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Subject: Greg, Question about view distance:  
Posted by [Anonymous](#) on Sun, 17 Nov 2002 22:14:00 GMT  
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Well, I don't want a meteor, and it doesn't have to be behind the clouds. It needs to be about the height of the clouds (just below) and the reason I can't just use a mesh or textured plane is because the draw distance wouldn't show it all the time...if the level is big enough. The object I'd put up there is more like a large air ship, and there is going to be a very high flight ceiling. But the air units cannot be able to reach this air ship.

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