
Subject: Fog and fadeing out [scripts]

Posted by [theplague](#) on Sat, 24 Dec 2005 02:36:23 GMT

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well, i was wondering how to fade out fog, i've managed to fade it in and make it instantly dissapear, but not fade out...

i'm using Commands->Set_Fog_Range(0,100,5); to fade in and i tryed to use
Commands->Set_Fog_Range(100,0,5); to fade out but no luck :S

Commands->Set_Fog_Enable(false); makes it dissapear instantly -_-"

edit: would Commands->Set_Fog_Range(0,0,5); work?

Subject: Re: Fog and fadeing out [scripts]

Posted by [NeoSaber](#) on Sat, 24 Dec 2005 03:37:21 GMT

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I think Commands->Set_Fog_Range(300,300,5); would work. That should make the fog move to 300m away over a period of 5 seconds. 300 meters is the view distance in Renegade, so anything beyond that shouldn't be visible to a player.

The first two parameters for Set_Fog_Range are the same as the "Start" and "End" in Level Edit's fog settings. "Start" being the distance at which the fog first becomes visible, and "End" being when it becomes too thick to see past. The third parameter is the time, in seconds, it takes to fade between existing fog settings and the new settings you're making with Set_Fog_Range.

Subject: Re: Fog and fadeing out [scripts]

Posted by [Titan1x77](#) on Sat, 24 Dec 2005 15:50:48 GMT

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I havent tested these scripts yet, but These are global settings right?

I'm looking for something per player where,when you enter a zone(such as high above the map) the fog becomes heavy, while all other players on ground level still see the normal fog.

Subject: Re: Fog and fadeing out [scripts]

Posted by [NeoSaber](#) on Sat, 24 Dec 2005 18:12:21 GMT

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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".

Subject: Re: Fog and fadeing out [scripts]
Posted by [theplague](#) on Sun, 25 Dec 2005 00:37:11 GMT
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ooooooooo, this is good! thx, 300 works! go 300!

tytyty
