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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblaney1](#) on Sun, 06 Jul 2014 23:41:15 GMT

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In 4.1 or one of the 4.0 updates (don't know when it was broken) the stock mesh on the obelisk is messed up so that fog no longer applies to it. On the map metroTS its very obvious. Heres an older video I found where its applied correctly.

[http://youtu.be/-GWwXeFb\\_nA?t=21m43s](http://youtu.be/-GWwXeFb_nA?t=21m43s)

This is how it looks on the latest 4.1 builds. The fog doesn't apply to the dark grey/black part. Looks even worse on many other maps. This occurs on all the stock maps, and most custom maps except those that use a custom obelisk model.

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