself, happen again....

Subject: Smoke textures are going mad.....WTF???
Posted by [danpaul88](#) on Fri, 29 Apr 2005 21:45:53 GMT
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also you could try downloading the latest version of directx (9.something i think)

Subject: Smoke textures are going mad.....WTF???
Posted by [kopaka649](#) on Fri, 29 Apr 2005 23:31:24 GMT
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i think you should revery to older drivers.

btw, off topic but how does your computer run half life 2 (if you have it)?

Subject: Smoke textures are going mad.....WTF???
Posted by [EA-DamageEverything](#) on Sun, 08 May 2005 21:23:44 GMT
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OK I have solved this problem. I am using the OMEGA Driver 1.6693 now and it's running fine.

Get it at <http://www.omegadivers.net>

BTW, I don't have HL²
