Subject: Fog and texture problem
Posted by R315r4z0r on Mon, 18 Jun 2007 16:36:30 GMT
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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.

Subject: Re: Fog and texture problem
Posted by crazfulla on Mon, 18 Jun 2007 17:41:41 GMT
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its a bug in the whole renegadeiscrappy thing. I had this before, couldn't find a solution so I removed the fog.

Subject: Re: Fog and texture problem
Posted by Slave on Mon, 18 Jun 2007 20:35:53 GMT
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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.

Subject: Re: Fog and texture problem
Posted by Blazea58 on Mon, 18 Jun 2007 23:16:33 GMT
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A simple sollution for this would easily be just to put your entire map below 0 on the Z axis or really high above it. It seems to me anything that is right directly at 0 on the Z axis causes that, like on roleplay2 the entire bridge that spans across the map does that since it sits at 0.

 Putting the map too far down/up however can cause some strange errors so be sure its not too many metres, just experiment with setting your map in different areas.

When you move it in renx, in LE you can have it set to start at 0 and end 300 or less and given your map is high or low enough it shouldn't hit that bridge.

Or it could just be that your bridges posts are too low in polygon so you could try adding a small grid on it

Subject: Re: Fog and texture problem
Posted by Jerad2142 on Wed, 20 Jun 2007 16:59:32 GMT
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This is easy to fix guys come on, no one has figured this out at. (okay so maybe I figured it out by accident so what). So I will demonstrate what causes it and how to fix it.

So as you can see I have to pillars and fog turned way up. They are the same dimension as each other, distance from the zero axis (one is negative obviously but it doesn't matter), and EXACT same texture. But still one is extremely foggy.

And as I get closer to the bottom:

The right one starts to un fog. I wonder what would cause that? Maybe something in RenX. Lets see:

And the left one:

