
Subject: Re: Fog and texture problem

Posted by [Jerad2142](#) on Wed, 20 Jun 2007 16:59:32 GMT

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This is easy to fix guys come on, no one has figured this out at. (okay so maybe I figured it out by accident so what). So I will demonstrate what causes it and how to fix it.

So as you can see I have to pillars and fog turned way up. They are the same dimension as each other, distance from the zero axis (one is negative obviously but it doesn't matter), and EXACT same texture. But still one is extremely foggy.

And as I get closer to the bottom:

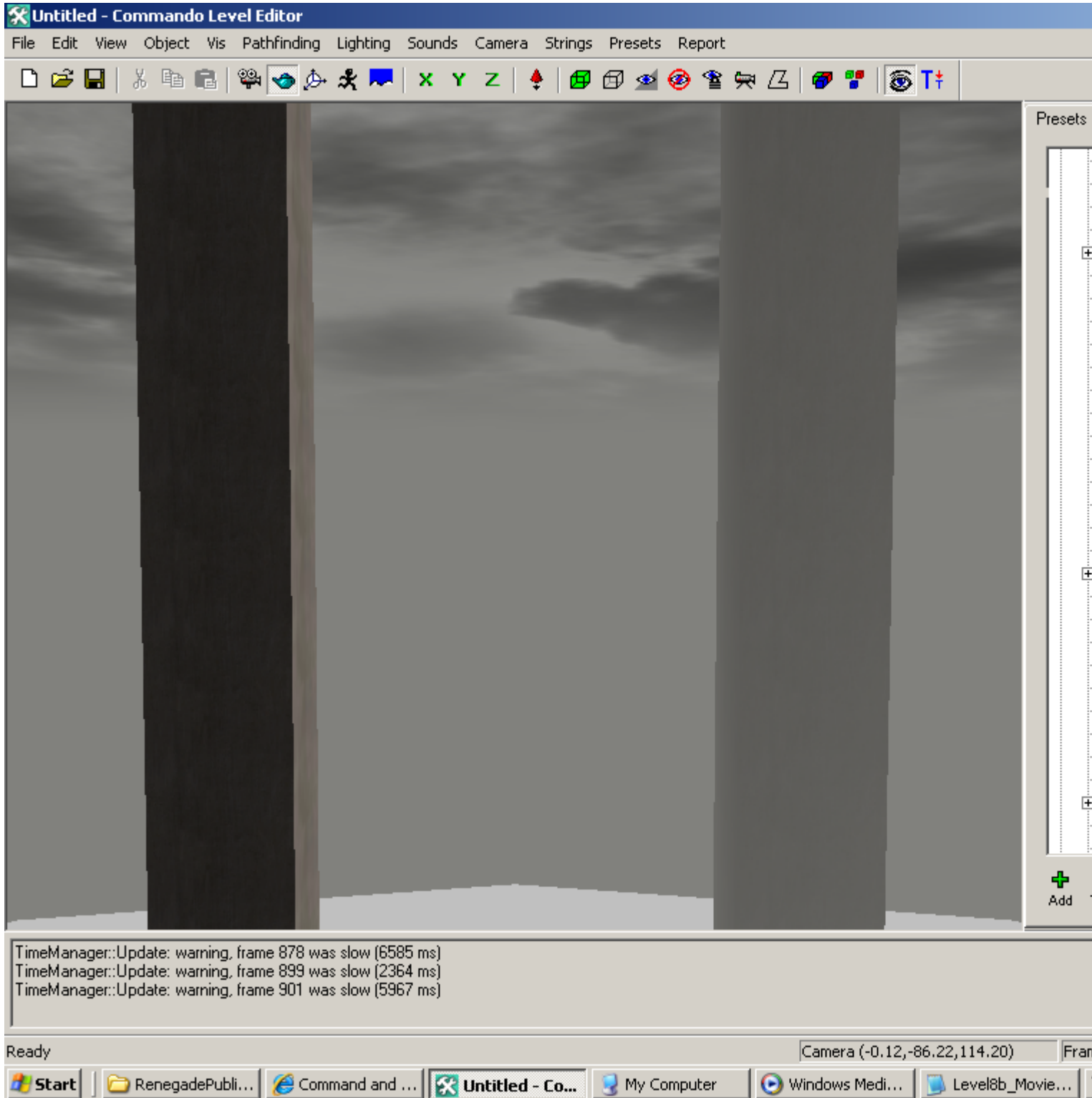
The right one starts to un fog. I wonder what would cause that? Maybe something in RenX. Lets see:

