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Subject: Re: Fog Error?

Posted by [saberhawk](#) on Tue, 11 Feb 2014 05:22:52 GMT

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Mauler wrote on Mon, 10 February 2014 11:38I'm not sure but I think this is an issue...

The fog no longer moves with the player.. I will let the video demonstrate the problem..

<http://www.youtube.com/watch?v=VgEjDALvfGg>

Any ideas?

In 4.1 (and below), fog is handled by saying "Hey Direct3D9, fog goes from X to Y distance and is this color". There is no control for a "fog location", it's *\*always\** based off distance to the viewer.

However, I do remember adding in a "floor" to the skybox. You may be seeing that instead if the terrain is becoming transparent. It's always the fog color.

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