Oh, the left one seems to have its segments jacked way up 10 times more in fact. So it looks like fog level is controlled per segment. So as you reach that segment the fog level it set to match your distance away from it (also this same deal applies for lighting, the more segments the terrain has, the better the shadows it casts will look, but in turn the slower the game will run).
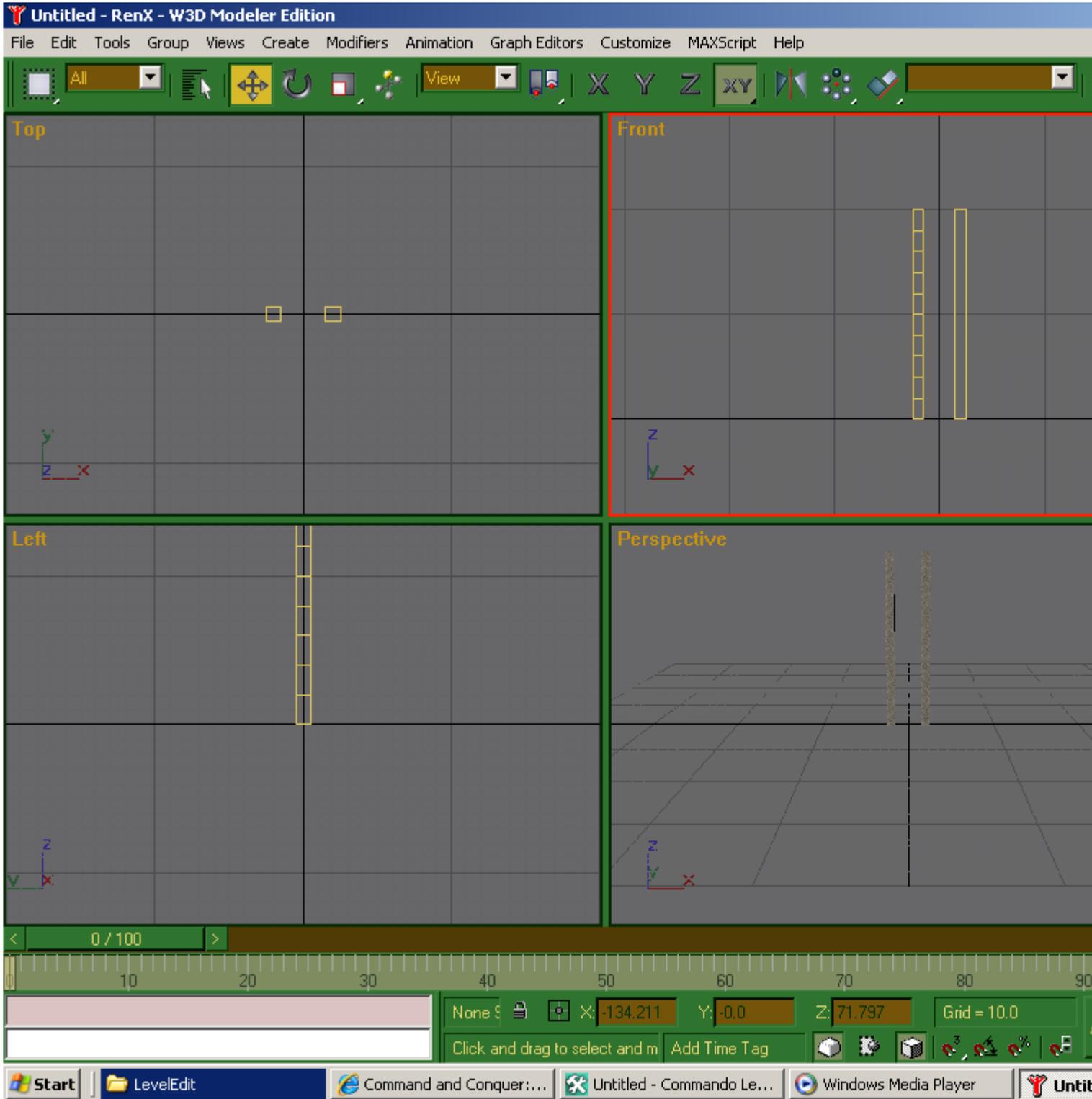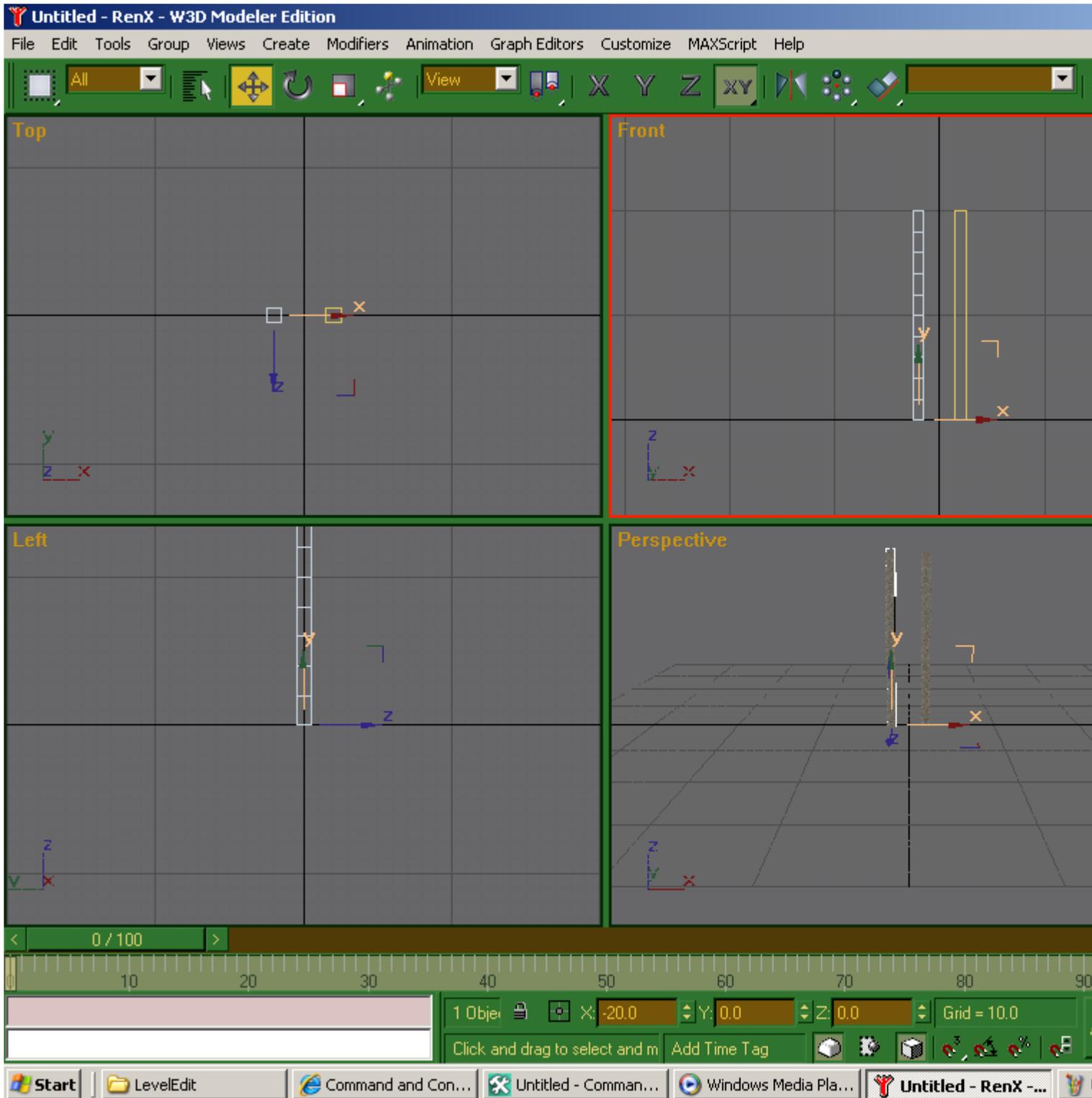
File Attachments
1) two Pillars.png, downloaded 524 times
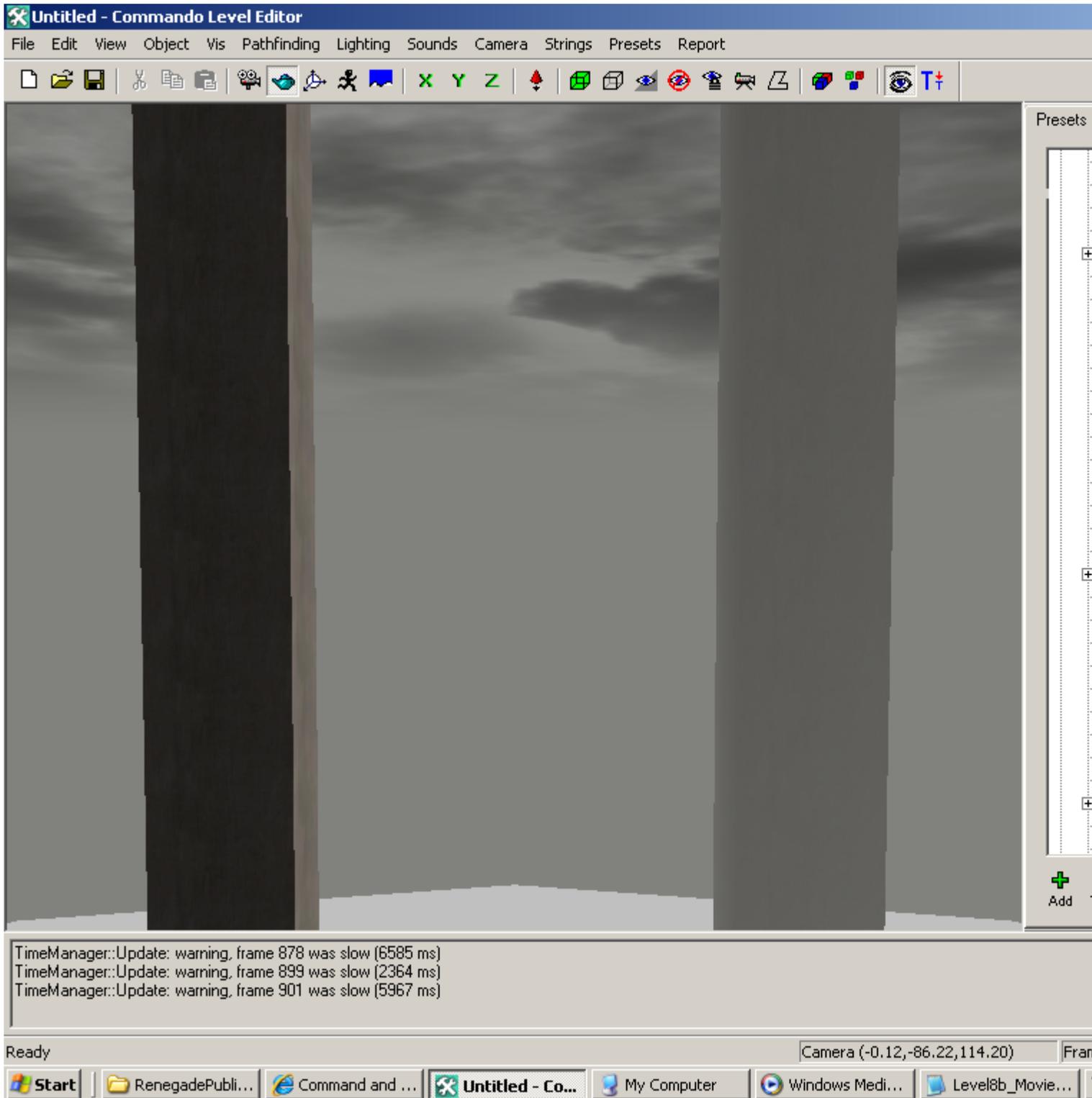
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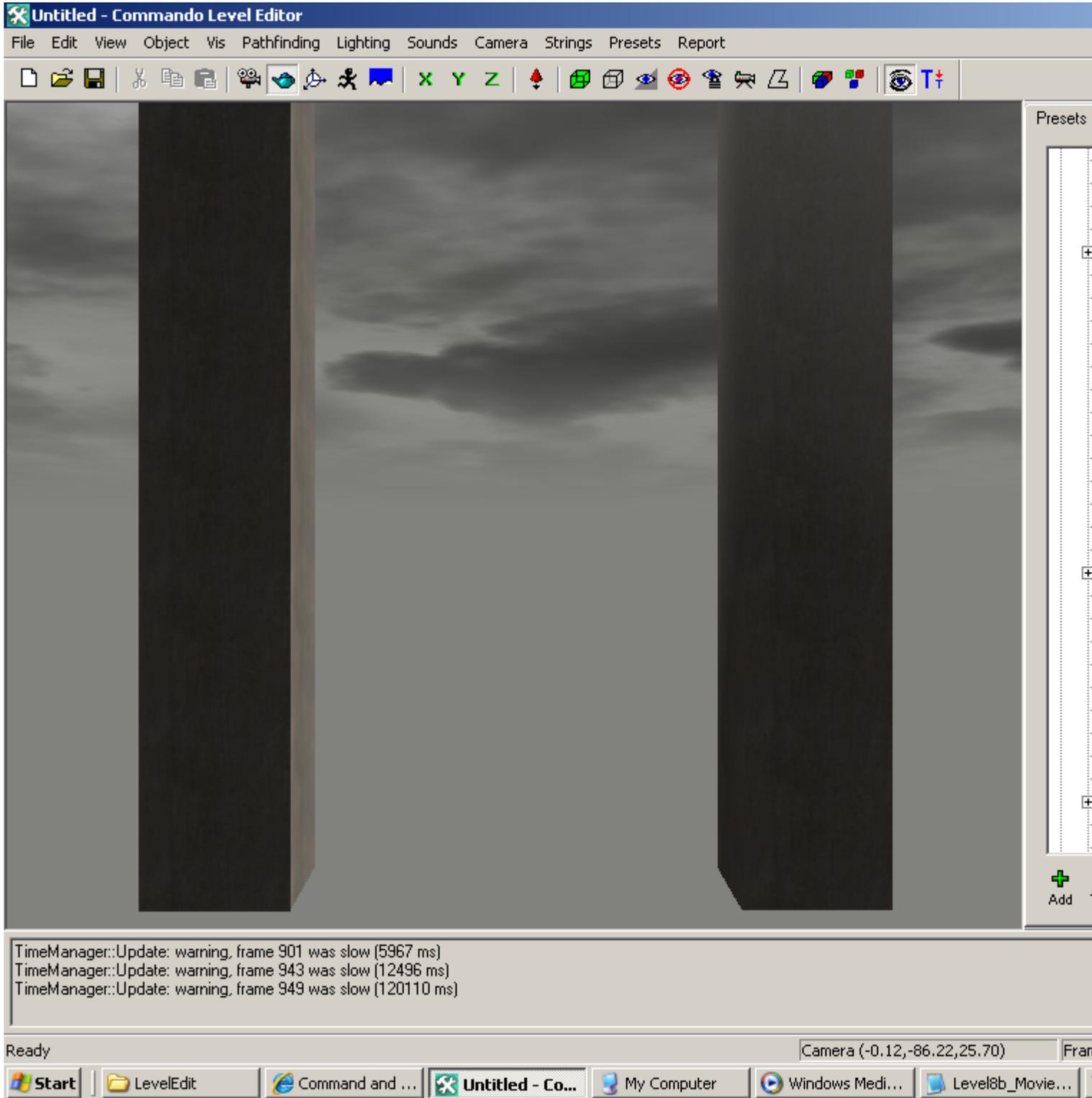
3) **two Pillars renx 1.png**, downloaded 516 times

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4) two Pillars renx 2.png, downloaded 534 times

OMG that makes sense because I did adjust the segments of the bridge so that it would reach off map!

Thanks, I haven't attempted to fix it yet, but thanks that seems like it will work very well.

Subject: Re: Fog and texture problem
Posted by saberhawk on Sat, 30 Jun 2007 01:20:40 GMT
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Fog is calculated per-vertex actually. More vertices, more fog!

Subject: Re: Fog and texture problem
Posted by Jerad2142 on Sat, 30 Jun 2007 06:44:56 GMT
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saberhawk wrote on Fri, 29 June 2007 19:20Fog is calculated per-vertex actually. More vertices, more fog!
I already said that.

Subject: Re: Fog and texture problem
Posted by JeepRubi on Sun, 01 Jul 2007 00:29:49 GMT
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I was going to post right away, but I was good and checked to see if someone had posted a solution yet, and they did. I figured this out with a water polygon.

Subject: Re: Fog and texture problem
Posted by R315r4z0r on Mon, 02 Jul 2007 01:21:27 GMT
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You.. you left me suffering for all that time >_<