
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 24 Jul 2011 19:20:54 GMT

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You're most likely seeing fog and thinking it's lighting. The level is so large that a lot of it doesn't appear until you move closer to certain areas, and the lighting will look off until you notice the mountains coming into view... Otherwise it's just pure fog obscuring everything. Renegade only has a 300 meter view distance, so anything beyond that gets clipped.

I may end up changing the lighting so that it hits the front of the Refinery instead of the side, so that the texture work I put into it will be more easily viewed.
