
Subject: Greg, Question about view distance:
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.
