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Subject: Re: Fog Error?

Posted by [Jerad2142](#) on Tue, 11 Feb 2014 20:30:17 GMT

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Mauler wrote on Mon, 10 February 2014 12:38I'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?

I think what your seeing is caused by the size of the vertices in your terrain, try increasing the poly count and see if it goes away, in Renegade the fog is shaded across polies depending on your distance from the center of them, so if the center of the poly below you is greater than the start distance of the fog away from you it will get the fog shader applied (Probably actually done by the edges of each poly but w/e).

saberhawk wrote on Mon, 10 February 2014 22:22

However, I do remember adding in a "floor" to the skybox.

Thank god, no more stupid sky color below you were the sky box ends.

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