Subject: Re: scripts.dll 3.2 is out
Posted by saberhawk on Wed, 11 Apr 2007 04:44:54 GMT

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Unfortunately, that is "by design" for right now. On SM3 capable cards, fog simply doesn't work with shaders of any kind, causing it be to be the fog color all over no matter where it is. So rather than fix the fog, we just disabled it (If you know how to calculate fog that matches in HLSL, be my guest to add it).