
Subject: Re: Fog and fadeing out [scripts]
Posted by [NeoSaber](#) on Sat, 24 Dec 2005 03:37:21 GMT
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I think Commands->Set_Fog_Range(300,300,5); would work. That should make the fog move to 300m away over a period of 5 seconds. 300 meters is the view distance in Renegade, so anything beyond that shouldn't be visible to a player.

The first two parameters for Set_Fog_Range are the same as the "Start" and "End" in Level Edit's fog settings. "Start" being the distance at which the fog first becomes visible, and "End" being when it becomes too thick to see past. The third parameter is the time, in seconds, it takes to fade between existing fog settings and the new settings you're making with Set_Fog_Range.