And the left one:

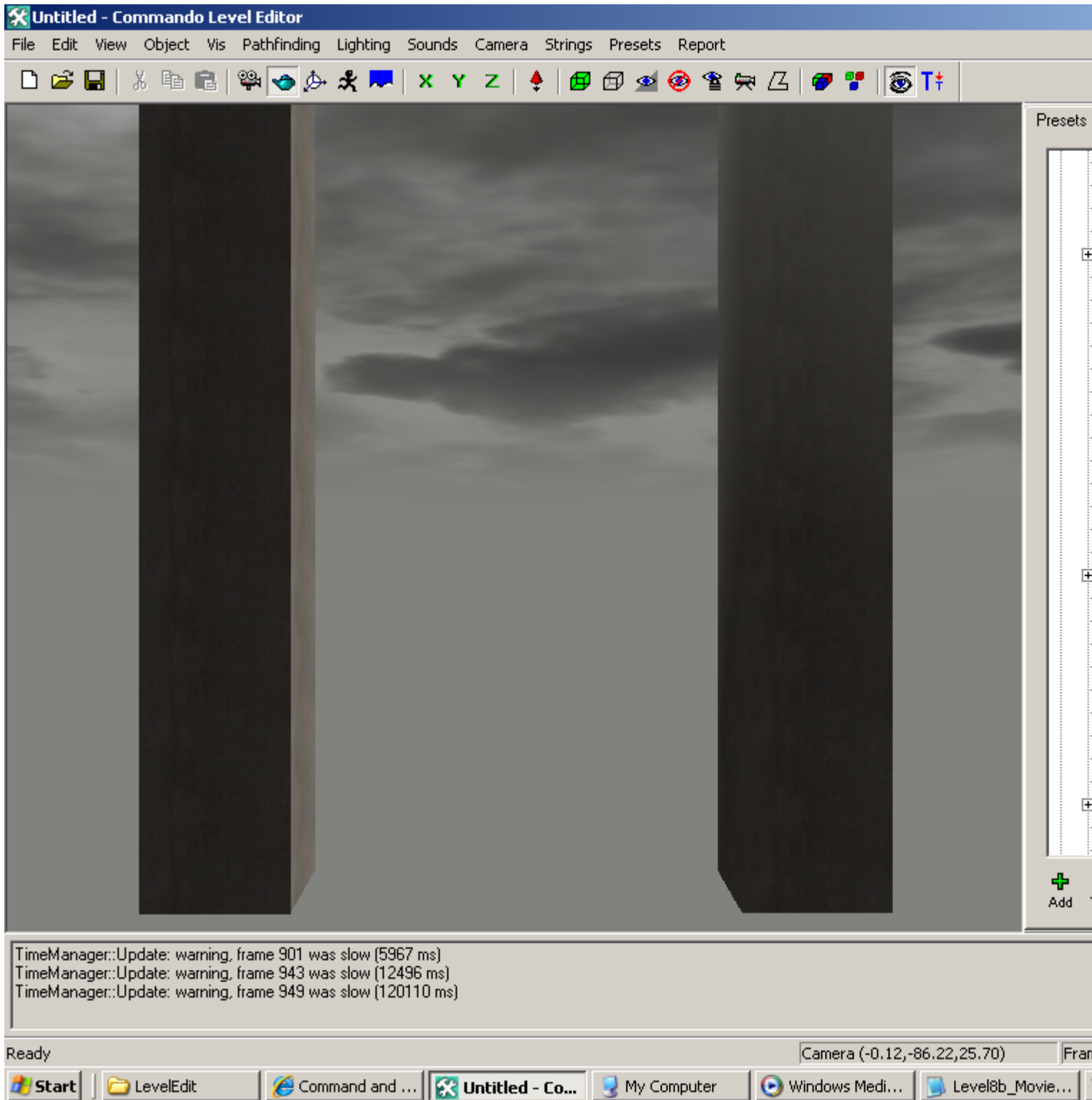
Oh, the left one seems to have its segments jacked way up 10 times more in fact. So it looks like fog level is controlled per segment. So as you reach that segment the fog level it set to match your distance away from it (also this same deal applies for lighting, the more segments the terrain has, the better the shadows it casts will look, but in turn the slower the game will run).

