

---

Subject: Re: Fog and texture problem

Posted by [Slave](#) on Mon, 18 Jun 2007 20:35:53 GMT

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

---

Same here. I actually left it in place because it showed up at the border of a map, above a lake. Cool looking fog of doom.

Too bad I can't really help. Is your map functional in w3d viewer? Mine crashed on a certain object. Maybe the fogtarded lake. If the crash can be found, maybe a solution can be found too.

---