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Subject: Re: Fog and texture problem

Posted by [Blazea58](#) on Mon, 18 Jun 2007 23:16:33 GMT

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A simple solution for this would easily be just to put your entire map below 0 on the Z axis or really high above it. It seems to me anything that is right directly at 0 on the Z axis causes that, like on roleplay2 the entire bridge that spans across the map does that since it sits at 0.

Putting the map too far down/up however can cause some strange errors so be sure its not too many metres, just experiment with setting your map in different areas.

When you move it in renx, in LE you can have it set to start at 0 and end 300 or less and given your map is high or low enough it shouldn't hit that bridge.

Or it could just be that your bridges posts are too low in polygon so you could try adding a small grid on it

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