

---

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

Posted by [dblaney1](#) on Tue, 08 Jul 2014 03:09:28 GMT

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

---

The fog issue also happens on the glass of the Humm-vee. Assuming its probably for the same reason. Figured I post this since it will probably help you narrow down potential causes.

A good map to test it on is metros. To test the hummvee thing, basints is a good map as well. No obelisk on that map though.

It is in fact visible on the stock maps as well as even they use a slight fog although much less dense than the ones used in some custom maps.

---