File Attachments

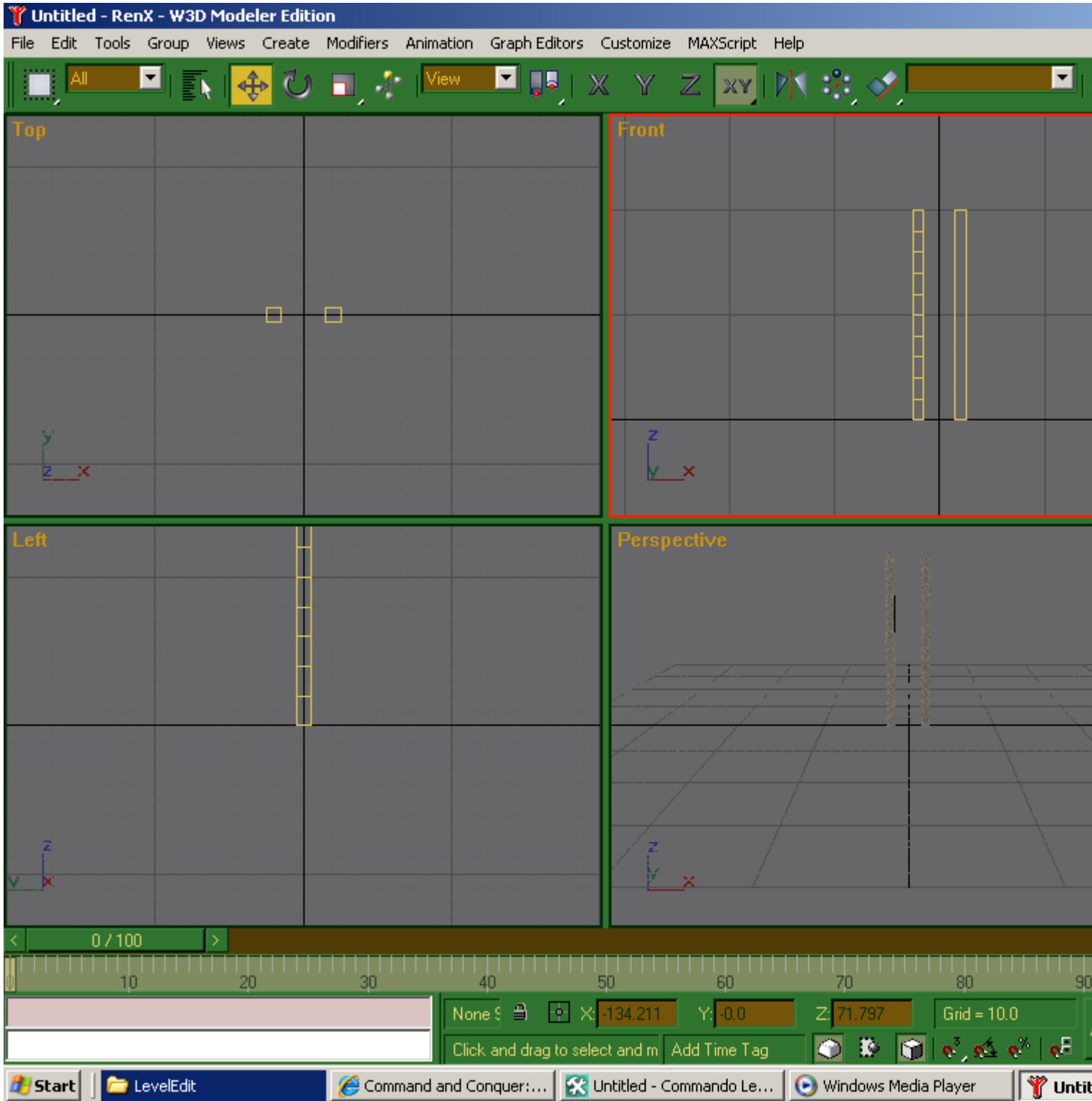
1) [two Pillars.png](#), downloaded 486 times



2) [two Pillars unfog.png](#), downloaded 494 times



3) [two Pillars renx 1.png](#), downloaded 480 times



4) [two Pillars renx 2.png](#), downloaded 491 times

