Subject: Re: Fog and fadeing out [scripts] Posted by NeoSaber on Sat, 24 Dec 2005 18:12:21 GMT View Forum Message <> Reply to Message

Those fog commands do have a global effect. I don't think there is one that works on a per player basis. Jonwil might be able to create a per player fog command, but that's a little beyond my "realm of knowledge".

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