
Subject: Re: Fog and fadeing out [scripts]
Posted by [Titan1x77](#) on Sat, 24 Dec 2005 15:50:48 GMT
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I havent tested these scripts yet, but These are global settings right?

I'm looking for something per player where,when you enter a zone(such as high above the map) the fog becomes heavy, while all other players on ground level still see the normal fog.
