
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?
