
Subject: Greg, Question about view distance:
Posted by [Anonymous](#) on Sun, 17 Nov 2002 20:02:00 GMT
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I'd like to make a texture up in the clouds. Is that possible? Like say for example... A comet is heading towards the ground and it's viewable, but unattainable from the level. It has to be seen anywhere in the level. Greg, I'd appreciate your input. Anyone else's thoughts?

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Posted by [Anonymous](#) on Sun, 17 Nov 2002 21:02:00 GMT
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Elaborate more on that. You want a meteor that is higher than the cloud level? Why don't you make your own cloud opacity map texture, apply it to a plane, and stick it up in the air, then put the meteor above that? Make the texture scroll about as fast as the cloud layer in Renegade does, and that should give the desired effect. I wouldn't suggest putting in a fog layer though, considering it would likely block out the meteor.

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Posted by [Anonymous](#) on Sun, 17 Nov 2002 22:14:00 GMT
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Well, I don't want a meteor, and it doesn't have to be behind the clouds. It needs to be about the height of the clouds (just below) and the reason I can't just use a mesh or textured plane is because the draw distance wouldn't show it all the time...if the level is big enough. The object I'd put up there is more like a large air ship, and there is going to be a very high flight ceiling. But the air units cannot be able to reach this air ship.

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Posted by [Anonymous](#) on Mon, 18 Nov 2002 05:13:00 GMT
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one word --- VIS -- (maybe) i think that will be the only way you can make it pop out...i've been plagued by the distance thing to... seems after 175 meters or so - it clips out...vis helps - but you have to put layers up in the air - according to what distance you set in the VIS settings (default is 10 meters)if you get this working -- share the procedure -- this is quite vexing....

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Posted by [Anonymous](#) on Mon, 18 Nov 2002 19:43:00 GMT
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The far clip plane is locked at 300m. I don't think there is a way for you to do what you want

unfortunately. It would require you to add something to the level that is always drawn relative to the camera.greg

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thanks for the far clip plane info Greg, I was wondering about the distance.hope INGROWNLIP can use the other info.Am so happy that you are still a big part of the WW/Renegade Community.and oh yeah, KANE LIVES!
