Subject: FOG?
Posted by --oo00o00oo-- on Thu, 04 Dec 2003 02:38:00 GMT
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now i know how to add and edit the distance of fog in LE. but when u add the generic fog it is applied to the whole map. is there a way to make fog thicker in certain areas? example: around the bases fog is present but its light and u can see far, but in the middle of my map "the forested area" the fog would be thicker and u would be unable to see as far.can u do it? if so, how?

Subject: FOG?
Posted by Deafwasp on Thu, 04 Dec 2003 03:09:50 GMT
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No.

As it is, (as you prolly know) you can make fog start at a certin distance and stop at another. that is about all you can do.

Subject: FOG?
Posted by YSLMuffins on Thu, 04 Dec 2003 03:16:34 GMT
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It's a stretch, but perhaps you could try experimenting with your own emitters and place them in this forest of yours to make them more foggy.

Subject: FOG?
Posted by Deafwasp on Thu, 04 Dec 2003 05:37:40 GMT
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Well, maybe with emmiters. But I dunno if that will effect lag in any way.
And I dunno if anybody but the host will see it.

Subject: FOG?
Posted by --oo00o00oo-- on Thu, 04 Dec 2003 07:18:23 GMT
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what about this "steam permeable" setting in the materail options? could that be used in the process of making a thicker fog effect?

Subject: FOG?

Posted by Cpo64 on Thu, 04 Dec 2003 07:47:48 GMT

Thats just for the bullet, and what it does when it hits that matteral.

Any of them that say permable alow the bullet to pass threw it.

Subject: FOG?
Posted by CnCsoldier08 on Thu, 04 Dec 2003 21:01:25 GMT

well couldnt you just make it darker in the forest and it would make the fog seem thicker.

Subject: FOG?
Posted by maytridy on Thu, 04 Dec 2003 22:23:14 GMT

If you put hundreds of emmitters in to make a good fog effect..you'll have about 1 FPS. Just use the LE fog, and just make some areas darker.