Subject: Re: Fog and texture problem Posted by Jerad2142 on Wed, 20 Jun 2007 16:59:32 GMT View Forum Message <> Reply to Message

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:

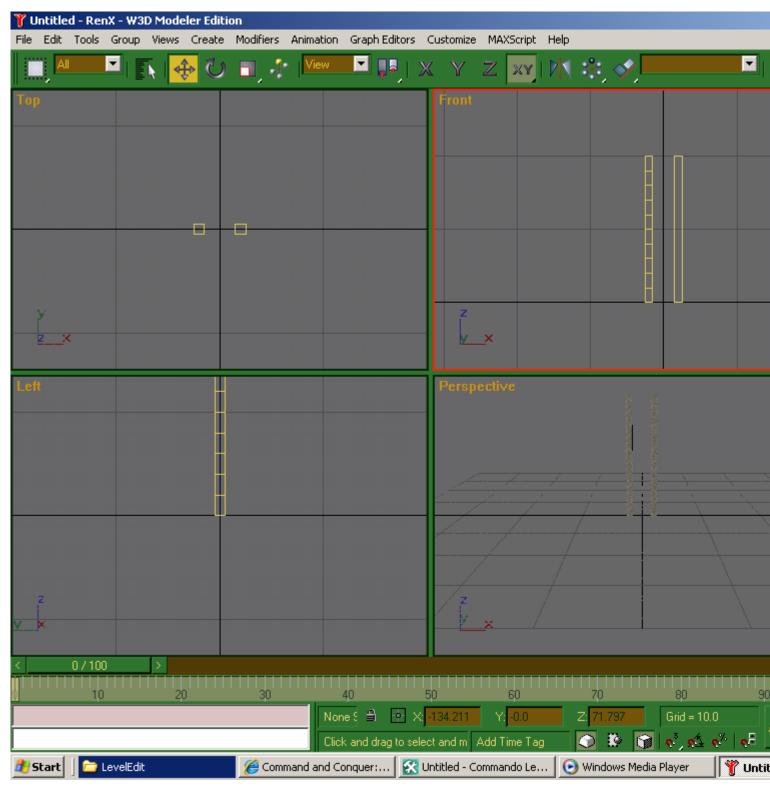
Oh, the left one seems to have its segments jacked way up 10 times more in fact. So it looks like fog level is controlled per segment. So as you reach that segment the fog level it set to match your distance away from it (also this same deal applies for lighting, the more segments the terrain has, the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

File Attachments
1) two Pillars.png, downloaded 211 times

Page 1 of 5 ---- Generated from Command and Conquer: Renegade Official Forums

% I	Jntitl	ed - Co	omn	nand	lo Le	vel E	dito	r																								
File	Edit	: View	ol	bject	Vis	Pat	hfino	ding	Lig	hting	So	unds	C	ame	ra (String	gs	Prese	ets	Rep	oort											
Ľ	6		X	Ēð	ß	2	1	Þ	*		l 3	c ۱	r -	z		đ	9 t	1	ه 🔹	0	≘	₩	Z	6	1 🚏		5 1	' ‡				
																														F	Prese	ets
																														L		_
							1																							L		
							1																							L		
							1																							L		ŧ
																														L		
							1																							L		
							1																							L		
			L																											L		
																														L		
																														L		
																														L		
			L																											L		
			L																											L		
			L																											L		4
			L																											L		
																														L		
			L																											L		
																														L		
																														L		
																														L		+
			L																											L		
			L																											L		
								82	-		-									-	-									L	Add	
			1																											-		_
Tim	eMan eMan	iager::U iager::U	pdat pdat	e: wa e: wa	arning arning), fram), fram	ie 87 ie 89	8 wa 9 wa	is slo is slo	ow (65 ow (23	585 n 364 n	ns) ns)																				
Tim	eMan	ager::U	pdat	e: wa	arning	j, fram	ie 90	1 wa	is slo	ow (59	967 n	ns)																				
1																								-								
Read			D-		da Da d		<i>(</i> 28)	<i>C</i>		I	, 1	1770				-		1				1.	0	·					14.20			irar 1
	5tart		Rer	negac	aerut	oli	C	Com	iman	id and			Un	title	ed - I	L o		g M)		mput	er			vindo	ws M	eal	· [ji Li	evel8b	_1401	ne]_
2)	t	wo	Pi	11a	ars	s u	nf	og	• F	ong	Γ,	do	wr	l	cad	lec	i f	210	5	ti	me	S										

		ed - C																														
		: Viev																														
Ľ	2		Å	Ēð	C	_	1	Þ	*			x	Y	z	4		ø	ø	∞	0	≌	Ħ	Z	🖪	, 🚛		5	rŧ				
																														F	Prese	ets
																																_
																														L		
			L																											L		E
																														U		
_																														L		
																														н		
			L																											U		
																														U		
			L																											H		
																														H		
																														H		_
							1																							H		Ŀ
																														H		
																														H		
																														H		
							1																							H		
																														H		
																														H		Ξ
																														H		
																														H	Add	
																																_
Tim	eMan	iager::l iager::l iager::l	Jpdat	te: wa	arning	, fram	e 94)	3 wa	is slo	w (12	2496	6 ms)) s)																			
ı Read	ly .																							Can	nera (-0.12	2,-86	5.22.2	25.70)		F	ra
	Start) Lev	/elEdi	t	1	6	Com	iman	id and	±		3 U	Intit	ed -	Co		ا 🧕	¶y ⊖	ompu	uter	1	0	· ·	ows M		÷		evel8b		- 1	
_																																
3)	t	WO	Pi	11a	ars	s r	en	x	1.	pn	ıg,	, (do	wn	10	ad	lec	1 2	203	3 t	:in	nes	3									



4) two Pillars renx 2.png, downloaded 212 times

