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Subject: Smoke and Mirrors.

Posted by [Deafwasp](#) on Fri, 28 Mar 2003 06:07:05 GMT

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Actually, I made a rather large 2 polygon mesh. I made it into a plane of water using the same technique as the "realistic water" tutorial.

But when I add fog to the map the plane just dissapears or goes blank.

Does anybody know how to remedy this or know what the problem is?

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Subject: Smoke and Mirrors.

Posted by [laeubi](#) on Fri, 28 Mar 2003 06:59:10 GMT

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Have you run the 'Compue Vertex solve'

Because this turns your whater in a grey shimmer.

To prevent this the only options are:

- a) do not do Vertex solve
  - b) hide your water while vertex solve
- 

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Subject: Smoke and Mirrors.

Posted by [Deafwasp](#) on Fri, 28 Mar 2003 19:23:38 GMT

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No I havent used vertex lightslove yet.

I open Commando, "make" my terrain, and check fog on. Can't see water.

Is there something about the "Realistic water" settings that conflict with fog?

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Subject: Smoke and Mirrors.

Posted by [Titan1x77](#) on Fri, 28 Mar 2003 21:45:50 GMT

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where is that realistic water tutorial ...i searched for it but had no luck finding it.

i just looked at the waterfall tutorial to make water.

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Subject: Smoke and Mirrors.

Posted by [Deafwasp](#) on Sat, 29 Mar 2003 01:51:51 GMT

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ok spam man, get out.

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Subject: Smoke and Mirrors.

Posted by [SomeRhino](#) on Sat, 29 Mar 2003 05:40:18 GMT

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Happened to me as well. When fog is applied to water that stretches far out, it seems to become invisible. I just had to go without it on Conquest Island.

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Subject: Smoke and Mirrors.

Posted by [Titan1x77](#) on Sat, 29 Mar 2003 08:34:58 GMT

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Deafwasp....whats the problem??

Im not spamming ....your not helping.

You must have the tutorial,Please let me know where to find it??

i didnt think i was asking for much :rolleyes:

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Subject: Smoke and Mirrors.

Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 08:52:47 GMT

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The fuck is your problem? This is DeafWasp's thread asking for help.

IT ISN'T ABOUT YOU, STUPID NEWBIE.

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Subject: Smoke and Mirrors.

Posted by [Titan1x77](#) on Sat, 29 Mar 2003 10:26:02 GMT

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HEY STUPID

READ WHAT I ASKED FOR

FINE I'LL MAKE A NEW FUCKIN TOPIC FOR IT THEN!!!

All you MF's think your shit don't stink....doesnt anyone have manners anymore?

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If anyone spams it's you ACK ....i stuck to the topic....u just came in and flamed...mind your own business

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Subject: Smoke and Mirrors.  
Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 11:17:59 GMT  
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You're extremely proficient at making an idiot of yourself.

NEWBIE

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Subject: Smoke and Mirrors.  
Posted by [Deafwasp](#) on Sat, 29 Mar 2003 14:02:24 GMT  
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Subject: Smoke and Mirrors.  
Posted by [Deafwasp](#) on Sat, 29 Mar 2003 14:08:17 GMT  
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Ok, it works when I shrink the plane. So..... I am going to try some things.

I figured this from SomeRhino's input. Thx.

EDIT: Ok, I have figured it out. For anyone who uses realistic water-Make sure you break your water plane into many cells, and spread them out. If your water still goes blank with fog, tessellate and spread or shrink the current cells some.

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