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Subject: how to have water show thru fog

Posted by [Deafwasp](#) on Wed, 15 Oct 2003 21:11:03 GMT

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Ok, here is how you fix it.

You have 1 big plane for your water no? Well tessellate it. Make there be no part of the water plane larger than 2 refineries back to back.

If that dont work, tessellate again to make the water have even more polys.

That's how I fixed the water in all my maps with fog. Never released one though

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