

---

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

Posted by [Mauler](#) on Mon, 07 Jul 2014 16:42:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I believe the obelisk has some sort of detail/shader pass that is "reflective" or some combination of "environmental" shader. The official obelisk uses that extra detail pass, I think. would need to check..

The effect is very noticeable if fog is enabled. Westwood official maps have no fog what so ever. So makes sense that you will see that on custom maps with fog enabled

---