

---

Subject: Fog and texture problem

Posted by [R315r4z0r](#) on Mon, 18 Jun 2007 16:36:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I just finished doing the basic map terrain for a map I am making in RenX. I exported it to Level Edit to look for bugs and I found this one, among others that I can fix.

This one has me puzzled. When I apply fog to the map, to drown out the draw distance in the background, certain textures, specifically l01-concrete01.tga, lights up to the color of the fog and looks HORRIBLE.

Here is a few screen shots to help me describe what is happening(The sides of the bridge is the texture in question):

Normal, non-foggy map:

Added fog to the map (Note that you are able to kind of see the backdrop behind the bridge, but yet you can't see the part of the bridge in question due to fog):

Less fog. You can clearly see the city in the background, but still a heavy amount of fog is over the part of the bridge:

...Why is this happening... and how can I fix it? If it is at all possible, I would like to leave the texture the same. But I will change it if I have to.

---